

SPELLSLINGER: INVASION



Shootouts and Sorcery on the Wild Frontier

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SPELLSLINGER: SHOOTOUTS & SORCERERY ON THE WILD FRONTIER

A single bead of sweat breaks out on the halfling's brow as the noonday sun beats down on her. Her fingers flex inches from her gun holster. *This damn gnomish revolver had better not crap out on me again.* A sudden flash of movement, a thunderous bang and a plume of sandy dust is thrown into the air. "Damn humans think they own the place," she mutters to herself, holstering her weapon.

The dwarf spits on the dusty floor of the backroom at the Sandy Homonculus, fists up, circling his opponent warily, while a rabid crowd shouts and jeers. *One last fight*, he thinks to himself. *Then that mithril claim is mine.* The half-orc opposite suddenly charges and the dwarf braces for impact. But his opponent has made a mistake, telegraphing his next move, and the dwarf ducks easily, bringing his clenched fist up to meet the half-orc's jaw almost faster than the eye can see.

Holding her breath, the elven ranger tracks an gnoll warband through the scope of her bolt-action elven longbarrel. She carefully studies their warpaint, the particular feathers in their headbands and the weapons they carry. *Red Teeth tribe*, she thinks to herself. *Headed for Sandstone.* She mutters a brief incantation and squeezes the trigger. A gnoll is blown away in a violent spray of red but before he even hits the ground, the elf has cracked the bolt action of her sniper rifle to reload, and fires off another shot.

AN END TO THE OLD WAYS

Beneath its pocked, shattered moon, the old world is dying. Tearing itself apart. Humanity had been alone for too long, and when the Third Age began almost two centuries ago, the realms were unable to cope. "Monsters! Abberations!" the puritans had cried when little babies had begun being born with sharply pointed ears, or green skin and fangs, or stunted, stocky builds and full beards at birth. "They must not be suffered to live!"

But those children who hadn't been put to the sword, or left for the wolves, grew up to be lithe elves, or volatile orcs, or hardy dwarves. And then suddenly, humanity wasn't alone anymore. The races of ancient mythology had become undeniable fact.

Unlike humans, who could almost be defined by their individuality, it turned out that the mythical races were much

more homogenous. Elves all tended to be beautiful yet cold, graceful yet aloof, and naturally predisposed to having undeniable abilities in magic and the natural world. Dwarves all shared the same short stature and thick beards, the same foul sense of humour and love of ale, the same ability for metallurgy and stonework. Orcs were almost pure ferocity, bridled only by a sense of honour so strong it bordered on the pathological. It was only natural that each of the non-human races would feel both badly out of place in a humano-centric world, and to share a strong desire to band together.

A few short years later, the secrets of the arcane were finally unlocked, and not long after that the Gods started talking again. Soon after, ancient, long dormant powers began taking an interest in the world again.

BLOOD AND SAND

Ironically, the return of magic to the world - bringing with it, amongst other things, the enterprising gnomish race - had ushered in a new wave of technology, far in excess of anything the world had seen before. Fine, mechanical inventions. Steam engines. Gunpowder. Not only did this mean that the old world could rip itself to pieces faster than anyone had thought possible, it meant that previously inaccessible parts of the world were now suddenly open to all comers.

And so it was that the new world, a brave and dangerous frontier, came to be colonised, gnomish rail driving the way and the rest of the world struggling to keep up. But the frontier had never been empty, and those who were there already did not welcome newcomers with open arms.

CHAPTER 1: BACKGROUND & LORE

TIMELINE

7TH CENTURY, 4TH MILLENIA, SECOND AGE (2A)

3,755 2A Scattered reports of meteor strikes alarm astronomers and soothsayers across the world.

3,755 2A The parents of the first generation of mythical races unknowingly conceive the Forerunners.

1ST CENTURY, 1ST MILLENIA, THIRD AGE (3A)

0 3A The first generation of the mythical races are born, and infanticide becomes common as many are killed for what are initially perceived to be malformities. Eventually, enough survive that the truth becomes known. Non-human races are given the term álloi, or 'other', and this first generation come to be known as the Forerunners.

13 3A Those Forerunners reaching adolescence show remarkable aptitude at a range of studies. It seems that humanity, whilst possessing a great breadth of skills, are no match for the álloi races whose natures seem to predispose them toward greatness in certain disciplines. Magic is discovered, and the realms are rocked to their cores.

14 3A The first of the Mage Wars breaks out as young and impressionable Forerunners are lured by the promise of wealth and power by the old guard. Their abilities are exploited to breaking point and many die after channeling vast power and burning out. The limits of sensible magic use are quickly established, using a system of ascending 'orders', and the first wizarding school is founded. The Scarlet Spires mage college is formed to regulate and control blood magic, which quickly becomes a taboo subject.

19 3A The realms are once again shocked as divine powers begin manifesting in the world, and both atheism and monotheism are proven to be false. Prayers are still not being answered and there is no direct contact with the gods, but minor healing magics and other blessings start to function, and

another fundamental cornerstone of the world shifts significantly.

21 3A A wide-reaching census is performed, and twelve distinct álloi races are identified. The existence of the first generation of half-elves and half-orcs becomes common knowledge. Pro-human rhetoric increases, and orcs are forced out of the cities.

22 3A The *Minor Illusion* and *Prestidigitation* cantrips are perfected and practical jokes are never the same again.

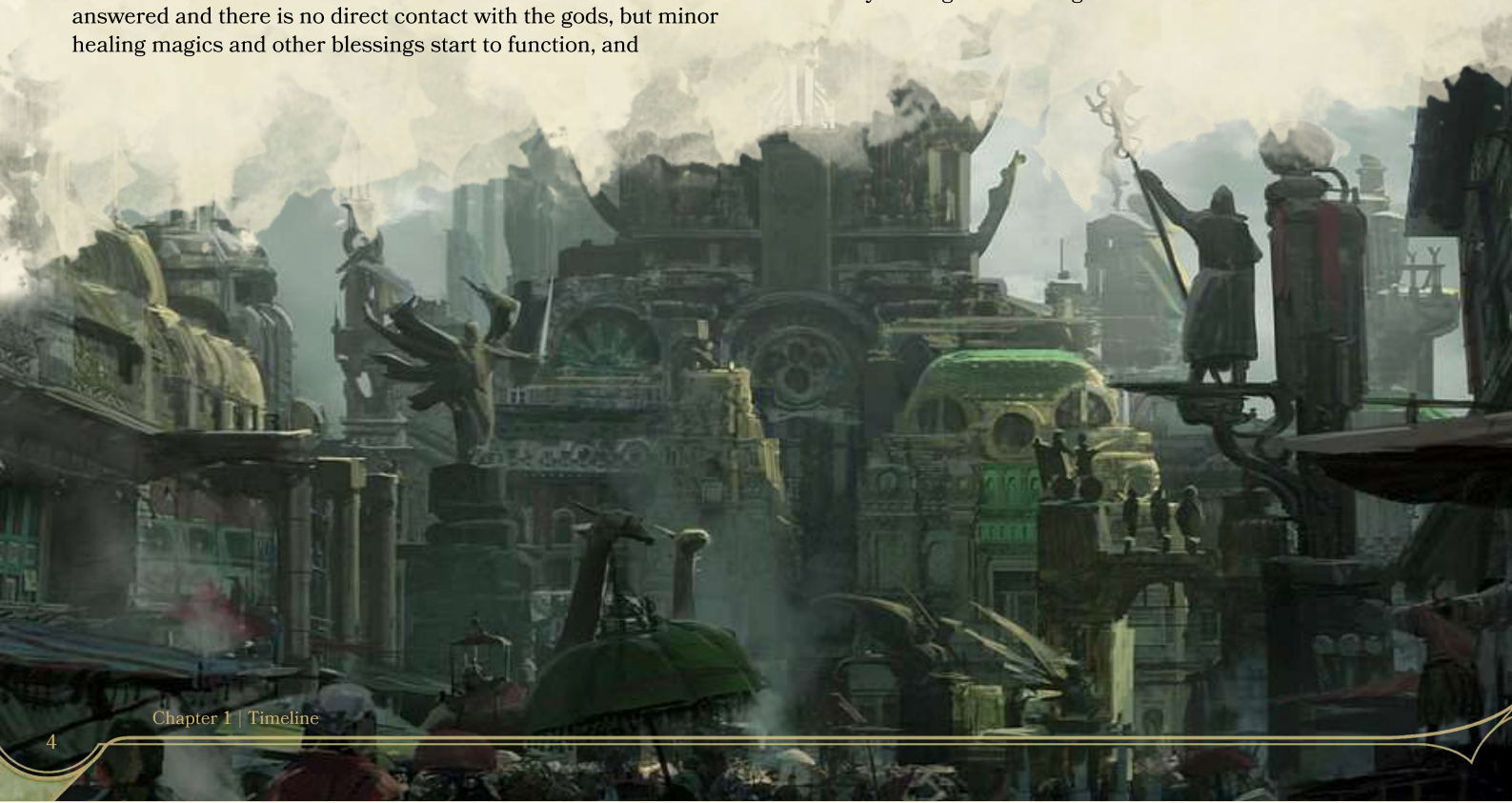
29 3A Rudimentary contact is made with the gods, and a new divine order establishes itself, with Heironeous, god of chivalry and valour at its top, opposed by Tharizdun, chained god of eternal darkness. The discovery of gods whose only purpose is evil again shakes the realms. There is rioting in cities across the world, and tieflings flee en masse as they are unfairly turned on.

45 3A It becomes apparent that elves, dwarves and gnomes do not age at the same rate as humans.

46 3A Travel outside of main highways in the realms becomes hazardous, as orc raiders, kobold dens and other monstrous dangers establish themselves in the wilderness between cities. It seems that the humanoid mythical races are not the only things to have made a comeback.

49 3A The first and second generation álloi still live in mostly-human cities, and are systematically being pushed into ghettos and slums. Rioting and crime is common, and most city watches, still comprised almost solely of humans, act quickly and violently in response to any civil disobedience. Compassion for the plight of the álloi is not uncommon amongst humans, but lacks the same strength of conviction that xenophobia provides.

52 3A The first mass exodus of elves from a major human settlement begins, and the elven tree city of Leithandor is founded. The elves are joined by small numbers of gnomes and halflings, although these races have not seen the same level of persecution that the elves have, nor experienced the same, shared yearning to be amongst nature.



TIMELINE CONTINUED

53 3A There are further mass departures from human cities, and the dwarven citadel of Kal'EIn is founded.

54 3A The first generation of elves and dwarves to be raised away from humankind are born. These individuals, and those that follow them, are known as the Nativeborn.

75 3A Only a few individuals are left of the last generation of humans to remember the Second Age, a time before the álloi. However, human culture is largely unchanged and there is a still typically a hostile atmosphere towards non-humans in most major cities. Another census is completed, and it is learned that humans only outnumber the álloi 2:1. Many humans are shocked to learn that a third of the world's inhabitants are non-human.

89 3A The gnomish steam engine is invented, opening up the possibility of non-magical, long-distance travel through previously inhospitable land.

91 3A The last human born in the Second Age is violently killed in his sleep. Pro-human activists immediately blame the álloi, whose ambassadors decry the attack as a false flag. Violence erupts across the realms, with elven and dwarven ghettos bearing the brunt of this. The second Mage War begins, as human armies march on Leithandor and Kal'EIn. They are joined by the Imperial Compact, a humano-centric wizarding school.

97 3A A vast, radiant explosion rocks the siege of Leithandor, decimating the human armies and destroying part of the city. Divine intervention is suspected but never confirmed, and the second Mage War comes to an abrupt halt.

99 3A The Southern Gate is established, a company of dwarves finally tunneling through a massive, previously impassable mountain range to the presumed-uncolonised continent of Eanna. Scouts report that the land directly to the south is mostly grassy plains and scrubland, and that this quickly turns to desert and desolate, dusty wastes further south. Shockingly, there also appear to be native populations of aarakocra, winged, avian humanoids, and gnolls, humanoid hyena-men. Attempts to parlay with either of these populations end badly.

99 3A Gnomish tinkerers invent the warforged, unthinking, steam-powered automatons. Soon after, gunpowder is also discovered.

2ND CENTURY, 1ST MILLENIA, THIRD AGE (3A)

101 3A The gnomish rail reaches the human coastal outpost of Driftwood, on the western shores of Eanna. This is used as a staging post for further expeditions into the continent. Ancient ruins are frequently found throughout the continent, most of them blasted down to smooth, nondescript obelisks by hundreds of centuries of desert winds.

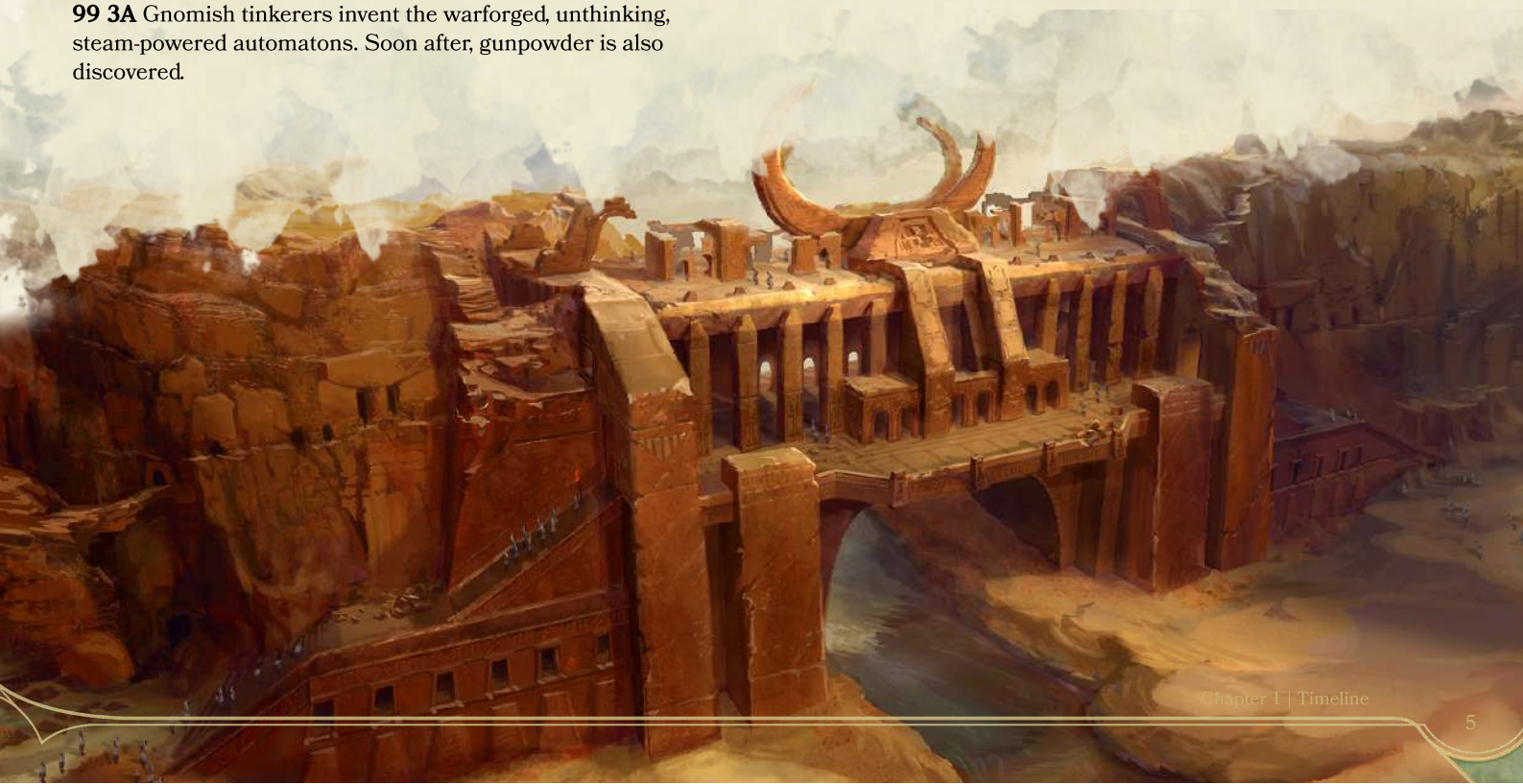
106 3A The town of Riversmeet is established, on the north banks of the Hollow River, which flows from the eastern Ringway mountains all the way to the coast on the west. Able to receive goods and people by both rail and water, Riversmeet soon turns in a major trading hub and a central point in the frontier.

112 3A An ancient golden dragon arrives in the northern plains of Eanna, names herself as Saraanqolaas, and declares the entire area to be her demesne. She allows further southern colonisation to continue but only under her terms. Rumours flourish like wildfire as to the dragon's origins and intentions.

113 3A The dwarven outpost of Kal'Vrettan is established at the base of the Ringway mountains, next to the Ringway Reef, a freshwater lake at the base of the mountains.

114 3A An explosion destroys the Southern Gate, blocking off access to the Realms from Eanna. There are conflicting reports as to the cause of the explosion.

119 3A The town of Sandstone is established, at the furthest southern point of the Gnomish railway, amongst the ancient, cyclopean ruins that gives the town its namesake. Enterprising individuals plan on exploring - and looting - the ruins, but none can gain entry and interest quickly wains, particularly when a number of gold and mithril veins are discovered nearby.



FACTIONS ON THE FRONTIER

As much as the move south was meant to represent freedom from the realms and from the old ways, an unfortunate amount of politicking and factionism also made it to the frontier. Although the old guard have not yet managed to snake their way into people's everyday lives, it is not through lack of trying. This approach has naturally caused certain groups to take up arms in defence of their new homes.

Aside from these concerns, certain other groups have banded together, hoping to find strength in numbers.

THE DIVINE HOST

THE OLD GUARD

It was inevitable that the powers of the northern realms would attempt to place the frontier under the same level of control they keep their homelands in. However, they have had a hard time finding a footing in a land which is particularly hostile to them.

Bringing a huge amount of wealth south, the old guard have been surprised that they cannot simply buy their way into power, and the trains they have chartered south containing legions of soldiers have suffered mysterious mechanical failures. Thus, their agents tend to be highly isolated but also in command of serious material resources.

The Imperial Compact, a wizarding school that only accepts human entrants, have been making some ground on the frontier, and have set up their own outpost in Driftwood. It is frequently prone to vandalism and attacks, but each of these are easily rebuffed by the senior mages who have taken residence there.

FRONTIER ALLIANCE

More a loose coalition of like-minded folk than a true organisation, the Frontier Alliance is composed of all those who don't want to see the Frontier fall to the same petty conflicts and greed-stoked wars that the Realms did. Disproportionately made up of alloi, and with large numbers of magic-users, the Frontier Alliance have no formal structures and seek only to enforce their freedom at all costs. In some towns, an Alliance leadership has sprung up, but even then, commands are only suggestions, and more often than not, the hierarchy dissolves as quickly as it forms.

Aided by a huge network of common folk, and with rumours of gnomish mechanical and railway assistance, the Alliance has been frustrating the Old Guard since the very first train came through the Southern Gate.

THE SCARLET SPIRES

Hastily formed following the first Mage War in the second decade of the Third Age, the Scarlet Spires are a wizarding school that seek to control access to and regulate blood magic, the practice of sacrificing one's own life energy to fuel magical powers. Blood magic being a fairly taboo subject, members of the Scarlet Spires tend not to advertise their presence, but nonetheless, it is widely known that they are taking an active interest in the South.

Little is known about the internal workings of the organisation, but there are rumoured to be two main orders within the Scarlet Spires; the Mandate, who research, teach and utilise blood magic, and the Wardens, who police it, both internally and externally. Nothing puts the fear of the Gods into a young magic user more than seeing plate-mail-clad wardens stalking through a city, their blood red cloaks flapping in the wind.

RACES ON THE FRONTIER

The frontier is home to an unprecedented mixture of races - whereas human culture harks back to a time when the old world was relatively peaceful, the álloi have only known persecution and hatred, and so flocked south in droves. Although humans still outnumber non-humans, the gap has closed significantly.

Primarily, settlements are mixed in terms of race, usually with a majority of humans, a secondary enclave of elves or dwarves, and a smattering of other races. The clean slate that Eanna represents has meant that many groups have effectively reset human-mythic relations, and previously unthinkable levels of cooperation have been achieved.

In some settlements, however, human founders have enforced a strict policy of xenophobia, seeking to reclaim the simpler times of the Second Age. Some have even outlawed the practice of magic or the worship of the new gods. These policies inevitably go unmentioned when gnome-driven trains pass through bearing foodstuffs and trade goods, or when there is a water shortage and divine or druidic magic is required to fill the reservoirs.

Likewise, in the mold of Leithandor and Kal'Eín, there are some settlements that house only a minority of humans, such as Kal'Vrettan, the dwarven citadel, or some of the southern outposts set up by those elves who are determined to live truly away from civilisation.

Most of the inhabitants of the new world emigrated here from the old realms, but there is a generation who were born in Eanna, knowing nothing but life on the frontier.

HUMANS

ADAPTABLE AND DETERMINED

Humans on the frontier hail from a huge range of backgrounds, from the farmers and fishers of the gentle eastern shores, to the nomadic barbarian tribes of the northern steppes, to the politicking nobles and city dwellers of the civilisations that crowd the circle sea. This level of diversity is represented on the frontier as well, where humans can be found in any occupation or lifestyle.

Since the return of the álloi, it has become clear that humans' real strength is their adaptability and breadth of knowledge. Able to thrive and survive under nearly any circumstances, they have been the most successful at colonising Eanna and pushing back the boundaries of the Frontier.

WILLING TO TRY ANYTHING

Not only that, but humans are willing to entirely change tack if what they are doing isn't working. Dwarves may have superior stonework and metallurgy skills, and gnomes may be able to come up with the finest, most intricate mechanical contraptions the world has ever seen, and elves may be more in tune with the natural world than any other races - but only a human could dabble in each of these areas with any success.

PLAYING A HUMAN ON THE FRONTIER

If your character is a human, carefully consider the following.

- Have you travelled south from the realms, or were you born on the frontier?
- What is your occupation? Do you have any previous occupations that you've since moved on from?
- What is your view of the álloi? Have you had any particularly positive or negative experiences with them?
- How do you feel about magic, and the return of the divine? How have these factors affected your life?



ELVES

THE FACE OF THE THIRD AGE

One of the most numerous of the álloi races, opinions on elves in the Realms was heavily divided. Some saw them as uncanny-valley, near-human imitations, to be feared and shunned. Others saw them as improvements on the human design, more graceful, and with a closer connection to the world and to magic. In either case, elves frequently found themselves subject to a range of strong emotions not entirely based on fact. It was no surprise, therefore, that when the route south into Eanna was opened up, much of the early wave of pilgrims was made up of elves, particularly those who had not made it to the Elven city of Leithandor.

Having now broken out of the heavily humano-centric north realms, those elves who had gone south found themselves with a unique opportunity - the chance to define themselves in a land only just finding its own feet. Able to follow their own natural tendencies in a way never before seen, many elves felt the pull of the land and a yearning to be closer to nature.

FORGING A NEW IDENTITY

In contrast to humans, who seemed to have almost no common traits across the realms, elves share both an affinity for magic, and a desire to be closer to the natural world. They are also much more comfortable with solitude than the other races, and it is not uncommon to hear of a group of only a dozen or so elves setting off into the wilds to form a new settlement, each with their own abodes separated by miles of empty land. Such isolation would be all but unthinkable to anyone but an elf.

One of the more curious artifacts of the move south was that, given room to breathe and to grow as a people absent the crushing weight of human culture, distinct lineages of elves began to emerge, each with their own drives and preferences. This was even more prominent amongst the nativeborn, the first generation of elves to be born on the frontier. As the elves grew more into themselves, they broadly split into those elves with a greater affinity for the natural world, and those with a greater affinity for magic.

WOOD ELVES

The most common of the two major strands of elves, wood elves, or the *róven galadrim* as they call themselves, have skin colours ranging from a light green, to deep copper and olive. Extremely uncomfortable in large cities, wood elves were among the earliest agitators for a new elven city, and formed the bulk of those who left to found Leithandor.

On the frontier, wood elves feel most at home out in the plains, or trekking through the desert. They tend to live in tiny settlements of only a few dozen elves, naming their newfound clan homes after nearby natural phenomena. However, they occasionally dwell in the larger settlements scattered across Eanna, working as trackers or herdsman.

HIGH ELVES

The *feui galadrim*, or high elf, do not feel the same aversion to civilisations that wood elves do, but suffered more in the human cities of the realms due to their similarity to the human race. Having pale skin, rather than the more exotic colours of their wood elf cousins, but eyes of pure white with no pupils, high elves were in the unfortunate situation of being both more similar to humans, but also more alien. When their affinity with magic began apparent, tensions only increased.



In the south, the *feui galadrim* are found either in larger settlements, or travelling on the gnomish rail, working as diviners, hedge wizards, and other newly-found but suddenly essential occupations.

HALF-ELVES

It wasn't long into the third age that it was discovered that humans and elves were compatible, and it wasn't long after that that it became common knowledge. Viewed by elves as 'too human', and by humans as 'too elf', half-elves have not had an easy time in the world, and sometimes struggle to understand their own identities. However, they share their human parent's adaptability, and their elven parent's affinity for nature and magic, and easily find themselves useful on the frontier.

PLAYING AN ELF ON THE FRONTIER

If your character is an elf, carefully consider the following.

- Were you born on the frontier, or did you know a life in the realms? Might you even be a forerunner, one of the original elves, approaching your one hundred and twentieth year?
- Are you a wood elf, or a high elf? How do you feel about other elves?
- How do you feel about humans, and the other races? Have you had any particularly positive or negative experiences with them?
- How do you see your future on the frontier? A fresh chance for the elven race, or a harsh wasteland to be tolerated as an escape from the realms?
- Do you have an affinity for magic, or have you chosen to focus on other aspects of your elven nature? Do you perhaps have a minor magical talent that enhances your otherwise mundane life?



DWARVES

NON-THREATENING, UNTIL YOU GET CLOSE

Unlike their elven cousins, dwarves haven't had such a bad time of the Third Age. Sufficiently different from humans to not threaten their sense of identity, and mostly comprising fairly short individuals, dwarves have been able to earn a reputation as hard workers and great builders and artisans over the last century. Their seemingly insatiable appetite for mineral wealth and their affinity for mining and construction has additionally enabled them to travel south by the trainload, and dwarves on the Frontier are rarely short of work. However, as much as many humans initially looked upon dwarves as child-sized, up close, with the full force of a dwarven beard on show, and a greatmaul or dwarven hammer in your face, those humans quickly changed their attitudes.

GODS, GOLD, AND CLAN

The Stout Folk are deliberate and steadfast, and quickly found themselves forming distinct clans towards the middle of the first century in the Third Age. However, the dwarven clans recognised that they had more in common than different, so when the first dwarven city was founded, the citadel of Kal'Eín, the clans travelled together and founded the city as one. Dumathoin, the patron of dwarves, and the diety of mining and underground exploration, was frequently invoked as the underground holdfast was brought to life.

That same god's patronage has proved a boon on the frontier, where mithril and gold prospects abound.

HILL DWARVES

Hill dwarves, otherwise known as 'gold dwarves', are formidable warriors, with strong ties to clan, keen senses, and a deep sense of intuition. They tend to be gruff and haughty, with a love of fine craftsmanship and an eagerness to trade. These dwarves tend to make the greatest prospectors, and are frequently found setting out from tiny settlements with nothing but a pick, a small brewing kit, and a few days' rations.

More optimistic than their mountain cousins, they can still be standoffish and proud, as the world is finding all dwarves can

be. They've found a particularly affinity with gnomes, who share their love of craftsmanship but less of their pride.

Some of the hill dwarf clans who have found their way south include the Arnskulls, the Bigtoes, the Blackbanners, the Dankils, the Deepaxes, the Fireforges, the Greybeards, the Trueanvils, the Torunns, and the Yunds.

MOUNTAIN DWARVES

Also known of 'shield dwarves', mountain dwarves are a hardy people, slow to trust, and slightly on the taller side (for a dwarf). Mountain dwarves have been a stronger voice for pure dwarven traditions than their hill dwarf cousins, and tend to form tighter-knit clans and stronger bonds between each other.

Despite their stoic front, mountain dwarves make exceptional artisans, particularly in metal and stone, and have been at the forefront of both the dwarven holdfasts, as well as instrumental in advising the gnomish railway construction crews. However, they tend to focus more on sturdiness than artistic flourishes, and perhaps don't have as much in common with gnomish folk as their hill dwarf cousins do.

On the frontier, there are fewer mountain dwarves than hill dwarves, but those that have travelled south and aren't resident at Kal'Vrettan are typically found working on the railway, or employed as blacksmiths and guild artisans in towns across the south.

PLAYING A DWARF ON THE FRONTIER

If your character is a dwarf, carefully consider the following:

- Were you born on the frontier, or did you know a life in the realms? Might you even be a forerunner, one of the original dwarves, approaching your one hundred and twentieth year?
- Are you a craftsman or an artisan, or has your life focused on other strengths of the dwarven race?
- Are you part of a clan? If not, why are you not, and do you wish to be?
- How do you see your future on the frontier? An opportunity for the dwarven race, or a harsh wasteland to be tolerated as an escape from the realms?

CLASSES ON FRONTIER



he frontier is home to an assortment of races. Here is another paragraph of text introducing that.

ATAVISTS

Those forerunners who rediscovered magic knew that in order to master it, one was required to have incredible levels of patience and a literally inhuman intuitive understanding of the world. These requirements were thrown to the side by those who preferred taking a shortcut to power, sacrificing their own lifeblood for quick gain. Atavists were at the very forefront of the first Mage War, one short year after the re-emergence of magic, showing the world not only what awesome power was available, but also the dire consequences of using it.

Atavists employ blood magic that both hurts themselves and lends them power. They can specialise in martial prowess, a deeper level of self-sacrifice for greater gain, or aberrant and eldritch shapeshifting.

Mechanically, Atavists are a strength-based martial class, who gain half-casting based on their constitution and sacrifice their own hitpoints to fuel their abilities. Further details on this class can be found [here](#).

ARTIFICERS

One of the odd side-effects of the return of magic and the mythical races is that technology has been advancing at levels never before seen. This is largely due to the return of the gnomish race, a people born to tinker and to invent. If you are an artificer, you are likely a gnome, but there are examples of artificers from the other races.

Taking their mechanical creations a step further by imbuing them with magical essences, artificers are at the very forefront of invention and, if you are an artificer, it is likely that you often create things never seen in the world before.

GNOME ARTIFICERS

Mostly gnomes

NON-GNOME ARTIFICERS

There are a few

Mechanically, Artificers are a flexible class who do have spellcasting, but gain no cantrips and instead tend to focus on using tools, magic items, and their own inventions, and typically will have strong scores in Intelligence or Dexterity. Only the Cannonsmith, Gadgetsmith and Wandsmith subclasses are available for Artificers on the Frontier. Further details on this class can be found [here](#).

PUGILISTS

Not everyone on the frontier needs fancy weapons, or magic, or that weird new Gnomish tek-no-lo-jee. For pugilists, their fists have always been enough, whether they specialise in bare-knuckle brawling or the beautiful art of the squared circle.

Fighting in back-alleys, or in the backrooms of saloons and other none too salubrious watering holes, or even plying an honest trade as a caravan guard or sheriff's deputy – pugilists know that even though their opponents may get off the first shot, and might even hit with it, they can easily shrug that off and land the second. And once they've landed that hit – the fight is over.

Mechanically, Pugilists are a strength-based brawling class who are similar to monks, but focus more on taking hits rather than moving about the battlefield. Further details on this class can be found [here](#).



SEEKERS

Even before the beginning of the Third Age, there were those whose only purpose was to hunt out the secrets that lay not only beneath the surface of everyday life, but also beyond the confines of it as well. These people call themselves Seekers, born to a life of curiosity, methodical investigation and ingenuity.

Since the return of magic and the mythical races, Seekers have only redoubled their efforts, and their numbers, as strange effects and once-lost ancient secrets begin to reappear in the world. Some seekers are human, attempting to learn more about a world that is ever-decreasingly humano-centric. Others are elves, or dwarves, or tieflings, or any of the other álloi races, seeking to investigate the ancient myths surrounding their cultures, in order to learn more about their place in the world.

Mechanically, Seekers are a martial class with access to half-casting, who use their Intelligence to gain an advantage in combat and investigate the world around them. Further details on this class can be found [here](#).

WARDENS

One of the lesser understood aspects of the Third Age is the resurgence of primal powers. Less widely worshipped than the divine host, and without the extensive mythology that the arcane enjoys, the return of the raw power of nature itself has gone largely unnoticed. However, there are some who have tapped into this ancient well of power, seeking to harness it for their own ends.

Unlike a druid, a warden does not serve nature; but rather commands nature to serve them. Their power is raw and innate, and does not come from a lifetime of patience and practice. They are more at home in the confines of cities than other naturalists too, and often find a position of duty within the civilised world.

Mechanically, Wardens are a martial class with spellcasting somewhere between Warlocks and Druids. They choose a single element to focus on, and can further specialise in armed combat, unarmed combat, or spellcasting. Further details on this class can be found [here](#).

BARBARIANS

Naturally accustomed to the savage life of the Frontier, barbarians are not an uncommon fixture in the lands of Eanna, seen both in their nomadic tribes out in the wastes, and occasionally joining civilisation to find goods or work in the towns.

Many of the gnolls native to Eanna are barbarians, and dwarves in particular have a natural tendency to fall into barbaric ways. Orcs and Dragonborn also do well as barbarians, although that's not to say that there aren't rumours of groups of halflings that have 'gone native' and lost themselves in the wastes.

BARDS

Bards have long had a place in the culture of the world, although it wasn't until the beginning of the Third Age that they truly came into power. Many cultures have musical or oral traditions, and the mythical races soon began to formulate their own.

From the battle-bards of the dwarves, to the orcish fighting skalds, to elven minstrels and dragonborn elemental orators - all have found their place on the Frontier.

CLERICS

The divine community are still finding their feet, a bare century after the rediscovery of the gods, and clerics are on the forefront of spreading genuine religion to the Frontier. Wielding divine power is something not witnessed for millenia, and many clerics are still treated with hushed reverence by the locals, particularly those who follow some of the less well-to-do gods, such as Hoar, god of revenge, or Auril, goddess of winter.

Clerics of Dumathoin, Dwarven god of mining and patron saint of prospectors, are particularly sought after on the Frontier, although there is a place for followers of all the divine host in the towns of Eanna.



LOCATIONS ON THE FRONTIER

THE NORTHERN PLAINS

Grassland

Navigation	Foraging	Identification	Encounter
DC 10	DC 10	DC 10	DC 10

Danger Level 2: Dangerous Frontier

Helpful Skills Nature, Perception, Survival, Stealth

Visibility Normal

Helpful Languages Common, elven, auran

Special Features. Any extenuating area effects or special features should be noted here. For example, frequent lightning storms or extreme heat or cold.

Common Encounters

Mostly empty, the plains are a sparse region populated mostly by low, tough grass, and dry trees and scrubland.

Some friendly encounters with humans or elves out hunting or foraging is possible, although you are just as likely to meet a gnoll warband, or stumble across a kobold den. On a rare occasion, a flock of aarakocra, down from their remote nests, may be seen.

In terms of wildlife, the plains are home to populations of wild horses, lions, rhinos, and even rarely species such as death butterfly swarms and behemoths.

Notable Locations

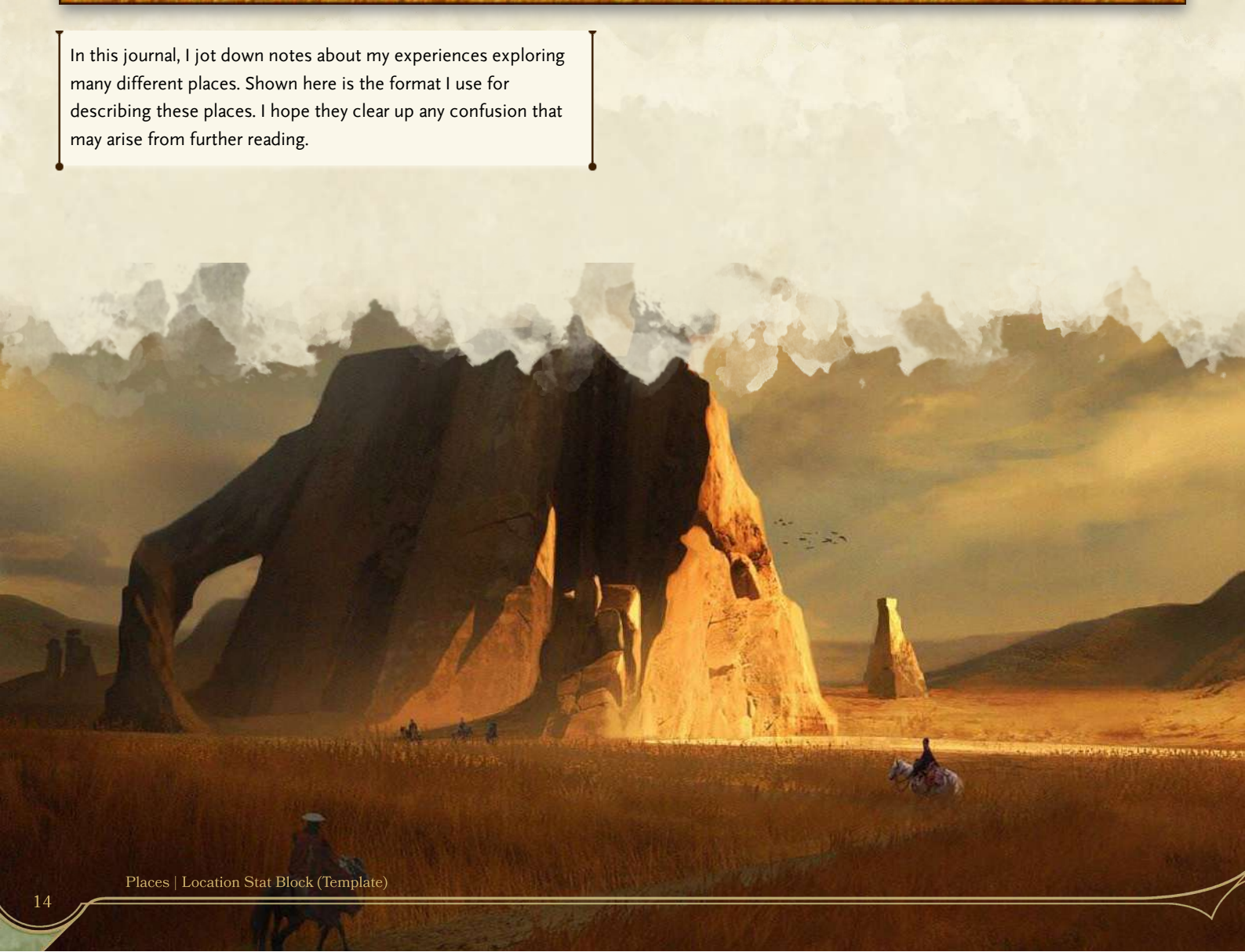
Sea of Stalks Vast swathes of the Northern Plains are given to a kind of tough, local grass, which can grow up to ten feet tall in places. Labelled the Sea of Stalks, caution is required for any who venture in.

Hollow River A massive river that runs the entire breadth of the plains, from the eastern Ringway mountains, all the way to the coast of the west. Fording it is near impossible, and there are only a few established bridges.

High Sun Rock Not far north from the banks of the Hollow River stands a massive rock formation, held sacred by the local aarakocra population. Anyone approaching is driven off with spears and arrows.

Settlements The plains are home to the major settlements of Driftwood, on the west coast, Riversmeet, on the banks of the hollow river, Kal'Vrettan, a dwarven citadel at the base of the mountains, and Sandstone, to the south. Smaller towns exist but aren't widely known.

In this journal, I jot down notes about my experiences exploring many different places. Shown here is the format I use for describing these places. I hope they clear up any confusion that may arise from further reading.



SANDSTONE

Settlement: Town

Navigation	Foraging	Identification	Encounter
DC 5	DC 5	DC 10	n/a

Danger Level 1 - Safe and Civilised

Helpful Skills Deception, Insight, Intimidation, Perception, Persuasion, Sleight of Hand

Visibility Normal

Helpful Languages Common, Gnomish

In the Shadow of History Sandstone is built on the ruins of an ancient, long-dead city.

A Bastion of Tenuous Civilisation A shaky peace is kept in Sandstone, everyone quick enough on the draw that caution is the word of the day.

There's Gold in them Hills Recent gold and mithril rushes have bolstered the local population significantly.

End of the Line Sandstone is the furthest point south that the gnomish rail goes. All that exists further south is sand, sun and gnolls.

Resources

Plants, Minerals, and Animals. List any plants, minerals, or animals that may aid travelers in surviving. Be sure to highlight what important appearance, medicinal, and behavioral traits of these resources.

Notable Locations

The Sandy Homonculus The local saloon. A good place to drink whisky, play cards and pick up some leads.

General Store The general store.

Town Hall This is another location.

Sheriff's Office This is another location.

Marketplace This is another location.

Blacksmith This is another location.

Notable Individuals

Ruby Greene De facto mayor of Sandstone. Human.

Ephraim Sandstone's Warforged sheriff.

Berrik Eindvaf The dwarven, Forerunner proprietor of the Sandy Homonculus.

Padre Somethingo Priest of .

The other person This is another person.

The other person This is another person.

In this journal, I jot down notes about my experiences exploring many different places. Shown here is the format I use for describing these places. I hope they clear up any confusion that may arise from further reading.



HOUSE RULES & CHARACTER OPTIONS

GAMEPLAY RULES

DEATH SAVING THROWS

Death saving throws are made into the DM's cupped hands. Results are only revealed at the end of a long rest, after a critical success, or after three failures.

INSPIRATION

Every player begins each session with a single inspiration token. You can additionally gain inspiration tokens by acting in a characterful manner, or by adding something new or special to the game - a piece of lore, a new plinthook, an interesting NPC, etc. You can hold up to three inspiration tokens at once.

You can spend inspiration tokens in two ways:

- To make a roll with advantage
- To interrupt an opponent's turn

POWERFUL CRITS

Critical hits deal maximum damage, plus one additional die roll. For example, on a critical hit, if you would normally roll 1d8+4 for damage, you now roll 12+1d8.

REST LENGTH

The hostile environment on the Frontier is not amenable to rest and recuperation. Long rests take seven days to complete, can only take place in safe locations, such as towns and established camps, and restore all spent hit dice and exhaustion levels. This time can be spent on downtime activities. Short rests take one hour.

SILVER STANDARD

Folk on the Frontier aren't as wealthy as those in the realms. Gold coins are rarely seen, and flashing them about in public is a good way to find a knife in the back.

Instead, Eanna works on the Silver Standard, where one gold is worth a hundred silver, and a silver is worth a hundred copper. This means that one gold piece is therefore worth ten thousand copper pieces, rather than the realms standard of 100 copper pieces.

In mechanical terms, this doesn't mean that anything costs any more or less, but it prevents copper and silver from just being pointless junk currencies.

A listing of new prices for weapons, armour, adventuring gear, and other items is provided in [Appendix A: Revised Equipment Listing](#).

SILVER STANDARD CURRENCY CONVERSION

Coin	Copper	Silver	Gold
Copper (cp)	1	1/100	1/10,000
Silver (sp)	100	1	1/100
Gold (gp)	10,000	100	1



INVENTORY SPACE

Rather than measure carrying capacity with weight, characters on the frontier measure how much they can carry in terms of *containers*. A container can be anything - a bag, a pouch, a belt, a sheath, a sack - so long as it can be carried by your character.

CHARACTER SIZE

The total number of containers you can carry is determined by your character size.

Size	Containers	Size	Containers
Tiny	3	Large	6
Small	5	Huge	9
Medium	6	Gargantuan	13

ARMOUR

The type of armour you are wearing also affects how many containers you can hold, as the bulk of heavier armour takes up valuable space.

Armour	Containers	Armour	Containers
None	0	Medium	-2
Light	-1	Heavy	-3

A halfling wearing full plate therefore has space for only two containers worth of equipment, whereas a goliath barbarian wearing no armour has space for six containers worth of equipment.

A full list of item sizes is available in [Appendix A: Silver Standard](#).

FREE STORAGE

In addition to their containers, characters can freely carry one ration box, one waterskin, and one purse. These don't occupy inventory space and can store a small amount of basic supplies - food, water, and money.

- **Ration box:** Stores up to five basic rations.
- **Waterskin** Holds enough water for five drinks.
- **Purse** Holds up to 100 coins.

You can also wear one set of basic clothing without taking up any inventory space. Anything else must be stored in a container.

ITEM SIZES

You can store 5 tiny items, 1 small item, 5 gems, or 100 coins in a single container slot.

Size	Slots	Description
Tiny	1/5	Very small (smaller than a hand); can hold many in one hand.
Small	1	Short length (up to a handspan / 9 inches); held comfortably in one hand
Medium	2	Medium length (up to an arm's length); held with one hand
Large	3	Long length (longer than an arm); requires one or two hands to hold.

CONTAINER CATEGORIES

When you are equipping your character, you must name and categorise each container - this defines what it is and where it is on your body.

Container Categories

Containers can be broadly separated into 5 categories. When naming your inventory containers, assign a category to each, mixing and matching however you like.

- **Bag:** A bag holds items of any size. It takes a full turn and two free hands to take an item out.
- **Pouch:** A pouch holds medium, small, and tiny items. You can take an item out with a free hand, as a bonus action.
- **Belt:** A belt holds small and tiny items. You can take an item out with a free hand, as a free action.
- **Sheath:** A sheath holds weapons and shields. You can draw a weapon from a sheath with a free action. You can also store a single shield in a sheath, occupying only one slot.
- **Quiver:** A quiver stores arrows and quarrels. You can also hang a single bow or crossbow from a quiver - a weapon stored in this way occupies only one slot.



ACTIVE INITIATIVE

On the frontier, combatants don't simply wait in line to take their turn. This is a variant of *Popcorn Initiative*, which abolishes the turn order. Now, the flow of battle becomes dynamic, and at the end of your turn, you get to decide who will go next.

Initiative works like this:

1. **Who goes first?** Determine who goes first. This will either be whoever triggered the combat, or whoever rolled highest for initiative.
2. **Take turns** Take your turn. Once you've finished, you get to decide who goes next. This can be any creature, friendly or hostile, who hasn't acted yet.
3. **End the round** Once all characters and creatures have finished their turns, end the round and finish up any expired effects, such as spells or powers, etc.
4. **Start a new round** Whoever ended the last round decides who starts the next one. However, it can't be them unless there are no alternatives.

You cannot pass or delay once your turn begins, but you can ready an action.

INTERRUPTS

If you have not yet taken your turn this round, you have a chance to steal the initiative and take the next turn - even if you were not nominated. This is called an *interrupt*. There are two ways in which you can do this:

- You can spend an Inspiration point to interrupt.
- If you took damage during the last turn, you can choose to interrupt for free.

If you choose to interrupt, you must do so before the next person starts their turn. You can't interrupt if you've already acted this round, and you can't interrupt an ally.

Each encounter, the DM gets one free Interrupt Point per player. The DM may spend one of these points to steal the initiative, but can only use one point per round.

EFFECT DURATION

Effects that last a specific duration of rounds now tick down at the end of each round. Once a duration has gone below 0, the effect has ended and can be removed.

Effects that would expire at the start or end of your next turn are unchanged.

ACTIVE DEFENCE

On the frontier, players must actively defend themselves from threats. Rather than the DM making attack rolls, players make **defence rolls** against any incoming attacks, and rather than the DM making saving throw rolls, players making **saving throw attacks**.

DEFENCE ROLLS

A defence roll has a bonus equal to the player's AC, while the opposing DC equals the attacker's attack bonus + 22.

Defence roll: $d20 + AC$
DC: attacker's attack bonus + 22

If your defence equals or beats the DC, your character successfully avoids the attack. If you fail, the attack hits.

Advantage If the attacker would have advantage, make your defence roll with disadvantage - and vice-versa if the attacker would have disadvantage.

Criticals If the defence roll comes up as a natural 1, it's a critical fail - the attack is a critical hit.

SAVING THROW ATTACKS

The bonus to the attack roll equals the effect's save DC, while the opposing DC equals the target's saving throw bonus + 22.

Saving throw attack: $d20 + \text{the effect's save DC}$
DC: target's saving throw bonus + 22

If your attack equals or beats the DC, your character successfully makes the attack. If you fail, you miss.

As before, if the saving throw would have been at advantage, the saving throw attack roll is made at disadvantage, and vice-versa.



CHARACTER CREATION

ABILITY SCORE DISTRIBUTION

When creating a character, you may use standard array or 27 point-buy for ability scores.

RACIAL ABILITY SCORES

You may adjust the distribution of your racial ability score bonuses by one point, to a maximum of +2. For example, if your chosen race would gain +2/+1 to their ability scores, you may change this to +1/+2, or +1/+1/+1. You may not change +2/+1 to +3. This option is not available to humans.

DARKVISION

Likely due to their lack of actual evolution in the dark places of the world, darkvision is not common amongst the mythical races of the Third Age. Only kobolds and tabaxi have the Darkvision ability.

FEATS AT LEVEL ONE

All characters gain a free feat at level one, which must be taken from the following list:

Actor, Crossbow Expert, Dual Wielder, Firearm Expert, Grappler, Inspiring Leader, Keen Mind, Linguist, Magic Initiate, Martial Adept, Resilient, or Tavern Brawler.

Alternatively, you may choose one of the racial feats from Xanathar's Guide to Everything.

VARIANT HUMANS

As all characters gain a feat at level one, variant humans are not a valid option in this campaign.

ADDITIONAL CLASS OPTIONS

The frontier is a wild and varied place. These additional class options are available to all players: the Atavist, the Artificer (Cannonsmith, Gadgetsmyth and Wandsmith subclasses only), the Pugilist, the Seeker, and the Warden. These are detailed earlier in the document.

ELDRITCH KNIGHTS

Rather than choosing only from the Abjuration and Evocation spell lists, Eldritch Knights can instead choose any one school of magic to select their spells from, in addition to Abjuration. For example, an Eldritch Knight could choose Abjuration and Necromancy, or Abjuration and Illusion.

INTELLIGENT WARLOCKS

On the frontier, wits count for just as much as fancy words. Warlocks can use their choice Charisma or Intelligence as their main attribute. If you choose Intelligence, also change your saving throw proficiencies from Wisdom & Charisma, to Wisdom & Intelligence.

RANGERS

The 'Yet Another Ranger Variant' homebrew Ranger class replaces the Player's Handbook Ranger class.

WAY OF THE FOUR ELEMENTS MONK

Way of the Four Elements Monks can choose to use the [remastered version](#).

GUNSLINGERS & FIREARM PROFICIENCY

Gunslingers are not a separate class on the Frontier - instead, existing classes gain access to Firearm proficiency, reflecting a greater diversity of gun-users.

All classes who gain proficiency in Martial Weapons also gain proficiency in Firearms. Rogues gain proficiency in Pistols, and the Rogue subclass Scout additionally gains proficiency in Revolvers. Elves are proficient in Elven Longbarrels, and Gnomes are proficient in all Firearms.

FIREARM EXPERT

This is a new feat which reflects expertise with firearms, and grants the following benefits:

- You can ignore the loading quality of firearms with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you use the Attack action and attack with a one-handed weapon with the Light property, you can use a bonus action to attack with a loaded firearm you are holding that has the light property and is in your off-hand.

ADDITIONAL FIGHTING STYLES

The following Fighting Styles are also available to all classes that gain a Fighting Style.

Skirmishing You gain a +1 bonus to attack and damage rolls you make with weapons with the thrown property.

Also, drawing a thrown weapon may be done as part of each attack you make with them during your turn.

Gunslinger You gain a +1 bonus to attack rolls you make with weapons with the Firearm property.

Additionally, you have advantage on Initiative rolls during Showdowns.



SORCEROUS MANA

Sorcerers use the Spell Points variant rule, from the DMG pg. 288. They combine these Spell Points with their Sorcery Points to create a single resource: Mana.

Instead of gaining spell slots to cast your spells from the Spellcasting feature, you gain a pool of mana points instead. As a free action, you expend a number of mana points to create a spell slot of a given level, and then use that slot to cast a spell. You can't reduce your mana point total to less than 0, and you regain all spent mana points when you finish a long rest.

Spells of 6th level and higher are particularly taxing to cast. You can use mana points to create one slot of each level of 6th and higher. You can't create another slot of the same level until you finish a long rest.

The number of mana points you have to spend is based on your level as a spellcaster, as shown in the Mana Points by Level table. Your level also determines the maximum-level spell slot you can create. Even though you might have enough points to create a spell slot above this maximum, you can't do so.

MANA POINT COST

Spell Level	Mana Cost	Spell Level	Mana Cost
1	2	6	9
2	3	7	10
3	5	8	11
4	6	9	13
5	7		

MANA POINTS BY LEVEL

Class Level	Mana Points	Max Spell Level
1st	4	1st
2nd	8	1st
3rd	17	2nd
4th	21	2nd
5th	32	3rd
6th	38	3rd
7th	45	4th
8th	52	4th
9th	66	5th
10th	74	5th
11th	84	6th
12th	85	6th
13th	96	7th
14th	97	7th
15th	109	8th
16th	110	8th
17th	124	9th
18th	132	9th
19th	142	9th
20th	153	9th



STARTING EQUIPMENT

Rather than starting with equipment based on your class, players will roll for starting silver based on their class, and then purchase their starting equipment.

STARTING WEALTH

Spell Level	Silver	Spell Level	Silver
Atavist	4d4 x10	Fighter	5d4 x10
Artificer	4d4 x10	Monk	5d4
Pugilist	5d4	Paladin	5d4 x10
Seeker	4d4 x10	Ranger	5d4 x10
Warden	5d4 x10	Rogue	4d4 x10
Barbarian	2d4 x10	Sorcerer	3d4 x10
Bard	5d4 x10	Warlock	4d4 x10
Cleric	5d4 x10	Wizard	4d4 x10
Druid	2d4 x10		



FIREARMS

With advanced technology came gunpowder, which quickly made its way from colourful, gnomish fireworks and into firearms. Firearms are more powerful than regular weapons, but are also unreliable. Firearms available are listed at the bottom of the page.

PROPERTIES

Although Firearms are ranged weapons, they do not benefit from the Archery fighting style. Any weapon with the Firearm property has the below features.

Loading All firearms use ammunition and require loading, per the Loading rules in the PHB, pg. 147. Some firearms only require loading after a certain number of shots. This is noted as Loading (6), for example.

Exploding Damage Firearms are powerful technology. When you roll the maximum result on a damage die, you may roll that die again. If this is also the maximum result, you may continue rolling until you get a non-maximum result.

High Crit Firearms can pierce the most vulnerable spots on a person. Firearms critically hit on a roll of 19 or 20.

Misfire As an unpredictable, new technology, firearms occasionally misfire and jam. This occurs when an attack roll returns a result equal to or lower than a firearm's misfire score. A misfire is an automatic miss, and any firearm that has misfired cannot be used until an action has been spent unblocking the jam.

Loud Guns aren't subtle weapons, and on firing, let off a thunderous BOOM that can be clearly heard within their maximum firing range.

SHOWDOWNS

Sometimes on the frontier, the only way to settle a dispute is with hot lead. This is traditionally done using pistols or revolvers, at high noon, in a public location. It is considered poor form to interfere with a showdown.

In order to contest a showdown, two combatants must first roll for initiative, and then combat proceeds as normal. Attack rolls during showdowns are made with advantage, and all hits are critical hits.

FIREARMS

Name	Cost	Damage	Size	Properties
Pistol	50 sp	1d6 piercing	S	Ammunition (range 30/90), firearm (misfire 2), light
Revolver	250 sp	1d8 piercing	S	Ammunition (range 30/90), firearm (misfire 1, loading 6), light
Hunting Rifle	75 sp	1d10 piercing	L	Ammunition (range 80/240), firearm (misfire 2), heavy, two-handed
Elven Longbarrel	320 sp	1d10 piercing	L	Ammunition (range 120/360), firearm (misfire 1, loading 3), heavy, two-handed

BACKGROUNDS



here are a number of new backgrounds available, reflecting life on the frontier. This includes the Prospector, the Gunslinger, the Deputy, the Forerunner, the Nativeborn, the Engineer and the Eanna Native.

DRAGON CULTIST

Even before the ancient golden dragon Saraanqolaas arrived in the northern plains of Eanna, there had been rumours and myths of dragons, and, accordingly, those who worshipped them. As a dragon cultist, you may be part of a cult who worships the apparently benevolent Saraangolaas, or another dragon, which may or may not exist only in myths or legends. Your cult may be closer to a religion than a true cult, and you may still be a member, or you might have escaped from a darker cult, and have intimate and uncomfortable knowledge about dark rituals and heretical knowledge that have only just been discovered in the world.

Worshippers of Saraanqolaas successfully make contact with her only very infrequently, and thus must rely on their somewhat-dubious interpretations of her wishes. Nonetheless, she is tentatively recognised as a force of good on the Frontier, and as such, her followers try and act in such a way that would please her.

Skill Proficiencies: Choose two of the following: Arcana, Religion, History, Medicine, Persuasion.

Tool Proficiencies: Horn

Languages: Your choice of Draconic, Infernal, Celestial, Abyssal or Primordial, depending on your order's patron.

Equipment: Lightly tattered robes, a symbol of devotion, a holy text, 5 sticks of incense, a Dragonchess set, and a belt pouch containing 15 gp.

FEATURE: SECRET SIGNS

You know the secret symbology of your cult, which is used by members to identify themselves to fellow adherents. Some influential persons or townsfolk may be members of your cult, and with a subtle gesture or hand sign you can discern who follows the ways of your dragon patron.

Cloisters of your cult may be hidden in different towns. These signs can identify such cloisters, and if they are still active, the adherents there may feel obliged to provide you and your companions with food, lodging and information.

SUGGESTED CHARACTERISTS

A cult washes away doubt and instills faith; this simple fact reverberates all throughout a cultist's life. Additionally, their study of their dragon patron and tenets of their faith affects their mannerisms and ideals. Their flaws might be some hidden doubt or heretical ideal, or an ideal or bond taken to an extreme.

d4 Personality Trait

1 I idolise the dragon whose cult I am a member of, and constantly reference them in conversation

I see omens in every event and action. The dragon I worship is sending me signs, and all I need to do is recognise them.

3 I struggle to reconcile some aspect of my upbringing or culture with my newfound beliefs.

I'll happily inform anyone that I meet of the ways in which they are acting heretically. I may even offer them righteous literature to read, in hopes of converting them to my cause.

d6 Ideal

1 **Loyalty** One must commit themselves to their ideals absolutely. (Lawful)

2 **Redemption** I believe that evil deeds can be repented. I must believe. (Good)

3 **Secrets** This cult is a path to long-lost secrets and hidden lore. (Neutral)

Revision The world is changing fast and my cult, as well as my patron, must adapt to it. I intend to help them with this. (Chaotic)

Faith I trust that my patron guides my actions. I have faith that if I work hard, and hold to their tenants, good things will happen. (Lawful)

6 **Power** My dark patron holds power, but I plan to be more powerful than they'll ever be. (Evil)

d4 Bond

1 A day of reckoning is coming, and this cult, and my knowledge, is key to stopping it.

2 A monstrous, immortal enemy of my cult is hunting me. I may never be safe until I've defeated it.

3 I will do anything to protect the cult of which I am a member.

I have dedicated my life to furthering my patron's agenda in the world. Everything I do must be part of their grand plan.

d6 Flaw

1 I'm too willing to follow the orders of my cult without much thought.

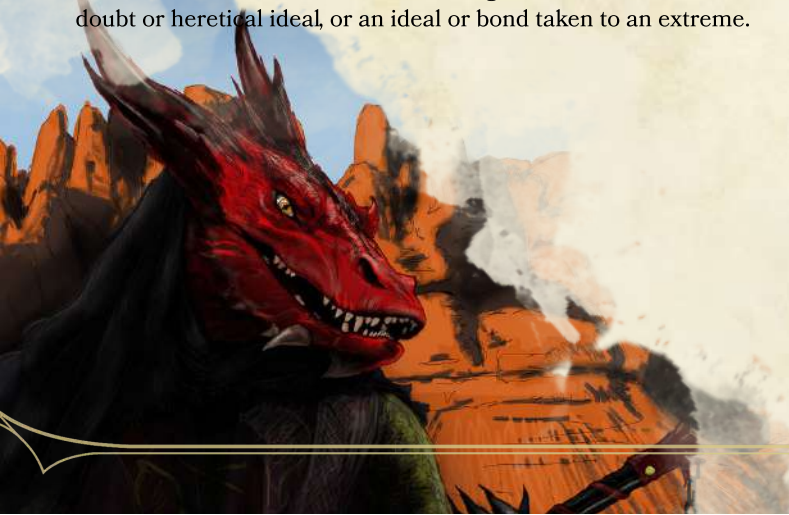
2 I judge others harshly against the tenants of my order, and myself even more severely.

3 Knowledge is more important than sanity.

4 I'm a little too into blood sacrifice.

5 I am suspicious of the motives of strangers, particularly those who are not part of my order.

6 I would do anything to meet the patron of my cult. Anything.



DEPUTY

Out on the Frontier, there are no Kingdoms or Dukedoms to rule on the law, and no King's guard or city watch to enforce order. Instead, each town must administer justice as they see fit, often appointing a Sheriff who acts as the focal point of local law enforcement. They may or may not work with a learned judge, who passes sentences and interprets common and case law, but more often than not they rely on a small group of Deputies for the day to day work.

You are one of these deputies - either on your own, supporting your Sheriff as best you can, or as part of a team, dividing up responsibilities by geography or other factors. You might be a friend to your town, and play good cop in administering the law, or you may be a harsh enforcer who brooks no disrespect and laws down the law with vengeance. Your strength might even lay in solving crimes after the fact, using your skills as an investigator or detective.

Skill Proficiencies: Choose two of the following: Athletics, Insight, Investigation, Persuasion, Intimidation.

Tool Proficiencies: Horn, one gaming set of your choice.

Languages: Choose one language, of a race native to the town you are a deputy in.

Equipment: A silver deputy's badge, a horn with which to summon help, a set of manacles, a wide-brimmed hat, a notebook and pencil, and a pouch containing 5 gp.

FEATURE: JUST THE FACTS, PLEASE, MA'AM

Your experience in enforcing the law, and dealing with lawbreakers, gives you a feel for local laws and criminals wherever you go. This gets you off to a good start with the local sheriff and citizens of good standing, and means you can easily pick out the dens of criminal activity in a community, although you're more likely to be welcome with the former than the latter.

SUGGESTED CHARACTERISTS

People end up working as deputies for all sorts of reasons, from the just to the power-hungry. Often they find their prior allegiances, and even their race, can complicate matters of law enforcement, and they may find it difficult to juggle their loyalties when former friends, colleagues or members of their race run foul of the law.

d6 Personality Trait

- 1 Breaking up brawls is the best part of my day.
- 2 My friends know they can rely on me no matter what
- 3 I moved into law enforcement from the military, and I'm haunted by the spectre of war.
- 4 I face problems and investigations head-on. A simple, direct solution is the best path to success.
- 5 I'm always polite and respectful, particularly to victims of crime.

Nothing motivates me more than having a mystery to solve, and I long to have an arch-nemesis who rivals my intellect and detective prowess.

d6 Ideal

- Greater Good** Our lot is to defend justice and, if necessary, lay down our lives in defence of the law. (Good)
- Responsibility** I do what I must and obey just authority. (Lawful)
- Power** I can use my position to further my own goals. (Evil)
- Good Cop** I am convinced that the use of force is not necessary, even in my line of work. (Good)
- Endurance** There will always be crime, and therefore there must always be justice. (Good)
- Independence** When people follow orders and the law blindly, they embrace a kind of tyranny. Justice must serve the people. (Chaotic)

d6 Bond

- 1 I would lay down my life for my Sheriff and the people of my town.
- 2 My honour is my life.
- 3 I fight for those who cannot fight for themselves.
- 4 I once allowed a dangerous criminal to go free, and I don't plan on doing that again
- 5 I once sentenced an innocent man to a horrible punishment, and the guilt still haunts me.
- 6 All those who strive to uphold the law are my allies

d6 Flaw

- 1 I must always take my cut when enforcing justice.
- 2 I am unwilling to admit when I am wrong.
- 3 I become enraged at even the slightest injustice
- 4 Mercy is a foreign concept to me.
- 5 The small amount of power I have has gone straight to my head.
- 6 I expect others to adhere to the law, but I am above it.



APPENDIX A: REVISED EQUIPMENT LISTING

REVISED EQUIPMENT

A listing of revised equipment is shown below, reflecting both the new inventory rules as well as silver standard pricing.

CALCULATING FROM OLD PRICES

Silver Standard price tables are shown below, but to convert from realms pricing to silver standard, first work out the old price in copper - multiply by 10 if the price was in silver, or 100 if the price was gold. An item worth 10 gp is worth 1,000 cp, and an item worth 25 gp translates to 2,500 cp.

Then, divide by 100 for the silver price, or 10,000 for the gold price. An item that cost 25 gold in the realms would therefore cost 25 sp on the Frontier, or a quarter of a gold piece.

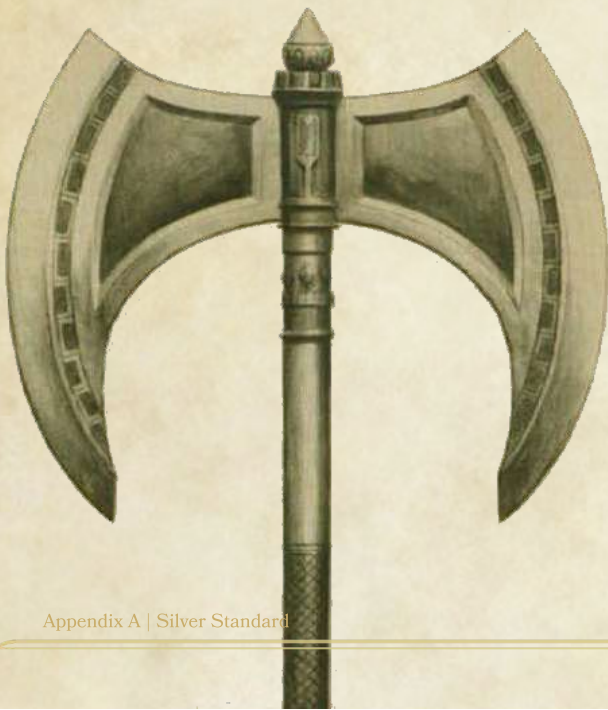
Old price	New price (cp)	New price (sp)	New price (gp)
1 sp	10	0.1	0.001
1 gp	100	1	0.01
5 gp	500	5	0.05
10 gp	1000	10	0.1
25 gp	2500	25	0.25
50 gp	5000	50	0.5
100 gp	10000	100	1

ARMOUR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Size
Light armor					
Padded	5 sp	11 + Dex modifier	—	Disadvantage	L
Leather	10 sp	11 + Dex modifier	—	—	L
Studded leather	45 sp	12 + Dex modifier	—	—	L
Medium armor					
Hide	10 sp	12 + Dex modifier (max 2)	—	—	L x2
Chain shirt	50 sp	13 + Dex modifier (max 2)	—	—	L x2
Scale mail	50 sp	14 + Dex modifier (max 2)	—	Disadvantage	L x2
Breastplate	400 sp	14 + Dex modifier (max 2)	—	—	L x2
Half plate	750 sp	15 + Dex modifier (max 2)	—	Disadvantage	L x2
Heavy armor					
Ring mail	30 sp	14	—	Disadvantage	L x3
Chain mail	75 sp	16	Str 13	Disadvantage	L x3
Splint	200 sp	17	Str 15	Disadvantage	L x3
Plate	1500 sp	18	Str 15	Disadvantage	L x3
Shield					
Shield	10 sp	2	—	—	M

WEAPONS

Name	Cost	Damage	Size	Name	Cost	Damage	Size
Simple Melee Weapons				Simple Ranged Weapons			
Club	10 cp	1d4 bludgeoning	M	Crossbow, light	25 sp	1d8 piercing	M
Dagger	2 sp	1d4 piercing	S	Dart	50 cp	1d4 piercing	T
Greatclub	20 cp	1d8 bludgeoning	L	Shortbow	1 sp	1d6 piercing	M
Handaxe	5 sp	1d6 slashing	M	Sling	10 cp	1d4 bludgeoning	S
Javelin	50 cp	1d6 piercing	L	Martial Ranged Weapons			
Light Hammer	20 cp	1d4 bludgeoning	S	Blowgun	10 sp	1 piercing	S
Mace	5 sp	1d6 bludgeoning	M	Crossbow, hand	75 sp	1d6 piercing	S
Quarterstaff	20 cp	1d6 bludgeoning	L	Crossbow, heavy	50 sp	1d10 piercing	L
Sickle	1 sp	1d4 slashing	S	Longbow	50 sp	1d8 piercing	L
Spear	1 sp	1d6 piercing	L	Net	1 sp	—	S
Martial Melee Weapons				Firearms			
Battleaxe	10 sp	1d8 slashing	L	Pistol	75 sp	1d6 piercing	S
Flail	10 sp	1d8 bludgeoning	M	Revolver	180 sp	1d8 piercing	S
Glaive	20 sp	1d10 slashing	L	Hunting Rifle	90 sp	1d10 piercing	L
Greataxe	30 sp	1d12 slashing	L	Elven Longbarrel	210 sp	1d10 piercing	L
Greatsword	50 sp	2d6 slashing	L				
Halberd	20 sp	1d10 slashing	L				
Lance	10 sp	1d12 piercing	L				
Longsword	15 sp	1d8 slashing	L				
Maul	10 sp	2d6 bludgeoning	L				
Morningstar	15 sp	1d8 piercing	M				
Pike	5 sp	1d6 piercing	L				
Rapier	25 sp	1d6 piercing	M				
Scimitar	25 sp	1d6 slashing	M				
Shortsword	10 sp	1d4 piercing	M				
Trident	5 sp	1d8 piercing	L				
War pick	5 sp	1d8 piercing	M				
Warhammer	15 sp	1d8 bludgeoning	L				
Whip	2 sp	1d4 slashing	S				



ADVENTURING GEAR

Item	Cost	Size	Item	Cost	Size
Abacus	2 sp	S	Holy Symbol		
Acid (vial)	25 sp	T	Amulet	5 sp	S
Alchemist's fire (flask)	50 sp	S	Emblem	5 sp	S
Ammunition			Reliquary	5 sp	S
Arrows (20)	1 sp	S	Holy water (flask)	25 sp	S
Blowgun needles (20)	1 sp	S	Hunting trap	5 sp	S
Bullets (20)	2 sp	S	Ink (1 ounce bottle)	10 sp	T
Crossbow bolts (20)	1 sp	S	Ink pen	2 cp	T
Sling bullets (20)	4 cp	S	Jug or pitcher	2 cp	S
Antitoxin (vial)	50 sp	T	Ladder (10-foot)	1 cp	L
Arcane focus			Lamp	5 cp	S
Crystal	10 sp	S	Lantern, bullseye	10 sp	S
Orb	20 sp	S	Lantern, hooded	5 sp	S
Rod	10 sp	S	Lock	10 sp	S
Staff	10 sp	L	Magnifying glass	1 gp	S
Wand	5 sp	S	Manacles	2 sp	S
Backpack	2 sp	n/a	Mess kit	20 cp	S
Ball Bearings (bag)	1 sp	S	Oil (flask)	10 cp	S
Bedroll	1 sp	M	Paper (one sheet)	20 cp	T
Bell	1 sp	S	Parchment (one sheet)	10 cp	T
Blanket	50 cp	S	Pick, miner's	2 sp	L
Bottle, glass	2 sp	S	Piton	5 cp	S
Bucket	5 cp	M	Poison, basic (vial)	1 gp	T
Caltrops (bag of 20)	1 sp	S	Pole (10-foot)	5 cp	L
Candle	1 cp	T	Pot, iron	2 sp	S
Case, crossbow bolt	1 sp	n/a	Potion of healing	50 sp	S
Case, map or scroll	1 sp	S	Pouch	50 cp	n/a
Chain (10 feet)	5 sp	S	Quiver	1 sp	n/a
Chalk (1 piece)	1 cp	T	Ram, portable	4 sp	L x2
Climber's kit	25 sp	n/a	Rations (1/day)	50 cp	T
Clothes, common	50 cp	S	Rope, hempen (50 ft)	1 sp	S
Clothes, costume	5 sp	M	Rope, silken (50 ft)	10 sp	S
Clothes, fine	15 sp	M	Sack	1 cp	n/a
Clothes, traveler's	2 sp	S	Sealing wax	50 cp	T
Component pouch	25 sp	S	Shovel	2 sp	L
Crowbar	2 sp	M	Signal whistle	5 cp	T
Druidic focus			Spellbook	50 sp	S
Sprig of mistletoe	1 sp	S	Spikes, iron (10)	1 sp	S
Totem	1 sp	S	Spyglass	10 gp	S
Wooden staff	5 sp	L	Tent, two-person	2 sp	L
Yew wand	10 sp	S	Tinderbox	50 cp	S
Flask or tankard	1 cp	S	Torch	1 cp	S
Grappling hook	2 sp	S	Vial	1 sp	T
Hammer, sledge	2 sp	L	Waterskin	20 cp	n/a
Healer's kit	5 sp	S	Whetstone	10 cp	S

TOOLS, FOOD, DRINK, LODGING & ANIMALS

Goods	Cost	Size	Item	Cost
Artisan's tools			Ale	
Alchemist's supplies	50 sp	M	Gallon	20 cp
Brewer's supplies	20 sp	M	Mug	4 cp
Calligrapher's supplies	10 sp	S	Banquet (per person)	10 sp
Carpenter's tools	8 sp	S	Cheese, hunk	10 cp
Cartographer's tools	15 sp	S	Inn stay (per day)	
Cobbler's tools	5 sp	S	Squalid	7 cp
Cook's utensils	1 sp	M	Poor	10 cp
Glassblower's tools	30 sp	M	Modest	50 cp
Jeweler's tools	25 sp	S	Comfortable	80 cp
Leatherworker's tools	5 sp	M	Wealthy	2 sp
Mason's tools	10 sp	M	Aristocratic	4 sp
Painter's supplies	10 sp	S	Meals (per day)	
Potter's tools	10 sp	M	Squalid	3 cp
Smith's tools	20 sp	M	Poor	6 cp
Tinker's tools	50 sp	M	Modest	30 cp
Weaver's tools	1 sp	M	Comfortable	50 cp
Woodcarver's tools	1 sp	S	Wealthy	80 cp
Disguise kit	25 sp	S	Aristocratic	2 sp
Forgery kit	15 sp	S	Meat, chunk	30 cp
Gaming set			Wine	
Dice set	1 sp	S	Common (pitcher)	20 cp
Playing card set	5 sp	S	Fine (bottle)	10 sp
Herbalism kit	5 sp	S		
Musical instrument			Item	Cost
Bagpipes	30 sp	L		Speed
Drum	6 sp	M	Animals	
Dulcimer	25 sp	L	Camel	50 sp
Flute	2 sp	S	Donkey or mule	8 sp
Lute	35 sp	M	Elephant	2 gp
Lyre	30 sp	M	Horse, draft	50 sp
Horn	3 sp	M	Horse, riding	75 sp
Pan flute	12 sp	S	Mastiff	25 sp
Shawm	2 sp	M	Pony	30 sp
Viol	30 sp	M	Warhorse	4 gp
Navigator's tools	25 sp	S		
Poisoner's kit	50 sp	S		
Thieves' tools	25 sp	S		

CREDITS

RULES CREDITS

DARKER DUNGEONS

House rules for inspiration, active defence, active initiative, and inventory space have been directly lifted from [Darker Dungeons](#).

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