

THE OLODAR COMPENDIUM



HOME BREW

Everything you need to know about the world of Sourn in the world's greatest roleplaying game

WHAT'S IN THIS GUIDE

This guide contains a plethora of homebrew content related to crafting, spellcasting, and new weapons and equipment as well as proficiencies and feats to accompany these additions. The items contained in this guide may not be for every DM, but those interested in exploring the intricacies of crafting items, spells, and enchantments may find useful suggestions. These materials were designed for use with the Windseer Journals' Guide to Sourn, however the mechanics and items introduced within this book can be used with any setting the DM should see fit.

Greetings, I am Aslar Windseer, archeologist and historian from Waverest college. This compendium is a number of works I've compiled: Orro Elswynd's Tome of Artifice, Igneon Aleon's Book of Power, and my own Windseer Journals. As such, you'll occasionally see notes from each of the authors on their respective subjects. Thanks for reading!

Hello reader! my name is Orro Elswynd, I'm an artificer and chronicler who's been travelling across Sourn for many years studying and archiving all of the interesting things I see. You wouldn't believe half the stuff I've seen, but the other half is recorded here. Dwarven smithing techniques, gnomish firearms, even the strange cooking you'll find around Wyrdsong; Everything's here for your reading pleasure. Now, if you'll excuse me, I have a book to finish.

I am the one they call Igneon Aleon, high mage of the Aetherwound Court. I've been alive for almost a millennium and in that time, I've seen a number of developments. Within these pages, I have noted and described many of the abilities and skills I have observed.

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PART I

The World of Sourn



SOURN: A WORLD OF WONDER

THE SORCERER KINGDOMS

Deep in the deserts of Wyrð lay a series of kingdoms soaked with a rich culture and tradition of magical power. The Sorcerer Kingdoms of Sigun- Magna, Zibbara, Ser, Xidos, and Allam- rule over most of the deserts of Wyrð, ruled by the five Sorcerer Kings.

MAGNA

Ruled by the Esmore family, the kingdom of Magna holds sway over much of the eastern oasis. The Esmore family is famed for its divine favor. The next in line for the crown is decided by the gift of divine sorcery. The king, Kestrel Esmore, has three sons, two of which are in line for the throne- the runaway, Thaddius and his half brother, Zariel. The third son, Dakard Esmore travels the world as a bard, lacking the sorcerous bloodline necessary to rule.

Kestrel is an old king, and as a human, that means there isn't much time left for him. While the people want Thaddius on the throne, he has been gone for many years and Zariel's support use that and his birthright as the first son of the king to position him to take the crown.

THE CULTURE OF MAGNA

Magna is the most academic of the sorcerer kingdoms and their culture is steeped in the development of new spells. One of the most popular attractions in the kingdom is arcane dueling. While dueling is used to settle disputes across Sourn, Magna has upped the ante, developing a number of spells for the combatants to use. Dueling in Magna is as much of a test of martial prowess as it is a test of spellcraft, not only attempting to strike opponents physically, but outsmarting opponents' elemental feints.

DUELIST MAGIC

The following spells may be added to the bard, wizard, sorcerer and warlock spell lists.

ARCANE STRIKE

Evocation Cantrip

Casting Time: One Action

Range: 5 feet

Components: S, M (A weapon)

Duration: Instant

Make a successful attack with a weapon against one creature. On hit, the target suffers the attack's normal effects and takes an additional 1d6 force damage.

This spell's damage increases by 1d6 when you reach 5th, 11th, and 17th level.

ELEMENTAL SHIFT

Transmutation Cantrip

Casting Time: One Action

Range: 5 feet

Components: S, M (A weapon)

Duration: Instant

Make a successful melee attack with a weapon against one creature and choose an element: acid, cold, fire, lightning, or thunder. On a hit, the weapon deals damage of that type rather than its normal type. The attack also deals an additional 1d8 damage.

This spell's damage increases by 1d8 when you reach 5th, 11th, and 17th level.

ELEMENTAL COUNTER

Abjuration Cantrip

Casting Time: Bonus Action

Range: Self

Components: S

Duration: 1 Round

Choose an element: acid, cold, fire, lightning, or thunder. You gain resistance to the next instance of damage of that type before your next turn.

STUTTERSTEP

Conjuration Cantrip

Casting Time: Bonus Action

Range: Self

Components: S

Duration: 1 turn

For the rest of your turn, each time you make an attack roll you may teleport 5 ft. this teleport occurs after the attack roll.

SPELLBLADE'S BOON

2nd Level Transmutation

Casting Time: One Action

Range: Self

Components: S

Duration: 1 minute (concentration)

For the duration, whenever you cast a spell, you may make a melee weapon attack as a bonus action.

ZIBBARA

Ruled by the Demon King, Axorius Malar, Zibbara is easily the most liberal of the sorcerer kingdoms. Though the country has a king it is only a kingdom in name as Axorius is often away travelling. In his absence, the country is ruled by a rotating parliament made of the common folk of the kingdom. This is not to say Axorius is a poor king, he is in fact one of the craftiest and most competent kings to rule a sorcerer kingdom.

SER

The seaside kingdom of Ser is ruled by The Storm King, Damian Al-thun. His kingdom controls one of the largest trading fleets on the White Sea and, enhanced by storm sorcery, these fleets enforce laws and negotiate trade across the sea. The presence of this fleet frightens most raiders, making the White Sea one of the safest Seas on Sourn, however, travel taxes are extraordinarily high in the region, making the sea the most expensive one to travel as well. Ser is an incredibly wealthy kingdom due to these taxes and other tariffs, however, Damian's oligarchic practices create a great divide between the rich and the poor. The people of Ser are on the cusp of revolution and with no heir to the throne, it could upset the balance of the sorcerer kingdoms.

XIDOS

Ruled by the elvish Silvertounge family, headed by Queen Syra Silvertounge, Xidos is a haven for those cursed with the gift of wild magic. This mages are often shunned by others for fear of the danger their abilities pose. Other spellcasters dislike the wild mages for the chaotic and untrained nature of their talents, leaving these sorcerers little place to go where they can practice in peace. Xidos, however, accepts these folk with open arms, providing a home for wild mages. Unfortunately, the kingdom has a few problems, namely the conceited nature of the Silvertounge family. Their traditional elvish pride, now focused on wild sorcery rather than elves, strains relations with the other sorcerers who they view as inferior or unenlightened. To make matters worse, the family is mostly Eladrin, making emotional outbursts common in politics, and time spent in the feywild even further distances the Silvertounes from the world.

ALLAM

Ruled by the Dragonlord, Teron Khar, Allam controls the southern deserts of Wyr. The kingdom is a haven for both the dragon sorcerers and the dragonborn peoples. It also acts as the home base for the Order of the First Dragon, a group dedicated to uncovering the history of Galadrimos, the Cosmic Dragon. The kingdom is entrenched in tradition, employing slave labor in much of the kingdom. The people and slaves however, are ok with this as the king rules both groups fairly, listening to the issues each group poses and responding accordingly. Though this may seem odd to outsiders, the practice of slavery of non-dragonborn is deeply entrenched in the traditions of Allam and is second nature to its peoples. Teron Khar is a noble king with a hidden wrath. He is slow to anger but those who insult his culture or people should prepare for the full might of the Dragonlord.

STARCREST AND THE ELVES OF WYRD

The jungles of Starcrest are incredibly dangerous to outsiders, and only slightly less so to their inhabitants. The wood elves of starcrest live around the inland sea in villages constructed among the greatwood trees. Outside of trade, their outside contact is limited as most of the elves there serve a singleminded purpose passed down by their ancestors- keep the threats of the Deepwood within the Deepwood. The further west one goes into Starcrest, the darker the jungles become. The greatwood and mahogany gradually give way to towering black mahogany trees and the very atmosphere of the forest grows thick and misty. Here, deep within the jungle, lies a portal to Protos that has existed since ancient times. The elves have tasked themselves with ensuring whatever comes through that portal doesn't live long enough to see the light of day and so far, they have been successful, if not in part due to the towering beasts native to the jungle who also wish to guard their territory. Starcrest isn't so much a country as a collection of wood elf tribes. They meet to organize military matters but beyond that, each tribe is a single unit.

STONEGUARD: A HALFLING FORTRESS

The halflings are a downtrodden peoples, rejected by others and preyed upon by the illithid. These problems all disappear in Stoneguard though. Long ago, a great halfling artificer whos name has been lost to time created a gargantuan golem, tasked with guarding his people. The city of Stoneguard sprung up in the shadow of this golem, and its residents have enjoyed peace and safety. The halfling city lies north of starcrest, cut of from the rest of the world except for the occasional elvish trader. Here, they are self sufficient and free from any oppression. To those outside of stoneguard, the haven is legendary and most halflings seek to make it there eventually, however the trek through starcrest is dangerous and any other path would have the halflings journeying through illithid territory. Stoneguard is ruled by a council of 100 randomly chosen halflings. They govern the city for a year, then a new council is chosen

METTIL: THE GREAT TRADING EMPIRE

Mettil is the greatest trading empire on Sourn, stretching from the ports of Gaal in the east accross the deserts of Wyrd to the city of Kest on the western coast. The capital of this shining empire lies at Mette, firmly placed between the Sorcerer Kingdoms and Starcrest. Mettil forms a link between the elves of the north and the peoples of Wyrdsong and the Sorcerer Kingdoms. The empire also forms a link between Tsaran and Veran trade, linking the eastern and western continents accross Wyrd, making it one of the most wealthy and important empires in Sourn. They command a vast fleet of military and merchant ships, rivaled only by Amidas and the kingdom of Ser. The Country is defined by its cultural blending and class divide. Race and culture have almost no say in social status. All is determined by the size of your purse. Wealthy traders and companies survive and thrive in the desert region while the poor struggle to avoid death each day. While some make fortunes off of trade and tax collection, the less fortunate of the empire eek out a living as manual laborers or soldiers. This places the empire in a precarious position as the unsettled lower class has military training. The lack of education is the only thing preventing a rebellion.

THE WYRDSONG REGION

Wyrdsong, Araviel and the surrounding region were once a fairly nondescript, uninhabited swampland. That was until one mage, Yithryn Elswynd, used the site as a testing ground for a powerful but unstable spell. The magic was meant to snare and manipulate the chaos-stuff of the plane of Protos, however, the spell failed spectacularly, thrusting Yithryn into Protos and blasting the entire landscape with the unstable matter. The substance bound with local wildlife as well as the very stone, giving birth to the tabaxi, aarakocra and lizardfolk races, as well as the white stone known as Indir.

WYRDSONG

The landbound races- namely the turtles, tabaxi, mousefolk, rabbitfolk and lizardfolk took their newfound sentience and set out to subjugate the local area, taming animals and plants and eventually establishing the small town of Wyrdsong. This town quickly grew into a sprawling metropolis as the raw chaos that had afflicted the landscape drew in travelers from across Sourn. The city would become the cultural heart of the continent of Wyrd, attracting tourists, mages, traders and numerous other folk who would come to call the city home.

ARAVIEL

As the landbound races set about establishing civilization on the surface, strange quakes shook across the western swamps. The blast from the spell which imbued the region with chaotic force had ripped chunks of land from the ground, launching them far into the sky and simultaneously creating veins of indur within the stone. The white substance was unaffected by almost all outside force, allowing it to suspend itself in midair along with anything connected to it. These chunks of land ripped from the earth ended up over the Asmorec Ocean where they would become the region of Araviel. Few folk have ventured here and not many know about the islands' existence beyond the residents: The aarakocra, air elementals and rocs, along with a few later entries; kenku of the wing cult and blue dragons. The aarakocra have established tribal settlements among the island and live locked in combat with the other residents of the region, namely the blue dragons.

RACES OF WYRDSONG

Alongside the tabaxi, kenku, tortles, grung, lizardfolk and aarakocra, Wyrdsong contains a few other beast races, victims of the chaos magic which infuses the land- The Mousefolk and Rabbitfolk

MOUSEFOLK

Mice were common within the swamps and fields of Wyrdsong, and they were not unaffected by the chaos of the region. Many mice became mousefolk, a short-lived race of mouse people.

MOUSEFOLK TRAITS

Your Mousefolk character has the following traits.

Ability Score Increase. Your Intelligence score increases by 2 and your Strength score decreases by 2.

Age. Mousefolk have very fast lifespans compared to other races. They are mature by the age of 5 and live about 30 years.

Alignment. Mousefolk tend towards neutrality, as they spend their short time trying to live for themselves

Size. Mousefolk stand at about 1 to 1.5 feet tall. Your size is small.

Speed. Your base walking speed is 25 feet.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Languages. You can speak, read and write Common

Subrace. There are two major subraces of Mousefolk on Sourn. Longtail and Braveheart.

LONGTAIL MOUSEFOLK

Characterized by their long tails and burrowing claws, the Longtail descend from field mice.

Ability Score Increase. Your Dexterity score increases by 2

Tunneler. You have a burrow speed of 15 feet.

BRAVEHEART MOUSEFOLK

The Braveheart mice descend from common house mice.

Ability Score Increase. Your Constitution score increases by 2.

Brave. You have advantage on saving throws against being frightened.

RABBITFOLK

Within the fields of Wyrdsong, many rabbits felt a change as chaos wove itself into the world, changing form into the rabbit-people.

RABBITFOLK TRAITS

Your Rabbitfolk character has the following traits.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Rabbitfolk mature a bit quicker than humans, becoming mature at about 12 and living around 70 years.

Alignment. Rabbitfolk tend to the extremes of law and chaos, as they follow what they believe with great zeal.

Size. Rabbitfolk stand at about 2 to 2.5 feet tall. Your size is small.

Speed. Your base walking speed is 25 feet.

Nimble. You can move through the space of any creature that is of a size larger than yours.

Quick. You can dash as a bonus action.

Languages. You can speak, read and write Common

Subrace. There are three major subraces of Rabbitfolk on Sourn. Brownhair, Whitehair, and Redhair.

BROWNAIR RABBITFOLK

These are the most common of the Rabbitfolk.

Ability Score Increase. Your Charisma score increases by 1.

Extra Movement. Your base walking speed increases to 35 feet.

Cantrip. You know the Friends cantrip. Charisma is your spellcasting ability for it.

WHITEHAIR RABBITFOLK

Rarer Whitehair Rabbitfolk are more scholarly than their cousins.

Ability Score Increase. Your Intelligence score increases by 1.

Scholarly Pursuits. You gain proficiency in two skills or tools of your choice. You also gain an additional language of your choice

REDHAIR RABBITFOLK

The rarest of the Rabbitfolk, these people are incredibly lucky

Ability Score Increase. Your Constitution score increases by 1.

Rabbit's Foot. When an enemy rolls a 20 on an attack roll targeting you, you may use your reaction to force them to reroll the attack.

THE KINGDOM OF LIGHT

Founded after the end of the first dark age by the hero-king Olorik Light, the kingdom of light lies on the western coast of Vera. Ruled by the descendent of Olorik, Uther Light guides the kingdom with a kind and steady hand. The King of Light works closely with the Aetherwound Court in policing magic and ensuring safety for the common folk. Most in the kingdom are happy with their positions and there is little to speak of in the way of unrest among the kingdom's peoples. It is noted that the Kingdom of Light under Uther was the first to employ firearms on a large-scale basis in their war with House Arwan.

HOUSE ARWAN

House Arwan was founded by the rebel Elren Arwan. Due to his common status, he was unable to marry Taron Light, daughter of Olorik, despite their love. He took her and fled the kingdom with a band of loyal followers, traveling east along the river until he arrived at a great plateau. There the two lovers took their rest. It is here where the city of High Elren would be founded. Arwin and each of his followers established a house, and each house would control a portion of the country's systems. The country was named Taron after Elren's now-wife, however most refer to the country as House Arwan or simply Arwan out of respect for the Light lineage. This is fitting as the house of Arwan controls the laws of the country, effectively acting as the rulers. House Dagor controls trade, while House Redcliff mediates education.. House Westhrowe controls agriculture, House Connith controls the military, House Lillithon runs research, and House Eobar mediates magic within the country. House Arwan is currently led by Yedagon Pariyan, successor to the last true Arwan, The Mad King Elemond Arwan.

THE SANDS OF EYSBAR

Eys is a nation located in western Vera within the desert of Eysbar. The country is divided into two halves, Northern Eys and Southern Eys. Northern Eys holds the famed colleges of Windleaf and Waverest, making it a cultural hub for much of Vera and Amidas. This lies in stark contrast to Southern Eys, where the capital of Eys sits. While the north is a hub for education and culture, the south is incredibly xenophobic, disallowing entry into the area to all besides citizens of Eys. Eys is ruled by a council of nomadic tribes with no large cities. They unite for military issues and in order to amend tribal traditions but beyond that, the tribes are separate. The country's fear of outsiders stems from a fear of lycanthropes and vampires which invaded the country long ago. The ancient vampire Redbrand lives within the borders of Eys, and the country has a huge shifter population and experiences frequent, unexplained "animal attacks". The people live in fear of others and are suspicious of almost everyone. However, Northern Eys, due to increased outside exposure, is mostly free from this influence. This leads to tensions between the two halves of the country, but the south never truly attempts to attack the north for fear of the mages and bards who learn and practice magic at the colleges.

THE DOSTOR EMPIRE

Ruled by Emperor Thorusan Gladius Cannan the Third, Dostor is a theocratic empire in northern Vera. The country is led by the Emperor, but in reality it is ruled by the Church of Axonur led by Tsariel Alhoura. Through intrigue and political pressure the rule the empire from the shadows, guiding the hand of Emperor Thorusan. Unbeknownst to the church however, they are in control of Yuan-Ti leaders who seek to rebuild their lost empire through taking over Dostor. While the lower class of Dostor live in squalor, the upper class is consumed by the war of assassinations and intrigue required to hold power in the empire. Beyond the internal strife, the empire is constantly at war with its neighbors to the north and east, the fist clans, as they try to expand into the genasi tribes' lands.

THE FIST CLANS

Surrounding the Dostor empire are a number of clans collectively referred to as the Fist clans. These clans venerate the elements, worshipping the four elemental lords in a shamanistic style and placing genasi at the top of their social hierarchy. Almost half the membership of these clans are genasi, making it the highest concentration of genasi on Sourn. Clan doctrine splits between the storm clan and the Blade clan. Both believe in expanding the rule of their people and asserting the elemental lords as the rightful pantheon of Sourn however, the Blade Clan believes on rule based on clan vote and merit, while the Storm Clan believes those with the most power over the elements should lead them as their mastery is a sign from the elemental lords. This often sets the two clans at odds with each other as well as the empire of Dostor.

AMIDAS: THE UNENDING CITY

On the western coast of the landmass by the same name lies the great city of Amidas. The city stretches hundreds of miles in every direction from the coast, home to nearly 150 million people. The vast city is sustained by a network of arcane transportation sigils and a giant population of kobolds who maintain the sewers. The city is connected by a vast network of teleportation circles made of Balial Chalk and freshwater canals. The City is organized into 18 districts radiating out from the city heart near the shoreline.

THE HISTORY OF AMIDAS

Amidas was once a simple settlement a bit of the western coast of the island. That was until explorers from Wyr discovered the small town sat near a huge cache of thunderstruck beech. This ignited the first storm of migrations to the village which soon grew into a bustling metropolis. Some decades after that, miners discovered a huge amount of silver beneath the earth to the east of the city, igniting the second wave of expansion. From there, the city just continued to grow as the large population attracted skilled merchants and artisans from across Sourn.

THE DISTRICTS OF AMIDAS

- The Spire District- At the heart of Amidas, slightly west of the coast lies the spire district, recognizable by the great towers and bridges which weave through the district's skyline. This is where most of the governmental business of Amidas is handled.
- Oldtown Amidas- The first bit of amidas which the city sprang up around is characterized by its wooden houses and dirt streets. One of the few places in the city not covered by stone and cobble.
- Harbortown- the shoreline district where most international trade is handled. This also houses the mage guild water purification area where wizards and sorcerers from the town mages guild use fire magic to purify the ocean water for the citizens of the city to drink.
- Whitecobble District-
- Guildstreet District- This area is known for housing all the guilds of Amidas, from craftsmen guilds to the mages guild. Most of the people who keep the city running on a mechanical level live here such as the mages who provide water and maintain the teleport lines.
- The Park District- The commercial heart of Amidas, this area is essentially an large cobble park which functions as a semi-permanent open air market where the various craftsmen of the town can gather to sell their creations.

RESOURCES IN AMIDAS

Amidas draws most of its resources from the few hundred thousand square miles of farmland surrounding the city. Food is grown there and shipped into the city's various districts by use of the teleportation lines. Water is supplied via the lost sea, and is purified by the central Amidas Mages' guild. This water is then funneled into channels which distribute it throughout the city at fountain points. Several thousand members of the mages guild work each day to purify the people's water.

THE DWARVES OF SILVERSHARD

Deep within the mountains of eastern Tsara lies the greatest civilization of dwarves on the face of Sourn. Nestled within the mountains here for thousands of years within great strongholds of stone, these dwarves are set firm in their traditions of craftsmanship and mining, spurred on by their admiration of Unthal, god of craftsmen. They are isolationist, rarely leaving the maze of tunnels beneath the earth unless something major has occurred such as a stolen relic or work. They bear a strong hatred of orcs, goblins and elves due to the conflicts between the dwarves and those other groups. Orcs and goblins are constantly warring to the west and occasionally they attack the dwarves often leaving scores of bodies in their wake. The hatred between dwarves and elves is due to the dark elves of Shadeholm, who frequently attack the dwarves in their homeland, stealing them away to create more duregar slaves or sacrafices to the mind flayers.

GURRTAK: THE GREAT ORC HORDE

On the western shores of tsara lies a collection of camps, shacks and blown-out huts. This is orc territory and one can tell by the red-tinted dirt and the bones which coat the ground. The horde of orcs known as Gurrtak is one of the greatest threats to life on Sourn. The viciousness of these beasts can only be outmatched by their ravenous hunger, an unquenchable lust for death. They are ruled by a single general-king who is elected via a test of strength in gladitorial combat to the death. The ruler directs the horde, bringing them conquest and victory. Those who fail to do this are often murdered by the very legions they command.

TYIKAIZ: THE GOBLIN WAR MACHINE

Southeast of Gurrtak lies the second greatest threat to life on Sourn, the goblin military state of Tyikaiz. Ruled by the iron fist of Zyzzil Kizwyth, the goblins seek to conquer and enslave all life on Sourn. Their greatest opposition to this goal is their neighbors, the orc, with whom they have been locked in battle for ages. Unlike the orcs, the end goal of Tyikaiz is not violence, but conquest so they can be much more agreeable and cooperative, but their motives can rarely be trusted.

OLODAR: THE GREAT LIBRARY

Far south of Eysbar, on the very southern tip of Vera lies a singular structure. A great stone fortress built into the frozen tundra rises from the snow covered earth. This towering building is Olodar. Inabited by an enigmatic creature who never reveals itself to outsiders, this library houses a copy of almost every book written throughout Sourn's history. Nobody knows who built the library and some theorize it was there since the beginning of the planet. The creature inside the library knows every volume on the shelves by heart and rarely lets any leave the library. It does allow visitors and treats them with respect as long as they do not steal or damage the books. The creature also sometimes tasks adventurers with recovering rare or new volumes to add to the library's records.

SHADEHOLM

Deep beneath the surface of Sourn lies an second world, nestled within the dark caverns of Shadeholm. Lit by towering bioluminescent mushrooms, an entire second civilization sits. The three main actors beneath the surface are the dark elves, duregar and illithid.

The dark elves live in the large central caverns. Their empire is based on trade and relies heavily on slavery for labor and production. Those wishing to traverse Shadeholm will most likely need to rely on drow traders in order to reach destinations. This can be dangerous as slavers will often disguise themselves as trader caravans in an attempt to capture outsiders to be sold into slavery within the cities. Outsiders are protected by Drow law within cities as long as they respect the residents however, those outside the cities must constantly keep an eye out for danger as once they are captured by slavers, they lose all rights within cities.

Slaves within the dark elf empires are usually worked to near death each day. These slaves consist mostly of outsiders but dark elves who commit crimes may be sentenced to slavery for periods of time.

DEEPPREACH

Far below the oceans of Sourn lies a vast network of triton settlements and cities. Collectively known as Deepreach, this area is shaped by it's unique seasonal phenomena. During the warm seasons (which always occur between the 6th and 11th months of the year due to regular volcanic activity and ocean currents) creatures known as lightworms heighten their activity, migrating to the top layers of sand to feed and mate. These creatures produce a bright light within their bodies. During the warm season, billions of tiny lightworm grub litter the ocean floor as they feed and prepare to burrow down and hibernate, lighting up the area and warding off many of the dangers. This is when trade occurs between the settlements as the depths conceal dangerous beasts which are much more aggressive during the dark seasons. Brave traders may use domestic lightworms as vehicles to transport goods, but a lone lightworm is still threatened by the ocean's many predators.

PART II

The Divinity of Sourn

Name	Alignment	Jurisdiction	Cleric Domain
<i>The Eldritch Lords</i>			
Keth'noll	LN	Order	Grave, Order
Bael'raath	CN	Chaos	-
Imur-Nor Den	CN	Dream	Knowledge
Kamryst	N	Space	-
Lok'neth Abdon	LN	Exchange	Grave
Zetzch	N	Time	-

THE ELDRITCH LORDS

The lords of the eldritch void are a mysterious group of gods, all but forgotten to the history of Sourn. Though they don't attempt to remain hidden, they rarely intervene in mortal affairs and few have the knowledge to seek them out. Despite their obscurity, the lords may be the most important immortals to ever exist. These gods existed at the very birth of the universe, locked in an endless war with the Yun. From the primordial chaos, they shaped Sourn as a prison for the Yun, locking the dark triumvirate away, the planet acting as a lock. They then created the elemental gods to act as keyholders.

KETH'NOLL

Keth'noll is easily the most active of the eldritch lords. The Arbiter of Existence controls and mediates the very structure of the universe, maintaining order on a cosmic scale. The magnitude of these meddlings often exceeds mortal comprehension, but Keth'noll is often more accessible to those who have been hurt by the undead. The god holds a special hatred for undead as the ultimate disregarding of the barrier between life and death and the balance created therein. When Keth'noll manifests, it is usually as a hallucination to a single mortal being in order to form a pact. He may not even appear in form, projecting sound or even just raw ideas directly into the target's mind

BAEL'RAATH

The Scattered Lord, Bael'raath doesn't hold a form like his fellow gods. He is infused in the very fabric of the universe, encouraging chaos. He fosters an brotherly rivalry with Keth'noll and often supports vampires and necromancers, bending fate in their favor, in an attempt to upset his sibling. Bael'raath often interacts with mortals by implanting impulses within them in order to foster chaos within the universe. Unbeknownst to both Bael'raath and Keth'noll, their conflict acts as a placeholder for the cosmic battle of chaos and order that occurred between the Eldritch Lords and the Yun.

IMUR-NOR DEN

The eldritch lord of dream is enigmatic, even for the eldritch lords. He rarely shows himself, but when he does, he often leaves mortals plagued with mysterious dreams, often assumed to be visions of the future. He also controls the normal dreams of mortals, working with Keth'noll to maintain order though dream as well as with Lok'neth Abdon in his creation of watchers, though he only participates as a way to exercise his power without upsetting his brethren. Imur-Nor Den frequents the Feywild, often appearing before the great stone obelisks which dot the terrain of the realm in order to impart world-changing visions onto mortals and create oracles.

LOK'NETH ABDON

Lok'neth Abdon, the eldritch lord of exchange, the watcher at the gate. Lok'neth Abdon observes all exchange in the universe, whether it be common trade or the careful balance between life and death. He is the guardian of thresholds and the mediator of entropy. Though it is rare, he sometimes conscripts humanoids as Watchers, marking them with an esoteric sigil. What purpose the Watchers serve is yet unknown, but what is sure is their connection to the lord. When Lok'neth Abdon appears in the mortal plane, it is usually in circles, whether clearings in woods or standing stones. The areas of the mortal plane which house the lord's presence are always deadily quiet and arcane energy charges the very air.

DRAGONMARKS IN SOURN

Dragonmarks in the Sourn setting are referred to as Marks of the Watcher and are results of Lok'neth's marking of an individual. With the esoteric sigil comes the power that usually accompanies a dragonmark however, this power is not tied to a house or a bloodline. The DM may choose the type of mark which appears, or it may be chosen randomly from the available list of marks.

KAMRYST

Kamryst controls the laws of spatial reality. Working closely with Zetzтч, the Engineer of the Cosmos carefully maintains the universe, cautiously managing the intricate locks of the prison which the Lords built for the Yun. Kamryst almost never shows himself to mortals, but he is the prime link between the Elemental Gods and their creators, often serving as the messenger between the two groups.

ZETZTCH

Kamryst controls the laws of time and fate. Working closely with Kamryst, the Architect of the Cosmos ensures the constant onward flow of time within the universe to progress his grand design. Beyond this task, Zetzтч monitors the state of the void pocket dimension in which the Yun are held. While Kamryst guards the keys, Zetzтч maintains the cell. He rarely has time to interact with mortals as the Yun are constantly attempting to poke holes in the pocket dimension so its walls are in need of constant repair.

Name	Alignment	Jurisdiction	Cleric Domain	Preferred Race
<i>The Elemental Gods</i>				
Dimik'Yor	CN	Fire	Light	Fire Gensai
Tchoram	LN	Earth, stone	Protection, Nature	Earth Gensai, Dwarves
Seorceli	N	Water	Tempest	Triton, Sea Elves, Water Gensai
Azheron	LN	Wind, sky, storm	Tempest	Air gensai, Aarakocra

THE ELEMENTAL GODS

The elemental gods were directly created by the eldritch lords to oversee the finer intricacies of Sourn and collectively act as a key to the Yuns' prison. Each one holds absolute power over a single primordial aspect of reality. They were the first gods to be fueled by mortal worship and as a result must answer mortal calls to maintain belief and ensure they are powerful enough to secure the Yun's cage.

DIMIK'YOR

Dimik'Yor is the god of flames, heat, and light. He is impulsive and short tempered, often granting aid to his followers in direct and spectacular ways that may end up harming those too close. Dimik'Yor manifests as a dark, broken figure encased in a pillar of flames.

TCHORAM

Tchoram is the god of the earth, and stone. Like his element, he is steadfast and patient, and many of his followers seek to emulate this. He manifests rarely, but his usual form is that of a grand stone golem. Tchoram is far more apt to answer the call of a follower from afar, remaining hidden but assuring mortals of his existence

SEORCELI

Seorceli is the goddess of water. She is mercurial in nature and often stops answering calls for decades at a time. Her divine aid can be very enigmatic as she despises the direct methods of Dimik'Yor. Seorceli has no preferred manifestation, usually attempting to blend in and misdirect mortals.

AZHERON

Azheron, the Sky King, is the ruler of the elemental gods and the lord of wind. He answers directly to the eldritch lords and is in charge of ensuring the continued existence of his pantheon for the sake of both themselves and the universe. Azheron's replies to the mortal call are usually grand and filled with spectacle, summoning lightning and storms to accompany his aid. He usually manifests as a single eye within a column of wind.

Name	Alignment	Jurisdiction	Cleric Domain	Preferred Race
<i>Lesser Gods</i>				
Kath	NG	Healing, judgement	Life, Grave, Protection	-
Dynval	LG	Retribution, light	Light, War, Zeal	-
Rayligh	N	Winter, warriors	Tempus, War, Strength	-
Varus	CE	Revenge, war, Death	War, Death	Orcs, Half-Orcs
Xodus	CG	Dragons, music	Life, Light, Nature, Knowledge	Elves, Dragonborn
Exchis	N	Arcana, history	Arcana, Knowledge	-
Unthal	LN	Forge, craftsmen	Forge, City	Dwarves
Medis	NG	Nature, harvest	Nature, Grave	Elves, Gnomes, Halflings
Axonur	LN	Oaths, Pacts	War, Light, Grave, Order	Tieflings, Humans
Exodior	CN	Freedom, life	Life, Nature, Protection	Elves, Half-Elves, Tabaxi
Yohari	NE	Shadows, Deception	Trickery, Ambition	-
Illima	LN	Truth, Knowledge	Knowledge	-

THE LESSER GODS

The lesser gods, despite their name, are still incredibly powerful beings, nigh omnipotent when it comes to their jurisdiction, and second only to the eldritch lords and elemental gods, as well as a few choice cosmic beings. They are the most active in mortal affairs and as a result, are the most commonly worshiped of the divine. Most of these gods are mortals who have undergone ascension rituals and been bathed in the light of Celestia for millennia.

KATH

Kath was once a simple cleric of Dynval who's mission to spread the Light of his god manifested an urge to heal the weak and innocent, as well as a drive to seek out and punish the wicked. Impressed with his great faith, Dynval raised the cleric to Celestia when the man died, imbuing him with a celestial spark. The cleric is now the patron god of healers and the holder of the scales of judgement.

DYNVAL

One of the prime Lesser gods, Dynval was born of a manifestation of pure light. He was the second of the prime gods after Sadi and became the mediator between his younger and older sisters, writing the first code of law in Celestia. He brought peace to a quarrelling court of gods and seeing this, sought to bring a lasting peace to Sourn, tasking his followers to spread the Light of Dynval in any ways that would protect the innocent. Dynval and Yohari hold an intense rivalry due to their contrasting aspects.

RAYLIGH

Rayligh was a knight, tasked by his king to help a village evacuate after heavy snows hit. He bravely accepted his charge and ventured forth, saving the entire village. He died of exhaustion in the deep snow of that empty village and found himself in Celestia. After many years, his charm, wit and knowledge of court practice found him a seat in the pantheon as the patron god of warriors and winter. He knew Medis in life and the two share a connection in Celestia because of it.

VARUS

Varus is the reaper of the gods. Once a mortal man- a boy who sought revenge for his sister's murder, Varus has become the ultimate killing machine. In life, after avenging his sister by slaying the entire guild of thieves housing the men who killed his sister, Varus kept his taste for blood, becoming an executioner to sate his appetite. Eventually he felt the need to kill again and began rampaging through the world leaving bodies in his wake. In godhood, not much has changed. Varus hunts down and sorts souls according to Kath's judgement, brutally condemning the impure to the nine hells. The god holds a special connection to the Orc races, understanding their lust for violence.

XODUS

Patron goddess of the artists of sourn, Xodus was once a bard. The dragonborn minstrel travelled far and wide telling tales and singing ballads of great heroes past. Then she came across the dragon Galadrimos. They developed a friendship as the dragon loved listening to the tales of the bard. One day, the dragon realized that her beloved minstrel would die eventually. In an effort to prevent this, Xodus was gifted the most precious item in Galadrimos' horde- the spark of a god. Xodus gained immortality and ascended to Celestia, still telling tales to the Great Cosmic Dragon to this day. The God Bard holds a special place in her heart for Dragonborn- her own people, as well as Elves- fellow lovers of art.

EXCHIS

Exchis was a young wizard, a prodigy with knowledge well beyond her years. After mastering the most of what mortal magic had to offer, she looked to the divine, uncovering a hidden ritual that would grant her godhood. She gathered the power necessary and completed the ritual- not for the power, but for the rush of casting the spell. Her absolute mastery of the arcane art granted her a seat in the pantheon as the patron god of magi, magic and history.

UNTHAL

The forge god Unthal was a dwarf smith of great renown. One day, a man came to him asking to create a very specific gauntlet. Many great smiths before the dwarf had tried and failed, but the dwarf accepted the challenge. Days and nights in the forge became months which became years. When he was finished, he held the Fist of Rayligh. He was raised to Celestia for his excellent craftsmanship to become the smith of the gods. He stands as an example to dwarvenkind of the power of their craft, and is the inspiration for many dwarf smiths and artisans.

MEDIS

Wife of Rayligh and druid of the wilds, Medis saw the kingdom through many periods of near starvation, using her wild magic to coax crops from the earth and sustain the kingdoms. In return, the king would leave the forests near the kingdom's borders untouched by man and defended from invaders. When she died, Sadi raised her to Celestia to sit besides the goddess as the patron of nature, harvest and the spokesperson for druids within the court. She was deeply affected by Sadi's death and views undead and liches especially as an affront to the natural order. The goddess shares a special connection with elves, gnomes and halflings as they all live close to nature and rarely seek to subjugate the wilds in the way other races do.

AXONUR

Axonur is a creation of Exodior. She shattered a portion of her aspect and attempted to bind the chaos therein. The result was Exodior, the god of oaths and pacts. His aspect reflects his nature- a binding of the inherent chaos of the world. The god now mediates the bonds between warlocks and their patrons and inspires mortals who need help creating laws and rules in the land below.

EXODIOR

The prime Lesser goddess Exodior is a manifestation of pure freedom and the youngest of the prime gods. She is a wild creature, performing dangerous experiments and fiddling with mortals. She loves the stories of mortal exploits and spends much of her time with Xodus, listening to the bard's stories of great heroes.

YOHARI

A fragment of the goddess Sadi, when the prime lesser goddess was slain by the lich, Kessin, she broke in two, the dark half becoming Yohari, Mistress of Shadows. Her deceptive and dark nature attracts a following of criminals, cultists, and killers. Her status as a god is characterized by an endless struggle with Dynval, the darkness of her nature offending the God of Light greatly. What is mostly petty squabbles in Celestia manifests in the mortal realm as an all out war between many cults of Yohari and the Church of Dynval's enforcers, the Hand of Light.

ILLIMA

The second half of the goddess Sadi, Illima formed from the light half of the prime lesser god's corpse. She is the holder of truths and the imparter of knowledge. She is often worshipped by oracles for her guidance in imparting the truths they view. Illima holds a few holy spots on Sourn, marked by trees of great age bearing swords within their bark. Through these points of power, she infuses new oracles.

Name	Alignment	Jurisdiction	Cleric Domain	Preferred Race
<i>Lord of the Nine Hells</i>				
Azestus	LE	Lord of War	War, Death	-
Zeldion	LE	King of the Crossroads	-	-
Midethos	LE	Lord of Greed	-	-
Baelrog	LE	The Envious Lord	Trickery	-
Sithistis	LE	Master of Magics	Knowledge, Arcana	-
Malthus	LE	Lord of Lust	Trickery	-
Furius	LE	Lord of Torture	Death	-
Mephistopheles	LE	Lord of Deception	Trickery	-
Aesmodeus	LE	Lord of the Nine Hells	Death	-

LORDS OF THE NINE HELLS

Amarus was a tyrant and dictator even by hell's standards. After seizing the realm from the demons, he ruled the Nine Hells with an iron fist, swiftly and violently punishing any inklings of insurrection. This violated the very nature of the denizens of the Nine Hells as devils are inherently scheming and crafty creatures. A rebel named Mephistopheles gathered a group of Hell's most talented devils- Zeldion, a crossroads devil, Sithistis, a budding human archmage, and Asmodeus- a skilled warrior and charming demon close to Amarus. Together they broke the rule of the devil tyrant, and Sithistis performed a ritual, splitting Amarus' power through the group. Mephistopheles, as the leader, expected to take rulership of hell however, Asmodeus, ever crafty, convinced Sithistis to give him a larger share of amarus' divine spark, allowing him to overpower Mephistopheles and take rulership of the Nine Hells. Since then, many devils have rose to power, becoming lords of the layers of the Nine Hells.

AZESTUS

Lord of the first layer of the nine hells, Azestus commands the vast armies of the nine hells, acting as the frontline general for the armies. They are constantly keeping the demons of Protos at bay, as well as striking at Celestia. Azestus is a hotheaded brute of a warrior, though this by no means means he is stupid. His knowledge of tactics is only rivaled by Baelrog and Aesmodeus himself. His deals with mortals usually involve great shows of force.

ZELDION

Zeldion is by far the most successful crossroads devil to ever work out of the nine hells. As a result, he is in charge of their operations on the material plane, managing the corruption of mortal souls for hell's army. He is incredibly crafty and ruthless, rarely failing to collect on a deal. In the rare occasions that he does, he would often torment the mortal until their death. Zeldion makes deals of all kinds and prides himself on his versatility.

MIDETHOS

The treasurer of the nine hells, Midethos collects everything from gold to magical items. He is one of the few devils that doesn't deal in souls. Favor from Midethos can be won through large amounts of gold and rare items and equipment. Anything that ends up in his stash will almost never see the light of day again, and if it is stolen, Midethos will spare no expense to get it back in the most brutal way possible.

BAELROG

The Envious Lord, Baelrog is the lead tactician of the nine hells, preferring to keep to himself. He is always plotting the fall of his fellow rulers, but when his mind is focused on tactics, he is frighteningly adept. His deals with mortals will usually involve mental prowess rather than might.

SITHISTIS

Not technically a true devil, Sithistis was a human-born wizard who sought power that the material plane was unable to offer. Inspired by tales of the mage-goddess Exchis, she turned to the powers of the other planes to gain arcane might. She was recruited by Aesmodeus to fell Amarus, and by working with the lord of the nine hells, she was able to magnify her power to godlike levels through the tyrant lord's divine spark. She now sits in the fifth layer of the nine hells researching dark magics and ancient lore. Her deals will often involve knowledge, lore, or magical power

MALTHUS

The lord of lust is in charge of hell's largest city. She manages the people there and is the ringleader of a number of organizations connected to the city's entertainment district. She can often be found within the city indulging in pleasures of the flesh. Her contracts with mortals often revolve around emotion manipulation.

FURIUS

Grand torturer of the nine hells, Furius extracts information from the enemies of hell through the bloodiest, most painful methods possible. His contracts often involve extraction of information, usually through torture.

MEPHISTOPHELES

The lord of deception rules the eighth level of hell, constantly scheming to overthrow Aesmodeus and take his rightful place as ruler of hell. His contracts will often involve betrayal.

AESMODEUS

The lord of devils and lord of the Nine Hells, Aesmodeus gained his position through manipulation, trickery and ruthless prowess. He is a master warrior, charming courtier, and skilled negotiator.

Name	Alignment	Title	Cleric Domain	Preferred Race
<i>Other Powerful Beings</i>				
Mykhail	N	Knowledge collector of the Astral Plane	-	Human
Kessin	LE	Ascendant Lich	Death	-
Yithryn Elswynd	CN	The Chaos Mage	-	-
Galadrimos	CN	The Great Cosmic Dragon	-	Dragonborn
Olo'dar	LN	The Eldritch librarian	-	Human
Shadowheart	N	The Planesoul	Grave	Shadar-Kai

MYKHAILE

Mykhail is a resident of the astral plane, a wanderer in search of absolute truth. He gathers knowledge from across the planes, seeking to compile a true image of the world. To this end, he frequently conscripts adventurers, requesting aid in recovering ancient bits of lore. Mykhail is thousands, if not millions of years old, with his longevity being a hot topic of debate. Some theorize he was among the first angels created. Others believe he is a time traveller, using his mastery of magic and the obscure bits of lore he has collected to slip through time and elongate his life.

KESSIN

Kessin was once a simple wizard with a lust for power. He traversed Sourn, sowing chaos wherever he went and leaving bodies in his wake in his quest for absolute strength. He began with simple magics, acquiring powerful spells but soon that wasn't enough. After throwing the Yuan-Ti nation into irreparable disarray, he sought the power brought by lichdom. His ascension left thousands dead but it still wasn't enough. After uncovering an obscure ritual that would allow him to slay a god, he planeshifted to the realm of the divine and slayed the first of the three prime lesser goddesses, Sadi, in a battle that lasted weeks. When he struck the final blow, her divine spark shattered into three parts. One he kept for himself, the other two he left so that the remaining gods could see his handiwork and despair.

YITHRYN ELSWYND

Yithryn was one of the most talented wizards of Wyr, taking a special interest in the formation of the world. The wizard theorized that the primal chaos of Protos was a remnant of the original stuffs of the universe. He focused his prodigious talents on revealing the secrets of Protos, becoming one of the first humans to venture there and survive. His research pointed to a special interaction between Protos and the material realm and, in an effort to further his research, he went far south to the uninhabited swamplands of Wyr in order to weave a spell which would bring a portion of Protos into the material world. The spell however, misfired spectacularly infusing everything in its area of effect with raw chaos. Yithryn vanished on that day, scattered into the very fabric of the universe. His conscious occasionally manifests at to some individuals from which he extracts contracts for an unknown purpose.

GALADRIMOS

The Progenitor, the Great Cosmic Dragon, The Iridescent Herald, the dragon Galadrimos goes by many names. He is older than the universe itself, existing alongside the Yun and the Eldritch lords in the time of pure chaos. The dragon loved to watch battles between the two cosmic forces and since the Yuns' imprisonment he has entertained himself watching mortals do battle against unimaginable odds. He often visits bards in their dreams in order to hear tales of the heroes of old, reliving the battles he watched with his own eyes.

Galadrimos is also the father to all dragons, each color representing a facet of his being. The black dragons represent his wrath, red dragons his pride, blue his calculating nature, green his deceptive ability, white his vast memory. The metallic dragons follow suit, with gold representing his wisdom, silver his majesty, brass his kindness, bronze his curiosity, and copper his playfulness.

Galadrimos is worshipped across Sourn by the Order of the First Dragon, where some see him as a benevolent draconic overlord and others a cruel creature who enjoys watching mortals suffer. Legend says that when Galadrimos flies over Sourn, he will reclaim his metallic children while the chromatic dragons will be left to rage, consuming the world.

OLO'DAR

The spirit of the library of Olodar, he is an embodiment of the library itself. A tome containing a fragment of divinity found its way into the collection long ago, and the vast number of visitors powered up the shard of divine magic. However, with no host, the shard latched on to the spirit of the books, becoming an embodiment of the knowledge within Olodar. Now the spirit hires adventurers in order to expand its knowledge, as well as protect the books within the library from any sort of damage or thievery. Olo'dar and Mykhail meet regularly in order to exchange information on new bits of lore and other discoveries.

SHADOWHEART

A godlike entity who exists as an entire plane mirrored to the material world, Shadowheart is an apathetic and disinterested god who only mingles in mortal affairs to ensure it is left to rest peacefully. To this end, it despises undead and those who create them.

THE CIRCLE OF YUN

The circle of three eldritch beings who act as the bringers of the end times. They are bound to Sourn, but if allowed to escape, would threaten reality. These creatures are more cosmic force than gods and embody different facets of the apocalypse. They were originally sealed by the six Eldritch Lords, who created the gods and goddesses who now watch over Sourn and its people, guarding the gate to annihilation as the Lords slumber.

Name	Alignment	Title
<i>The Circle of Yun</i>		
Yun'Thae Xo'Thod	CE	Devourer of Light
Yun'Zet'Thedeos	LE	Emperor of the Void
Yun'Soth-Thoras	NE	Herald of Decimation

YUN'THAE XO'THOD

The middle child of the eldritch lords, Yun'Thae Xo'Thod commands the most destructive capacity of the three. Its presence alone is enough to upend the laws of physics in the area around. Its visage is that of a mass of wriggling, inky black tentacles surrounding a single mouth ringed with nigh-infinite teeth.

YUN'ZET'THEDEOS

Eldest of the circle, Yun'Zet'Thedeos is said to be older than even the eldritch lords. It commands the other two Yun, engineering the downfall of the eldritch lords and all that they have created. Its usual visage is that of an uncountable number of floating eyes, some as small as coins, others as large as houses, all nestled within a mist of abysmal darkness, blacker than the void itself.

YUN'SOTH-THORAS

Youngest of the Circle, this eldritch god takes the form of a pulsating mass of flesh which floats through the air. Its mere presence is enough to inspire pure madness in most mortals, and complete fear and hopelessness in the few who can stand its insanity inspiring aura. Yun'Soth-Thoras is said to be the first of the Yun who will escape, and its return will mark the end of Sourn.

THE SECOND SEALING

The Yun almost escaped their prison once before, bringing a millennia of chaos to Sourn as fragments of the unspeakable terrors wiggled their way into our reality. Before the creatures themselves escaped, however, they were beat back by a team of adventurers wielding powerful artifacts. Cleric of Dynval and warrior-prophet Velen, Hero King Olorik Light, High Mage of the Aetherwound Court Igneon Aleon, and Brigand Emperor Redbrand the Mighty joined forces and drove the incomprehensible creatures back below.

SPELLS OF THE FORBIDDEN CIRCLE

Those who worship the Yun have spent thousands of years in hiding from both gods and men. This time has not been spent idly—those with the aptitude have concocted a number of spells to further the purpose of eventually releasing their dark masters from the void.

INGREDIENTS OF THE FORBIDDEN

Crushed crystal quartz mixed with powdered silver and iron form the powder basis for most circle spells. This compound is called Yunbane. Protean dust is powdered indir made in the astral realm. It is used to invoke the void. Spells are spoken in the ancient language of Caetheridin.

ELDRITCH BANISHMENT

3rd level Conjuration (Forbidden)

Casting Time: 10 minutes (ritual)

Range: 10 feet

Components: V, M (Yunbane worth at least 1000 gp, Sacrificed Lives (amount varies))

Duration: Instant

After casting the spell, target abomination is sent to the void. In order to cast this spell, the caster must sacrifice a number of good aligned creatures equal to the CR of the target. Creatures sacrificed this way cannot be revived. If the creature possesses a divine spark, they cannot be banished by this spell.

VOID MANIFEST

5th Level Conjuration (Forbidden)

Casting Time: 1 Action

Range: Self

Components: V, S, M (Protean Dust worth at least 100 gp)

Duration: Concentration up to 1 minute

Several tendrils of void energy appear to sprout from the caster's back. The caster can command these tentacles to lash at nearby enemies. For the duration, as a bonus action on each of their turns, the caster may may up to four melee spell attacks against creatures within 10 feet. On a hit, the creature takes 1d10 + Spellcasting Ability force damage.

CAETHRIDIC CHAINS

4th Level Conjuration (Forbidden)

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Concentration

Three chains of void launch from the ground, shackling target creature unless they pass a dexterity save. A creature shackled by the chains is restrained, unable to cast spells, and takes 4d6 psychic damage at the beginning of each of it's turns. The creature may use its action to attempt to end one of the effects, making a wisdom save to end the damage, a charisma save to cast spells, and an intelligence save to end the restrain. Once all three effects end, the spell ends.

CAETHRIDIC CORRUPTION

6th Level Transmutation (Forbidden)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (Protean Dust worth at least 100 gp)

Duration: Instant

An arc of energy arcs towards a target creature, striking them. The target is inflicted with a curse drawing energy from both protos and the void into their body. After one day the target begins to change, rolling on the mutations table to determine the outward effects. The target gains a new outward effect each day for 7 days at which time they fully transform into a random eldritch abomination. The only way to recover the target is through a wish spell. If caught before completion, a Remove Curse spell can end the transformation.

d8	Mutation
1	The target grows an additional limb
2	The target grows an additional eye
3	A tentacle sprouts from somewhere on the target's body
4	A patch of the target's skin becomes scaly
5	A patch of the target's skin begins to secrete a mucus layer
6	The target grows an additional digit
7	the target becomes one size category larger
8	the target becoems one size category smaller

ELDRITCH SLIGHT

3rd Level Illusion (Forbidden)

Casting Time: 1 Action

Range: 30 feet

Components: V

Duration: Concentration up to 1 minute

Target creature's mind is touched by the Yun, flooding the creature with the voice of the Circle. The target must succeed on a Charisma save or be stunned and have its speed reduced to 0. At the beginning of each of the target's turns, they may attempt a Charisma save to end the effect on a pass.

PART III

The People of Sourn

RACES



Sourn is designed to incorporate all races released for DnD. As such, any new races released will be worked into the world lore.

HUMANS

Humans are the majority race on Sourn and they can be found fairly regularly on every continent besides Tsara. The humans of Sourn, though divided into various cultures, carry a shared sense of ambition generally lacked by many of the other common species. Most of the kingdoms and empires are run by humans and though they have short lifespans, they have had some of the most active histories of the species. Most cities are human-built but these structures tend not to last more than a few hundred years due to the fleeting nature of humanity and the frequent wars that come with the unquenchable ambition of humanity. However, many groups on Sourn were established by humans and have lasted thousands of years, such as the Candlemagi and the Hand of Light.

ELVES

The Elves of Sourn are almost as widespread as humans, in a crowd, there will always be a few elves about. Though they lack the ambition of humans, their dedication to the tasks they set out to accomplish have led the elves to build great monuments that have lasted thousands of years. The colleges of Waverest and Windleaf are prime examples of this as, though the elf empires on Vera have long since faded into antiquity, the colleges are still bustling hubs of knowledge. Many elves take advantage of their long lifespans as artists, chroniclers, keepers, and guardians, creating and preserving the culture of Sourn. Elves also generally dislike senseless violence and wars, as to them, each life lost is a small bit of history that has been lost forever. As a result, many elves look down on humans, who are prone to war. They also despise both Orcs and Goblins as their culture is entirely based around slaughtering and conquering others. Ironically, this had led to numerous wars between the elves, orcs, and goblins whenever one of the groups seems to become too powerful. These stains mark turning points in the otherwise relatively constant elvish history, always leading to great change.

DWARVES

Dwarves are about equal in population to elves, however, they are much more concentrated. The dwarvish nation of Silvershard holds most of the dwarvish population, with a few settlements in the mountains of Light's End north of House Arwan. Outside of their subterranean homes, dwarves are a rarity. Though most will meet only a few of the dwarvish race in their lifetime, most know of their existence through the tales of dwarvish smithing. The culture of dwarves is based around Unthal, the smith god. Many dwarves seek to emulate his skill, mastering a craft utilizing their innate talents and long lifespans. As a result, dwarvish products are far superior to most anything made by another race. The weapons of many heroes were of dwarvish make, and not out of coincidence. Dwarvish weaponsmithing is far superior to even other dwarvish crafts. This is due to the dwarvish homeland's proximity to three major threats- The Orcish horde of Gurrtak, Goblin war machine centered at Tyikaiz, and one of the largest entrances to Shadeholm. As a result, the dwarves have a deep-set hatred of Orcs, Goblins and the Dark Elves. These disagreements can often cause tension with elves of other races and half orcs, despite intentions.

HALFLINGS

Halflings are fairly rare on Sourn, most being located in the area north of Starcrest. There, the halflings have gathered into an almost utopian city: Stoneguard. Outside of this area however, most halflings struggle to get by. The eldritch lords favor halflings, blessing them with an almost supernatural luck. Though this helped halflings survive, Their god-given abilities earned them the jealousy of many of the other races. As such, though there is little aggression against halflings, most wouldn't rush to their aid in a time of need. This has made the halfling peoples a prime target for the illithid colonies of Shadeholm, as a few halflings disappearing would be unlikely to draw the attention of too many others. Despite these challenges, the halfling peoples have maintained a cheerful demeanor, hoping to charm their way into the hearts of outsiders.

GNOMES

The gnomes of Sourn are a scattered people. They can be found almost anywhere in small groups. Most settlements have a small gnome population, even though they may not know it. The small folk often use their short stature to hide in plain sight, blending in to the background of cities or smaller towns. Those gnomes that do make a name for themselves often take advantage of the deep set love of creation that almost every gnome has. They will often take up jobs as inventors, tinkerers, or magicians in an effort to sate the drive to discover. Their tendency to keep themselves hidden has ensured that other races bear little to no preconceptions when encountering gnomes, and they remain rather inactive in history.

DRAGONBORN

Those with the blood of the ancient dragons running through them are called dragonborn. Once common, these people were hunted almost to extinction long ago due to a universal hatred of the chromatic dragons. As a result, dragonborn are incredibly rare today, and most can only be found around central Wyrd near the kingdom of Allam. Their rarity has only furthered the wariness of other races, leading to a fearful or even violent reaction to a dragonborn's arrival in a town. Excluding a few places where the unnatural are commonplace, like the Sorcerer Kingdoms and Wyrdsong, dragonborn inspire terror in the hearts of people. They are viewed as the agents of the chromatic dragons, sent to infiltrate the towns of those the dragons would slaughter next, and the arrival of a dragonborn is often interpreted as an omen of doom. The dragonborns themselves usually act in accordance to the ancient laws of the dragonborn, treating those they meet with respect and dignity, though some may stray from this path. As such, a dragonborn can usually, with a good amount of work, dissolve the preconceptions people hold against them.

HALF ELVES

The elvish disdain for humanity makes the joining of the two races rare, but when it occurs, half elves are born. Though they are not hated by either side, half elves are usually excluded from human and elvish circles. Their enchanting beauty can make them stand out and their impure lineage makes people wary of their intentions. As a result, many half elves have found their way to Wyrdsong, where they make up an impressive portion of the city's population. There they find themselves at home amongst the oddities of the city. Outside of Wyrdsong, half elves usually lean towards a life of adventure, in an effort to satisfy the ambition and love of the world that comes from their lineages.

TIEFLINGS

The spawn of the nine hells and humans, tieflings split a human and infernal lineage. Their rarity only increases the disdain which people feel for them. When outside Wyrdsong and the sorcerer kingdoms, tieflings are often barred from inns and chased out of towns at the slightest provocation. Those who practice magic are even worse off, as the arcane nature of spellcasting can disturb the non-practitioner, arousing further suspicion.

HALF ORCS

Despite often drawing more from their human lineage in terms of personality, the appearance of a half orc is enough to rouse the almost universal hatred of their full orc kin. Like tieflings, they are often cast out from society, finding their homes in adventuring groups or as wanderers. Even in Wyrdsong they are treated with some caution. Half orcs born to orcish tribes will often rise through the ranks, combining superior critical thinking with the strength of an orc. The warrior culture of the orcs rewards the strongest and many half orcs find themselves at home there. Those who lean a bit too far towards their human lineage however, may be cast out of the tribe or worse for their inherent weakness. This has made the half orcs a hearty and resilient folk, able to push through most hardships.

AASIMAR

Aasimar are the divine counterpart of Tieflings, resulting from a mix of human and angelic lineages. They are incredibly rare, with only a few hundred existing at any one time. Each aasimar has a purpose for which they were brought into the world and each has an angelic protector who guides them towards that purpose. Some become legendary healers and warriors and others prophets, but each aasimar is born to achieve something great. Others treat aasimar with respect, viewing their existence as a great boon to those around them, so they are often pampered and treated as royalty while in smaller towns.

AARAKOCRA

These bird-folk were born of the chaos storm that hit southern Wyrd millennia ago. Since then, they've found their home on the islands of Araviel, floating above Wyrd. Because few know about the islands, these creatures have been reduced to legend in the eyes of surface dwellers. However, on the island, the aarakocra are the dominant population, organizing into tribal societies and creating small villages among the skies. They live in constant struggle against the other inhabitants of the islands, most notably the dragons. The aarakocra and the dragons have a long history of aggression and a hatred for the draconic kin has been imbedded into every aarakocra through their culture. These folk are raised on stories of great aarakocra dragonslayers of old, and many seek to emulate the heroics of their ancestors, putting many aarakocra on the path of a warrior. Those who find themselves on the surface often take their skill in combat, becoming fearsome mercenaries and adventurers.

GOBLINOIDS

Goblins, Hobgoblins, and Bugbears are grouped into the category of goblinoids. The goblinoids are often looked upon as evil by the other races, and not without merit. Almost all goblinoids hail from Tyikaiz, the capital of the goblin nation and a military force to be reckoned with. They are born and bred for war, with the singular goal of Tyikaiz being the conquering and subjugation of all other races. Their ages long war with the Orcs has been the only thing preventing them from fulfilling this future. It is rare for a non-hostile meeting between the goblins and other people of Sourn however, those exiled from Tyikaiz may find a home amongst the peoples of other nations. Because the goblins are so concentrated in Tyikaiz, any exiles or escapees will often have trouble adapting to the outside world, with all of their lives being so focused on becoming warriors, tacticians, and battlemagi, adapting to life as a member of society can be tough.

CENTAURS

The centaurs roam the forests east of Amidas, shielding the forests from the expansion from the Unending City. They are a noble peoples, dedicated to tradition and preservation. They foster a culture of chivalry, treating those they come across with respect and attempting to solve disputes through discussion, though they harbor no fear of war. The centaurs and minotaurs shared the continent for millenia before humans arrived and the Unending City rose, and the more aggressive strategies of the minotaurs in protecting their land has resulted in disagreements between the two races. Centaurs view minotaurs as uncouth and barbaric, often treating them with disdain.

MINOTAURS

Minotaurs inhabit the shores south of Amidas. A strong warrior culture permeates their being, and often leads to hostile relations with the residents of the City. The minotaurs inhabited the land long before humans arrived, and the expansion of the Unending City makes them uneasy. As such, the minotaurs will often attack the outskirts of the city when they see evidence of expansion. They have also shared the land with the centaurs for thousands of years. Once the two races were close however, with the centaur's differing policy on the treatment of Amidas and their lack of enthusiasm for aggression, the minotaurs have come to see the centaurs as docile and cowardly.

FIRBOLG

The firbolg are a nomadic and wild peoples, existing in small groups within untamed wilds all across Sourn. These gentle giants take on roles as protectors of wilderness, but remain hidden from the world at large whenever possible. As a result, all but the most remote towns regard these people as legends and fairy tales. However, these tales become all too real when outsiders violate firbolg protected wilds. Though the giants will give warnings and attempt to scare away the violators before damage is done, if nature is harmed, the firbolg will retaliate with the wrath of their giant kin and the wilds.

GENASI

Genasi are the children of the elemental gods. Long ago when the elemental gods interacted with humans more, there were frequent births of genasi. Now, genasi families have spread across Sourn. Most will meet a few in their lifetimes making them somewhat common. The genasi worship the elemental gods more than most other races, often discarding the lesser pantheon in favor of the gods of their lineage. This often sets them apart from the other races, though there are no hostilities. The cultural difference between tribes of genasi and other races can make adaptation hard. Outside of Sourn, there are civilizations of gensai residing on the elemental planes.

THE GITH

The gith are the main humanoid residents of the astral plane. The Gith of Sourn are a united peoples, residing in an astral utopia. They still resent their enslavement by the illithid, and gith teams are often sent to the material realm in order to do battle with the illithid. They usually attempt to remain hidden from the population of Sourn however, those exiled from the utopia may find themselves stranded in the material world. These wanderers are often forced to rely on the local peoples in adapting to the strange new world. More than a few find their way to Wyrdsong as with most oddities on Sourn.

GOLIATHS

The goliath are a hearty, mountain-dwelling folk. They value strength above all, reducing those unfit for survival to exile in accordance with ancient traditions. Most goliath tribes are found in the mountains west of Starcrest, north of Wyrdsong, and west of Eysbar. These goliath tribes, though not actively xenophobic, are incredibly isolated from the world around them, and few ever see a due to the dangers present in braving the mountain slopes. Exiled goliath are usually dissenters or injured members of clans. In the case of dissenters, their exile is forced, but those who were injured usually choose self-exile rather than clan exile.

THE GRUNG

The one landbound race that didn't join in the creation of Wyrdsong is the grung. These frog people, much like the other residents of Wyrdsong, are the result of the chaos that permeates the landscape. Their poisonous skin left them outcast, leading them to shy away from the other races and Wyrdsong, forcing them into the swamps. They live in tribal societies run by militarist shamans who organize raids against the city of Wyrdsong. They are not viewed well as a result by most others.

KALASHTAR

The first kalashtar were humans blessed with an incredible and mysterious psychic power. This manifests as innate telepathy and an incredibly precise control of the personal psyche. Additionally, kalashtar do not dream, instead when asleep, their minds are filled with flashes and vague images. Hundreds of years exploring and perfecting this power uncovered its true nature. The kalashtar peoples have an innate connection to the strings of fate, able to nudge their destiny slightly. Their dreams are not dreams, but flashes of events in the distant past and future. Though this power is usually subtle and confined to an individual, some born to a kalashtar parent will exhibit the true power of a Wyrdspeaker, able to manipulate the strings of fate on a whim for both themselves and those around them. Though being a kalashtar is not required to be born a Wyrdspeaker, almost all Wyrdspeakers are kalashtar. The kalashtar, in an attempt to master this control of fate, withdrew from the world, becoming a wandering tribe referred to as the Wyrdspeakers. They travel central Wyrd in isolation, seeking enlightenment and perfecting their abilities.

KENKU

The kenku are natural residents of Wyrdsong, products of the chaos blast that hit the region millennia ago. Once simple crows, they were infused with sentience but, in the process lost their ability to fly. The newly sentient beings labeled their loss as an act of the gods, blaming their inability to fly on the anger of Yohari. Many kenku now follow Yohari in wing cults, searching for a way to regain their flight.

KOBOLDS

Kobolds come in one of two types. Wild Kobolds live deep underground in caverns or inside mountains, worshipping the Order of the First Dragon. They seek to emulate the dragons they worship, hoarding treasure and protecting their territory from invaders with nasty traps. Some among their numbers even master spells to bring them closer to a true draconic form. The other type of kobolds live among the peoples of cities, utilizing their skills as tunnelers to help maintain city functions like sewers. Amidas alone has a population of several hundred thousand kobolds who manage the city's sewer and underground travel networks. The people of the aboveground usually treat them as important members of society but, those of the noble class tend to treat kobolds as subhuman, valuing their lives as less than those of livestock.

LIZARDFOLK

The lizardfolk are another one of Wyrdsong's native peoples. They live both in the city and in tribes in the swamps nearby. They play an integral part in Wyrdsong's economy, supplying food for the city in the form of fish and various swamp plants. Most of Wyrdsong's military is made up of lizardfolk as their calculating nature improves operation, and their skill in utilizing the world around them for tools and resources keeps costs down while at war.

MOUSEFOLK

The mousefolk are another of the natives of Wyrdsong, a peoples of sentient rodents. They are a naturally brilliant and nimble peoples, and because they are short lived, Mousefolk often work feverishly to create invent and influence the world in their short time. Other races avoid strong friendships with the Mousefolk as their fleeting nature tends to discourage deep and lasting connections. Few Mousefolk travel due to the time requirements, but those who do attempt to gain as much from their travels as possible.

ORCS

Though half orcs can be found all across Sourn, pure orcs are rare, as most live in Gurrtak. Their culture and civilization is built on the slaughter of others, often hunting the dwarves of Tsara for sport. The only thing truly keeping them in check is their neighboring nation of Tyikaiz, home to the largest army on Sourn. Orcs are even more feared than dragonborn and teiflings, as the threat that the savage creatures pose is very real. The brutish and violent orcish stereotype is embedded in the hearts of almost all of Sourn's people, and most orcs follow this typing, further increasing hostility. Orcish adventurers are rare, and those that exist rarely do for a good cause. The love of violence is a common motivator, though there are a few orcs who truly resent their culture and peoples and wish to change.

RABBITFOLK

The fields of Wyrdsong contained a number of lupine races who were affected by the chaos. These became the rabbitfolk, an energetic peoples of great resolve. Rabbitfolk act with great zeal, tending towards the extremes of alignment. Very few maintain neutrality on any issues and this puts rabbitfolk in the spotlight of Wyrdsong's politics and history. The opinions on Rabbitfolk are almost as extreme as their alignments, as just as many despise them as love them.

SHIFTERS

Shifters are a peoples native to the Eysbar region. They are a result of the combining of lycanthrope and human lineages, which isn't uncommon in the region due to the large number of lycanthropes. They are often treated as dangerous by the people of Eysbar, for fear of lycanthrope infections. This leaves shifters shunned, exiled from towns, and alone. Some find their way to Wyrdsong, others use their tough heritage in order to operate caravans across Eys, disguising themselves so they can do trade in Eysbar's towns. These caravan-cities are often hunted by the government of Eys, making a nomadic lifestyle common for shifters.

TABAXI

The tabaxi are native citizens of Wyrdsong, born of the same chaos that shaped the lizardfolk, kenku, turtles and aarakocra. Though many live in Wyrdsong, tabaxi cannot stay still for long, frequently leaving on journeys and adventures to faraway lands. It isn't uncommon to see a tabaxi traveller anywhere in the world. As a result of their wanderlust, many tabaxi act as traders for Wyrdsong, delivering goods across the world and bringing back treasures. Those that can't find honest work often turn to adventuring, as they have many of the same benefits of traders, with the added risk of death. Most people treat tabaxi kindly, but clutch their valuables a bit tighter when a tabaxi comes close.

TORTLES

The turtles of Wyrd live significantly longer than those of other worlds, with lifespans comparable to those of elves. They too are natives of Wyrdsong, making up most of the city's elder council. The turtles are ancient and wise, making good rulers for the city. Those not involved with the council participate in the daily life of Wyrdsong's citizens. Young turtles have a different task however, after reaching maturity around 20, they are sent out on a journey to find themselves and see the world from others' eyes. These travels can take centuries and when the turtle returns, they are ready to become leaders of society.

CHANGELINGS

Changelings on Sourn are much the same as other worlds. They blend into societies, coexisting with other species and hiding their shapechanging lineage as much as possible. The common folk bare a fear of shapechangers, though they aren't common enough to suspect everyone around them. However, if evidence of a shapechanger is revealed, city guards may get involved attempting to detain and unmask them. If these shapechangers commit crimes using personas, The Hand of Light may intervene personally, setting an army of paladins after the changeling in question, potentially bringing other changelings uninvolved in the crime to light. As such, most changelings attempt to maintain a low profile, shying away from positions of power and jobs that attract a lot of eyes, making changeling adventurers incredibly rare.

TRITONS

The tritons live far below the seas and oceans of Sourn in great cities lit by powerful and archaic magic. Their civilization has spanned the almost the entire lifetime of the planet, as they were the original inhabitants of Sourn, tasked with preventing damage to the Yun's cage by mortal creatures. Through their oral history, the tritons are the only species who still worship the eldritch lords as their primary pantheon and, unless there is some great threat to the surface, they remain below the sea, keeping watch over the Yun's prison. Many great historical disturbances were preceded by a mass surfacing of Tritons, and though to surface dwellers they have faded into legend, the arrival of a triton is certainly an omen of approaching doom.

WARFORGED

Despite their disdain for warlike races, the elves still needed a way to settle large scale disagreements. This was done through tournaments and shows of strength until only a couple of decades ago, when the first warforged were created to fight elvish proxy wars. The war machines were designed to fight and act just like living beings in order to simulate war without loss of life. A few hundred thousand warforged were produced to fight for the elves; unfortunately, the warforged were designed too well, developing sentience due to their emulation of other humanoids. The elves, not wanting to massacre living beings for their own gain, released the warforged into the world to find their own purpose. Now machines with the souls of men wander the world, built for war, but seeking a meaning beyond that.

YUAN-TI

The Yuan-Ti of Sourn are ancient victims of the whims of the Lord of Chaos, Bael'Raath. Using his brother Imur-Nor Den, he imparted a dream to an ancient empire of humans called the Yuan-Ti, showing them a forbidden ritual which would allow them to stabilize their crumbling empire. The ritual proceeded, led by the king himself. A cloud covered the city for days until at last the sun rose on the ruins of a civilization. Half-man half-snake abominations crawled from the refuse and, seeing themselves transformed into beasts, fled into the woods. Now they live in the shadows of the Dostor Empire, stealthily infiltrating the peoples of the empire in an attempt to reclaim the glory they once held. Yuan-Ti in Dostor are generally well liked by the people, who are manipulated by the grand schemes of the snake people. Those who have fled the Yuan-Ti clans of Dostor generally live similarly to other humans, unconcerned with the grand machinations of the fallen empire.

GROUPS AND ORGANIZATIONS



Sourn is a vast world populated with many people and numerous agendas.

THE WYRDSPEAKERS

Scattered tribes wander the continent of Wyrd, united by a single identity as the Wyrdspeakers. These nomadic tribesmen are blessed or cursed with the ability to influence fate. They wander far from civilization to discover their powers and themselves, honing their mastery of fate. Most distrust the Wyrdspeakers for their control over themselves and the world, not to mention the superstitions that surround them. However, a few not bound by these preconceptions will seek out the Wyrdspeakers for incredibly accurate fortune telling and luck.

THE HAND OF LIGHT

Led by the paladin Jace Terron, the hand of light acts as Dynval's emissaries to the people of Sourn. While not directly led by the god, they are motivated by a singleminded goal: to spread Dynval's Light. It's left up to each individual member what this means, however, members of the Hand of Light are often seen providing aid to villages and hunting undead and those who command them, attempting to keep the people of Sourn safe from the shadowy forces that would plot to destroy them.

The Hand of Light frequently finds itself engaged in small scale battles with various sects devoted to Yohari, including the Al'Dor Yoharin.

THE CANDLEMAGI

Based in Amidas, the Candlemagi are a secret society of powerful wizards, warlocks, and sorcerers who seek to amass magical knowledge. They are based out of an underground library beneath the Unending City. The Candlemagi have fingers in almost every city across Sourn, always on the lookout for new knowledge and information. As a result of their vast repositories of lore, the Candlemagi often dispatch operatives to deal with ancient and powerful threats that the outer world may know nothing about. The resurrection of an ancient lich may be stopped before it even happens through the work of the Candlemagi.

AL'DOR YOHARIN

Loosely translated as Keepers of Shadow, this enigmatic organization is one of the largest sects devoted to Yohari. They are widespread but secretive, keeping with their goddess' tenets of deception and secrecy. They often attempt to undermine the efforts of the Hand of Light, attempting to stop the spread of Dynval's light. They may assault Hand of Light parties or undo the good the Hand had done in a village by releasing a demon, devil or some other evil.

ORDER OF THE FIRST DRAGON

Spread across Sourn, this is a loosely connected religious group devoted to the image of a primordial dragon which spawned the fabrics of existence. Though most members do not know this, the figure they worship is loosely based on Galadrimos through snippets of lore that have been recovered on the Cosmic Dragon. Beyond worship, they seek to emulate the powers of dragons, using magic (both studied and granted by higher powers) in order to smith spells which allow them to capture the essence of draconic strength.

WYRMSBREATH

Evocation Cantrip

Casting Time: 1 action

Range: Varies

Components: V, S, M (A matchstick)

Duration: Instantaneous

When you learn this spell, pick a draconic type (you may learn this spell multiple times, each time choose a different draconic type). The type picked determines the size, shape, and element of the spell.

Draconic Type	Damage Type	Spell Area
Black	Acid	5 by 15 ft. line (Dex. save)
Blue	Lightning	5 by 15 ft. line (Dex. save)
Brass	Fire	5 by 15 ft. line (Dex. save)
Bronze	Lightning	5 by 15 ft. line (Dex. save)
Copper	Acid	5 by 15 ft. line (Dex. save)
Gold	Fire	10 ft. cone (Dex. save)
Green	Poison	10 ft. cone (Con. save)
Red	Fire	10 ft. cone (Dex. save)
Silver	Cold	10 ft. cone (Con. save)
White	Cold	10 ft. cone (Con. save)

You launch a gout of elemental energy from your mouth. Each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic type, or take 1d6 damage the type of which is determined by your draconic type.

The damage increases by 1d6 when you reach 5th, 11th, and 17th level.

THE WING CULTS

The kenku of Wyrdsong believe that their ancestors had wings and were able to fly. Considering their descent from crows this is true, but members of the wing cults misunderstand their ancestor's flight as something they possessed in kenku form. As a result, members of the wing cults search obsessively for methods to regain their wings and flight. This often brings them into contact with the aaracokra and dragons, especially in Araviel, where thousands of kenku work under dragons for the promise of a restoration of flight.

THE VOLRYKAR

Not many know of the eldritch lords and circle of yun; fewer still of their battles across the primordial universe. Many who uncover these bits of lore are touched by the Yun, their minds tainted with an ancient and unspeakable madness which drives them to uncover more lore and eventually seek to witness the ancients for themselves at any cost. These folk form a cult known as the Volrykar. Originally a branch of the Candlemagi dedicated to ancient gods and lost lore from the beginning of the universe, they sought out ancient artifacts and knowledge. However, their knowledge corrupted them, subtly influencing their minds until they were twisted beyond recognition. They broke off from the candlemagi, using their knowledge not for good, but for the eventual release of the Yun. The shared drive for knowledge often brings them into contact with the Candlemagi, often leading to raids on each others' libraries and other knowledge repositories.

PART IV

Parallels and Planes

PARALLEL WORLDS

Four worlds make up the core of the multiverse, each acting as a mirror of the others. the Material plane, Etherial plane, the Feywilds, and Shadowheart each act as an echo of the others, forming the central portion of the multiverse.

THE MATERIAL PLANE

The material plane is at the center of the multiverse. This is where most adventures will take place as this realm is the hub for interaction between all other planes. At the center of the multiverse, this plane brings bits of all the other planes together leading to a world of elemental melding, law, chaos, bits of each together, and leading to unpredictable reactions.

THE ETHERIAL PLANE

Interwoven between the central worlds is the Etherial plane. This realm is a foggy mirror of the material plane, sparsely inhabited. It serves as the gateway between the central planes as well as a method of travel through the material plane. Those on the Etherial plane can't be seen or interacted with under normal conditions by those on other planes, allowing them to traverse large spans of land without threat. Additionally, to those who know where they are going, there are a number of gateways within the Etherial plane which connect the material world to the Feywilds and Shadowheart. At the far reaches of the etherial plane, one can enter the astral plane and from there, enter most other planes.

THE FEYWILDS

The Feywilds are a plane of free magic, unbound by the laws of the material world. Druidic power is drawn from this plane as it is essential a crystallization of the magic of nature. As a result, most of the denizens of this plane have a strong connection to nature. This can be seen most directly in nymphs and dryads who are bound to their aspects of nature. This area is controlled by a council of Fey elders, leaders of their respective courts, who elect a Faerie King. The current king of the feywilds heavily influences the fey across the multiverse. A Hag king would instill many of the hags with confidence, increasing the viciousness and activity levels. This could lead to a group of adventurers entering the plane to assassinate the Faerie King.

The Feywild does not take kindly to uninvited visitors, with the very magic of the land seeking to oust the trespassers. Though some good fey will shelter outsiders, most fey would just as soon enact some whimsical punishment as provide protection for those who violate their sovereignty. Those who are invited however, are treated as royalty.

The feywild has gained a bad name in the eyes of many common folk. Tales of children disappearing have woven themselves into folklore across Sourn, and these tales are based in fact. New fey are born of humanoid children who are exposed to the magic of the Feywild for their entire lives. This means many fey will capture young children in order to ensure the continuation of their peoples.

SHADOWHEART

Shadowheart is the dark mirror of the material realm. It is a dismal grey and black landscape devoid of light and life. The souls of the dead who are still bound to the material plane are housed here, whether that be ghosts, shades or even the former souls of undead like zombies. One of the most unique of these trapped beings are the steel souls. These are the souls of consciousness bound to sentient weaponry.

Shadowheart in itself is a living entity, the whole plane one great consciousness that wishes for nothing more than to not be disturbed by the living or undead. To that end, Shadowheart sometimes grants mortals the power to destroy undead, freeing their souls from the plane. It is taboo for those bearing this power to ever set foot in the plane as it is directly against the wishes of their master, who seeks not to be disturbed by the living or dead.

Despite this, there are some born in Shadowheart, the Shadar-Kai, an ancient clan of elves who migrated to that realm have become so suffused with it that the realm does not notice their meddling. As a result, Shadowheart and the shadar-kai have developed a symbiotic relationship where the realm provides them a place to live and the shadar-kai hunt souls trapped within Shadowheart, relieving the plane of their presence.

PLANES OF THE WORLD

The multiverse is formed of many interconnected planes, each representing a larger cosmic purpose. The planes each interweave with the material plane and its sisters, interacting in various ways with the land and peoples of the various central realms. The realms are organized into two cosmic circles, the first representing the physical while the second ring embodies metaphysical concepts. The elemental planes exist within the first ring while the other planes are in the second. The center of the ring is made of the material plane and its mirrors.

THE ASTRAL PLANE

Acting as the glue between all the other realms, the astral plane exists between the fabrics of reality. The plane is a realm un beholden to any sort of physical laws, allowing bodies and psyches to exist separate from each other but interact as though they were the same. The realm contains floating ruins, great rocks and primordial debris from the time of the Yun, making it a popular destination for archivers of the eldritch. The plane is also home to the Gith races who make their homes in drifting cities among the debris. As one travels in the Astral plane, time seems to slow. As they reach farther and farther, they will eventually find themselves in the Far Astral Realm. Here, the silvery aura of the astral plane begins to darken as time slows. A creature who continues will eventually have their psyche and body severed from the immense spiritual pressures and the body dies immediately. Those who continue further will eventually become frozen in time as they wander to the edge of the Void.

Despite all of it's interesting qualities, the main reason people visit the material plane is the portals within, each connecting to other planes. The color of the portal determines the realm to which it connects.

Color	Plane
Turquoise	Etherial Plane
White	Gaia
Black	The Nine Hells
Crimson	Abyssar
Red	Elemental Fire
Cyan	Elemental Air
Blue	Elemental Water
Brown	Elemental Earth
Any color ringed with black	Protos
Silver	Elysium
Grey	Mechanus
Gold	Celestia
Any color ringed with white	Limbo

PLANE OF ELEMENTAL FIRE

Home to the Lord of Fire, Dimik'Yor, this plane is a shattered realm of floating rocks and vast, scorched landscapes, with vast fields of ever-burning flames. This realm is home to a few devils as well as fire genasi and various fire elementals. Temperatures here are almost unbearable for mortal creatures, requiring some source of cooling in order to survive long. Bordering this realm is the Plane of Elemental Earth, merging into a vast sea of magma, as well as the Plane of Elemental Water, behind a foggy realm of steam.

PLANE OF ELEMENTAL WATER

Bordering the Plane of Elemental Fire is the Plane of elemental water, a vast sea home to triton and watery genasi, as well as various water elementals and deep sea behemoths. The vast sea serves as the home of Seorceli, goddess of water, who resides in this realm. Bordering the plane of elemental water on the other side is the Plane of Elemental Air, shielded from this plane by a violent, ever-present storm.

PLANE OF ELEMENTAL AIR

Between the Planes of Elemental Water and Earth lies the Plane of Elemental Air, ruled by the Sky King Azheron. This realm is much like the floating islands of Araviel, inhabited by air elementals, air genasi, as well as a few scattered tribes of aarakocra. The realm is a collection of islands ringed by violent winds, torrential rain, and massive thunderstorms. To the far side of this realm, towards the Plane of Elemental Earth, lies a vast desert.

PLANE OF ELEMENTAL EARTH

Venturing through the desert brings travellers to tchoram's realm, the Plane of Elemental Earth. A plane of giant mountains, earthsplitting ravines and complex cave systems filled with strange and rare minerals. The realm is also home to elementals and earth genasi.

GAIA

Souls hallowed by good acts find themselves in Gaia. Those who were kind and caring in life, and those who were noble and fought to protect others find their souls in Gaia. This plane isn't one single place, but a collection of individual pocket dimensions each suited to the soul that resides there. As a result, almost any environment can be located on this plane. This realm is located at the top of the Cosmic Wheel

ELYSIUM

The spirits of freedom reside here, beings of pure good and chaos, such as storm giants and empyrions call this place their home. The realm is an idyllic field of grass bathed in divine light. At the center of the realm lies the city of Ysthor, a glistening city of white stone and gold. This area is home to the giant pantheon. Other divine creatures also take up residence here and throughout the realm. Outside the cities, treants other elder nature spirits reside, alongside wandering constellations of pegasai. This realm is located on the Cosmic Wheel between Limbo and Gaia.

LIMBO

A realm of raw chaos, souls who were slaves to chaos find themselves here. Those who devoted themselves to the ideas of chaos above all find their souls here after death. The realm is a whirling storm of gray matter which souls can shape as they please using their mental ability. The Githzerai train their psychic abilities in monasteries on this plane. This realm is located at the far right of the Cosmic Wheel.

PROTOS

The realm of evil tainted by chaos, this is where demons are born. The realm is a shifting mass of gray and black, pulsating and writhing. Occasionally the inky blackness coalesces into creatures called demons, embodiments of chaos and evil. Anything brought into this realm is reclaimed by it except for the most powerful of beings and magic. This applies even to demons and most are reabsorbed by the chaos at some point. However, occasionally protos spits out something incredibly vile and potent. These masses of chaos coalesce into beings of extreme power known as Demon Lords. They are not reabsorbed by the dimension until they die and constantly vie for control over the various shifting regions of the plane and when freed, can wreak havoc upon the entire mortal world for years. Protos exists on the Cosmic Wheel between Limbo and the Nine Hells

THE NINE HELLS

This is the realm where mortal souls tainted by evil deeds end up. Demons and Devils battle each other for control of these souls, with the winners taking up rulership within the nine hells. Each of the nine layers changes to reflect its ruler, with drastic changes occurring between demons and devils. At the creation of the multiverse, the Eldritch lords designated the nine hells as a realm to confine evil. As a result, planar travel can only access the first layer, Vis. To move further, one must manually travel to the pit between the layers and drop down to the next. The nine Hells fall at the lowest point of the Cosmic Wheel.

Vis

A rocky wasteland filled with fissures leaking heat and blood-tainted stone, this realm, ruled by Azestus, acts as a training grounds and primary battleground for the soldiers of the Nine. Invaders must arrive at the first layer so when under attack, this is where the battle begins. In times of relative peace, soldiers are brought here to familiarize themselves with the terrain and learn tactics.

IACATO

This realm is a web of weaving corridors suspended in and above lakes of hellfire. The corridors are lined with tombs which, when bathed in hellfire, act as portals to various locations on the material plane and its mirrors. The realm's ruler, Zeldion, uses these portals to operate his massive crossroad devil operation, procuring many souls for the Nine's army

GULAR

At the center of Gular lies an opulent palace, a testament to Midethos' near infinite greed. Beyond the walls of the structure however, the realm has been left to rot. Stripped of anything of value, the entire plane is a swampy wasteland riddled with defecation, filth, and debris.

AVARIA

A realm of shining city as far as the eye can see. Everything is pristine to a fault and if not for the red stone used in building construction, one may not know they are within the nine hells when here. The perfection of this realm is a facade hiding the hideous machinations of its overlord Baelrog, and those who scheme against him. The city is a giant political battleground rife with assassinations and intrigue.

LACERA

Lacera is a volcanic wasteland filled with magma. Deep within the largest volcano, Kazmorah, suspended over pools of bubbling magma, lies the library of Sacora: a repository of knowledge, belonging to Sithistis, which rivals even the archives of Olodar.

DESIDOR

The realm of Desidor is a flat plains of bone white earth and stalks of stiff gray grass which lean with the wind. The city of Immuria sits at the center of this level, serving as the central entertainment site for devils. The city is essentially one dark, twisted resort for devilkind. Beyond the city, the realm is incredibly dangerous as violent winds constantly whip across the plains. These winds are strong enough to pick up travelers and frequently change direction which can whip those caught in the winds around.

IRADOS

The land itself rages with fire and brimstone, as flames and jets of hot gas leap from fissures in the stone. The terrain is jagged and towering spires of red earth jut out from the ground, spiraling towards unknown heights. The entire realm is slightly obscured by a deep crimson mist which can hide pockets of explosive gas which occasionally erupt into fireballs. Furius rules this realm from atop one of the spires, where he has constructed a castle filled with the most brutal torture implements ever conceived.

DOLUM

This level's most prominent feature is the inky black river Styx which flows through the entire realm. The air here is thick and tastes like dead fish, choking those not used to the level's oppressive atmosphere. Somewhere hidden deep within the maze of water and bridges is an imposing black castle belonging to the Lord of Deception, Mephistopheles. From here he watches over his realm and plots to overthrow the Lord of Hell.

STYGIA

Within the deepest pit in the blackest depths of the nine hells lies Stygia. The river Styx deposits its black waters here where they are frozen near instantly and become part of this icy realm. The ground is formed of black ice cold enough to freeze a adventurer's feet solid through their boots in minutes. The ice itself cannot be melted as it is not actually frozen water, but a crystalization of the deepest evil desires that lie within the pit. It is here among the icy stalagmites that Aesmodeus rules his realm, directing the rest of the Hells from his castle in the frost. It is rumored that an ancient multiverse-threatening beast is trapped beneath the ice, and this is true, as beneath the nigh unbreakable ice lies the Void, home to the circle of Yun and a few other cosmic monstrosities.

ABYSSAR

Realm of the devils, Abyssar spawned those who now rule the nine hells. This realm is the embodiment of evil, influenced by law. The realm is a dismal, blasted landscape of grey stone shelves stacked on top of each other. The devils who don't reside in the Nine Hells live here among the stone stacks in cities, scheming and plotting in order to make their way to the Nine Hells and gain power. This realm is located between the Nine Hells and Mechanus on the Cosmic Wheel.

MECHANUS

This realm of rigid law claims the souls who found themselves beholden to tradition above all else in life. The entire realm is a machine composed of interlocking gears which slowly turn, operating on some ancient power towards an unknown, inscrutable purpose. Domes rest on many of the gears which house the souls as well as the residents of the realm, the Modrons, who maintain the machinery. This realm is located at the far left of the Cosmic Wheel.

CELESTIA

The realm of the gods, celestia is a plane of towering marble pillars and white plazas atop fluffy white clouds. The pantheon of lesser gods resides on this realm, each carving out a bit of their own space within the realm. They are accompanied by some powerful metallic dragons as well as angels. Here, the gods watch over the mortal plane, influencing their followers and drawing power from the worship.

THE VOID

At the far reaches of the Cosmic Wheel, outside the higher planes lies the Void. This is the Eldritch Lords' last resort for beings which are too powerful and pose a danger to themselves, their creation and the Yuns' cell. They are deposited here in a realm of infinite blackness, suspended for eternity. Most creature cannot act here as there is no time or space to move through, however transcendent beings like the Yun, Eldritch lords, and the plane of Shadowheart exist outside of these restrictions, allowing them to act while suspended in the void. The only entrance to this realm lies beneath the farthest reaches of Stygia, deep within the Nine Hells.

PART V

The Creatures of Sourn

STEELSOUL

Medium undead, any alignment

Armor Class 17
Hit Points 299 (46d6 + 138)
Speed 30

STR	DEX	CON	INT	WIS	CHA
21 (+5)	21 (+5)	16 (+3)	14 (+2)	8 (-1)	10 (+0)

Saving Throws Str +10, Dex +10
Skills +10 Athletics, +10 Acrobatics, +7 History
Damage Resistances piercing, slashing, and bludgeoning damage from non-magic weapons
Condition Immunities frightened, paralyzed, petrified, poisoned, unconscious
Senses Darkvision 60, passive Perception 9
Languages the languages it knew in life
Challenge 16 (15000 XP)

Turning Immunity. The Steelsoul is immune to features that turn undead.

Actions

Multiattack. The Steelsoul makes 3 attacks with its spirit weapon, then may use War Cry or Rally

Spirit Weapon. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 + 5) force damage

Spirit Weapon. *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one target. *Hit:* 18(3d8 + 5) force damage

War Cry. The Steelsoul lets out an earsplitting echo. Each creature within 15 ft. must succeed on a DC 18 Charisma saving throw or be stunned until their next turn

Rally. The Steelsoul gains 25 temporary hp and summons 1d4 + 3 Flying Swords

LIGHTWORM GRUB

Tiny Beast, unaligned

Armor Class 11
Hit Points 1 (1d4-1)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	12 (+1)	9 (-1)	2 (-4)	11 (+0)	4 (-3)

Senses Darkvision 30, passive Perception 10
Languages -
Challenge 0 (0 XP)

Glowing Body. The Lightworm sheds bright light in a 5 foot radius and dim light in a 5 foot radius beyond that.

LIGHTWORM LARVAE

Medium beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 65 (10d8 + 20)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (0)	15 (+2)	2 (-4)	11 (+0)	6 (-2)

Senses Darkvision 60, passive Perception 10

Languages -

Challenge 1 (200 XP)

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) bludgeoning damage

Glowing Body. The Lightworm sheds bright light in a 15 foot radius and dim light in a 15 foot radius beyond that.

ADULT LIGHTWORM

Huge beast, unaligned

Armor Class 16 (Natural Armor)

Hit Points 125 (10d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	21 (+5)	2 (-4)	11 (+0)	8 (-1)

Senses Darkvision 120, passive Perception 10

Languages -

Challenge 3 (700 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 19 (3d10 + 2) bludgeoning damage

Glowing Body. The Lightworm sheds bright light in a 30 foot radius and dim light in a 30 foot radius beyond that.

PART VI

Additional Content

STEEL AND SMOKE: EXPANDED ARMORY

The repertoire of weapons and armor in Player Handbook may sometimes feel limiting. There's a lack of powder weaponry and the shields seem quite limiting sometimes. This section works to solve these issues by adding a plethora of new weapons and providing some alternatives to the basic shield rules.

FIREARMS

Depending on personal tastes, firearms can be a welcome addition to a fantasy world. These weapons are often rare and exotic, marking a turning point in the world's weaponry. This can add some depth to the world and make the players more involved in the world's growth as the use firearms, exposing the population to this new and curious variety of weapon.

PISTOL

A simple, one handed firearm which uses black powder to launch a small metal ball at high speeds. They are incredibly inaccurate at range.

DUELING PISTOL

A variety of pistol with a longer barrel, allowing for increased accuracy but requiring more training to use effectively.

ARQUEBUS

A simple variety of rifle, relying on hand lit fuses. They are quite large and unwieldy, often fired from mounts and prone to misfiring.

MUSKET

Essentially an improved arquebus, featuring a flintlock mechanism, improving accuracy and firing velocity.

BLUNDERBUS

A close range firearm which launches a spray of bullets at a close range. Enemies closer to the attacker take more damage.

REPEATER

A variety of musket which trades bullet velocity for the ability to fire multiple times before reloading.

SHIELDS

Shields are now divided into three categories- light, medium, and heavy. Each represents a different type of shield, offering options to the sword and board warrior, as well as those wishing to dual wield shields.

LIGHT SHIELD

Small shields for dueling like bucklers fall into this category, providing minimal defense, but also available for dual wielding, supplementing a defensive fighter's damage.

MEDIUM SHIELD

Kite shields and round shields fill this category. They act as the classic shield option in 5e, providing a bonus to AC when held in the off hand. In order to use two weapon fighting with these shields, specialized training is needed, in the form of the Two Weapon Fighter feat. In return, the AC bonus is higher than that of a buckler.

HEAVY SHIELD

This category contains the tower shield and similar defensive implements. These large shields are unwieldy, but those skilled with massive weapons can utilize their great weight as an asset. Their large size and weight also give them a larger defensive bonus.

EXPLOSIVES

These weapons are thrown implements which affect an area. The grenades of the ancient world. The save on an explosive is usually about 12 for store bought item, but a crafted explosive (made with a set of tinkers tools and the required materials) will have a DC of 8 + proficiency bonus (if proficient with tinker's tools) + Intelligence.

FIREBOMB

These explosive devices are small iron or lead spheres filled with black powder. They create smaller explosions with greater force than other options.

GASBOMB

These explosives consist of glass containers filled with flammable gas. They shatter when thrown at which point the gas ignites, covering a larger area with flames momentarily.

Powder weaponry is a rare find on Sourn. Only skilled gnomes really have the skills to produce the intricate components required for firearms, and gnomes are few and far between. I trekked the deserts of Mette for almost a year before i found the gnome who showed me the methods for producing these weapons. -O.E.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bayonet	5 gp	1d4 piercing	1 lb.	Light
Light Shield	5 gp	1d3 bludgeoning	3 lb.	Light, defensive (AC 1)
Cestus	4 sp	1d4 bludgeoning	1/2 lb.	Light, special ¹
<i>Martial Melee Weapons</i>				
Scythe	15 gp	1d10 slashing	10 lb.	Two-handed, finesse
War Ribbon	10 gp	1d3 slashing	1 lb.	Finesse, special ²
Medium Shield	5 gp	1d4 bludgeoning	6 lb.	Defensive (AC 2)
Heavy Shield	300 gp	1d4 bludgeoning	35 lb.	Heavy, defensive (AC 3)
Cutlass	10 gp	1d8 Slashing	2 lb.	Finesse
Sabre	30 gp	1d8 Slashing	3 lb.	Special ³
Chain Hook	10 gp	1d4 Piercing	6 lb	Reach, special ⁴
<i>Simple Ranged Weapons</i>				
Pistol	150 gp	1d8 piercing	6 lb.	Light, Ammunition (range 15/45), loading, aimed
Arquebus	300 gp	1d10 piercing	10 lb.	Ammunition (range 40, 120), loading, two-handed, aimed
<i>Martial Ranged Weapons</i>				
Dueling Pistol	550 gp	2d4 piercing	8 lb.	Ammunition (range 30/90), loading, light, aimed
Musket	900 gp	2d6 piercing	10 lb.	Ammunition (range 80/240), loading, heavy, two-handed, aimed
Greatbow	700 gp	2d8	10 lb.	Anchored, ammunition (range 200/800), two-handed, heavy, weighted draw
Arbalest	1200 gp	3d6	24 lb.	Anchored, ammunition (range 100/400), two-handed, heavy
Blunderbus	700 gp	4d4 piercing	15 lb.	Scatter (5/5), ammunition (range 10/20), loading, heavy, two-handed, aimed
Repeater	1800 gp	1d10 piercing	15 lb.	Ammunition (range 30, 90), heavy, reload 6, two-handed, aimed
<i>Explosives</i>				
Powderbomb	2 gp	3d6 fire	1/2 lb.	Explosive (30/5)
Firebomb	4 gp	2d6 fire	1/4 lb.	Explosive (60/10)
<i>Ammunition</i>				
Bullet (20)	4 gp	-	1/2 lb.	Ammunition
Black Powder (20)	10 gp	-	1/2 lb.	Ammunition

PROPERTIES

New properties added with extra weapons

Reload x - This weapon has the loading property, however, it only needs to load after x attacks.

Defensive (AC x) Add x to AC when this weapon is held. This number replaces that of the normal shield AC bonus.

Scatter (x/y) - the number of dice used to determine damage for this weapon drops by 1 for every x ft the shot must travel. Enemies within y ft of the target take the same damage as the target

Aimed - weapon may use dexterity or wisdom to calculate damage and hit. Whichever stat you pick must be used for both.

Weighted Draw - Attacks with this weapon may use strength rather than dexterity

Explosive (x/y) - this weapon has the thrown property and may be thrown to a range of x feet. Once the weapon strikes something like an enemy or the ground, it applies its effects in a y ft. radius. Lighting and throwing this weapon takes a full action.

Anchored - Before making an attack roll with this weapon, you must anchor the weapon in place of an attack roll or your full movement for the turn. Once the weapon is anchored, you may make an attack with it. The weapon remains anchored until an attack is made with it or the weapon is moved.

Special 1 - Attacks with this weapon count as unarmed for the purpose of activating class features.

Special 2 - When you take the attack action to attack with a war ribbon, you may target any number of enemies within 5 ft. of you and make a separate attack roll for each in place of a normal attack.

Special 3 - while mounted, this weapon's damage dice become 2d4

Special 4 - When you hit a target with this weapon, you may make an athletics contesting the target's athletics check. If you win, you may pull the target up to 5 ft towards you.

OTHER WEAPONS

BAYONET

Usually mounted on the front of a firearm. These long blades can be used when forced into close combat with an enemy while using a powder weapon.

CESTUS

An implement for unarmed fighters which makes the application of +1 bonuses to the character less cumbersome.

SCYTHE

A higher damage two handed option for the rogue. This farming implement turned weapon offers higher damage at the cost of versatility, lacking the thrown property of a dagger and the ability to attack twice which comes with dual wielding.

WAR RIBBON

Usually employed in ceremonial dance, these are long lengths of silk cloth which are whirled around the user. Weaponized versions are embedded with shards of glass and metal which cut nearby enemies as the user dances between them.

CUTLASS

The cutlass came as an alteration for the rapier to have a more swashbuckling feel. It is essentially just a reskinned rapier which deals slashing damage rather than piercing.

SABRE

The sabre is comparable to the longsword in terms of weight and usage but trades the longsword's switchable handing for a design specialized for cavalry combat.

HEAVY RANGED WEAPONS

The arbalest and the greatbow provide ranged characters with options to feel like a greatsword or greataxe wielder. The longbow and heavy crossbow often feel underwhelming in terms of the force of these weapons. The arbalest and greatbow bring the satisfying feeling of striking an enemy with large amounts of damage at the cost of attacks per round or movement.

ARBALEST

The arbalest is a large crossbow with a crank mechanism for drawing the bolt back. They are very large, heavy, and require a large amount of time to crank, but in turn impart a bolt with force comparable to that of a small ballista.

GREATBOW

This souls-esq adaptation of the greatbow is a massive implement requiring grounding to help stabilize the weapon. Once readied, the bow can launch arrows with considerable force, decimating enemies.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight	Special
<i>Light Armor</i>						
Quilted Cloth	1 gp	10 + Dex modifier	-	-	5 lb.	Resistance to slashing damage
Ribboned Cloth	100 gp	10 + Dex modifier	-	-	5 lb.	Resistance to piercing damage
<i>Medium Armor</i>						
Carved Half Plate	350 gp	12 + Dex modifier (max 2)	-	Disadvantage	8 lb.	Wearable by Druids
<i>Heavy Armor</i>						
Carved Plate	500 gp	14	-	Disadvantage	12 lb.	Wearable by Druids
Fortress Plate	3000 gp	15 + Con modifier	Str 17	Disadvantage	80 lb.	

QUILTED CLOTH

A series of overlapping quilted cloth, great for armoring a village militia. Those these dont provide too much more protection then everyday clothes, the holes in the quilting catch slicing and cutting weapons, reducing the wearer takes from sources which deal slashing damage.

RIBBONED CLOTH

These robes are covered in ribbons which flutter in the wind or whenever the wearer moves, This can make it difficult for precision weapons to target vital areas, reducing the damage the wearer takes from sources which deal piercing damage.

CARVED HALF PLATE

Made from wood or bone, this armor provides much less protection from than normal half plate however, it lacks metal in its construction meaning druids can wear it without fear. Armors like these are commonly used by firbolg warriors and shamans.

CARVED PLATE

Much like carved half plate, this armor is made of wood or bone, offering lower protection than normal plate, but being much lighter and more compadible with druidic powers. Armors like these are commonly used by firbolg warriors and shamans.

FORTRESS PLATE

This slab of metal provides almost impenetrable protection to those with the ability to utilize it. being hit in this armor isn't an issue as long as you have the constitution to withstand being rattled around inside the metal suit. For all but the extraordinarily strong and those of dwarvish blood, this armor can slow the wearer down considerably.

CRAFTING EXPANDED: POWDER, SPELLS AND SMITHING

Though D&D has a system for crafting items, it is often forgotten as the time and skill it takes to create fine weaponry often clashes with the fast-paced, action-packed life of an adventurer. On top of that, crafting a weapon or piece of armor is often much less rewarding as they tend to be weaker and lacking in the arcane effects that magic equipment found in dungeons may carry. This section aims to fix this by adding a masterwork rule to 5e as well as expanding on a few other areas of the craftsman's trade.

CRAFTING EXPANDED

The base crafting rules are as follows: You can craft items by acquiring the necessary resources then declaring you wish to craft during downtime or a rest. You can craft up to 5 gp worth of item a day and if an item being crafted is worth more than 5 gp, you make progress in increments of 5 gp each day until reaching market cost. Multiple players can work on the same item which means each contribute 5gp a day.

CRAFTING AND PROFITABILITY

Often crafting is not an optimal method to gain items. Shopkeepers often sell around market value and crafting ends up costing more through both living expenses and time taken. In order to alleviate this issue, set the "Market Value" for a crafted item worth more than 10gp to half of its actual market value. This can open crafting as a cheaper, but more time consuming option than simply purchasing the item

CRAFTING: TOOLS AND MATERIALS

Crafting items is often reduced to changing which weapon a player uses from a list of options. Allowing the player a bit more flexibility and customization options in the creation of their weapon allows them to feel more attached to their new creation, helping the player connect more to their character and the world.

The first major way to implement this customization is by allowing the player to alter the material of their weapon. Forging a simple iron dagger may be effective, but carving the same dagger from the bones of a dragon that the player themselves felled is far more fulfilling. However, crafting out of different materials requires different tools. Start by deciding what the main body of a weapon or piece of armor will be made of, then determine the appropriate tools for the task.

Material	Tool
Stone	Mason's Tools
Wood	Woodcarver's Tools
Bone	Woodcarver's Tools
Metal	Smithing Tools
Glass	Glassblower's Tools
Leather	Leatherworker's Tools
Thread	Weaver's Tools

BUILDING AN ITEM

Once materials are chosen the player must determine the quality of item they wish to produce. This will determine the final cost and potential bonuses of the item, as well as the DCs for any crafting checks that the item requires.

Quality	Cost	Number of Crafting Checks
Poor	1/2x	1
Normal	1x	1
Good	+800gp	1
Superb	+4000gp	2
Masterwork	+10000gp	3

From here, the work begins. The player starts working on the item whenever they wish to and have time available. Once the item is completed, the player may use it as they would any other weapon.

CRAFTING: FLAWED PIECES AND MASTERWORKS

While crafting, a player may make crafting checks (d20 + Intelligence + Tool Proficiency) up to a maximum determined by the quality of the piece. The DC of these checks is also determined by this quality.

Quality	DC	Base Improvements or Flaws
Poor	12	1 Flaw
Normal	15	-
Good	18	1 Improvement
Superb	21	1 Improvement
Masterwork	24	1 Improvement

For a failure, the item does not change. For a success, add 1 improvement to the item's base number. Optionally, on a natural 20, you may add 2 improvements, and on check less than 10 or a natural 1, add a flaw.

IMPROVEMENTS AND FLAWS

Once an item has been completed, it's time to determine how the weapon has changed. The player may select a number of improvements up to the item's determined limit, then they must roll on the Flaw table a number of times equal to the item's determined flaw limit and add the results to the item.

d8 Improvements (Weapons)

- 1 Responsive - while wielding the weapon you gain +1 to initiative checks.
- 2 Honed - weapon gains +1 to hit and damage
- 3 Balanced - the weapon's critical range is increased by one
- 4 Defensive - weapon grants +1 to AC
- 5 Light - you gain +5 speed while wielding the weapon and its weight is halved
- 6 Aerodynamic - The weapon gains the Thrown (20/60) property
- 7 Tempered - roll an additional die for critical strikes
- 8 Menacing - +2 to intimidation checks while wielding the weapon

d8 Improvements (Armor)

- 1 Light - you gain +5 speed while wearing the armor and its weight is halved
- 2 Well Fitted - the don and doff time is halved
- 3 Responsive - while wearing the armor you gain +1 to initiative checks.
- 4 Hardened - item grants +1 to AC
- 5 Menacing - +2 to intimidation checks while wearing the armor
- 6 Quiet - ignore disadvantage on stealth checks imposed by armor
- 7 Spiked - when a melee attack hits you, the attacker takes 1d4 piercing damage
- 8 Reinforced - if your are hit by a critical while wearing the armor, it becomes a normal attack

d8 Flaws (Weapons)

- 1 Heavy - weapon gains the heavy property and its weight is multiplied by 2
- 2 Cumbersome - while wielding the weapon, your speed is reduced by 5
- 3 Unwieldy - the weapon has -1 to hit
- 4 Fragile - on a natural 1 attack roll with the weapon, it breaks and becomes unusable until repaired
- 5 Dull - the weapon has -1 to damage
- 6 Unresponsive - while wielding the weapon you gain -1 to initiative checks.
- 7 Weak - On a critical strike, you roll no additional damage dice
- 8 Loud - while the weapon is on your person, you have a -1 to Dexterity (stealth) checks

d8 Flaws (Armor)

- 1 Heavy - armor weight is multiplied by two
- 2 Cumbersome - while wearing the armor, your speed is reduced by 5
- 3 Fragile - when hit with a critical, the armor breaks and becomes unusable until repaired
- 4 Unresponsive - while wearing the armor you gain -1 to initiative checks.
- 5 Unbalanced - the strength requirement of the armor is raised by one. if there was no strength requirement, it becomes 10
- 6 Loud - while wearing the armor, you have a -1 to Dexterity (stealth) checks
- 7 Rigid - disadvantage on Dexterity saves while wearing the armor
- 8 Vulnerability - gain vulnerability to a damage type while wearing the armor. Roll a d3. 1 is slashing, 2 is piercing and 3 is bludgeoning

SMITHING: CLOSING STATEMENTS

Adding +1 bonuses can be disruptive to game balance when interacting with the magic item system. Running a system where +1, +2, and +3 are mundane features based on the skill of the craftsman and separate from the magic item system can alleviate this issue, however, if that isn't to your taste, the +1 bonuses from magic items may replace the +1 crafting bonuses (rather than being additive) in order to maintain game balance.

MATERIALS

METALS

IRON

Iron is the standard metal for weapons and armor. All equipment a character starts with is usually made of metal. The metal can be found all over the world, but most notably north of House Arwan and the Kingdom of Light in the mountain range of Light's End, and in the mountains of Silvershard.

SILVER

Silver is a rarer, valuable metal which can be used to increase a weapon's potency against certain creatures such as lycanthropes. It costs 100 gp to silver a weapon or 10 pieces of ammunition.

GOLD

Gold is a rare and valuable metal bearing a yellowish-orange hue. The softness and cost of this metal makes creating weapons and armor from it less common however, gold holds magic more efficiently than most other metals. As a result, gold-cored weapons and armor gain an additional trait when enchanting. Creating a weapon or set of armor with a gold core costs an additional 1000 gp. This represents both the cost of the gold, as well as the skill needed to create the equipment.

BRONZE

Bronze is a strong metal alloy, often used for weapons in the past. It is slightly softer than iron but holds a special property. Weapons edged with bronze count as magical for the purpose of overcoming resistances when attacking creatures with the monstrosity subtype. It costs 50 gp to bronze a weapon or 10 pieces of ammunition.

DWARFFORGED COPPER

Copper is usually an incredibly soft metal however, the dwarves created a new smithing technique which renders copper incredibly resilient to damage. This technique involves forging the metal at an incredibly high pressure, making the metal stronger than iron. Weapons and armor made of dwarfforged copper cannot be damaged or broken by damage from nonmagical sources or acid of any kind. Additionally they do not rust. An item made of dwarfforged copper costs 5 times more than its iron counterpart.

BLACK STEEL

An alloy of iron, souls, and unholy magic, black steel is a deep purple, almost black metal which seems to suck in light. It is physically repulsive to creatures of divine origin causing discomfort. Weapons made of black steel count as magical for the purpose of overcoming resistances when attacking creatures with the celestial subtype. Additionally, if a creature wearing armor of black steel is struck by a melee attack from a celestial, the celestial must make a DC 10 constitution save or be poisoned until the end of its next turn. An item made of black steel costs 20 times more than its iron counterpart.

DREAMSTEEL

An alloy produced by the Wyrdspeakers of Sourn, its methods of creation are unknown to the outside world. A Wyrdspeaker must impart a huge amount of psychic force into iron, giving the metal a dull blue glow that provides 5ft dim light. When you deal damage with a weapon made of dreamsteel, you may choose to deal psychic damage instead of the weapon's normal damage type. While wearing armor made of dreamsteel, you cannot be contacted telepathically and are immune to any effects which telepathically affect the wearer or require telepathy in order to function. An item made of dreamsteel costs 10 times more than its iron counterpart.

DWARFFORGED BRONZE

This metal is incredibly compressed bronze, undergoing the same forging techniques as dwarfforged copper. Weapons and armor made of dwarfforged bronze cannot be damaged or broken by damage from nonmagical sources or acid of any kind. Additionally, striking a monstrosity with a weapon made of dwarfforged bronze deals an additional 1d4 force damage. An item made of dwarfforged Bronze costs 10 times more than its iron counterpart.

LIVING BRONZE

Living bronze is harvested from the cores of ironwood trees. It has a greyish-gold hue and is harder than iron. Living bronze can be molded into shapes via use of the Speak with Plants spell and cannot be forged any other way. Items made of living bronze can repair damage dealt to them. If immersed in water over a long rest, an item made of living bronze will repair itself, regrowing any lost pieces. An item made of living bronze costs 10 times more than its iron counterpart.

WHITESTONE

Whitestone is a pearly white metal found in an ore state north of Dostor. The metal is sometimes referred to as demonbane, as it holds special properties when used against demons. Weapons made of whitestone count as magical for the purpose of overcoming resistances when attacking creatures with the fiend subtype. Additionally, if a creature wearing armor of whitestone is struck by a melee attack from a fiend, the fiend must make a DC 10 constitution save or be poisoned until the end of its next turn. An item made of whitestone costs 20 times more than its iron counterpart.

BLOOD IRON

Blood iron is forged by melting iron together with blood, giving the metal a slightly red hue. Weapons edged with Blood iron count as magical for the purpose of overcoming resistances when attacking creatures with the fey subtype. It costs 50 gp to bronze a weapon or 10 pieces of ammunition.

TWICE-FORGED INDIR

Twice-forged indir is a silvery-white metal which seems to blur into the world around it, forged by first smelting Indir at high temperatures, then at low temperatures. The metal has special properties when forged into weapons. A weapon made of twice-forged indir is able to strike creatures on the etherial plane while the user is on the material plane. While the user is on the etherial plane, twice-forged indir has no special properties however, it solidifies into a shape, no longer blurring into the world around it. It regains it's special property when existing the material plane and begins to blur once again. An item made of twice-forged indir costs 50 times more than its iron counterpart.

WOODS

Armors and weapons made of wood may seem ridiculous at first, however they are usable by druids and are usually lighter than normal weapons and armor. Most armors can't be crafted from wood. Carved plate and carved half plate are the only two that allow wood or bone in their construction. Most weapons however, can accommodate wood into their design without sacrificing too much.

BASIC HARDWOODS

Oak, Birch, Beech, and Maple are found all across Sourn, while mahogany is found in Starcrest and northern Amidas. These woods can be used to make sturdy weapons and armor. Weapons made of these hardwoods suffer a -1 to hit and damage and weigh 50% less.

YEW

Found in Northern Wyr, yew is famous for its magical properties. Armor made of Yew offers resistance to magic. A creature wearing yew armor has advantage on saving throws against spells and other magical effects. An item made of yew costs 25 times more than its iron counterpart and weighs 50% less.

IRONWOOD

Found in Eys, the light grey ironwood is known for its namesake, with the outer layers of ironwood trees being as strong as iron. Items made of ironwood are identical to iron items in every way except that they do not rust. An item made of ironwood costs 2 times more than its normal value.

VERAN MAPLE

Found in northern and central Vera, this variant of maple grows rarely in forests in the region. It can be identified by the thin gold colored filaments which run through the leaves and trunk of the tree within the bark.

GREATWOOD

Found in Starcrest, these giant trees tower above the rest of the jungle with their sprawling branches used by the elves to build elevated villages. They have dark green leaves and dark bark. In the summer, the trees bear a fleshy fruit called kiber which is a staple of the wood elf diet.

WYRDBORN CHERRY

Found exclusively in southern Wyr, this wood is infused with primal chaos. Recognizable by their red tinted wood, these trees grow all across southern Wyr. Weapons made of this wood count as +1 magic weapons when their user has a chaotic alignment. Armor counts as +1 magic armor in the same way. Both require attunement. Weapons and armor made of this wood cost 2 times more than their normal value.

BLACKROOT MAHOGANY

found in the Deepwood of Starcrest, these trees can be used to intensify the potency of healing potions. Adding blackroot from the trees to a potion will improve the potion for 8 hours. If consumed during that time, the creature consuming the potion may forego the roll and instead restore the maximum amount from the potion.

THUNDERSTRUCK BEECH

Found on Amidas, these trees are notable for the silvery veins which weave through the trunks of the trees. Their namesake is drawn from these veins which bear resemblance to bolts of lightning trapped within the wood. This wood is exceptionally resistant to impacts which makes it great for both building materials and tools. Any structure made of thunderstruck beech has a +5 bonus to AC. Tools made of the material provide an additional +1 to checks made with them.

SILVER YEW

Found in Tsaran swamps, these silvery-grey trees stand out from the swamplands. Much like their cousins the Yew tree, they are well known for their magical properties. Silver yew has a purifying effect on negative energy, granting the wearer of silver yew armor immunity to necrotic damage. This armor costs 25 times more than its normal value.

EMERALD OAK

Found in Tsara, these trees spring up around mountainous regions. Their leaves bear a striking emerald green color which grants these trees their namesake.

YELLOW BIRCH

Found in Northern Wyr, every part of this tree is incredibly poisonous. Every part of the tree, from its leaves to its bark is poisonous. Those with a poisoners kit can make a DC 10 crafting check to turn any part of a yellow birch into Yellow Ichor. This poison is applied via weapon attacks and renders the victim poisoned unless they pass a DC 14 Constitution check. Every day past then, the creature may make another DC 14 constitution check. On a pass, the poison and all effects leave the creature's system fading over the next 1d4 days. On a failure, the creature's constitution score decreases by 2.

GEMSTONES

Numerous precious stones appear across Sourn. The ones listed here are in addition to those present in other loot tables and books.

DWARVEN RUBY

These gems are found exclusively in the dwarvish mines of Silvershard. They are translucent- almost opaque and hold a deep crimson hue. Despite appearances they can be worked similarly to metal. When striking an enemy with a weapon forged of dwarven ruby, that enemy gains vulnerability to fire damage until the end of the attacker's next turn. If the enemy has resistance of invulnerability to fire damage, it instead loses it for the duration. An item made of dwarven ruby costs 50 times more than its iron counterpart.

SUN EMERALD

A dazzling yellow-green gemstone found beneath the earth of Dostor. Casting a spell with an orb or holy symbol made of sun emerald improves the potency of the spell. If the spell requires an attack roll, it critically strikes on a 19-20. A foci like this costs 5000 gp to produce. Individual Sun Emeralds are worth 500 gp.

DEEP SAPPHIRE

A dark blue gemstone found commonly within Shadeholm. These gemstones make up a large part of the underdark economy. They are worth 5 gp.

DEEP OPAL

An iridescent gemstone found almost exclusively in a geode state deep within Shadeholm. Half-geodes are commonly used as currency and are worth 50 gp.

STORMBORN AMETHYST

Found frequently after lightning strikes within Starcrest, these gems are formed in the instant that lightning strikes the chaos infused earth of Starcrest, bearing a purple, almost transparent color. Stormborn amethysts are worth 100 gp each.

MOONFORGED DIAMOND

An iridescent gemstone found exclusively within the inland sea of Starcrest, these stones are believed to come from the stars. When casting a spell using an orb or holy symbol composed of moonforged diamond, roll a d8. On an 8, the spell slot is not consumed when the spell is cast. These foci are extremely expensive costing 10000 gp to produce. An individual moonforged diamond is worth 1000 gp.

ESYAN AMBER

Petrified sap from the days before Eys was a desert, these stones are exceptionally good at channeling life energy. When casting a spell which restores life using an orb or holy symbol made of Esysan amber, roll any dice involved twice and take the higher of the two. These foci cost 1000 gp to produce. Esysan amber is worth 100 gp.

DRAGONFIRE TOPAZ

These gems are forged in the stomachs of dragons under intense heat and pressure. When extracted, they hold a vibrant yellow color and when light is shone on the surface of the stone, it appears as though flames are dancing within. Dragonfire topaz are worth 500 gp each.

WYRDBORN JADE

Pale green gemstones found within the earth beneath southern wyrd, these stones excel at channeling magic for long durations. When casting a spell with a duration of 1 minute or longer with an orb or holy symbol made of Wyrdborn jade, extend that spell's duration by 50%. These foci cost 5000 gp to produce. Wyrdborn jade is worth 500 gp.

CRYSTAL QUARTZ

Quartz is a common stone found all across Sourn in different shades. The crystal quartz is a specific type of quartz which is almost transparent and, for unknown reasons, has incredibly potent effects when brought into contact with aberrations. Weapons edged with crystal quartz count as magical for the purpose of overcoming resistances when attacking creatures with the Aberration subtype. Additionally, the celestial must make a DC 10 constitution save or take an additional 1d8 force damage. It costs 50 gp to line a weapon or 10 pieces of ammunition with crystal quartz. Crystal quartz pieces are worth 10 gp each

ENCHANTING

Though magic items exist in the D&D world, their creation is often obscured, overlooked or simplified. How do these mundane items come to possess arcane properties? Someone has to have made them at some point, how did they do it? This section presents a system for allowing players to craft their own magic items.

THE PRICE OF MAGIC

Magic is the discrete effects created by spellcasters attempting to shape reality to their will. Normally, these effects come at the cost of spell slots- a representation of the caster's control and exertion in casting a spell. Enchanting items is the same, though more exertion is necessary as the effects are permanent.

A player may apply an enchantment to an item by expending spell slots of the same level on the item over the course of a week. One spell slot a day may be expended in order to infuse the item with arcane properties. At the end of this time, the player may make an Intelligence (Arcana) check to determine the results of the enchanting.

d20 + Arcana	Result
1-7	Enchanting fails
8-25	Gain 1 trait
26+	Gain 2 traits

The traits available are determined by the level of the spell slots expended. This determines the strength of the enchantment as well as the cost of the gemstones required to focus the magic into the weapon. When enchanting, gemstones with a total worth equal to or greater than the required cost of the spell must be supplied. The gems are destroyed upon completion of the enchantment check, regardless of the results.

Slot Level	Cost
1	300gp
3	800gp
5	2500gp
7	5000gp
9	10000gp

Slot Level	Trait (Permanent)
1	Weapon deals 1d4 additional damage of a chosen type
1	Item creates a harmless sensory effect (such as smoke or a humming sound)
1	Item does not become dirty
1	Item may be used as a spellcasting focus
3	Weapon deals 1d6 additional damage of a chosen type
3	Item grants a +1 bonus to spell attack rolls or spell save DC
3	Mimic the effect of a common Magic item
5	Weapon deals 1d8 additional damage of a chosen type
5	Mimic the effect of an uncommon magic item
7	Weapon deals 1d10 additional damage of a chosen type
7	Item grants resistance to a damage type
7	Mimic the effect of a rare magic item
9	Weapon deals 1d12 additional damage of a chosen type
9	Mimic the effect of a very rare magic item

Slot Level	Trait (Charge based)
3	Cast a cantrip
5	Cast a 1st level spell
7	Cast a 2nd level spell
9	Cast a 3rd level spell

For traits based on charges, the cost is modified by an amount equal to the base cost times the number of charges divided by 5. The maximum number of charges for any item is 10. There is an additional cost for the item to recover charges. For an item operating on charges, if it is ever depleted, roll a d20. On a 1, the item crumbles to dust and is destroyed.

Recharge/day	Cost multiplier
1+1d4	1.5x
3+1d6	2x
5+1d8	3x
7+1d10	5x

SPELLCRAFT

Where enchanting covers the magic of items. There is still much mystery on the origin of the most common expression of magic. It's known that spells are created, and we know that some were created by mortals. In this vein of thought, wouldn't it make sense to allow your players to create their own spells assuming they have the expertise required. Below is a set of rule for creating combat magic. Special effects not involving variables listed below will still have to be verified by your DM.

PREREQUISITES

In order craft their own magic, a character must have a strong understanding of the way magic works. As a result, in order to start creating a spell, you must first possess the ability to cast at least one 5th level spell, and have a proficiency in the arcana skill. Next, it takes a long time to weave the magic required for a spell. Creating a spell takes time equal to six months times one plus the spell's level- for instance a cantrip would take 6 months to create, while a 9th level spell would take five years.

SPELLCRAFTING

Each new spell starts out as a spell dealing 0 damage with a range of 5 ft. (touch). The player has a number of design points (DP) based on the level of spell they are attempting to create, with an additional bonus equal to their intelligence modifier.

GENERAL EFFECTS

- 1 DP : Increase range. The first time this is selected the range becomes 15 ft. Every time after that, the range increases by an additional 15 ft. (can be picked multiple times)
- Variable DP : Change the spell to be save based. Dex and Con Saves cost 0 DP, while Str, Wis and Cha Saves cost 1 DP. Int saves cost 2 DP
- Variable DP : Add an element to damage. All damaging spells must have an element. Piercing, Slashing and Bludgeoning cost 0 DP, Force Costs 2 DP. All other types cost 1 DP.
- 3 DP : Make a weapon attack as part of the spell cast and apply effects on a hit. *2 DP : Spell moves the target 5 feet in a direction. (can be picked multiple times)
- 6 DP : Knock the target Prone

The following Effects only last for one round when applied through a cantrip

- 2 DP : Reduce the target's speed by 5. (can be picked multiple times)
- 5 DP : Force disadvantage on the target's next attack roll
- 8 DP : Blind the target
- 4 DP : Deafen the Target
- 5 DP : The target can't take reactions

MULTI-TARGET SPELLS

The shape effects are mutually exclusive- a spell can only have one shape. if a spell has a shape and multiple targets, the spell effects apply in the set shape around each of the targets, but no creature may be affected multiple times by a single casting.

- Variable DP : Increase the number of targets per casting. Each increase costs DP equal to the number of targets the spell currently has, plus the DP cost for the die used. (can be picked multiple times)
- 4 DP : Cube
- 4 DP : Sphere
- 3 DP : Cone
- 2 DP : Line
 - 2 DP : Increase the Radius of Effect by 5 feet (can be picked multiple times).

Spell Level	Base DP
0	8
1	12
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	-

The Player may increase the effect die using this table:

Die	DP Cost (Damage)	DP Cost (Healing)	DP Cost (Temporary Hitpoints)
d4	1	7	-
d6	2	8	-
d8	3	9	-
d10	4	-	-
d12	6	-	-

CANTRIP EFFECTS

- 3 DP : Add cantrip damage scaling
- 4 DP : Add cantrip target scaling

These effects are mutually exclusive

LEVELED SPELL EFFECTS

- Variable DP : Increase the number of dice used on a hit by one. Costs DP equal to the die base cost (can be picked multiple times).

COOKING

Food is often overlooked in campaigns. If the DM doesn't keep track of it, the players will rarely mention it as it doesn't benefit them in any way. This system expands the usage of cook's tools as well as the entire meal system in order to encourage players to be more invested in what they eat. One meal can be consumed on each

short rest.

CREATING A MEAL

First, the player must gather ingredients to create a meal. This can range from food products like potatoes or beef to seasonings like salt, pepper and saffron. A meal can have a maximum number of food products equal to one plus the player's proficiency bonus, and a maximum number of seasonings equal to the player's wisdom modifier. There are two checks associated with creating a meal, the cooking check and the seasoning check. Both are wisdom checks with proficiency in cook's tools added. The DC for these checks equals 10 + the number of ingredients.

COOKING CHECKS

Cooking checks are the core of the meal, representing the chef's skill in blending the raw ingredients to create a pleasant meal. For each food product, the player makes a cooking check. On a pass the player rolls a meal die (A d4 to start) and adds it to a total modifier. On a failure, the player rolls a meal die and subtracts the result. Once the checks are complete, add your wisdom modifier. This is the meal modifier. The meal restores a number of hit points equal to the meal modifier to those who eat it. If the meal would heal a target beyond full hit points, the additional healing is converted to temporary hp.

SEASONING CHECKS

Adding seasoning to a meal can greatly increase its effectiveness. The chef performs a seasoning check for each seasoning they add to the meal. On a pass, the meal die for that meal increases by one tier (1 to d4, d4 to d6, d6 to d8, d8 to d10, d10 to d12). On a failure the meal die decreases by one tier. All meal dice are rolled after the seasoning checks are complete.

MEAL BONUSES

Some meals are especially exceptional. These provide additional bonuses beyond healing and temporary health based on the meal modifier to those who eat the meal. A meal qualifies for all the effects of the level it attains, as well as those below it

Meal modifier	Loot
0-19	No additional Effects
20-34	+1 to CON Saves until the next short or long rest
35-49	Hit point Maximum increases by 1 per player level until the next short or long rest
50-69	+1 to CON Saves until the next short or long rest
70+	Advantage on CON saves and resistance to poison damage until the next short or long rest

EXTRA CLASS OPTIONS

SORCEROUS ORIGINS

WYRDSPEAKER

A single tribe wanders the sands of Wyrd honing their power and mastery of the power of fate. These people, the Wyrdspeakers, are a group of mostly kalishtar born with the ability to manipulate fate. most are only able to use these powers to small degrees to control their mental state however, every few years, one born with a mastery of fate so strong they can influence the world around them. These are true Wyrdspeakers, masters of destiny.

FATEBINDER

At 1st level, you gain the ability to influence your own fate. When you make an attack roll, ability check, or saving throw you may expend a spell slot and add or subtract a bonus to that roll equal to the slot's level.

WYRD MAGIC

Starting at 1st level, you learn the true strike cantrip. It is a sorcerer spell for you, but doesn't count against your number of sorcerer spells known. When you cast it, you may cause another creature within 30 ft. to benefit from the spell in your place.

PATH OF THE WYRD

Starting at 6th level, you learn Augury, Revivify, and Divination. They are sorcerer spells for you, but don't count against your number of sorcerer spells known.

DESTINY'S MEDDLING

Starting at 14th level, your mastery of fate allows you to affect others with your fatebinder feature. Whenever you see a creature within 30 ft. of you make attack roll, ability check or saving throw, you may expend a spell slot and add or subtract a bonus to that roll equal to half the slot's level rounded up.

MASTER OF FATES

Starting at 18th level, when you see a creature within 60 ft. take damage which reduces it to 0 hit points, you may use your reaction to cause another creature within 30 ft. to take that damage in its place.

Once you use this feature, you can't use it again until you finish a long rest.

OTHERWORLDLY PATRONS

THE CELESTIAL DRAGON

As tales of the great cosmic dragon Galadrimos spread, a following sprang up around him. He occasionally grants members of the following access to his power on a whim. He may even grant power to completely unaligned individuals just to see what happens.

EXPANDED SPELL LIST

The Celestial Dragon lets you choose from an expanded list of Spells when you learn a warlock spell. The following Spells are added to the warlock spell list for you.

Table: Celestial Dragon Expanded Spells

Spell Level	Spell
1st	Jump, Featherfall
2nd	Dragon's Breath, Levitate
3rd	Protection From Energy, Elemental Weapon
4th	Polymorph, Wall of Fire
5th	Cone of Cold, Immolation

BREATH OF THE DRAGON

Starting at 1st level, you learn the Wyrmsbreath cantrip. Additionally, whenever an enemy makes a saving throw against the spell and passes, they take half damage.

CLAW OF THE DRAGON

Starting at 6th level when you cast a spell as an action, you may make a special attack as a bonus action. When you make this attack, spectral claws manifest as a natural weapon dealing 1d6. You may use charisma instead of strength for the attack and damage rolls. The claws disappear after the attack.

WING OF THE DRAGON

Starting at 10th level, you gain the ability to manifest spectral, draconic wings. As an action, you manifest the wings which grant you a flying speed of 30 ft. The wings last until dismissed. Additionally while the wings are manifested, you may use a reaction to flap your wings causing a strong wind. Creatures within 10 ft of you must pass a dexterity save vs your spell save DC or take 3d6 bludgeoning damage and be knocked prone. You may then move up to half your speed. Once you use this special reaction, you can't use it again until you finish a short or Long Rest.

VOICE OF THE DRAGON

Starting at 14th level, you can command the fearful presence of a dragon. As an action, you inspire great dread in those around you. Creatures choice within 30 ft. must succeed on a wisdom saving throw against your spell save DC or be frightened for 1 minute. Creatures frightened this way may repeat the save at the end of each of their turns to end the effect. Once you use this feature, you can't use it again until you finish a short or Long Rest.

THE ETERNAL ARCHIVE

Occasionally, Olo'dar will extract contracts from visitors to the Great Library, offering them power and knowledge in exchange for a promise to return new books, knowledge, or lore they find to the Library.

EXPANDED SPELL LIST

The Eternal Archive lets you choose from an expanded list of Spells when you learn a warlock spell. The following Spells are added to the warlock spell list for you.

Table: Eternal Archive Expanded Spells

Spell Level	Spell
1st	Detect Evil and Good, Detect Magic
2nd	Augury, Locate Object
3rd	Clairvoyance, Tongues
4th	Arcane Eye, Locate Creature
5th	Commune, Legend Lore

ARCHIVIST'S BOON

Starting at 1st level, you gain proficiency in the History and Arcana skills. Additionally, when you make an attack roll, ability check or saving throw, you may make an arcana or history check in place of the roll as you use relevant lore to achieve the desired effect. You may use this feature a number of times equal to your charisma modifier. You regain all uses after you finish a long rest.

ENTER THE ARCHIVE

Starting at 6th level, you may perform a 10 minute ritual using ink and paper in order to transport you and up to 6 willing creatures to the library of Olodar. When the creatures exit the library or 1 hour after transporting, they reappear in the space the disappeared from. If that space is obstructed, the creature reappears in the nearest open space. Additionally you may learn the contents of a book by remaining in contact with it for one minute. When you read a book in this way, a copy of it is added to the library of Olodar.

KEEPER OF KNOWLEDGE

Starting at 10th level, you add double your proficiency bonus to checks you make with the History and Arcana skills

LOREMASTER

Starting at 14th level, when you make a check that uses intelligence you may instead use your charisma score and vice versa.

DRUID CIRCLES

CIRCLE OF THE ELEMENTS

A number of druids draw power from the elemental planes rather than the feywild. These druids revere the elements as the core of nature's identity and foster a connection to the wild by deepening their understanding of the four primal aspects.

TOTEMIC POWER

At 2nd level, you can summon a totem to a location within 30 ft as an action. The totem stays there for 1 minute and disappears after that time. You may summon totems a number of times equal to your wisdom modifier on each long rest. Casting a spell for first level or higher while a totem is summoned will activate it. Each time, choose one of 4 elements- fire, earth, water, or wind. The totem will activate an effect until your next turn based on the element you chose. The totem affects a cube area 15ft on a side centered on the totem.

Fire: Items of your choice which are not held or worn ignite.

Earth: The area becomes difficult terrain

Water: Creatures of your choice within the area gain resistance to fire damage.

Wind: Creatures of your choice which start their turn within the totem's area increase their speed by 10 ft. for that turn.

CIRCLE SPELLS

At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Elements Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Circle Spells
3rd	Aganazzar's Scorchers, Gust of Wind
5th	Fireball, Wall of Water
7th	Storm Sphere, Control Water
9th	Cone of Cold, Flame Strike

ELEMENTAL INVOKER

At 6th level, the power of your totems increases, granting them greater effects whenever you cast a spell. These effects occur in addition to all others.

Fire: Creatures of your choice who start their turn within or enter the area take fire damage equal to your wisdom modifier.

Earth: Creatures who start their turn in or enter the area must make a dexterity saving throw vs your spell save or be knocked prone.

Water: Creatures of your choice who start their turn in or enter the totem's area may restore hit points equal to your wisdom modifier once on each of their turns.

Wind: Creatures of your choice which start their turn within the totem's area may dash as a bonus action that turn.

RAGE OF THE ELEMENTS

At 10th level, the elements rage within your totems, further increasing their effects whenever you cast a spell. These effects occur in addition to all others.

Fire: The fire damage increases by 1d6.

Earth: Choose one creature within the totem's area. That creature must make a dexterity save vs your spell save or be knocked prone.

Water: Creatures of your choice within the area may retry any saving throws to end harmful effects. Each creature may only reattempt a save this way once per spell cast.

Wind: Ranged attacks which travel through the totems area have disadvantage to hit.

TOTEMIC MASTERY

At 14th level, you've mastered the power of your totems. The area of the totem increases to 25 ft. on a side and whenever you activate water or wind, you may benefit from the effects even if you are not within the totem's area

MARTIAL ARCHETYPES

DAUNTLESS

Some fighters use their resolve to fight alongside their weapons, trusting in the power of their skills and the edge of luck to bring them victory. These are the dauntless, channeling gritty determination into a mastery of combat.

GRIT

At 3rd level, you gain Grit Points equal to your charisma modifier. They restore themselves after a long rest and you may spend grit points to activate special abilities. Only one grit point may be spent on each of your turns.

- When you take the attack action you may spend a grit point to increase your critical range for that turn to 16-20.
- When you take damage, you may use your action to spend a grit point, reducing the damage by an amount equal to 4 times your proficiency bonus.
- When you hit an enemy with a weapon attack, you may spend a grit point to make an additional weapon attack against another enemy within range as part of the same action. If this attack hits, you may continue spending grit points to make additional attacks until one of them misses.

DAREDEVIL'S CHARM

At 3rd level, your charismatic aura allows you to influence people around you more easily. You gain proficiency in the deception, persuasion, or intimidation skill.

HARDENED EXPLORER

At 7th level, you are able to gain all the benefits of a rest while armored. Additionally whenever you expend hit dice to restore health, you may roll an additional hit die and add that to the total health restored.

IMPROVED GRIT

At 10th level, you have become a master of grit. Your Grit Points now restore after a short or long rest.

UNDAUNTED

At 15th level, you feel no fear rushing in to combat, trusting in your skills and luck to carry you to victory. You cannot be frightened.

GRIM RESOLVE

At 18th level, even pain cannot phase you. Whenever you spend a grit point you gain resistance to piercing, slashing, and bludgeoning damage until the end of your next turn.

FEATS



Below are a number of additional feat options you may select when your character can select a feat.

FIREARMS EXPERT

Thanks to extensive practice with firearms, you gain the following:

- You ignore the loading property of firearms with which you are proficient
- Being within 5ft of a hostile creature doesn't impose disadvantage on your ranged attack rolls
- When you take the attack action and attack with a one handed weapon, you can use a bonus action to attack with a pistol or dueling pistol you are holding

OCCULT KNOWLEDGE

Your dabbling in the occult has given you great knowledge of the forbidden arts.

- Increase your intelligence score by 1
- When you make an arcana check related to the occult, you may add twice your proficiency bonus.
- You may learn and cast spells with the 'forbidden' tag. If they have the ritual tag you may cast them as rituals.

BLESSED STRIKE

Prerequisite: At least one spell slot

You've learned to project divine power through the projectiles of weapons you use.

- When you hit a creature with a weapon Attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each Spell Level higher than 1st, to a maximum of 5d6. If you have or gain the Divine Smite class ability, it replaces this feature and its maximum damage is increased by 1d8.
- If you have the Divine Smite class ability, you may activate it when you hit a creature with a ranged or melee weapon attack.

TOOL FEATS

BREWER

You've mastered the art of creating alcoholic beverages.

- Increase your constitution score by 1
- You gain proficiency with brewer's supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action, you may discern the quality of a beverage you can see, learning the date of creation, time spent maturing, price, and if the drink contains any poison

CALLIGRAPHER

You've mastered the art of inscribing worlds, letters and symbols onto paper.

- Increase your intelligence score by 1
- You gain proficiency with calligrapher's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- During a short rest, you may attempt to make a copy of a spell scroll which you have. Make an arcana check DC 10 + Spell level and expend 100 gp worth of materials for each level of the spell. On a success, you gain an additional copy of that spell scroll. On a failure, the original scroll is destroyed and the expended materials are ruined.

CARPENTER

You've mastered the art of constructing large structures with wood.

- Increase your dexterity score by 1
- You gain proficiency with carpenter's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action you may discern a weak point in any wooden structure you can see. Striking this point deals twice the damage to the structure. Additionally, if you have tools and materials, you may fortify the structure, removing the weak point.

CARTOGRAPHER

You've mastered the art of creating and reading maps.

- Increase your wisdom score by 1
- You gain proficiency with cartographer's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- While traveling, you may draw a map of your location without lowering your perception.

COBBLER

You've mastered the art of creating shoes.

- Increase your dexterity score by 1
- You gain proficiency with cobbler's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- during a long rest, you may spend 2 hours improving the fit and comfort of a pair of shoes. These shoes maintain their improvements for 24 hours, during which time, any creature wearing the shoes increases their movement speed by 5ft.

GLASSBLOWER

You've mastered the art of molding glass into shapes and objects.

- Increase your intelligence score by 1
- You gain proficiency with glassblower's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can use an action to identify a piece of glasswork, learning its origin, date of creation, and creator.

JEWELER

You've mastered the art of creating and identifying pieces of jewelry.

- Increase your dexterity score by 1
- You gain proficiency with jeweler's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can identify a gemstone and appraise its value by spending 10 minutes interacting with the gemstone.

LEATHERWORKER

You've mastered the art of crafting objects with various leathers and hides.

- Increase your strength score by 1
- You gain proficiency with leatherworker's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make a crafting check to create a leather item or piece of equipment, you may add 2 to that check.

STONEMASON

You've mastered the art of constructing large structures from stone.

- Increase your strength score by 1
- You gain proficiency with mason's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As an action you may discern a weak point in any stone structure you can see. Striking this point deals twice the damage to the structure. Additionally, if you have tools and materials, you may fortify the structure, removing the weak point.

PAINTER

You've mastered the art of using brush strokes and pigments to create stunning images.

- Increase your charisma score by 1
- You gain proficiency with painter's supplies. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You may produce a work of art given time. Each hour spent increases the value of the piece by 5 gp.

POTTER

You've mastered the art of weaving clay into various forms.

- Increase your dexterity score by 1

- You gain proficiency with potter's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- You can use an action to identify a piece of pottery, learning its origin, date of creation, and what it may have previously held.

SMITH

You've mastered the art of forging weapons, armor and other metal implements.

- Increase your strength score by 1
- You gain proficiency with smith's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make a crafting check to create a metal item or piece of equipment, you may add 2 to that check.

TINKER

You've mastered the art of invention, able to create finely tuned machines.

- Increase your intelligence score by 1
- You gain proficiency with tinker's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make a crafting check to create a firearm of other complex piece of equipment, you may add 2 to that check.

WEAVER

You've mastered the art of creating works of art and clothing from cloth and thread.

- Increase your dexterity score by 1
- You gain proficiency with weaver's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make a crafting check to create a woven item or piece of equipment, you may add 2 to that check.

WOODCARVER

You've mastered the art of creating wooden equipment and trinkets

- Increase your dexterity score by 1
- You gain proficiency with woodcarver's tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- Whenever you make a crafting check to create a wooden item or piece of equipment, you may add 2 to that check.

PART VII

Magic Items

RESONANT METAL

Wondrous Item, common (requires attunement)

By casting the resonance spell targeting certain metals, they can be set to resonate with a certain element. Due to the magic restricting properties of most metals, this resonance grants some protection from that element, reducing damage taken of that type by 1d4 when wearing armor made of the metal. The resonance ritual restricts the metal's other properties if it has any so equipment would not benefit from those (*for example, resonant living bronze would not grant its usual bonus to Dex saves when made into resonant armor*).

- *Dwarfforged Copper*: acid
- *Black Steel*: radiant
- *Dreamsteel*: psychic
- *Dwarfforged Bronze*: thunder
- *Silver*: necrotic
- *Gold*: lightning
- *Living Bronze*: poison
- *Whitestone*: cold
- *Blood Iron*: fire
- *Twice-forged Indir*: force

RESONANT GEMSTONE

Wondrous Item, common (requires attunement)

By casting the resonance spell targeting certain gemstones, they can be set to resonate with a certain element. These gemstones can be used to better focus magic when crafted into an arcane focus such as an orb or mounted at the tip of a staff. Whenever you cast a spell dealing damage of the resonant element that requires an attack roll or saving throw, the your spell attack bonus or spell save DC is increased by 1 for that spell. The resonance ritual restricts the gemstone's other properties if it has any so equipment would not benefit from those (*for example, a sword edged with resonant quartz wouldn't do bonus damage against aberrations*).

- *Sun Emerald*: poison
- *Quartz*: radiant
- *Wyrdborn Jade*: psychic
- *Stormborn Amethyst*: thunder
- *Esyran Amber*: necrotic
- *Dragonfire Topaz*: acid
- *Deep Sapphire*: lightning
- *Deep Opal*: cold
- *Dwarven Ruby*: fire
- *Moonforged Diamond*: force

A focus incorporating a resonant gem and resonant wood only requires attunement to one of the two components for all effects to function.

RESONANT WOOD

Wondrous Item, common (requires attunement)

By casting the resonance spell targeting certain woods, they can be set to resonate with a certain element. These resonant woods channel magic much more efficiently than their mundane counterparts when crafted into staves or wands. Whenever you cast a spell dealing damage of the resonant element and roll for damage, the damage is increased by 1. The resonance ritual restricts the wood's other properties if it has any so equipment would not benefit from those (*for example, a quarterstaff of resonant silver yew would not overcome undead or fiend's resistance to nonmagic weapons*).

- *Emerald Oak*: poison
- *Silver Yew*: radiant
- *Wyrdborn Cherry*: psychic
- *Greatwood*: thunder
- *Black Mahogany*: necrotic
- *Yellow Birch*: acid
- *Thunderstruck Beech*: lightning
- *Veran Maple*: cold
- *Ironwood*: fire
- *Yew*: force

A focus incorporating a resonant gem and resonant wood only requires attunement to one of the two components for all effects to function.

RESONANCE

3rd level transmutation

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (A spinel worth at least 100 gp)

Duration: 1 minute (concentration)

Target a creature or object with this spell. When targeting an object, the casting time becomes 1 hour and the duration becomes instantaneous. The target gains vulnerability to the damage type of your choice. If the creature is resistant or invulnerable to the chosen type, they lose that resistance or invulnerability. If the target is a creature, the effect lasts until the spell ends.

FIRESMITH'S WARHAMMER

Warhammer, very rare

A warhammer constructed of dwarven ruby wielded by the most prominent dwarven smiths. This weapon can launch gout of flame at enemies, taking advantage of the effects of dwarven ruby. When you make an attack with this weapon, as a bonus action you can launch a gout of flame at the target of the attack. The target must succeed on a dex save DC 15 or take 2d6 fire damage. If the triggering attack hit the enemy, they have disadvantage on the save.

BALAR CHALK

Wondrous Item, uncommon

This luminescent blue chalk is used by the City of Amidas in establishing and maintaining transportation routes throughout the city. Using the chalk, One draws a sigil surrounded by a larger circle. The chalk is then used to draw a line connecting the outer circle to another circle bearing the same sigil. While this line remains unbroken, a creature may place its hand on the central sigil corresponding to the location they wish to transport to. When this happens, the outer circle glows brightly, and all creatures within the circle are transported to the location instantly. If the line is broken, transportation will not function until it is reconnected. One circle may have multiple sigils within and be connected to multiple locations as a result.

WIT'S RAZOR

Any sword, rare (requires attunement)

This blade is forged from dreamsteel and infused with arcane energy. Commonly used by members of The Candlemagi, these blades allow you to directly cut your opponent's psyche.

Attacks with this weapon deal psychic damage and use your intelligence modifier instead of strength or dexterity.

RÖTHURE

Longsword, legendary (requires attunement)

This guardless longsword houses the soul of an ancient cleric of Illima

JOT-KUR, THE THIRSTING HARVEST

Scythe, legendary (requires attunement)

A scythe once belonging to the now deceased Sadi. A shard of her divinity is housed within the scythe, allowing it the ability to convey emotions to the holder.

TIRILL, WHISPER OF THE WIND

Longbow, legendary (requires attunement)

An ancient elvish longbow, holding the soul of a now dead elvish hero

PRACTICE SAFE HOMEBREWING

Inspirations:

<http://dndhackersguild.weebly.com/blog/martial-exploits-for-osr-and-5e>

<https://www.reddit.com/r/DnDBehindTheScreen/>

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