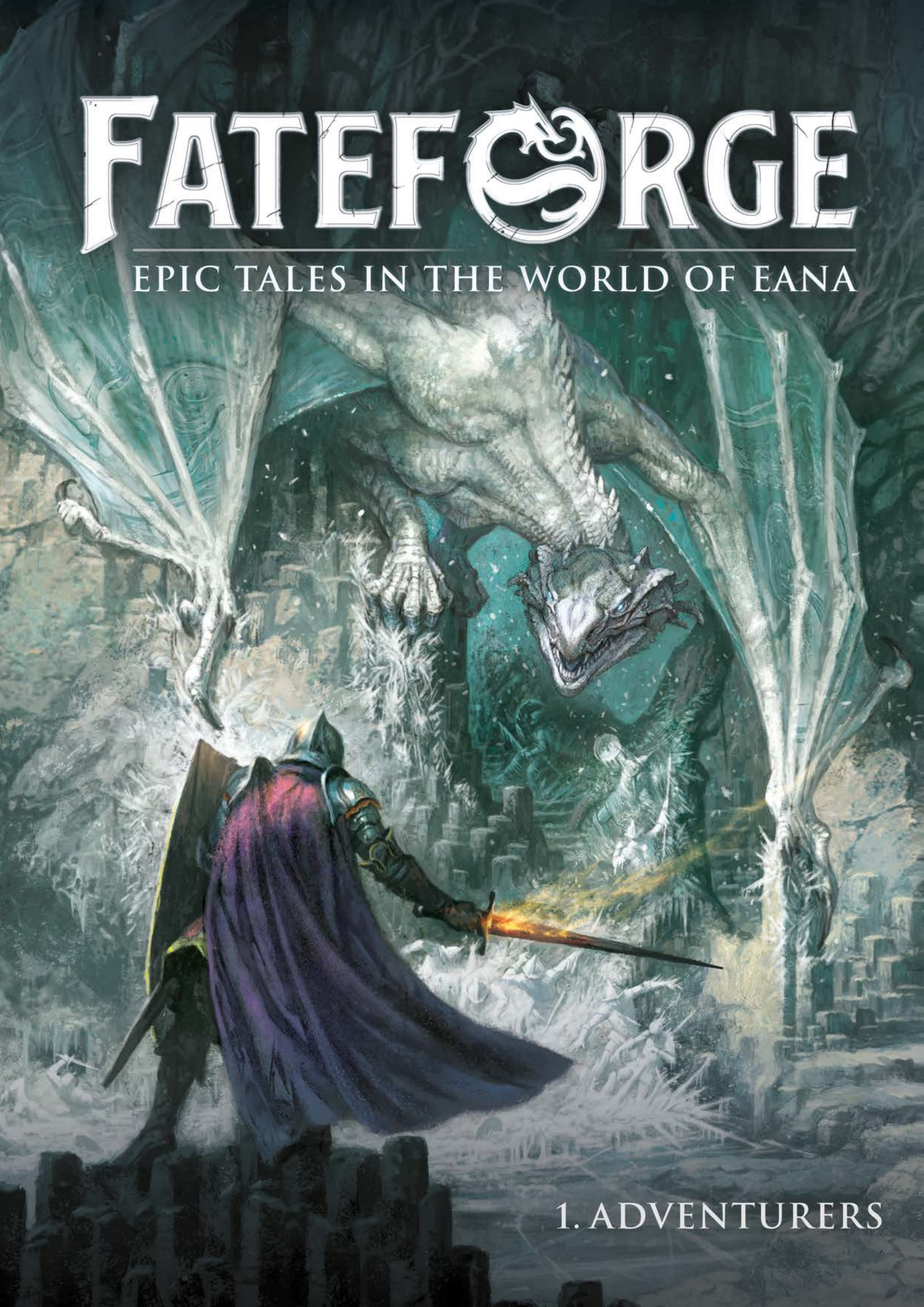
FATEFORGE
EPIC TALES IN THE WORLD OF EANA
1. ADVENTURERS

FATEFORGE

ADVENTURERS

Credits

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Foreword

Dear reader,
You hold in your hands **Adventurers**, the core rulebook of the role-playing game **Fateforge**. It contains everything you will need to create characters of your own and begin your adventure! The series **Fateforge: Song of Eana** has been designed with five books at its core, and several supplements to provide official scenarios. The setting is the world of Eana, an exotic, epic, colorful universe drawing from various mythologies, as well as from the Sword & Sorcery genre. Players will undertake great adventures, fighting dangerous monsters, protean corruption, and insidious threats.
In the pages to come, mention will be made of other books. **Grimoire** goes over the rules related to magic, corruption, and madness, and lists the spells available to those who have experienced the Awakening. **Arcana** covers supernatural phenomena, planes, gods, demon princes, and magic items. **Eana** describes the world of Eana, its history, and its civilizations. **Bestiary** is a collection of the wondrous and deadly creatures your characters may meet. The last three of these books are intended for the leader's use only.
At the end of this volume, you will find a glossary that you can refer to if you encounter a word, phrase, or rule you are unfamiliar with.

An Introduction to Role-Playing Games

If you are a beginner to tabletop role-playing, the following is a crash course before getting into the book proper. In a role-playing game, each player embodies one of the main characters of the story, with one exception: the game leader, who acts as the storyteller, narrating the evolution of the story, the countries the players discover, the people they meet, and the results of their actions. One of the most basic mechanics of role-playing is to determine what happens when the protagonists attempt something, whether it is to attack an opponent, pick a lock, climb a wall, dodge a triggered trap, run after quarry, convince a guard to let the group through, resist a mind-bending spell, win an arm-wrestling match in a seedy joint, remember the name of the local lord's father, or follow a trail.
When the result of the attempt is uncertain, the players use a flexible, tried and true method that has now been used for decades: they roll a 20-sided die (abbreviated as "d20"), add the appropriate modifiers to the result, and compare the total to a target number in order to determine whether the attempt is a failure or a success.

There are three main categories for such rolls:

- **Attack rolls**, which are used in combat, to establish whether the attacker hits their target.
- **Saving throws**, which are generally used to resist or avoid a threat or danger.
- **Ability checks**, which are used when a character calls upon their skills to overcome a challenge. Note that although it might seem like attack rolls are a type of ability check, the two belong to explicitly distinct categories.

In any of these cases, the participant who controls the player character (PC), or the leader if the character in question is a nonplayer character (NPC), does the following:

- Rolls a d20.
- Adds the modifier of the relevant ability.
- Adds the character's proficiency bonus, if applicable (in specific cases, it may be halved or doubled).
- Adds other possible modifiers (bonuses or penalties) related to the circumstances.

The result is then compared to a target number. In the case of an attack, it will be the opponent's Armor Class (**AC**). In the case of saving throws and most ability checks, it will be a Difficulty Class (**DC**) determined in advance. If several characters are competing, the target number will be the result of the ability check of one or several opposing characters.
If the final result is equal to or above the target number, the attempt is a success. Otherwise, it is a failure.
In certain circumstances, the character may have **advantage** or **disadvantage**, in which case the player rolls the d20 twice and only keeps one of the rolls—the highest in the case of advantage, the lowest in the case of disadvantage

An Example of a Scene

The players: Étienne plays Yardan, a human monk; Cindy plays Jasna, a human cleric and the sister of Ludmilla, a human fighter played by William, aka Will; Édouard, aka Ed, plays Terdéric, a no-holds-barred barbarian gnome; Joëlle, aka Iris, is the game's leader. The action takes place in a border region between Arolavia and Lothrienne.

- **Leader**: You venture into the fault, walking into a narrow corridor. You know that it is a dangerous venture, but better to face the dangers of the Netherworld head-on than to die in this mine. Under the light of your oil lamps, you see an opening. The flames flicker under a faint gust. Who goes first?
- **Étienne**: I lead the way, such as it is. What do I see?
- **Leader**: You reach a promontory that's about six feet wide and nine feet long. It overlooks a steep slope whose exact elevation is difficult to determine due to the very weak light.
- **Étienne**: I signal my companions to join me, but keep quiet. I'm on the lookout for any suspicious noises.
- **Leader**: All is quiet. There is just the wheezing gust of air.
- **Will**: If there's wind, maybe this leads outside?
- **Leader**: There is nothing to either confirm or deny this hypothesis.
- **Cindy**: We join Yardan. I look for a rock or anything to drop in the chasm to get an idea of how deep it is.
- **Leader**: Make a Wisdom (Survival) check, or an Intelligence one with no associated skill. Whichever is best.

Cindy grabs a 20-sided die and rolls.

- **Cindy**: 18! And with my Wisdom modifier, the total is 20!
- **Leader**: You would say it's about sixty feet deep. Taking a closer look at the wall, you notice that it is uneven enough to offer practicable handholds on the way down… at least, as far as you can see.
- **Ed**: I stay behind and watch the tunnel. I don't want us to be followed. I also take care not to let my lamp go out!

The players see the leader make several rolls behind her gaming screen. She flashes a mischievous smile and tells Ed:

- **Leader**: The rock near Terdéric just moved.
- **Ed**: Huh!? I get away! I leap aside… I mean, not in the hole, of course!
- **Leader**: First, all of you roll for initiative. Ed, you are the only one not surprised, though that doesn't necessarily mean you'll react faster than the "rock"!
- **Will**: What is it? What do we see?
- **Leader**: Hearing Terdéric swear and turning your heads toward him, you see that what had looked like a stone is shifting, taking the appearance of some sort of fat snake, roughly your size. The worst part is certainly its head: some sort of repulsive flower-like organ with tentacles instead of petals, and in place of a corolla, a sharp, hungry-looking beak that snaps toward you!

The players stare at each other. Their characters have never met such a creature, but then again, they have never been in the Netherworld before! They get ready for a fight, looking through their abilities and powers.

The Modular System

ATEFORGE makes use of a modular system that lets each leader define the atmosphere they wish to create for their stories through five categories: **Action**, **Dark**, **Gritty**, **Intrigue**, and **Mystery**. Each of the symbols listed below indicates related optional rules. In addition to these symbols, others are included throughout the book: **Awakening**, **Dragon**, and **Elusive Magic**. They cover a variety of optional playstyles and variant game mechanics. Before you apply them to your character, ask your leader if they intend to use them.

Action

Straight from heroic fantasy, this icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.

Awakening

Whatever your character's class is, in order to be able to call upon their spells and magical abilities, they must have experienced the Awakening. So that you can spot them easily, all powers and abilities related to the Awakening are preceded by this icon. Character creation (which is detailed in the following pages) provides more information about the Awakening.

Dark

The optional rules indicated by this icon are all related to horror, madness, or corruption, making for a dark fantasy atmosphere.

Gritty

Use these options if you want harsher and generally more realistic gameplay, resulting in a tough playstyle where nothing will be made easy for the PCs—quite the opposite!

Intrigue

Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.

Mystery

This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.

Elusive Magic

If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor. More information is provided about Elusive Magic in the introduction to the **Classes chapter**.

Dragon

This last icon is not actually part of the modular system. It is there to highlight particularly important information that should not be skipped.

Part One
Character Creation

Before your great adventure can begin, you need to create your character. This section sums up all the steps during which you will define their background, determine their abilities, and include all the other required information to shape them into full-fledged heroes.

- **Step-by-Step Character Creation.** All the character creation steps are accompanied by the example of a sample player, Zoë, as she comes up with Ted, her halfling rogue.
- **The Fateforge.** Find out more about this cosmic entity and what it means to be a Fate-chosen, blessed by the mythical Eternity.
- **The World of Eana.** An overview of the major constituents of the universe, including a glance at its origins and history, and descriptions of Eana's eighteen civilizations.
- **Species.** Choose which one of Eana's peoples your character is a member of: dragonborn, dvaerg, elf, gnome, halfling, human, melessë, merosi, or tiefling.
- **Character's History.** Design a background of your own for your character, laying the groundwork for their personality. What are their ideals, their concerns, their flaws? What inspires them?
- **Class.** Choose which path you wish your character to follow among thirteen available classes: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, scholar, sorcerer, warlock, or wizard.
- **Languages.** Which standard and exotic languages does your character speak?
- **Customization Options.** Once your character is past level 1, they can multiclass and learn feats.

Step by Step

One of a player's first and most entertaining steps is to come up with their character. The purpose is to create a budding hero, defined by an in-game profile and a few descriptive elements that will pave the way for their evolution, as they explore the world and experience the stories designed by the leader.

Players approach this in different ways. Some have a very precise idea of what they want and enjoy getting into the details of their persona before the adventure has started. Others prefer to go with the story's flow and flesh out their character as they play.

In any case, you can start with the following seminal question: What kind of role do I want to play? A fighter or a spellcaster? A smooth talker or a person of few words? An unassuming lurker or a towering bruiser? Maybe you already have a picture of your character in mind, or a starting point like their species (elf or dwarf, for example). Will your hero be in tune with nature, or a city dweller through and through? All of these questions, and others that will spontaneously come up, will guide your choices throughout the creation of your character, in particular in regard to their species and class. Grab a copy of the character sheet, a pencil, and some dice, and let your imagination do the rest.

Ted

Throughout this chapter, so as to illustrate the character creation steps, we will follow Zoë, a player who is getting started with **Fateforge**, as she creates her character, Ted. So far, only the character's name has been decided, but in the course of the following pages and asides, he will take on both shape and life.

The Creation Steps

Character creation takes place through the following nine steps:

1. Choose Their Civilization

2. Choose Their Species

3. Choose Their Background

4. Choose Their Class

5. Determine Whether They Have Awakened to Magic

6. Determine Their Ability Scores

7. Choose Their Equipment

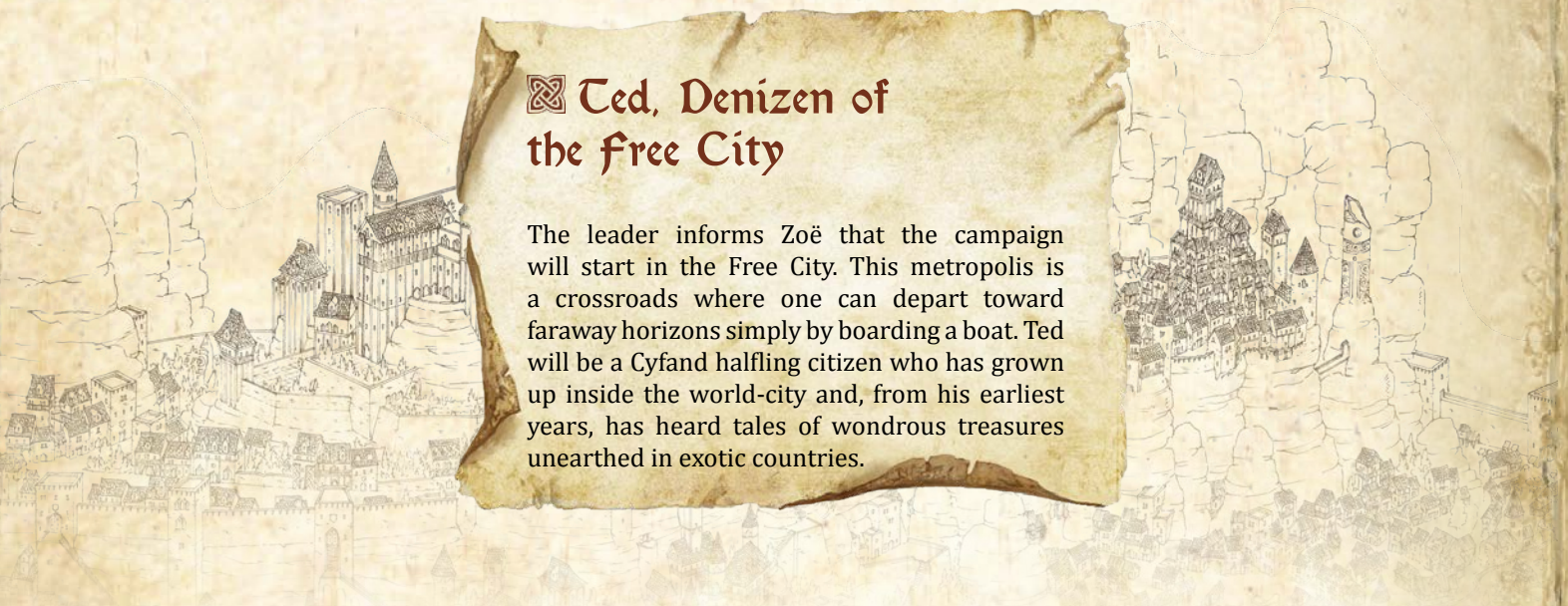
8. Take Note of Their Skills and Technical Details

9. Describe Them and Choose Their Alignment

1. Choose Their Civilization

The choice of your character's species may influence the choice of the civilization where they spent most of their life. For example, the vast majority of the kingdom of Ellerìna's population is made up of elenion elves, whereas the Free City is a melting pot of species. For an introduction to the eighteen cultures of Eana, their particularities, and their lifestyles, see the dedicated **chapter: World of Eana**.

Strictly speaking, your character's civilization will only determine which languages they speak. This step is mainly to be taken as a part of your character's backstory and as a source of potential adventures.



Ted, Denizen of the Free City

The leader informs Zoë that the campaign will start in the Free City. This metropolis is a crossroads where one can depart toward faraway horizons simply by boarding a boat. Ted will be a Cyfand halfling citizen who has grown up inside the world-city and, from his earliest years, has heard tales of wondrous treasures unearthed in exotic countries.

2. Choose Their Species

In **Fateforge**, your character can belong to any one of the following nine species, some of which include subspecies: dragonborn, dvaerg (dwarf), elf, gnome, halfling, human, melessë (half-elf), merosi (half-orc), or tiefling. If you are not familiar with some of them, see the **Species chapter** for more information.

Refer to each species' profile, draw inspiration from the illustrations and descriptions, and read about the traits of each species and subspecies. You will see that each comes with its own game-related characteristics that make it unique. It will certainly appear to you that some are more suited to certain careers: one can easily picture a gnome as a talented wizard, or a guardian dwarf as a staunch cleric. However, feel free to think outside the box and play a more atypical character, like a half-orc bard or a barbarian gnome.

Ted the Halfling

Zoë thinks about her favorite movies and novels, and she finds that she has a soft spot for underdogs: the kind of character that one does not imagine slaying giants, but who has more than one trick up their sleeve. After taking a look at the **Species chapter**, she decides to play a halfling. The depictions and descriptions have given her many ideas! And since she must also pick a subspecies, she decides to go for a lightfoot halfling, which is a better fit for what she has in mind.

3. Choose Their Background

What makes your character one of a kind is also their past. Not all dwarven clerics have the same history, and the same goes for elven wizards. **Fateforge** lets you tailor-make your character's background, but if you are in a hurry or would rather follow ready-made examples, ten predefined backgrounds are available in the **Character's History chapter**. As with species, some backgrounds will seem to fit certain classes like a glove, such as a recluse druid or an acolyte cleric, but any combination is possible. Each background will grant your character specific aptitudes, namely **proficiencies** in skills or tools, additional languages, and a particular talent that you can make use of in certain circumstances.

Take a moment to consider your character's background. It may be that you have a clear notion of what kind of career your hero will pursue (warrior, spellcaster, rover, etc.), what they will strive for, and what they will become, but have no idea of what their past was like. In this case, feel free to skip to the next step (Choose Their Class), which concerns your character's present and future life. You can then go back to choosing their background at a later stage.

Along with a background, you must also choose a personality trait, an ideal, an obligation, and a fault, which will be part of your character's description and will help to flesh them out, making them a well-rounded individual. You can also focus on these questions at a later time, once you have a better picture of your adventurer and have chosen their **alignment**.

Ted the Rascal

Zoë sees Ted as something of a rapscallion… not necessarily a callous, lawless criminal, but the halfling has definitely been part of the occasional scheme. The ready-made Scoundrel background is therefore a good match.

4. Choose Their Class

We are now getting to your character's backbone. Most of what they will be able to do in the game will depend on their class and its associated features. Thirteen classes, each with their own variants, are available in **Fateforge** and detailed in the **Classes chapter**. Usually, the mere name of the class will let you know what it is about: fighter, wizard, cleric, druid, barbarian, etc. Every class has a dedicated profile, prefaced with an introduction covering its role, philosophy, variants, and perspectives. Then comes a more technical section going over the proficiencies and **health points** that it provides, the starting equipment associated with it, and the aptitudes it grants through various **levels** of progression.

Concerning the roles they fill, exploration-wise, all classes are suitable, but rogues, bards, and rangers are the most skilled. As for combat, some classes focus on fighting with weapons, like the fighter or barbarian. Some, like the sorcerer or wizard, call upon their mastery of magic. Others, like the bard, paladin, or sorcerer are more versatile. And others, like the monk and or scholar, wield more unique powers. Finally, as far as social interaction is concerned, every class can have an edge, but clerics, bards, sorcerers, paladins, warlocks, and rogues are especially suited. Barring specific restrictions, which your leader will inform you of, whatever class you choose will be suitable for the campaign you will play. **Fateforge** has been designed in such a way that all classes can shine, each in their own way. Thus, it is primarily a matter of affinity, particularly if this is your first adventure.

Ted the Rogue

Though she gives some consideration to the bard class, Zoë quickly decides to make Ted a rogue. Reading about this class's features and proficiencies, she pictures Ted pickpocketing the clients of a tavern, Ted lurking in the shadows then springing for a surprise attack, Ted zigzagging between the legs of his foes… Ted as a rogue, basically.

She notes that Ted has 8 hit points (hp), to which she will add his Constitution modifier once his abilities have been determined. She will give attention to the features of Ted's class (like Sneak Attack or Expertise) at a later stage.

Proficiency Bonus

A character's proficiency bonus grows as they gain levels. It is added to the following rolls:

- Attack rolls made with weapons you are proficient with
- Attack rolls of spells (for spellcasters)
- Ability checks related to skills or tools you are proficient with
- Saving throws you are proficient in
- The Difficulty Class (DC) of your spells' saving throws (for spellcasters)

For more information about proficiencies and the proficiency bonus, see the **Abilities chapter**.

5. Determine Whether They Have Awakened to Magic

In FATEFORGE's universe, some individuals experience what sages call the **Awakening**, thus becoming attuned to the tides of magic. Is it a gift? The influence of the moon Eternity, which dictates the fates of heroes? Holy favor from the gods? Theories abound and mystery remains.
At creation, a character has not necessarily Awakened. A non-Awakened character is said to be **Dormant**. Ask the leader what they have decided for their campaign. They can either decide your character's connection with magic from the list below, or roll a d20 to determine it randomly:

- **Dormant** (1-9): At creation, your character has not Awakened yet. But maybe it will happen one day?
- **Close to Awakening** (10-15): Your character might Awaken in the course of their first adventures (between levels 1 and 3).
- **Awakened** (16-20): At creation, your character has already Awakened to magic. Determine when and how this happened. Is it a gift from birth? Did they experience something extraordinary that triggered their Awakening?

An **Awakened** character is able to use magic. If they have chosen a spellcasting class, they can cast spells, and if they are an elf or a tiefling, they can use the innate powers unique to their species.
A character who has not Awakened to magic cannot make use of magic powers, whatever their nature. Of course, they may still Awaken at a later time.

What is Awakening Like?

There are as many ways to Awaken as there are individuals and types of magic.
A sorcerer might accidentally unleash their first power in a life-or-death situation, or more progressively, over the course of their childhood. A priest prays to their god in the middle of a disaster and performs a miracle that saves the day. A druid meditates upon the world and, carried by the sublime harmony of their environment, they finally feel everything click, forging a deep bond with Eana.
Talk with your leader about it, and do not be afraid to let them plan it as a surprise to you: this will make your character's Awakening all the more memorable!

Theory and Practice

If, for some reason or another, your character has not yet Awakened at creation, but you still want to play a class with magic powers (wizard, cleric, paladin, etc.), your character will still learn them as they progress, but they will not be able to make use of them. Your character is considered to be Dormant.
Magic in Eana is like music: your character may know all about music theory (i.e. learn a new power), but still be unable to play any instrument (i.e. call upon said power). One day, they may Awaken and become able to use all the powers they have access to, thus fully realizing their potential.
In game terms, a Dormant character cannot make use of powers whose description comes with the Awakening stamp:

The book GRIMOIRE covers the Awakening and the workings of magic in more detail. If your character is Awakened from creation, the leader can let you read GRIMOIRE, which includes the descriptions of all available spells.

6. Determine Their Ability Scores

In FATEFORGE, each creature's basic stat block includes six scores called abilities: **Strength**, **Dexterity**, **Constitution**, **Intelligence**, **Wisdom**, and **Charisma**. The first three are physical abilities, while the last three are mental abilities. The **Abilities chapter** includes more information about them but, for the time being, a value must be attributed to each.

Several methods can be used to determine your character's abilities. Some are based on chance, others let you directly choose them. In any case, the first step will be to come up with basic values that you can then attribute to each of your character's abilities, before applying the increases related to your character's species and subspecies.

For starters, the average ability score of the common person is 10 or 11, the minimum is 3, and the maximum is 18. This can be simulated for each ability by rolling three six-sided dice (3d6) and adding the results. However, your hero is meant to be someone extraordinary, with ability scores above the average, so the usual method is to roll 4d6 and keep the total of the best three.
If your leader chooses to randomly determine ability scores, they can let you re-roll the dice if the resulting numbers are too low, on the basis that such a character might be no fun to play. In this case, add up your ability modifiers (see the **Ability Scores and Modifiers table in the Abilities chapter**) before the inclusion of species-related increases, and if the total sum is less than +4, the leader may consider re-rolling justified on the grounds that the character is too ordinary or vulnerable. They are under no obligation to do so, however.

If your leader does not want to leave things to chance, however, the players can "buy" their ability scores. Starting from a pool of 15 points, you can acquire your ability scores in accordance with the following table:

Ability score	6 or less*	7*	8	9	10	11	12	13	14	15	16**	17**	18**
Points	-3	-2	-2	-1	0	1	2	3	5	7	9	12	15

* If your leader uses the optional rule of handicaps (see the **Character's History chapter**), an ability score of that level (below 8) counts as a handicap.
** If your leader follows the Gritty playstyle (see the **aside below**), ability scores of that level (above 15) are off-limits.
Taking an ability score below 10 adds points instead of subtracting them. You can set scores below 6 if you wish, but they will still only bring you 3 points. If the leader wants to go for a more realistic campaign with less extraordinary protagonists, they can restrict the pool, for example to 10 points. Conversely, if they want the players to play epic characters, they can grant 20 points or more. Keep in mind, however, that a character's potential and heroism are by no means restricted to their abilities!

Restricting Maximum Ability Scores

The leader can establish that extraordinary ability scores (from 16 up to 20) can only be reached by experienced heroes and, thus, that players can only buy starting ability scores up to 15. Note that increases related to your character's species can still bring their ability scores up to 16 or 17 at 1st level, reflecting the innate talents of each species and subspecies.

Now, you must attribute each number to one of your character's six ability scores. This should reflect your character's intrinsic qualities. In that regard, your class should help you decide. Most barbarians will benefit from a high Strength, just like priests should have high Wisdom and wizards high Intelligence. Thus, if you want to make the most of your character's class features, you should attribute your highest number to your class's primary ability. In the case of spellcasters, it will be their **spellcasting ability**, and for warrior-type classes, it will be Strength or Dexterity, depending on their weapon(s) of choice. Your class's description includes information in that regard. It is highly advised to give your character a decent score in Constitution, since this ability will influence their total **hit points**. Once you have attributed your scores, add your species-related ability score increases. Each species and subspecies has one or two.

Finally, note that although the attribution of ability scores is among the later steps of character creation, you can instead make it the very first step, especially if the scores are decided randomly. Some players prefer to know what they can work with before thinking about their character's species, class, or other aspects.

A Well-Rounded Party

Character creation is one of the thrilling first steps of a campaign's genesis. Through it, your hero is born, ready to venture into the world. However, barring solo adventures (which are exceptions rather than the rule), your character will not be alone. They will journey alongside equally heroic adventurers, with whom they must cooperate in order to complete the many quests they will undertake in the course of their career, overcome whatever dangers and ordeals stand in their path, and unravel the many plots the leader will concoct. As such, a versatile party is preferable to a band of mismatched characters who will only get in each other's way.

Therefore, it is generally better to talk about character creation with your leader and fellow players and to attribute roles. Most campaigns are better suited to varied parties made of adventurers that complement each other. Unless the leader, for campaign-related reasons, decides to put restrictions on some classes (no spellcasters, only rogues/clerics/paladins/etc.), go with the assumption that a well-rounded party should include at least a melee fighter, a healer, a sneak, and a spellcaster. The classic composition is: fighter, cleric, rogue, and wizard, but obviously, this is by no means the only—or even the best—possible configuration. Also, your party may include as little as two or three members, which will require some working around (remember that certain classes, like the paladin or bard, are fundamentally versatile). Or it may be five or six strong, if not more, which will give you more latitude.

In addition, your leader can decide how much your party is free to synchronize before the beginning of the campaign. Ideally, your merry group will be proficient in all **skills** and **tools**, and will speak all **languages**, but it might feel like an artificial coincidence that these perfectly matched adventurers happen to meet right as the adventure begins. Then again, you may have no problem with such a plot convenience and go with the idea that it is precisely because the party members are so suited to each other that they naturally banded together for better and for worse!

Some gaming groups like to deliberate before starting the campaign, in order to set up the group's meeting and find good reasons for their characters to be together before the game has even begun. To that effect, the leader can give them some information regarding their initial environment and set restrictions concerning the characters' classes, species, or **alignments**.

Ted the Deft Charmer

The leader decides to have their players roll their ability scores, which suits Zoë, as she enjoys chance.

She rolls the following (with the total in bold and the lowest die in italics): **9** (3, 4, 2, *1*), **13** (*2*, 3, 6, 4), **16** (6, *1*, 5, 5), **10** (2, *1*, 4, 4), **12** (4, 5, *2*, 3) et **14** (5, *3*, 5, 4).

She decides to distribute them as follows: Strength 9, Dexterity 16, Constitution 14, Intelligence 12, Wisdom 10, and Charisma 13. She then applies Ted's species-related increases: +2 to Dexterity as a halfling and +1 to Charisma from his subspecies (lightfoot). The end result is thus:

- Strength 9 (-1)
- Dexterity 18 (+4)
- Constitution 14 (+2)
- Intelligence 12 (+1)
- Wisdom 10 (-)
- Charisma 14 (+2)

The numbers in brackets are Ted's **ability modifiers**, derived from his ability scores (see the **Ability Scores and Modifiers table in the Abilities chapter**). These will come up during play much more frequently than Ted's ability scores proper. Now that Ted's Constitution has been decided, Zoë can calculate his starting hit points: 8 (level 1 rogue) + 2 (Constitution modifier) = 10.

7. Choose Their Equipment

It is now time to equip your character. Even the greatest adventurer needs their tools of the trade to perform to the best of their abilities. Some classes will require more specialized (and sometimes heavier) material than others, especially warrior types. It is thus time to choose and take note of the starting equipment granted by your background and class.

To begin with, you own all the possessions related to your background. Then you receive equipment according to your class, which will require you to make choices. When a line shows multiple options in the form of (a), (b), (c), etc., you can only pick the items associated with one of these letters. However, you do not have to stick to the same letter from one line to another, and can for example choose the (b) items on the first line, then the (a) items on the second line.

Ted's Trappings

First, Zoë takes note of all of Ted's background-related equipment: a set of common clothes, various forged documents, a disguise kit (which Ted is proficient in), and a belt pouch containing 15 gp. Then she chooses her class-related equipment: a shortsword, a shortbow and arrows, a burglar's pack, leather armor, two daggers, and a set of thieves' tools.

8. Take Note of Their Skills and Technical Details

Now there only remain a few class-related details to take care of. If you have not done so yet, you must choose the skills your character is proficient in, in accordance with their background and class. Take note of everything your character is proficient in, be it skills, tools, weapons, armor, or saving throws. At 1st level, your proficiency bonus is +2, but it will increase as you level up. Also write down your hero's AC (see the **Armor section in the Equipment chapter**), as well as the attack bonus associated with each of the weapons they own and the damage these weapons deal (see the **Weapons section in the Equipment chapter**). Finally, write down all the languages granted by your species, background, and class. The character sheet includes dedicated sections for each of these categories.

9. Describe Them and Choose Their Alignment

As far as game mechanics are concerned, your character is now complete. It is now time to flesh them out to your heart's content! As we have mentioned in the introduction to this chapter, if you so wish, feel free to make do with what you've defined so far and round out your character's personality, philosophy, and behavior as you experience their adventures. For the time being, you can describe their appearance and the impression they give. As such, you can write down their size, build, gender, and a few assorted details—like their hair color or clothes—in the Description section of the character sheet. If you want to elaborate upon their backstory, go ahead, but be careful not to come up with something that would contradict the setting provided by the leader. And finally, you can choose your character's alignment, a concept detailed in the **Character's History chapter**. Your character's alignment determines their moral orientation based on two factors: Good/Evil and Law/Chaos. Your leader will tell you if choosing an alignment is optional or a required step for character creation.

Ted the Halfling Rogue, Ready for Adventure

Zoë is almost done. She chooses Ted's skills and writes them down: Athletics, Deception, Investigation, Persuasion, Sleight of Hand, and Stealth. She records all of his equipment and proficiencies on his character sheet with her leader's assistance, then jots down a few traits: green eyes, light auburn hair in a ponytail, thin but quick, tends to daydream. Drawing ideas from the tables related to his background (scoundrel), she determines that Ted is foolhardy, that he is on the run, and that he is an unrepentant liar. Finally, thinking about her halfling's morality, she takes a look at the Alignment section and decides that Ted is chaotic good. This is enough to get Zoë's imagination running: she can't wait for Ted's adventure to start—and nor can he!

The Fateforge

The Fateforge is integral to Eana's mythology. Some say it is located within the magmatic depths of the world, others that it was built on the hidden face of Eternity. Many shamans of Bandiko-Mibu believe that it can only be reached in dreams. The Forge exists under many names in the folklore of civilizations: Stor Smedja in Arolavia, Bengkel Pandaï Besi in the draconic lands of Rachamangekr, Ukhaantai in Kaani territory, etc.

Multiple Theories

The Fateforge is said to have many powers, including the one to birth gods. Is this the reason why any who reach it never come back? Do these chosen few die or turn into divine beings, becoming capable of transforming reality at the cost of their terrestrial existence?

Many scriptures and legends make references to this mythical place and the transfigurations that occur there. Here are excerpts from one of the most famous of these works, where the author, whose identity is lost to the fog of ages, hypothesizes that the Fateforge is a means through which individuals may achieve emancipation from the gods. The original text, hidden in the heart of one of the libraries of the Free City, is written in a tongue resembling Cyrillan. In other versions, the Fateforge is conversely described as a divine instrument designed by the gods to assert their dominance and handpick the most deserving of mortals to join their pantheon.

Your leader decides whether the Fateforge exists in your campaign or not. Getting to the bottom of such a mystery will no doubt test your adventurer's grit and bravery. How many have died on a quest to find what some consider to be a myth that only exists in old children's tales?

The Fate-Chosen

All living beings are subjected to the whims of the gods, who arbitrarily decide their fate. A sage may study for decades to perfect their mastery of a field of knowledge, but they will easily be outclassed by a young prodigy chosen by Eternity, the divine moon. Since the dawn of time, the Fateforge has appeared as an exception in this system of cosmological laws, offering each individual a chance, as remote as it may be, to thwart the overwhelming power of the gods and reject the fate that has been chosen for them. The Fate-chosen, designated by the gods, stand out from ordinary people, coming into their own as they go through ordeals and expose themselves to danger. They are capable of mastering a repertoire of techniques and spells much larger than what any other denizen of Eana may dream of. They may perish before they get to change the destiny of nations—if not of entire worlds—but whatever path they follow, they hold within themselves exceptional potential. In that, they are also the most suited to overcome the prodigious challenges presented to those who reach the Fateforge and, in doing so, to escape the gods' yoke. The irony of this arouses one's curiosity concerning the origin of the Fateforge and of the forces that oversaw its creation.

Crossing the Maze

History shows us what the Fate-chosen are capable of. They can build empires, craft fearsome artifacts, and alter the course of history for better or for worse. Initially in the service of divinities and working toward their purposes, these heroes may hope to free themselves from their sway thanks to the power of the Fateforge. To do so, they must find their way to this legendary place and cross the Maze that separates its entrance from the Forge itself. This sprawling labyrinth tests the aspirant's soul, mind, and body under the inscrutable gaze of ancestral creatures. Reaching the Forge is an epic feat. There, one can literally reforge their destiny, formulating a unique wish that may transform reality. Its power goes largely beyond what even a wish *spell may offer, and simultaneously transforms the one who intones it into a divinity. This event is called the Granting.*

The Granting

What kind of wish may one formulate before the Fateforge? There is no definite answer to this question. After all, no one ever came back from the Forge to share their experience. And yet, for millennia, the auguries and visions of diviners have affirmed that whoever crosses the Maze and reaches the Forge will have their wish Granted.
What kind of wish may be Granted and the specifics of said wish certainly follow rules, however. Many myths make mention of arrogant fools who, for example, asked for infinite wishes as their Granting, and were destroyed by the Forge as a result. What became of the essence of these reckless heroes?
Likewise, it appears that Grantings cannot free the world of certain evils such as Canker. Despite the horror that it represents and the countless heroes who have fought it over thousands of years, it could never be destroyed. The Fateforge cannot kill a god either. For these reasons, some believe that the Fateforge isn't as powerful as claimed, and that it is in no way an instrument of the common good.

Divine Turmoil

In the history of the world, two mortals, memorable figures of Eana, became gods through the power of the Fateforge: the Merosi conqueror Tamerakh and his mother Xonim. Anyone with some knowledge of history also knows that the seat of Tamerakh's power was entirely eradicated in unclear circumstances, with no witness left to tell about it. Theologians and mystics agree on one thing: divine apotheosis transforms one's very essence. The divinities that are today Tamerakh (called Storm) and Xonim (called Night) are different from the mortals they once were. However strong one's will and ego may be, there is in the nature of the divine something that mingles with one's being and transfigures it radically.

The Mysteries of Forgotten Gods

Eana's history is marked by the influence of divinities that many have forgotten about, which seems to indicate that a number of mortals achieved this exceptional status—at least for a time—through the Fateforge. Such is the case with Bêdawîtî, "the Infiniteness," as his adepts called him in the Sand Kingdoms, where some worship him still. Treatises of black magic mention Aya-Amasis, the Darkmoon, who is credited with the first rites of mummification. Elves, for their part, speak of a god who rose from their own and was later devoured by Nightmare, a tragedy that erased their very name from all living memory. Some hope that they may be saved still, but at what cost?

Theories on the Fate-Chosen

For as long as Eternity has existed, mortals have wondered for what reason some of them are chosen. Why do some individuals become heroes while so many others toil in vain and die hopelessly? No one can claim to know for sure, but philosophies and religions offer models to those who seek answers to these questions. Here are a few of the prevalent theories.

The Work of the Travelers

The civilization of the Travelers has disappeared, but its legacy persists. They can be found in the legends of several peoples, under various names. Some scholars and mystics think that the Fateforge was created by the Travelers. Some of them base this theory upon hardly verifiable demonstrations, others rely on visions. Should it be believed that despite the end of this glorious civilization, one of their most ambitious projects persists, using the Fate-Chosen to shape the universe in specific ways over millennia? After all, why would such powerful entities have overlooked their own extinction?

For those who adhere to this theory, everything has a meaning that becomes clear after the fact. The project of the Travelers becomes apparent when one considers the great tendencies of history. Their designs take shape in inconspicuous but recurring patterns that particularly persevering individuals can discern. Religiously inclined theorists tend to believe that the gods play a part in this cosmic plan. With this in mind, prophecies and divination magic are other important means of understanding the march of the world and following its course. According to this outlook, the Fate-chosen are first and foremost bringers of change, tools in the service of a cause that is beyond them and of which they cannot be aware of, mistakenly believing themselves free. It follows that diviners, mystics, and priests are gifted with greater authority than heroes to tell truth from falsehood and Good from Evil. Most of the proponents of this theory also claim that the only way to access the Forge is through an Ateak, one of the portals sculpted by the Travelers.

Chance or the Theory of the Meta-God

According to this theory, the Fate-chosen are not "chosen" properly speaking, they are simply the happy few selected by chance, by a force that some name the Meta-God, Master of Fate, an entity said to predate the divinities and to vastly exceed their power. Just like some Awaken very young, are born strong, or die at a late age, the Fate-chosen are simply lucky, and their decisions and willpower allow them to make the most of this innate boon. The bottom line is that fate is fundamentally blind and without design.

Force of Will or the Myth of the Second Conscience

For the proponents of this belief, the expression "Fate-chosen" is a misleading one. To them, these "chosen ones" were initially ordinary people but distinguished themselves through great willpower and considerable ambitions that allowed them to reach a stage of second conscience. It is because these heroes in the making have within them a latent moral strength that they can somehow resonate with the Fateforge, which allows them to overcome mundane limitations. This way of thinking can be found in several of Eana's philosophies and religions, and also applies to the Awakening, which is said to be achievable through hard work and perseverance.

Following this postulate, the successfulness of the Fate-chosen, just like their very nature, stems from personal merit and represents a fully justified reward. Those who are not Fate-chosen simply did not work hard enough to reach this consecration and only have themselves to blame.

Perception of the Fate-Chosen in the Campaign

This section covers several possible ways the people of Eana can behave toward the Fate-chosen, those individuals who can take levels in character classes and obtain related powers—basically you, the adventurers. Your leader will let you know how Fate-chosen are generally perceived in the campaign you will be playing. Obviously, several options can be used during the same campaign to fit different regions of the world or individual beliefs.

By default, denizens of Eana who are not Fate-chosen face it with something resembling resignation. They behave similarly to how a commoner destined to a humble life would look upon a prince born amidst opulence and promised to a life of luxury in the course of which he will never want for anything. Mortals who are aware of having been denied the blessing of Fate nurture some bitterness deep within them, but they know that such is life: the world is unfair, and the only thing they can do is stay in their league, without entertaining lofty ambitions that would surely lead them to a tragic end. They know that no one will bring them back to life should they succumb. Even those who serve under heroes usually do not let it go to their head. They know that they are the anonymous ones who die during the battles of the mighty and that they will have to struggle, to be crafty and resourceful in order to survive and protect what little they have.

However, the people of Eana may have a more extreme opinion of the Fate-chosen, especially if the leader wishes to make the Fateforge particularly prevalent in their campaign, stressing how Fate-chosen can potentially become gods. At the start, adventurers simply seem to be particularly skilled people. However, the speed at which they improve and master rare abilities quickly leaves little doubt as to their nature. Reactions toward them will change accordingly, and even the behavior of those who have known them for years may change. Just like Awakened ones, adventurers may arouse reactions ranging from admiration to hatred, including fear and envy.

Admiration

Those protected and assisted by the Fate-chosen may develop a deep admiration that will, in time, grow into worship given the gulf that separates a commoner from a 5th, 10th, or 15th-level adventurer. For the common man, heroes above 15th level are nothing less than demigods, characters of legend that may one day climb the steps leading to the Fateforge. No one can remain unaffected by praise that portrays them as the equal of the kings of yore, a being worthy of leading empires. Can one truly have friends when they are surrounded by people who only see their power and achievements? Is being adulated truly being loved? By choosing this approach, the leader will give the PCs a place of choice in the world. Simply being an adventurer, even a low-level one, will grant them a unique aura.

Envy

As the chosen ones, the heroes-to-be, you are a minority. Those who haven't been chosen by Eternity are the great majority of Eana's population and foster envy, if not hatred, toward those who have been arbitrarily granted decisive advantages. By choosing this option, the leader will make the common man's perception of the Fate-chosen ambivalent at best, and blatantly hostile at worst. As soon as your adventurer is revealed to be a Fate-chosen, their adversaries and rivals will do everything to oppose them, hinder them, or even kill them before it is too late and the power gap becomes such that they can only acknowledge their inferiority. Meanwhile, the mighty will attempt to seduce and manipulate them. This approach suits a dark fantasy playstyle in particular, portraying a cruel, cynical world where the relationships with the characters are fraught with deceit and duplicity.

Fear

Rulers and guild leaders may initially be happy to find hardy adventurers to solve their problems, but they will be quick to realize that their helpers may threaten their power. Why would these mighty warriors and mages be satisfied with a life of adventuring? Why would they obey? Why wouldn't they kill the elites of this world to sit on the throne in their place? When someone starts nurturing such suspicions, they see potential enemies everywhere. Things are never simple. What used to be taken as a bad joke from the mouth of a 1st-level barbarian may be considered a serious threat from the same barbarian at 10th level. Fear might lead to seemingly unnatural alliances for the purpose of keeping a growing menace in check, following the maxim, "the enemy of my enemy is my friend." Some might also be tempted to hit the adventurers when they're weak. After all, "will such an opportunity ever arise again?" By going for this option, the leader will give your character an aura attracting fear and distrust, which will grow stronger as they gain levels. At high levels, your character may arouse mystic terror, similarly to how a believer may feel toward a vengeful divinity possessed of immense powers.

The World of Eana

Traveling across Eana, from the wild lands of Kaan to the millennial jungles of Acoatl, you will explore breath-catching countries and discover amazing civilizations.

The first part of this chapter provides a rundown of Eana, which any character born in one of this world's kingdoms can be expected to know about. Part two is an overview of the various civilizations of Eana.

Cosmology of Eana

Eana's Moons

Since the dawn of time, every civilization has sought to give meaning to history, to the creatures present in the world, and to the vestiges found on land, underwater, and sometimes even in the skies, such as in the region of the flying Eolian Isles. Even as Eana itself is a long way from being entirely mapped, people look up to the stars and wonder. Many questions remain unanswered concerning the influence of planets or fate.

Eana is the name commonly given to the world by the various peoples that inhabit it. Among druidic circles, this word also designates the spirit of the world, conceived as a living entity at the origin of all life. Many civilizations include in their folklore the two moons that orbit Eana: Melancholia and Eternity. The former is closest to Eana and many legends associate it with demons. It shines with a blueish glow, and one of its main characteristics is that both its size and distance from Eana vary. Sometimes, it seems to be about to crash into the planet; at other times, it watches from afar like a sentinel of the skies. Eternity is the furthest one and its light is golden brown. It is said to influence fate and the development of heroic abilities. According to legend, it is there that the mythical Fateforge is located.

Eana's solar system as a whole is called the "Material Plane" by mages and arcanists. Other dimensions exist, like the Astral Plane where magical currents flow, or the Ethereal Plane where the souls of the dead wander. Some theorists say that these planes are superposed like layers of reality, while others claim that they exist in different places, contiguous like so many galaxies.

Piercing Secrets

Finally! The new telescope was ready, and with it, the academy would unveil the secrets of the universe, like the Travelers had done. Little was known of this people except that they purportedly transcended the boundaries of magic and built reason-defying structures on Eana's moons. For that matter, wizards and scholars called them "Travelers," but no one knew of their true name and their culture mostly remained a subject of speculation. But the new generation of researchers was confident that these mysteries would soon be solved and would shine a new light on the history of Eana!

"The cloud layer over Melancholia is really thick, but the patterns are representative of storms... Powerful ones, too. Have you seen how quickly the masses are moving?"

"It's magnificent!"

"How can something this beautiful be so dangerous? How can such a wonder house demons?"

"Did you take a look at Eternity?"

"Let me adjust the telescope... Hmm... Ah, there we go. Yes, you can see the shape of what seems to be the Maze. It is immense! It looks like the convolutions of a brain, or a fine network of... veins. I believe copying it will take hundreds of hours. Just staring at it is making me dizzy."

It was the first time the young academic looked at Eana's moons with the telescope. She felt indescribable joy before this amazing spectacle.

"How about Gemoniae?"

"It's not visible. Not tonight. It's too distant to get a good picture of anyway."

"We won't know whether there's an Ateak out there..."

"Not with the telescope, at least."

The small gathering spent several hours talking about their observations and writing down notes for their next astronomical treatise.

Journey to the Heart of Eana

The core of planet Eana is in fusion. It bears many names, depending on the civilization: Furnace, most commonly, but also, for example, Mengalahkan Jantung Dunia, the "beating heart of the world" in Rachaman mythology. Several theories have been proposed to explain the presence of devils and creatures associated with fire there.

Some posit that an Ateak portal was built there. Supposedly, creatures summoned by spellcasters first appear here before being transported to their temporary master, the portal acting as a conjuration medium.

Another theory claims that devils came from elsewhere, of their own volition. They supposedly arrived after destroying another world. Some say that they devastated the Paradise of celestials who now wander through the Astral Plane. Some sects see the highest-ranking devils as entities worthy of worship, and their members watch out for the emergence of traps, the first decisive step leading to a complete victory for their masters. In geological terms, a trap is a massive basaltic outpouring that spreads over hundreds of square miles; an open magmatic wound that spills for weeks, months, even years. According to the demented prophecies of these cultists, the phenomenon would turn Eana into a Furnace, raising the temperature to unbearable levels and filling the air with toxic gases. Outside of the servants of devils and efreet, no one would survive.

The Horizon of the Ateak Portals and the Fall of the Travelers

Talking about the origin of our world is extremely difficult, with theories being as intermixed with ideologies and wishful thinking as they are. My research bore on ancient chronicles, but I also looked into the oral traditions of major religions.

According to the druids, in the beginning was Eana, who gave birth to the Travelers. They were an exceptional people who brought the science of arcana to a degree we can barely imagine. It is said that they were capable of manipulating reality, space, time, and fate.

The planets we know as Melancholia and Eternity already existed, and were actually created during that time. The Travelers designed the Ateaks, which make it possible to travel between worlds, and the Fateforge, which can be used to alter reality and rise to godhood. The god we call Blacksmith was the first one to be. Some believe that he is the "smith" at the center of the Fateforge on Eternity, others consider the two to be distinct entities. Soon after came Maker, whom it seems was a giant. He is often credited with the creation of most of the humanoid peoples, which he shaped as miniature versions of himself. It is largely admitted that these two divinities played the roles of creators and overlords, favoring the development of civilization.

The origin of the demons on Melancholia is the subject of various theories. According to the most widely accepted one, they were originally people who revolted against the oppressive might of the Travelers and, through this transformation, sought the power to oppose them, but ultimately lost themselves to the violence of their fiendish forms. As such, the denizens of Melancholia are said to embody the dark side of our soul.

In the middle of what appears to have been an unopposed rule, the Travelers experienced a brutal end, through a cataclysm that almost brought about the end of Eana itself. According to the druids, they sought to master forces and creatures over which they had no control, and were annihilated as a result.

Today still, remains can be found of these distant times. Extraordinary creatures like the basilisk—which can turn living creatures to stone—are said to have been brought back to Eana as pets by these beings who could travel between worlds. Aside from these monstrosities, traces of destruction also persist. The flying Eolian Isles apparently stood at the heart of the catastrophe, and the physical and magical anomalies that still manifest there are the result. There is also mention of sites in unknown lands, in the heart of Ellerìna, in the seas around the Barbary Islands, and in the frozen forests of northern Kaan.

Excerpt from the treatise Of the History of the Peoples, by Brii'dtk'Acâni, dragonborn scholar of Rachamangekr

Magical Currents and Geomagic

Magic permeates the world, but is imperceptible to most life forms. In many respects, it remains mysterious, such as in the way it expresses itself through certain living beings or through the phenomenon of Awakening. Scholars speak of magical currents to describe how the flow of magic bathes Eana. Just like ocean currents, they can vary in intensity from one region to another and change as time passes, going from the impressive thaumaturgic halos to the sinister areas of dead magic and burning sap.

Geomagic is characteristic of the world of Eana and your leader will decide its prevalence in your campaign. Refer to **Grimoire** for a description of this phenomenon and its effects.

Canker and Corruption

The world of Eana is dangerous and populated with many terrifying creatures, but even the most fearsome of them pale in comparison to the horrors of Canker. The nature of Canker is shrouded in mystery: is it a plane populated with abominations? A residue of an abject, failed god that births forth hideous spawns from the deepest abysses? For many years, scholars and priests have debated and offered theories, but no one can claim to know the truth. This would require venturing into the innermost depths of the Netherworld, strata after strata, beginning with dwarven and human mines, then carrying on with drow cities, and finally ending with forsaken tunnels leading to the territories of the ravagers.

The name of Canker comes from its faculty to spread corruption, both physically and morally. For those who fight it, death is not the worst possible fate. For example, according to certain tales, the appearance of drow is a consequence of the exposure of surface elves to corrupt magic and to the minions of Canker. Part of Eana's bestiary is composed of these corrupt, often misshapen creatures: the ravagers of Canker.

The Dawn War

On the embers of the ancient world, Death gave peace to the countless tormented souls. On the ashes of late civilizations, Frostelle gave winter and convalescence. On these lands, Flora rebirthed a life free to bloom. The triad of renewal gave people a new land in which to thrive. Several legends say that these three divinities came into their own in the wake of the Travelers' fall, but their origin remains unclear.

A new world was emerging. For a long time, the fledgling clans, tribes, families, and nations traveled this unknown world as nomads. They discovered immense forests, boundless steppes, and turquoise seas.

In that time, only the elves of Cyfandir built cities, their art combining magic, poetry, and architectural techniques. They were the light guiding the peoples with the blessing of the fey and under the guidance of the god whose very name was devoured by Nightmare.

No elf was yet trained in the trance, and the Enemy wormed its way into our dreams, denying us rest, pushing some into the horrors of madness and corruption. From the depths of the earth, Canker stirred, expanding and sending forth its repulsive spawn to the surface.

A war like no one could imagine was about to tear through the young world. Nothing would ever be like it used to. The elves would leave Cyfandir, entire peoples would get lost and cursed in the Netherworld, and the guardian dwarves would be forevermore tasked with watching the tunnels to fight off the tireless incursions of the ravagers.

Beginning of the Epic of the Dawn War, by Leïriane, Elenion bard

The Age of the Fated Kings

I wish to sing the glorious and tragic time of the Fated Kings. You whose history is written in blood and whose sumptuous tombs speak of your lost magnificence.

You rose under the rays of Eternity and built short-lived empires.

Your power grew like the waxing moon.

You were the focus of every gaze, but as you lost the favor of the Fateforge and old age sapped your strength, another hero rose, fated to take your throne.

You watched the flight of the dragons born from stone eggs, hidden in the four corners of Eana.

They founded the Draconic Kingdoms at the peak of their glory, revered as God-Dragons by their devoted dragonborn servants.

You witnessed the destruction of Paradise and the triumph of the diabolic fiends.

Corrupters grew in power, promising a better fate to those Eternity denied its blessings to.

A golden age passed in the clash of battle.

How many the forgotten gods whose names only remain on mute statues?

Anonymous, broken epitaph carved into the Drakenbergen

The Horde and Tamerakh's Apotheosis

What would my fate have been had Tamerakh the Conqueror never existed? To begin with, would I have been born? Probably not, and then, I would not be here, reflecting upon fate and all the events my existence was made of.

The first great Horde conquered vast territories: all of Kaan and Cyfandir, and part of Shi-huang and the Sand Kingdoms. Tamerakh the warrior only came back to his capital for the funeral of his beloved mother, who had given him counsel throughout all those years.

How did he become a god? Can one even conceive the grim apotheosis that was his? As he rose to godhood, he destroyed his peerless capital of Mangulik, the greatest pride of the mortal he had been. It is said that no one survived the eradication.

Now the Destroyer, Storm, the Liberator, the one who was Tamerakh went as far as to free his mother from death itself, to lift her to the status of goddess, one of the most powerful that exist today: Xonim, also known by the name of Night.

Excerpt from the Meditations of Lady Khutga

Civilizations of Eana

Determine where your character has spent most of their life. This will give you an idea of the languages they know and the people they have met and spent time with.
Your leader will tell you where your party's adventure will start. How did your character get here? Are they a consummate traveler? Did they have to flee? Are they on a mission? If they come from afar, their clothing, demeanor, and accent will probably make them a curiosity for locals who have never left home.
This step is also the moment to think about the salient elements of your character's history.

The Perspective of the Free City

The following pages describe what the inhabitants of the Free City know about the world. Additional information is also provided about this metropolis and its surroundings so that you can play in these lands.

An Introduction to the Civilizations

In the following pages, a brief introduction to each civilization is provided, including the dominant peoples, the languages commonly spoken, and the favored writing system. The ensuing descriptions are meant to provide fodder for atmosphere and intrigue, as well as local legends and peculiarities. These civilizations, along with their history, mysteries, and politics, are expanded upon in **Eana**.
You can choose your character's civilization as logic dictates, or by rolling on the following table:

d100	Your Character's Starting Civilization		
1–2	Acoatl	**72–75**	Kaan
3–7	Ajagar	**76–81**	Lothrienne
8–12	Arolavia	**82–87**	Mibu
13–22	Barbary Islands	**88**	Netherworld
23–32	Cyrillane	**89**	Rachamangekr
33–41	Drakenbergen	**90–95**	Sand Kingdoms
42–44	Ellerìna	**96–97**	Septentrion
45–50	Eolian Isles	**98**	Shi-huang
51–71	Free City	**99–100**	Torea

Acoatl

- **Peoples:** Humans; a few aldaron and surefoot halflings. The trading posts on the coastline harbor merchants and mercenaries from all over the world.
- **Languages:** Runasimi.
- **Writing System:** Oral culture.

Acoatl is still largely unknown and uncharted territory (who knows what lies behind its volcanic mountains far to the west?), accessible via trading posts established on its fetid shores, infested with mosquitoes and caimans. Foreigners come here in search of adventure, dreaming of gold and of the magic of the ruined cities found in the highlands. The local tribes dwelling in the immense emerald-colored forests are wary; they know the legends of the cruel tyrants who used to rule this land, fighting and tearing each other apart in their relentless bids for absolute power and immortality. And that is not all, for it is said that the cenotes hold portals to other worlds… The name of this country means “dragon” in the tongue of the local surefoot tribes, and pioneers say that these creatures are particularly plentiful in this region.

Ajagar

- **Peoples:** Humans, aldaron (in the jungles), and members of every species in the big coastal cities.
- **Languages:** Baashan.
- **Writing System:** Elvish.

Rich cities led by rajahs prosper thanks to the trade of Ajagar's precious resources: spices, rare woods, jewels, ivory, etc. In this land, many lords compete to dominate their neighbors, sending troops of war elephants or assassins armed with poisoned katars. The lush jungles, once home to magnificent and prideful kingdoms, are now the territory of tigers and boas. Higher, near the everlasting snows of timeless mountaintops, sages dedicate themselves to meditation and to a better understanding of the world.

Arolavia

- **Peoples:** Humans, guardian dwarves, aldaron (in the forests). Other species are rare, but foreigners can easily reach the country via the trade roads.
- **Languages:** Arolavian.
- **Writing System:** Cyfand.

Located in the northeast of Cyfandir, Arolavia and its vast forests remain mysterious in many respects. Widely untamed, this country is bordered to the north by sacred or off-limits forests, inhabited by fierce fairies who only pay heed to the druids who know the secrets of the ancient pact that binds them.
The kingdom is led by a dynasty of queens, the karalievae. These fearsome women defend their lands against the lightning attacks from Lothrienne or the Septentrion, the incursions of Canker crawling from the Drakenbergen, and the pirate raids from the Usvalia Sea. In addition, they keep watch on the shadows squirming about the colonies on the shores of the Golostarogo River, as well as on the underbelly of the teeming city of Moromiek, taken back from the enemy after a mighty struggle. To these ends, they can rely on the Moon Guard, a legion of volunteers who, at the time of their enlistment, formulate a wish that Arolavia will grant at the end of their service. The duration of this service and its perils are contingent on the nature of the wish.

Barbary Islands

- **Peoples:** All. The population is composed of immigrants from all corners of the world.
- **Languages:** Kalam is the dominant tongue, but many others are spoken.
- **Writing System:** Abjad Kalam (but others are used).

Pirates! Privateers! Buccaneers! For the outsider, the Barbary Isles seem solely populated with these misfits and their (far too many) accomplices. In reality, the first pirate lords have become the de facto leaders of ports and cities, founders of city-states—for lack of a better word—whose economies are largely predatory. The sale of sugar and cacao from their islands is rarely enough for them, and they earn much more money much more quickly through other means: piracy, slave trade, mercenary work, etc. The current population of the Barbary Islands is very, if not wholly, unfamiliar with the past of their land. Should they not be worried about the strange rites some perform at nightfall?

Cyrillane

- **Peoples:** Mainly humans, builder dwarves, and rock gnomes. However, all other species are represented in its largest cities.
- **Languages:** Cyrillan.
- **Writing System:** Cyfand.

Until recently, the Cyrillan Empire was the main rival of the Free City. Led for centuries by an enlightened dynasty, but undermined by severe inequalities and rampant corruption, it crumbled like a house of cards. Today, the country is torn between the many factions fighting over its remains: self-styled liberating sects and adepts of Tamerakh the Destroyer, loyalist generals, opportunistic warlords closely associated with thieves' guilds, black dragons… And in the shadows, an evil, calculating being bides her time: the lich Megare of Cyrillane, a former princess disowned for her unspeakable crimes.

Drakenbergen

- **Peoples:** The surface is mainly populated with humans, builder dwarves, rock gnomes, and lightfoot halflings, while the mines are dominated by guardian dwarves. The region also has trade roads traveled by people of every species.
- **Languages:** Cyfand and Dwarvish.
- **Writing System:** Cyfand and Runic.

The Dragon Mountains, or Drakenbergen, are a massive mountain range split into countless communities. It is a place of deep history, as reflected in its majestic ruins. Here, you can find tiny feudal kingdoms and bold communities nestled in wild valleys. But everywhere, underground, dwarves have built mines, towns, and fortresses for thousands of years. Responsible for the maintenance of the roads and for the safety of the trade routes, they make it possible for life to thrive in spite of the dangers, and allow the civilization of the Free City to reach remote regions. But despite their untiring efforts, Canker too often slithers up to the surface to wreak havoc and pave the way for its conquests. And this abomination is not the only threat: raids from drow and duergar slave merchants are equally feared. Meanwhile, on the surface, sparse communities of kobolds, goblins, and bugbears live off plunder, and mighty flying predators (hippogriffs, griffins, young dragons…) hunt for tasty prey.

Ellerìna

- **Peoples:** Elenion make up the vast majority of the inhabitants of the elvish kingdom. Most of the remaining permanent population is made of melessë and aldaron. Representatives from other peoples are confined to the great port city of Varnaïrello and only come for trade or studies.
- **Languages:** Elvish.
- **Writing System:** Elvish.

Elenion allow only those of their blood to travel their lands. Their kingdom is immense and entirely forbidden to outsiders. Strangers only know that it contains great riches and powerful sources of magic. It is also said that the land of the storm giants is located on the other side of the elves' vast island and that everything there is in proportion to these huge beings: forests, fortresses, cattle… The only thing most people know of Ellerìna is its capital: Varnaïrello the white city, the epitome of perfection in every respect. The secrets of the elves are well-kept, but where there is much light, there are also many shadows.

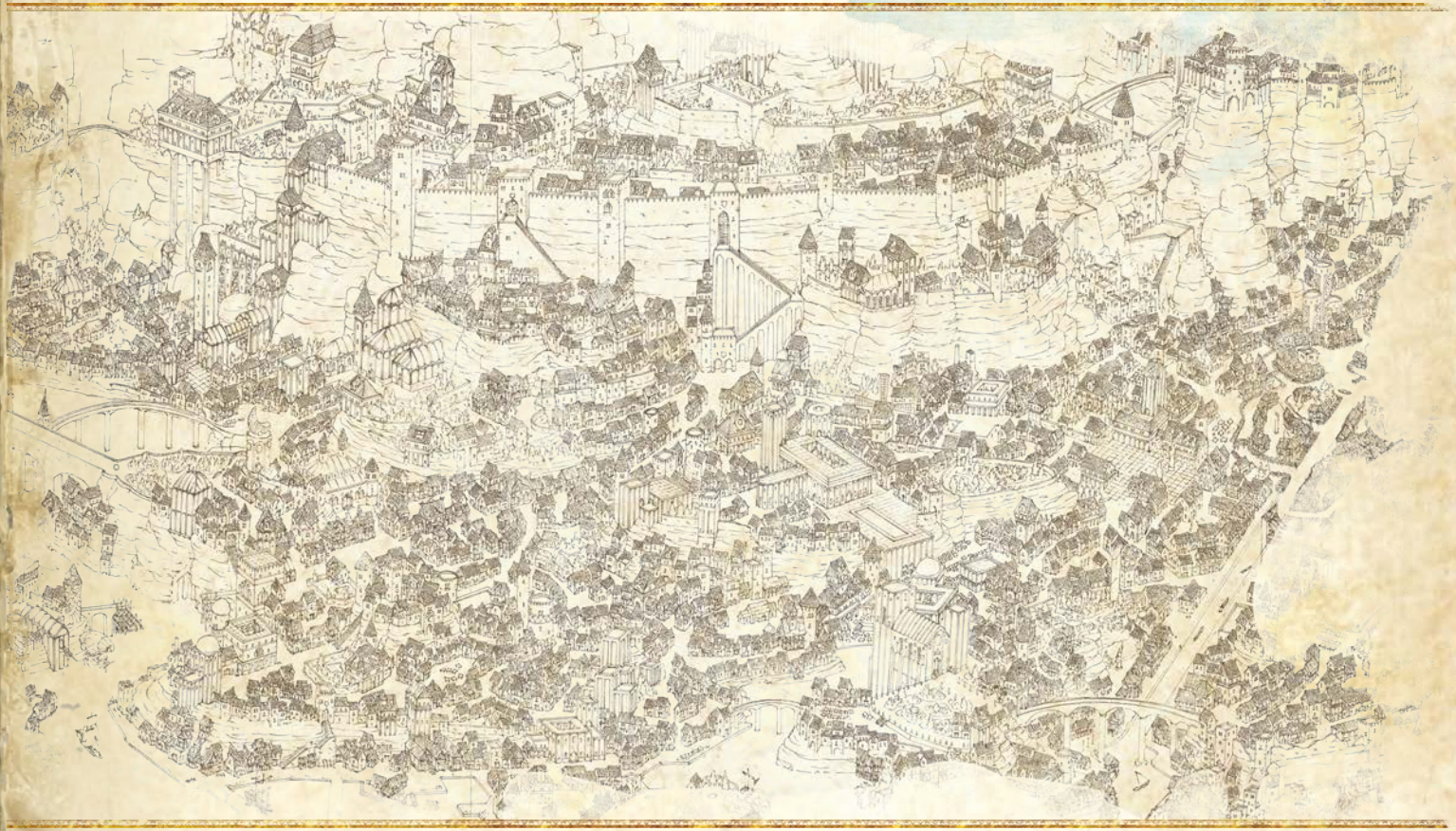
Eolian Isles

Peoples: Rock gnomes and humans. Other species are less common, but individuals sometimes settle here out of curiosity or taste.

Languages: Gnomish.

Writing System: Cyfand.

The fabulous flying isles of the Eolian are a world of wonder whose inhabitants travel in flying vehicles called nefelytrons. Depending on the altitude, winds, clouds, and manmade adjustments, the isles can take extremely varying aspects. One can spend years here and not meet a single soul, as if one were alone in the world. Daring adventurers explore this mysterious region and fight air pirates, or come here to seek an entrance to the Astral Plane.



Free City

Peoples: All, with a majority of humans, builder dwarves, lightfoot halflings, and rock gnomes.

Languages: Cyfand is the official tongue of the Free City, but countless other languages and dialects are spoken in this multicultural city.

Writing System: Cyfand.

The Free City is probably the largest metropolis in Eana. This port, located at the mouth of the Dispende River, opens into the western, southern, and eastern seas. A commercial powerhouse, it has established trading posts and forged alliances in most countries, and its standards (currency, alphabet, etc.) have become widespread. The city itself, led by a council of citizens, is split into districts where different communities predominate: elves from Ellerìna, halflings from Myetea, etc. Rich, contrasted, inegalitarian, loud, spicy, unpredictable, violent, and multicultural, the Free City is the default starting point of adventures.

Organization of the Free City

The Free City is a republic that values both entrepreneurship and the sovereignty of its inhabitants. Due to its geographical location and to its cosmopolitan nature, it is the rallying point of many adventurers. Aware—certain, even—of its worth, it safeguards its interests through negotiation and intrigue. Most of its military strength, however, is comprised of mercenaries. The city is led by a gathering of institutions that must discuss any decision at length, each of them only having limited powers. Every district has its own militia and its own decision-making body. The various militias all bear the common name of Vigent Watch, or simply "Vigent." They are usually active on a local scale or under the direction of an institution, but the city also has coordinating bodies tasked with ensuring the harmony of the disparate whole.
At the municipal level, power is shared between the following councils:

- The Council of Strategists is composed of nine magistrates skilled in diplomacy and warfare. They can decree martial law, mobilize troops, order conscription, send ambassadors to foreign countries and dictate what powers those emissaries are invested with, in particular whether they can sign peace treaties in the name of the Free City. The officials of the Council of Strategists wear crimson clothing.
- At the Assembly, citizens can gather and discuss the future of the Free City, or the measures to be taken to address a particular issue. They decide the laws. Bureaucrats and soldiers working for the Assembly are clad in lapis blue.
- The Council of the Guilds is open to all trading and manufacturing organizations, meaning that non-citizens can have a seat there. Every group is free to appoint their leader according to whatever criteria and procedures suit them. This institution issues trade-related rules and arbitrates disputes related to its field of jurisdiction. The officials, bureaucrats, and guards of the Council of the Guilds wear emerald green clothes.
- The Council of the Dragons gathers the representatives of the city's legally accepted religious groups. It organizes the major religious festivals and has jurisdiction to judge offenses or crimes committed within the holy confines of temples. A sanctuary's territory is that of a god's, and even the Vigent Watch is not allowed to intervene without the explicit request of the priests. For example, if a thief is granted asylum in a sanctuary, they will remain untouchable as long as they remain within its boundaries. Bureaucrats and soldiers in the service of the Council of the Dragons wear black and white.

Rivalries Between Criminal Guilds

As a merchant town with many comings and goings, the Free City stokes greed. Plenty are those who are ready to stoop to criminality to achieve their ends.

The Tridentine

The Tridentine is the main criminal group that controls the docks. Their activities are varied: smuggling, underground fighting clubs, extortion, as well as drug trafficking and prostitution to a lesser extent. They have the support of corrupt guards. They are essentially territory-based and their organization is traditional, almost familial. They are constantly losing ground to the thieves' guilds of Ghardat, one of the most ambitious Sand Kingdoms.

The Raqisa

The Raqisa, also called the Dancer, is Ghardat's main thieves' guild. Its members are much more disciplined and ambitious than those of the Tridentine. They have a secret agreement with their council's district, according to which they help Ghardat's merchants secure information useful to their business in exchange for arrested members usually only having token fines to pay. This close association between an official administrative body and a criminal organization goes beyond the mere corruption of individuals, and has proven too much for the Free City to handle. The Vigent is too scattered to oppose a methodical conquest of its slums through the assimilation or elimination of rival underground groups.

The Kleidi-Kleidaria

The Kleidi-Kleidaria, often abridged as "the Klei" or "the Key," is a Cyrillan criminal organization that experienced a considerable boost from the massive arrival of Cyrillan refugees and the instability of the country. They have several bases in various Cyrillan cities, and act as smugglers for whoever can afford their services. They are very invested in trafficking, and merchants who wish to still do business with Cyrillane had better deal with the Klei for protection, or simply for information regarding the recent developments of the civil war. Politically neutral, the Key fits all locks, and its agents act as facilitators even for the most disreputable warlords and for the most demented cultists.

The Region

River Dispende

The **Dispende** originates from the Drakenbergen and pours into the sea near the Free City. Most of its flow is channeled, and its banks have been redesigned for centuries by builder dwarves who use it as the main route for the transit of goods from the mountains. All along its course, hamlets and towns have settled at the stops of boatmen, sometimes building great bridges for easier land circulation.

Histe's Woods

Most of the border with Cyrillane is made of a mid-altitude mountain range covered with dark forests called **Histe's Woods**. This region supplies the city with construction timber for its buildings and docks. Logging is intense but harmoniously spread, with selections of trees to cut down and the constant planting of young specimens in clearings. Since the powers of Cyrillane have crumbled, the part of the area located in this country is sparsely patrolled. Smugglers, traffickers, and brigands have replaced the soldiers. Refugees passing through these forested paths on their way to the lands of the Free City are often the victims of extortion and violence.

The Great Plain of Cys

The **Great Plain of Cys** spreads from the foothills of the Dragon Mountains. Crossed by the River Dispende, it is a wetland with an abundance of lakes, rivers, and canals. Birds are plentiful, some of them arriving in winter, away from the rigors of the cold season in the far north, while others only remain during spring and summer. Population is less numerous than near the banks of the Dispende, and ranching is more common.

Meanderise

Meanderise is a country located northeast of Myetea, east of **Taurëlma**, and southeast of the **Fjordkungden**. It shares a large border with the Drakenbergen, and it is actually hard to draw a clear separation line between the two. The region is mostly characterized by wet woodland, crossed by several rivers that flow into the **Vaquensirë**—the river that makes up the border of Taurëlma. During spring, most of the land is susceptible to floods, so the habitations are either built on stilts or on higher ground.

Meanderise used to be densely populated, but is now only a shadow of its former self. There used to be fortified burgs every 15 to 20 miles, but several towns have been abandoned, while others cling to life with practically deserted districts. This extinction is essentially the result of three successive crises: a surge of Cankerous activity quickly followed by a war against the elves of Taurëlma, then by a frightening epidemic and the massive appearance of undead that dealt the final blow to many communities.

Those who live here today are either the children of survivors or adventurers looking for freedom. Sailing up the Vaquensirë, gnome adventurers from the Eolian have come to settle in—relatively—large numbers in several towns. They have undertaken modern renovations (streetlights, machines…), resulting in a strange environment where ruins alternate with state-of-the-art installments. A district's street may be as animated, orderly, and clean as those of the high-class portions of the Free City, where the next alley will lead into a gloomy dumping ground.

The Old Pass

A memento of a time when elves and dwarves were close allies, the **Old Pass** is a road that goes through the Drakenbergen and connects eastern Taurëlma (now Meanderise) with **Arataurë** (now Cyrillane's cursed White Forest). The path is large and passable for vehicles, but few travel it because several segments are rumored to be haunted. The enterprising gnomes who have started settling in Meanderise seem interested in reopening this road in order to develop the region's economy. It is also said that there used to be a path that ran from the port of Issure (located at the mouth of the Vaquensirë) to the Free City, passing through Meanderise, the dwarf centers of the Drakenbergen, and the river Dispende.

Myetea

The Myetea Marches, also called **Myetea**, are a border region between the northwest of the Free City lands and an ancient forest guarded by aldaron. These two territories are separated by a river, the Vaquensirë. Halflings make up most of Myetea's population and live autonomously, as a reward for their founder succeeding in negotiating a peace treaty between elves and humans. They now act as a buffer region that is officially part of the lands of the Free City, but with their own law and exemption from conscription in times of war.

Issure

Located at the mouth of the Vaquensirë, **Issure** is a town split in two, full of life on Myetea's side (to the south) and empty on Taurëlma's side (to the north). Boats moor at its stone docks. There is a distance of about a hundred feet between the river and the walls that circle the town, and this space is generally filled with dockworkers and peddlers. The town's merchant fairs also take place on the docks, with a profusion of booths made of wooden planks. In addition to these festive times, the area also enjoys an ideal position for the exportation of Myetea's products.

On the other side, the forbidden ruins appear as Issure's grim mirror, a perpetual threat, a reminder that prosperity can at any time cease brutally and give way to death. Since the war against the elves, everything has remained as it was—with the exception of the many poplars that grew. Some buildings still bear the mark of fires and destruction from war machines, while others seem strangely undamaged from afar, looking like revenants. For that matter, those who go to Issure's docks after nightfall sometimes claim to have seen moving shapes on the other side of the river. These may simply be animals, or elf sentinels making sure that the interdiction of crossing the river is duly respected. Despite these reassuring and sensible explanations, the rumor of undead haunting the ruins lives on. The most hardened criminals of Issure know that hiding one's loot or shelter in the dead part of the town is a good way of making sure that nosy people and guards won't be a problem.

Kaan

Peoples: Humans, merosi, orcs, hobgoblins. Other species are mostly found in coastal cities.

Languages: Kaani and Goblin.

Writing System: Santak.

The heart of the Kaani empire is an immense steppe where clans of herdsmen and warriors live. Sometimes, a chief rises above the rest and gathers a horde of humans, merosi, orcs, hobgoblins, goblins, hill giants, and many other species, then goes on a bid for world conquest. The first and most famous of such chiefs was the terrible Tamerakh, who is said to have sacrificed his entire capital to become a god. The glory of the Kaani has ebbed and flowed through the centuries. The current capital is a coastal town, and the ruling dynasty is most probably preparing for their next glorious wars.

Lothrienne

Peoples: Mostly humans and builder dwarves; a few aldaron and sidh (see **Bestiary**). Other species are rare and usually foreigners.

Languages: Lothrian.

Writing System: Cyfand.

Tucked between the Drakenbergen and the Septentrion, Lothrienne is a harsh feudal kingdom in which each lord fights bitterly for the survival of their domain. Magic in this country is very weak outside of the local faerie kingdoms led by a short-tempered fey king known to usually take the shape of a bear when he interacts with other species. Threats here are mostly human: pirates sailing upstream, ambitious noble houses, obscurantist communities that fear magic and druids, barbarian raiders, etc. However, lately, a supernatural disease has been insidiously spreading: desveria, a sickness that affects sleep and dreams and portends greater evils.

Mibu

Peoples: Humans and surefoot halflings. Large trading posts are visited by all species.

Languages: Inkulomo.

Writing System: Tumiit, Cyfand, Abjad Kalam, ciphered languages.

Bandiko-Mibu, the "lands of Mibu," is a tropical continent made of vast savannas, impenetrable equatorial forests, untameable rivers, and breathtaking canyons. These lands are shared between obscenely rich kingdoms of great size and innumerable chiefdoms and tribes. On the coasts, trading cities import many slaves, brought by the Barbary pirates to work in gold or diamond mines or in quarries. Among the mighty sovereigns that exploit them are immortal queens and giant slayers. Giants are ever-present figures in myths and are said to have ruled over this country in times past, from the top of tepuis.

Netherworld

Peoples: Guardian dwarves, builder dwarves, drow, duergar, svirfneblin. The only specimens of other species who live down there are enslaved ones.

Languages: Undercommon is the dominant language, but many others are in use.

Writing System: Elvish (modified).

The Netherworld is a largely ill-known place, even by those who are used to traveling it. Within close proximity to the surface, mines, fortresses, prisons, and temples can be found. Deeper are the cities of drow, duergar, and svirfneblin, each seeking to survive and spread in this highly dangerous environment. They often go as far as to call upon infernal powers or unsettling divinities to gain an edge. In the deepest abysses rest the oldest and mightiest Cankerous nests, a threat for all Eana.

Rachamangekr

Peoples: Mostly dragonborn and humans, but specimens of every species can be found in large cities.

Languages: Karphûd.

Writing System: Elvish (variant) and Draconic.

Rachamangekr is the largest and most powerful of the kingdoms still ruled by dragonborn nobility. Here, the laws of dragons are enforced in the most traditional sense. This country boasts plentiful agricultural tropical resources, a refined culture, and gorgeous landscapes. Adventurers here fight Barbary pirates and work to curb the constant threat posed by dragon turtles. In the deep jungles, hermits and dragon-blooded sorcerers study vestiges, usually searching for remains of the Travelers' civilization.

Sand Kingdoms

Peoples: Mainly humans, but the cosmopolitan coastal cities are visited and inhabited by every species.

Languages : Kalam.

Writing System : Abjad Kalam.

The Sand Kingdoms are many: city-states, djinni oases, desert nomads, powerful rivaling kingdoms, etc. Though their political organization varies, they share a lot from a cultural standpoint, most importantly a language, writing system, currency, and mythology. In these countries, the stark injustice of towns exists side by side with the wonders of a merciless desert, plentiful both in treasures and in monsters ready to devour the unwary. Adventures here involve caravans, lost temples, blue dragons, slaves, djinn, lamias, conquests, betrayals, and impossible loves.

Septentrion

Peoples: Mostly humans, a few aldaron.

Languages: Nordic.

Writing System: Oral culture.

A harsh but free life: this is how existence can be described in the Septentrion, a large, sparsely populated territory in northern Cyfandir. Between the tundra, taiga, mountains, sheltered valleys, and marshes, the landscapes, flora, and fauna are very diverse, and so are the customs. Certain tribes live in accordance with the wise precepts of their druids, while others lead a brutal existence, usually taking whatever they lack by force. But first and foremost, living in the Septentrion means learning to resist an environment among the most dangerous of Eana. It also means defending oneself against other tribes, big cats, remorhaz, frost giants, white dragons, etc. Out of caution, almost everyone stays away from the Boreal ruins, lest they unleash new perils upon the world.

Shi-huang

Peoples: Mostly humans. Other species can be found in the cities. In the past, dragonborn ruled the country, and the nobles that survived the revolution had to flee.

Languages: Shi-huang.

Writing System: Draconic adapted into a syllabary.

A rich millennial culture, Shi-huang was first ruled by giants, then later by dragonborn. Then these dynasties crumbled and made way for refined human kingdoms. It was in this culture that the first warrior-monks appeared and theorized the use of ki. The inhabitants of Shi-huang must exercise caution: in addition to the warring between kingdoms, the mountainous borders teem with monsters. For the time being, the seal over the deep Netherworld protects them from Canker, but the Ethereal Plane, however, is curiously close, allowing ghosts to prosper.

Torea

Peoples: Mostly humans. Merchants from other species live in the main trading posts.

Languages: Aupuniwi.

Writing System: Tumiit.

Torea is a heavenly country: seeing its atolls of white sand and its coral reefs makes an indelible impression on the traveler's mind. Its name is also that of a sacred multicolored bird typical of this region. On the surface of its waters and lands, human navigators, merchants, and cultivators are spread into a multitude of communities, tribes, and civilizations. Below the surface is the territory of seans, a mysterious people capable of breathing underwater and swimming with ease thanks to their fishlike tails, who build luxurious cities of coral and pearl. Yet this idyllic land is under threat from many perils, and terrible dangers hide just under its paradisaical aspect. From the abyssal depths, Cankerous ravagers attack, led by the Drowned Queen, while the hateful merrows work tirelessly to turn the nightmare of the demon prince Ouxounouël into a reality. Pirates and slave traders from the Barbary Islands come to plunder riches and lives, sometimes emptying entire communities. Out of desperation, some of the locals take refuge in monstrous cults that bring them closer to the wicked sahuagins, providing them with the means to defend themselves through the use of dark powers.

Species

For more than 560 years, I have sailed Eana aboard the ships of the Ellerìnion navy, tying my fate to the Albatross, the ship that carried me through the harshest of storms. I have witnessed the drift of the boreal ice islands, between which the Northmen hunt for seals and belugas; I have been burned by the merciless sun that scorches the pirate-infested coasts of the Sand Kingdoms; I have escaped the dragon-turtles that lurk in the tropical mangroves of Rachamangekr... and in the course of these years, I have learned the languages and customs of many more cultures. I left the harbor of Varnaïrello as a young man steeped in prejudice against other humanoids, and I discovered how wrong I was about a world whose diversity still astonishes me.

Each species has their good, their bad, and their ambivalent elements: though influenced by one's origins, one is always free to rise, as one is to sink into darkness. Adventurers, due to their lives of tribulations, have even more occasions to question themselves and to learn, be it about their companions, the treacherous intrigues of various factions, or supernatural mysteries.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Choosing a Species

Your character is a member of a humanoid species, the most common of which are described in the following pages, in alphabetical order: dragonborn, dvaergen (dwarves), elves, gnomes, halflings, humans, melessë (half-elves), merosi (half-orcs), and tieflings (half-fiends). Other, rarer species, like the ulkani, are included in **Bestiary**. Humans are the most numerous, but they can be a minority, or even entirely absent, in some lands. For example, in the marine depths, seans thrive due to the simple fact that they can breathe underwater.

The **Species Traits section** below goes over the technical information included in the description of each species and subspecies. A species has (physical and magical) traits common to all members of that species, and a subspecies has all the traits of its parent species in addition to traits that are particular to it. For example, all elves have higher Dexterity than average, and one of the distinctive traits of elenion is that they have higher Intelligence.

The leader decides which species and subspecies they want in their campaign. For example, they might intend to play a campaign where the PCs are dwarves who will defend the bowels of the Dragon Mountains against Canker. Or, conversely, they might ban a species for story-related reasons, for example in the case of an adventure about a rebellion against the dragonborn nobility of a tyrannical Draconic Kingdom.

Species Traits

The description of each species includes racial traits that are common to members of that species. The following entries appear among the traits of most species. Unless otherwise noted, all species traits stack.

Ability Score Increase

Every species increases one or more of a character's ability scores.

Age

The age entry notes the age when a member of the species is considered an adult, as well as the species' expected lifespan. This information can help you decide how old your character is at the start of the game. You can choose any age for your character, which could provide an explanation for some of your ability scores. For example, if you play a young or very old character, your age could explain a particularly low Strength or Constitution score, while advanced age could account for a high Intelligence or Wisdom.

Alignment

Most species have tendencies toward certain alignments, described in this entry. These are not binding for player characters, but considering why your dwarf is chaotic, for example, in defiance of lawful dwarf society, can help you better define your character.

Size

Characters of most species are Medium, a size category including creatures that are roughly 4 to 8 feet tall. Members of a few species are Small (between 2 and 4 feet tall), which means that certain rules of the game affect them differently. The most important of these rules is that Small characters have trouble wielding heavy weapons.

Speed

Your speed determines how far you can move when traveling and fighting.

Languages

By virtue of your species, your character can speak, read, and write certain languages. "Common" indicates the dominant language in your adventure's starting region, which is at the leader's discretion. All the PCs speak Common. Many species have their own tongue, or even a specific alphabet.

Subspecies

Some species have subspecies. Members of a subspecies have the traits of the parent species in addition to the traits specified for their subspecies. Relationships among subspecies vary significantly from species to species and world to world.

Hybrids

In most cases, members of two different species cannot interbreed. There are many exceptions in the case of humanoid species, but the resulting hybrid is usually sterile. However, when fertile, hybrids can make up an entirely distinct species. Melessë (half-elves) and merosi (half-orcs) are typical examples. Many other kinds of hybrids may exist, which you may meet in the course of your adventures. If your character is a hybrid, ask yourself if they were born from a pair of hybrids (melessë parents, for example) or are a first-generation hybrid (human father and elf mother, for example).

The Origin of Eana's Core Peoples

The series of cataclysms that swept through the ancient, enlightened civilizations ground to dust thousands of years of precious knowledge. All we can do is attempt to rebuild monuments of science from tiny fragments. The question of the origin of humanoid species is still a matter of debate and will remain so for a long time.

From among the vast entirety of humanoids, our book will focus only on the core peoples. As such, it will not go over the species of the Horde, which include orcs and goblinoids. The core peoples are united by their common will to fight Canker, and they have brought their might together in the past, in the time of the Dawn War. They also make up the population of the Free City.

If we were to sum up the present volume, we could simply say: we do not know what the origin of species is. Each species has varied and sometimes contradictory legends about their birth. Some subspecies even have their own variants, as in the case of the drow, the evil cousins of the elves. Among intellectual circles, universalist theories are spreading, seeking to propose a single explanation for the diversity of species. The most devout believers in Maker, for their part, have a most simple explanation: Maker made all species out of enthusiasm and a taste for experimentation. Advocates of the Travelers theory, for their part, are convinced that each species originated from a different world that could only be reached by crossing the appropriate ateak.

Excerpt from The Dust of Ages, Vol. 1

Dragonborn

I enjoyed my meetings with sweet Brii'dtk'Acâni—"Dawn Beauty" in Draconic—in the garden of the Palace of Perfumes. The august scholar was grateful that I could call her in the noble tongue of Rachamangekr without butchering her name. In this kingdom dominated by a dragonborn elite, it is customary for nobles to have one name in the local Common and another in Draconic. For the common people, the princess's name was "Damsel Cahaya," but for the tireless traveler I was, Draconic, though difficult to pronounce, was a language I had been taught a long time ago, and one that I was still fluent in. My friend died more than three centuries ago, but I still remember our endless conversations about her people's millennia long history. I recently learned that one of her descendants, an adventuress, bears the same name as her. I hope she will prove worthy of it.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Covered in scales showing their relationship to one of the ten species of true dragons, dragonborn are powerful and charismatic. Born from eggs after a year of maturation, they then grow at a rapid pace. Proud of everything that distinguishes them, they give off the aura of an ancient culture that has survived many changes, experiencing in turn shame and glory, darkness and light.

The Origin of Dragonborn

Dragonborn myths tell that their species was created by the dragons for the purpose of protecting sacred grounds of great power against those coveting them. Although it would make sense for metallic dragons, it seems more dubious in regards to chromatic dragons, given their propensity for evil. Moreover, no dragon today seems capable of fashioning such beings. Some scholars have wondered about the possibility of a common origin for dragonborn and half-dragons, due to the similar appearance of the two species. Half-dragons are born from the union of a metamorphosed dragon and another creature (see **"Half-Dragon" in Bestiary**), or from rituals involving dragon blood. These hybrid beings are normally sterile and gifted with a considerable life expectancy, which distinguishes them from dragonborn in both regards. The latter can reproduce and lay eggs with no particular difficulty, but usually do not grow as old as most other species, generally dying before the age of 80. Should it be interpreted as the consequence of a ritual sacrificing longevity for fertility? In this case, dragonborn could be regarded as the distant descendants of humans who performed or were subjected to particular rites.

Dragonborn Cultures

Whatever the truth is, dragonborn have a strong affinity with the dragons whom they emulate or even worship. Currently, there are two types of dragonborn societies:

- Some live in remote areas (faults, caves, jungles, volcanoes…) and act as guardians of ancient knowledge. Such a duty implies total dedication and may take some dragonborn to faraway countries, to fight an evil they have foreseen the coming of.

- Others, proud of their origins, consider the dragonborn to be a chosen people, destined to rule the other species. Many civilizations, grouped under the common name "Draconic Kingdoms," give a very important role to dragons, and are sometimes even ruled by dragon-kings. Some subjugated peoples revolted and overthrew these tyrants, but dragonborn are still nobility in many insular lands of varying sizes, in regions where the climate can go from tropical to equatorial. Their elite is made up of fighters and sorcerers. For the time being, these kingdoms are still prosperous, bejeweled with gorgeous, complex palaces, but they are threatened by the encroaching jungle and gradually lose their splendor, or sometimes even disappear entirely. It is now time for the get of dragons to stand tall: they must choose between reconquering the world through strength or adapting to it.

The Disappearance of White and Silver Dragonborn

All known dragonborn live in the warm regions of Eana and include neither white nor silver dragonborn. This anomaly could be due to the fall of boreal civilization, which is said to have ended with a fratricidal war. Some believe that there may be survivors, perhaps in stasis in some lost city, or living as reclusive tribes, protecting secrets related to the collapse of their world.

Dragonborn Traits

Your draconic heritage manifests in a variety of traits you share with other dragonborn.

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

Age. Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

Alignment. Dragonborn are usually lawful, reflecting their adherence to traditions, in particular to the perpetuation of the laws of dragons. Chromatic dragonborn (black, blue, green, red, and white) have a greater tendency toward evil and tyranny than metallic dragonborn (brass, bronze, copper, gold, and silver), who tend to be good.

Size. Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. You have draconic ancestry. Choose one type of dragon from the table on this page. Your breath weapon and damage resistance are determined by the dragon type, as shown in the table.

Memories of the Ancient. You have an innate mastery of the Ancient's artifacts—such as the Travelers' ateaks—and your dragon blood is often sufficient to reactivate them. Many ancient temples and sanctuaries have mechanisms related to dragon ancestry, and a dragonborn character can try to activate them with a Charisma check to which they add their proficiency bonus. The DC is at the leader's discretion, in accordance with the complexity of the mechanism.

Breath Weapon. You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

Languages. You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

Dragon	Damage Type	Breath
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Dvaergen, the Dwarves

So far, my journey through the Drakenbergen had proceeded so well that I began to think the region safe. Unfortunately, that day, we were attacked by a murder of harpies roosting in unreachable cliffs. The accursed creatures outnumbered us and quickly overpowered our archers. Soon, the battle became a frantic melee. They were bent on killing and destroying, but also on kidnapping live prey to carry back to their lair. What fate awaited their quarry? We had families among us and fought fiercely to protect the children, who seemed to be their targets of choice. I pierced one of the monsters with my sword, but another caught a boy and flapped away. I grabbed the monster's ankle and we traded blows between land and sky. The harpy parried my attacks with a weapon forged from some unknown material.

It was then that dwarves on a patrol from a nearby guesthouse intervened. These welcomed reinforcements drove the harpies back, and my opponent dropped its victim to fly away. The child was in tears, but unharmed. Assessing our situation, we numbered at least three unfortunate souls carried off by the winged monsters. When I cleaned my blade, I realized that it been strangely damaged and was actually in danger of breaking. The attention of a smith would be required. Fortunately, dwarven guesthouses—guesthusid in their language—usually have one. We had been spending every night in such establishments, which were akin to fortified inns, where we could be certain to sleep safe and sound. I had been warned that dwarves had deep-seated grudges against elenion dating back to the Dawn War, but overall, I found them courteous and very businesslike.

Senjall, a crafty and talented smith, was among the most eminent personalities of that night's resting place. I went to her with little hope, however. What would she know of elven alloys? And what of the metal the harpy's weapon was made of? She examined my sword and quickly understood that the corrosion was an effect related to Canker. Guardian dwarves were often faced with it, and thus treated their metals in a way that protected them from it. I was already blanching at the idea of writing to my family to inform them that my grandfather's sword had been destroyed. Senjall quieted my fears and assured me that she could restore the weapon, but that it would require considerable time and effort.

I was now faced with the decision of either giving up on my heritage for a new and certainly good blade, or staying here for several weeks, maybe even months, in the hopes that the dwarven smith could repair this prized possession of mine. I decided to settle in the guesthouse for however long would be necessary and was not disappointed.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

The dwarves are an emblematic people of the continent of Cyfandir. Stocky, sturdy, and strong-minded, they can endure many things and are not easily impressed. History remembers many of their achievements, and plenty of mountains have mine-citadels dug into them. Dwarves are in equal measure staunch warriors, protectors of the surface world against the horrors below, talented craftsmen, and cunning merchants, capable of thriving in the largest cities.

Dvaerg or Dwarf?

The word "dvaerg" (plural: dvaergen) simply means "dwarf" in Dwarvish. Using this endonym to designate a member of this people is generally taken as a sign of respect. However, non-dwarves often have much trouble accentuating the word correctly, which can result in accidental insults like "dhuergh" (deceiver, traitor, with the same root as the name of the duergar people), "dveorg" (a cramp), or "dwaerck" (crooked, bent). For this reason, dvaergen prefer to be commonly called "dwarves" by those who do not master their tongue.

The Last Bulwark Against the Ravagers of Canker

Guardian dwarves live halfway between the Netherworld and the surface. They dig for precious minerals with a perseverance that sometimes borders on obsession. Afterward, the mines are progressively transformed into underground cities built inside the hollowed mountains. It takes all the dwarves' stonecunning to shape these constructions capable of enduring the passing of centuries. During quiet times, the young learn to face danger and battle by escorting caravans, hunting evil creatures, or even working as mercenaries.

Unfortunately, dwarven history is a succession of expansion phases, with the foundation of many cities and colonies, followed by mass exterminations. Canker is the highest threat in Cyfandir, constantly seeking to pierce through the Drakenbergen (the Dragon Mountains), and dwarves are the first line of defense against this evil brood. On top of that, they must stay ever vigilant against drow, duergar, and the ravenous creatures of Furnace that sometimes manage to reach Eana through volcanic portals.

In dark times, dwarves lose fortresses as they fall into enemy hands or to evil opportunists. When the time for reconquest comes, dwarf troops and adventurers spring to action, cleansing the great halls through the strength of their axes, then become the founders of new clans bearing their names. It is only thanks to their unmatched resilience that this people can fight the abominations crawling up from the Netherworld time and again, without ever giving in or giving up.

Guild Masters

Builder dwarves have spread far beyond the Dvaergejord, the domain of dwarves. One can find these renowned craftsmen in every large city. They gather in guilds, brotherhoods, and corporations to protect their interests. Some have quit manual labor for large-scale trading, and others work in banking. Whatever their domain, they have a reputation for being meticulous and for driving a hard bargain. Dwarves are also often hidden players in the political scene, which can lead to them knowing much and sometimes taking part in intrigues.

Young craftsmen often go on adventures for several years, in the course of which they discover the world, hone their techniques and learn new ones, establish their reputation, and build a network of clients. They may also be sent by their masters to evaluate the business potential of a region or to build a subsidiary in order to expand their reach.

Dwarf Traits

Your dwarf character has an assortment of inborn abilities, part and parcel of dwarven nature.

- **Ability Score Increase.** Your Constitution score increases by 2.
- **Age.** Dwarves mature at the same rate as humans, but they are considered young until they reach the age of 50. A dwarf's youth is the time to complete their training and acquire the experience that will later make them skilled and respected family leaders, or even clan heads. On average, they live about 350 years.
- **Alignment.** Most dwarves are lawful, believing firmly in the benefits of a well-ordered society. They tend toward good as well, with a strong sense of fair play and a belief that everyone deserves to share in the benefits of a just order.
- **Size.** Dwarves stand between 4 and 5 feet tall and average about 150 pounds. Your size is Medium.
- **Speed.** Your base walking speed is 25 feet. Your speed is not reduced by wearing heavy armor.
- **Darkvision.** Accustomed to life underground, 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 cannot discern color in darkness, only shades of gray.
- **Dwarven Resilience** You have advantage on saving throws against poison, and you have resistance against poison damage.
- **Dwarven Combat Training.** You have proficiency with the battleaxe, handaxe, light hammer, and warhammer.
- **Tool Proficiency.** You gain proficiency with the artisan's tools of your choice: smith's tools, brewer's supplies, or mason's tools.
- **Stonecunning.** Whenever you make an Intelligence (History) check related to the origin of stonework, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- **Languages.** You can speak, read, and write Dwarvish. Dwarvish is full of hard consonants and guttural sounds, and those characteristics spill over into whatever other language a dwarf might speak. If you live on the surface, you speak Common, and if you live in the Netherworld, you speak Undercommon.

Guardian Dwarves

Guardian dwarves are the front line against the dangers of the Netherworld, and they are better suited to fight them than any other people. Due to sunlight deprivation, their skin is fair, sometimes even pale, but their eyes burn with the fierce fire of determination. They grow thick, luxuriant hair—and beards—of colors reminiscent of minerals and metals: copper, bronze, obsidian… Incidentally, dwarves commonly use such adjectives to describe colors.

- **Ability Score Increase.** Your Wisdom score increases by 1.
- **Guardian.** You have proficiency with shields.
- **Resilient to Corruption.** You have advantage on saving throws against madness and corrupted spells. All spells cast by a creature related to Canker are considered corrupt, as are many spells used by spellcasters under the sway of evil. These magic-related technicalities are detailed in **Grimoire**.

Builder Dwarves

Builder dwarves are remarkably resistant and gifted with great intelligence, which they usually dedicate to craftsmanship. Compared to guardian dwarves, their skin is darker, with pink, golden, or tanned colors. Their hair and beards tend to be straighter, to such an extent that they can be fashioned into structured shapes of striking aspect

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Master Craftsman.** You have advantage on ability checks related to artisan's tools you are proficient in.
- **Dwarven Toughness.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Duergar

Duergar are the evil cousins of dwarves. Their skin is usually gray, sometimes even black. They are said to have willingly devoted themselves to evil in exchange for extraordinary supernatural abilities, but at the price of becoming dependent on darkness. Thus, duergar are—at least, according to legend—unable to leave the Netherworld where they live. Duergar appeared after the Dawn War and are not part of the core peoples.

The traits of duergar characters are included in the **Bestiary**.

Elves

Having rashly ventured into the vast forests of northern Arolavia, I had become the prey of repulsive ettercaps. These monsters, similar to bipedal spiders, stared at me with their eight blank eyes while I struggled in their web. I was alone and now incapable of defending myself. As my captors approached with their shambling gait, I commended my soul to Death, that he might allow me to join my ancestors. At the time, all I was hoping for was to be swiftly killed by their massive claws. Anything but to be slowly drained of my flesh!

The attack came swift as lightning. I did not understand what was happening, except that I could hope again. The fight was violent, but quick. The arachnids stood no chance against her: Caurala, She-Who-Strikes-Fear. Once free, I dumbly looked at her in the failing light. I was stunned by her grace and bravery, and equally intrigued by her tattoos. She had with her an unusually large black wolf that seemed to regard this lost elenion far from his home with suspicion.

We exchanged few words. She had only intervened because I was an elf as well. Without the good fortune of my birth, she would not have bothered with rescuing me short of an order from a better-disposed superior. I learned that the aldaron of this region were wary of humans and watched their borders closely. She brought me to a path and disappeared as soon as she could be sure I would reach my destination.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

It is generally agreed that elves are the most graceful and dignified species. Most of them live in the northern hemisphere, and though the majority are attached to their ancestral lands and to the perpetuation of their lifestyle, their young are encouraged to follow their inclinations and to discover the world in faraway trading posts, enclaves, cities, and kingdoms.

Guardians of Primordial Forests

Eana is everywhere and in all things, but the life embodied by the world-being is, in the eyes of elves, particularly strong in the woods. As such, defending primordial forests is a sacred duty, dating back to a legend about the origin of elves, sung in aldaron encampments since time immemorial.

It is said that when the Travelers fell, the whole world caught fire. Not a single plant or tree remained. The fairies, whose existence is so closely linked to that of the forests, were annihilated. Just before they disappeared, amidst the roaring, world-ending fires, the fey kings and queens brought their powers together to give elves the means to bring life again. In certain versions of this myth, the elves were created by the fairies, while in others, they forsook their fey nature to accomplish their mission. Regardless, they took their duty to heart and sowed the seeds of rebirth, fighting the undead, the demons, and the first manifestations of Canker.

Today still, the aldaron protect the forests above all else. They fight the ravagers of Canker and all other destroyers of nature, monstrous or not, and sometimes set foot outside their domains to give life back to a desolate region. It is said that the aldaron sages are the only ones to still hold the secrets that allowed life to spring and thrive from the ashen deserts.

The Learning of Trance by Young Elves

One of the most unique evolutions of elves takes place during childhood. As everyone knows, instead of sleeping, this species performs a deep meditation known as "trance." Many consider this aptitude with envy, thinking about everything they could do with four or five extra hours every day, having no idea of the truth.

Elves of less than five sleep just like infants of any other species—that is, more than ten hours every day. But between the age of five and seven, elf children start suffering from increasingly dreadful nightmares. This is a very difficult period of life for the whole family. According to elf physicians, it even used to happen that children died in their sleep. It is presumed that they were prey to predators lurking in the nightmarish regions of the Astral Plane. Against this, the elves created trance, which is taught to children as soon as possible. However, to learn it and exercise it, the child must be capable of some degree of rationality and self-discipline, which only comes slowly.

This strange curse, whose exact nature is unclear, also explains why an elf baby could and should never be raised by a people other than their own: their life depends on it.

Excerpt from The Dust of Ages, Vol. 2

Scouts

Most aldaron live in forests, sometimes following a semi-nomadic organization that allows them to draw from various resources throughout the seasons: salmon fishing when these fish come to spawn, berry picking in summer and fall, hunting of different species depending on the season to respect reproductive cycles, etc. However, their clans still need foreign products, in particular cereals and metal. They must also take care not to become too secluded. To that effect, they appoint scouts: clan members who leave for several months, sometimes years. They learn the languages of other people and, depending on the clan's needs, they gather information about the best fishing and hunting spots, negotiate with humans or dwarves, etc. It happens that some aldaron exiles pretend to be scouts so as not to reveal their shame, but they know that should they go back to their forest, they may be summarily executed.

The Great Elenion Strategy

Elves become physically mature roughly at the same age as humans, but an elenion only acquires political rights when they reach a hundred. In between, an elenion is in their "lendëranda," which means "journeying age." This word also designates the idea of traveling in order to improve oneself. A young elenion is encouraged to study, trade, earn experience, and make connections, among their own as well as in foreign lands.

The authorities of the great kingdom of Ellerìna frequently take such departures outside of elven borders as opportunities to entrust missions to budding adventurers. These may be routine tasks, like maintaining a rapport between two academies, but young travelers are often encouraged to spy on outside civilizations for their elders' sake. Young elenion can thus face a dilemma, split between their loyalty to their adventuring companions and their duty to their country. They also know that their future in their native land will depend on the choices they make and that they will have to take responsibility for every one of their decisions. If they do not serve the interests of their nation, they will certainly remain stuck in minor positions throughout their career. Conversely, if they prove their cunning and dedication, they may aspire to the highest rungs of power. If the kingdom of Ellerìna has managed to remain ascendant throughout the centuries and to overcome the many challenges it has faced, it is certainly in part thanks to how they cleverly exploited the discoveries of young adventurers.

The Horror of the Drow's Fall

The drow appeared amidst the Dawn War. Some elenion had ventured into the Netherworld to do battle against Canker, side by the side with guardian dwarves, but they disappeared into the depths. A few decades later, the first drow were encountered: perverted beings worshiping ruinous powers. What occurred is still a mystery, and various conflicting explanations exist. The dwarves blamed the elves' weakness and cowardice in the middle of key battles, while even today, the drow accuse both dwarves and elenion of betrayal. As for the elenion, they avoid the subject. It is a great shame for them that one of the worst enemies of the core peoples is of their blood. Since this disastrous episode, elenion have a stark fear of corruption that leads them to shun underground areas and to avoid all degradation. The immaculate cleanliness of their capital city and their refusal to work dirty, dishonorable professions is related to their greatest phobia: becoming monsters. Despite these taboos, some elenion adventurers still seek to uncover the truth regarding this dark part of their past and their evil cousins.

Elf Traits

All elves have long, pointed ears and a generally thin frame, with the women sporting modest busts compared to human standards. Their faces are delicate with sharp, sometimes slightly harsh features.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Although elves reach physical maturity at about the same age as humans, the elven understanding of adulthood goes beyond physical growth to encompass worldly experience. The conditions for reaching majority vary depending on the culture and subspecies. Elves between 16 and 100 (for a life expectancy of 750 years) are usually considered "teenagers" by their peers. This period of their existence is devoted to developing themselves and their potential. Once they are past this phase, they can join their elders and contribute to the community.

Alignment. Surface elves are usually neutral or good, while the drow beneath the earth tend to be neutral or evil. Elenion, organized in complex societies, have a tendency to lawfulness whereas aldaron and drow are often drawn toward chaos. These differences in their attitudes explain the tensions that can exist between elven subspecies.

Size. Elves range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. As a watcher in the night used to fighting in darkness, 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 cannot discern color in darkness, only shades of gray.

Keen Senses. You have proficiency in the Perception skill.

Fey Ancestry. You have advantage on saving throws against being **charmed**, and magic cannot put you to sleep.

Trance. Elves do not need to sleep. Instead, they meditate deeply, remaining semiconscious, for 4 hours a day. (The Common word for such meditation is "trance.") While meditating, you can dream after a fashion; such dreams are actually mental exercises that have become reflexive through years of practice. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Languages. You can speak, read, and write Common and Elvish. Elvish is fluid, with subtle intonations and intricate grammar. Elven literature is very appreciated among scholars and nobles, to the point that this language is sometimes used as a lingua franca (a common tongue) in the courts and academies of many kingdoms. Surface elves speak, read, and write Common, while drow are trained in Undercommon.

Compared to sleeping, the inconvenience of the trance is that it is a voluntary exercise that requires quiet. Whereas one can sleep in short spells through the day without too much trouble (napping during a break, dozing on a walking horse, etc.), one must perform a complete trance for it to be fully effective. Trying to enter a trance in a hostile or stressful environment (aboard a strongly rocking ship, in the middle of being chased or otherwise threatened, etc.) requires a Wisdom check to which the character adds their proficiency bonus. The DC is at the leader's discretion, in accordance with the circumstances. In addition, whereas sleep can be light or deep, trance is always deep, requiring great focus. Trance is therefore a double-edged sword: very convenient, but very demanding.

Light Elves or Elenion

Elenion can be identified by their light, milk-white, or pinkish skin, forming a colorful harmony with their hair, which can be silver, gold, platinum or off-blond, sometimes with reddish or ashy tones. They have large eyes with irises in cold colors like gray, blue, green, or lilac. Elenion are often fighters or wizards, since these careers are culturally well-considered among their civilization.

- **Ability Score Increase.** Your Intelligence score increases by 1.
- **Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- **Cantrip.** You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.
- **Refinement.** Being from an artistically inclined culture, you have proficiency with one of the following tools: calligrapher's supplies, painter's supplies, jeweler's tools, weaver's tools, or a musical instrument (from the following: flute, lute, lyre, viol).
- **Extra Language.** You can speak, read, and write one extra language of your choice.

Sap Elves or Aldaron

The physical features of aldaron seem almost synchronized to their environment. They have tanned golden or bronze skin, and hair the full range of autumn leaves: green, yellow, fiery orange, red, or brown. Their eyes are usually dark; either gray, anthracite, or black, giving them a foreboding stare. Aldaron are usually rangers, sometimes druids.

- **Ability Score Increase.** Your Constitution score increases by 1.
- **Elf Weapon Training.** You have proficiency with the longsword, shortsword, shortbow, and longbow.
- **Forest Whisper.** Aldaron can conjure forest whispers. Casting this power is a simple act of willpower that takes an action and has a range of 60 feet. For a duration up to 1 minute, a cold, unsettling wind blows, seemingly filled with threatening or maddening words. Simultaneously, you can snuff out or light up a small source of fire (a torch, a lantern, a candle, or a small campfire). In either case, the resulting shadows loom threateningly. You must take a short or long rest before you can use this ability again. Aldaron usually use this power to drive away intruders, but also sometimes to set up an ambush by depriving their victims of their light source.
- **Wild Life.** Practical know-how is always an asset, if not a necessity, for one who lives in the wild, and elves always demonstrate a certain perfectionism in what they do. As such, you gain proficiency with the artisan's tools of your choice: leatherworker's tools, woodcarver's tools, or weaver's tools.
- **Extra Language.** You can speak, read, and write Sylvan.

Drow

Drow are recognizable at first glance. Their skin ranges from dark blue to black, their hair from white to silvery, and their eyes are usually red, sometimes purple or gold. Surface-dwellers know very little about this people, and whoever is aware of their existence fears them. The drow appeared after the Dawn War and are not part of the core peoples.

By default, the drow are enemies of the PCs, a threat from deep beneath the earth. Adventurers of this subspecies who freely roam the surface are even rarer than aldaron ones. Depending on their campaign style, however, the leader can accept drow PCs, or even an entire party of drow. A drow PC on the surface will be the target of much prejudice and hostility. The traits of drow characters are included in the **Bestiary**.

Gnomes

From Port Notus, I took a nefelytron. For anyone who wishes to visit the Eolian, a flying vehicle of this type is a necessity. The pilot, seated at his post, was simultaneously making use of various levers and a rudder to control the complex mechanisms of the airborne contraption. Its hull and sails looked like those of a boat, but it was outfitted with rows of half-translucent oars that could either flap like an insect's wings or position themselves to glide. Quietly settled in my seat, I dared not move, and admired the view while trying not to think about the increasingly wide gap between me and the ground.

I was visiting a friend of mine, whom I had met in the Free City, and was looking forward to seeing what his home was like. Barbulon Eeknen lived on one of the countless flying isles of the archipelago. The nefelytron landed at a dock and the pilot pointed me to a house surrounded by greenery. I disembarked gingerly with thick, cotton-like clouds drifting below me. A magnificent sight, to be sure, but also another reminder that any misstep could be deadly. Really, none but the gnomes could settle on rocks floating in the air and not see any problem with it! As an elenion, even one untrained in the arcane arts, I had an affinity with magic, but I would never rely on it when failure would result in such a vertiginous death!

Warned by the tinkling of a bell—which, I later learned, had been set to ring whenever someone set foot on the pier—Barbulon the inventor came to greet me with open arms. He shouldered some of my luggage and began telling me about many subjects with a passion that shone in his eyes.

My stay promised to be full of both surprises and wonders!

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

People of the surface mostly know about rock gnomes, or steenkabouter in Gnomish. Most of them live in an arc that crosses the Free City, ranging from the Drakenbergen to the Eolian Isles. Appreciated for their pragmatism and inventiveness, equally talented as magicians and tinkerers, gnomes are said to be the favored children of Maker.

The Artificers of the Dawn War

As good-natured as gnomes may be, one must not forget how dangerous their inventions can be. Some of their contraptions do not explode by accident, and they can give off deadly smoke. Not all of them are toys that only pose a danger from unfortunate happenstance, for gnomes can create dreadfully destructive weapons.

During the Dawn War, for example, many brave inventors and servants ventured into underground galleries to set explosives to crush the Cankerous troops beneath rubble. They made use of machines and potions whose plans and recipes were lost… unless they were destroyed so that they may never be used again?

These sappers, ill-known battle heroes, were exposed to the subterranean abominations and to magical emanations. Many never came back, but others, who were reported missing in action, actually survived, and experienced a harrowing underground journey. Where elves became drow, these gnomes transformed into svirfneblins, doomed never to leave the darkness. However, unlike the drow, the duergar, and the grimlock, they resisted the temptation of evil. Their legends say they were helped by angels of unexpected aspects.

Today, the secrets of the past fascinate both candid scholars and criminal minds with delusions of grandeur who seek the methods to craft such bombs, or unused specimens ready to release their explosive wrath.

Bold Merchants

Gnomes gather in corporations and seek to make their mark on what they call “new markets.” They attempt to entice the mighty with automatons, clever mechanisms, cosmetic potions, or gracious luminaires. Where builder dwarves offer durable, sturdy, reliable, traditional know-how, gnomes make inventions that often require special maintenance, but which possess the charm of novelty and unexpectedness. It happens that these two crafty peoples work side by side in harmony, with the dwarves making fortifications and swords while the gnomes design siege engines. Business is business, and from their flying isles high above, gnomes do not fear the repercussions of war, which can make them unscrupulous with their clientele.

Gnome Traits

Your gnome character has certain characteristics in common with all other gnomes.

- **Ability Score Increase.** Your Intelligence score increases by 2.
- **Age.** Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.
- **Alignment.** Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or inventors. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers.
- **Size.** Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Darkvision.** Born from the earth, 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 cannot discern color in darkness, only shades of gray.
- **Gnome Cunning.** You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- **Languages.** You can speak, read, and write Common and Gnomish. Gnomish uses the Dwarvish script. Gnomish literature is known for its technical manuals on the construction of engines, and for its practical and illusion spells. Surface gnomes speak, read, and write Common, while those who live in the Netherworld are taught Undercommon.

Rock Gnomes

Rock gnomes are inventive and dexterous. Other species often see them as "cute." They have fair skin and clear eyes running the gamut of blues and grays, including purple, which sometimes take on strange iridescent hues. Their hair is also light, ranging from silvery to pale blond, occasionally with hints of rose or other pastel colors.

Ability Score Increase. Your Dexterity score increases by 1.

Artificer's Lore. Whenever you make an Intelligence (History) check related to magic items, alchemical objects, or technological devices, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Pilot. You gain proficiency with one of the following tools: vehicles (air), vehicles (land), vehicles (water).

Tinker. You have proficiency with artisan's tools (tinker's tools). Using those tools, you can spend 1 hour and 10 gp worth of materials to construct a Tiny clockwork device (AC 5, 1 hp). The device ceases to function after 24 hours (unless you spend 1 hour repairing it to keep the device functioning), or when you use your action to dismantle it; at that time, you can reclaim the materials used to create it. When you are on the move, you can only have a maximum number of working devices equal to your Intelligence modifier.

When you create a device, choose one of the following options:

Clockwork Toy. This toy is a clockwork animal, monster, or person, such as a frog, mouse, bird, dragon, or soldier. When placed on the ground, the toy moves 5 feet across the ground on each of your turns in a random direction. It makes noises as appropriate to the creature it represents.

Fire Starter. The device produces a miniature flame, which you can use to light a candle, torch, or campfire. Using the device requires an action.

Music Box. When opened, this music box plays a single song at a moderate volume. The box stops playing when it reaches the song's end or when it is closed.

You can learn to create new devices—such as mechanical alarms and flying lamps—by training with a master or studying a manual. You must train for 180 days and spend 1 gp every day to perform the necessary experiments to master the new construct.

Svirfneblin

The svirfneblin are the Netherworld cousins of the rock gnomes. They have grown used to living underground and only venture to the subterranean cities of dwarves on occasion. Their skin ranges from gray to night blue, or even black, and their hair is usually gray or white. Unlike the other peoples of the Netherworld—like the drow or duergar—svirfneblin have no inclination toward evil. This species appeared after the Dawn War and is not part of the core peoples.

The traits of svirfneblin characters are included in the **Bestiary**.

Halflings

Neither a week-long downpour, nor a bridge swept away by the flood right before our eyes, nor the swarming mud mephits could get at Friedin Jollygam's cheerful mood. Every night, we made camp and fruitlessly attempted to dry our drenched clothes inside tents set on boggy ground, cursing our journey and everything related to it, swearing in all tongues. But every time, the spectacle of Friedin's perseverance silenced us for a few moments. There he was, carefully building a makeshift lean-to above a pile of damp wood that he had obstinately gathered during our march. To him, there could be no camp without a campfire, and the fact that said fire was more smoke than flames did not deter him. Coughing and crying, he kept at it until flames danced merrily under a pot in which he cooked his famous potluck—he loved that word. A warm meal was then our only solace, and we were infinitely grateful for the sort of merry madness that animated him. Simply by being present at the right time, with his hands-on, practical solutions, he quieted many tensions and disputes. In his unassuming way, our halfling companion was a hero who saved our group and mission.

The sun came back as we reached our destination. And as we exulted, he kept the same lively, smiling, open-minded demeanor.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Short, generally barefooted and clad in comfortable clothes, halflings are sometimes mistaken for children from afar. Usually gifted with solid common sense, they are not easily discouraged and know how to enjoy the many small pleasures of life. Though most halflings live on the periphery of human kingdoms, they have developed a culture of their own, which includes their iconic half-buried houses with grass-covered roofs, as well as many songs and games. They are outstanding agriculturists, seemingly capable of turning a desert into an oasis. They may not build empires or palaces, but they have mastered the art of living in harmony with their environment, as regards both to nature and to other civilizations.

Skillful Mediators

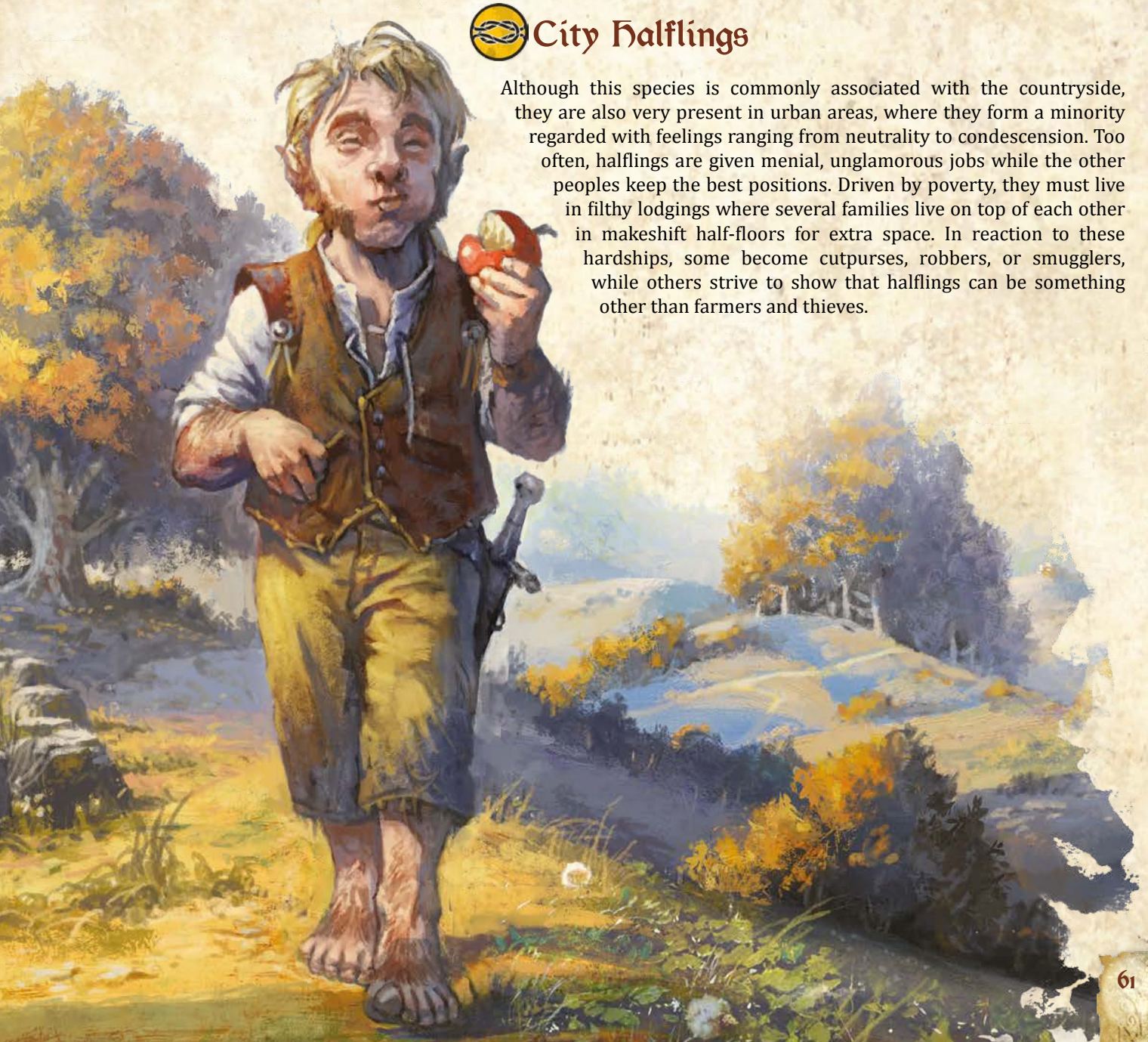
As a reward for their role as mediators during the conflicts between humans and elves, the lightfoot were given Myetea, a region northwest of the Free City. Today, these lush farmlands are autonomous, and their existence is guaranteed by their human and elven neighbors, who are equally interested in keeping this buffer country between them.

In its quiet way, halfling politics bears fruit thanks to its reliability and constancy. Its arguments could be summed up thus: "Allow us to be the go-between for you. You know that we have never instigated a war. Should we make any sort of trouble, we would be the first to suffer from it, and you would have no problem dealing with us. We will guarantee you access to quality produce. We can look after ourselves: we will be an autonomous community that will cause no disturbance, and we will pay you appropriate taxes."

Every generation, out of a taste for adventure, some lightfoot set out to experience the world and venture into dangerous regions. Sometimes, they happen to solve problems and may even found an agricultural settlement including a burgh bearing their name…

City Halflings

Although this species is commonly associated with the countryside, they are also very present in urban areas, where they form a minority regarded with feelings ranging from neutrality to condescension. Too often, halflings are given menial, unglamorous jobs while the other peoples keep the best positions. Driven by poverty, they must live in filthy lodgings where several families live on top of each other in makeshift half-floors for extra space. In reaction to these hardships, some become cutpurses, robbers, or smugglers, while others strive to show that halflings can be something other than farmers and thieves.



The Ill-Known Surefoot

Dark-skinned, with curly or frizzy hair, surefoot halflings inhabit tropical and equatorial forests. They live as nomads, building spherical nests or huts from leaves and vines. Familiar with their environment, they also sail rivers and seas on logboats or outriggers. Their customs vary enormously from one group to another and their tribes are easily distinguishable—at least, to the trained eye—from their jewels and accessories. Some surefoot are well-disposed toward stray travelers, but others are merciless cannibals.

Regarded with curiosity in large cities, surefoot are sometimes captured by merchants who sell them far from their homes as slaves, jesters, or prizes. Their lives as adventurers then begin with them gaining their freedom, though with perhaps no idea of where their native forest is, or even if their family still lives there. Having literally lost their roots, they seek their place in this new country, discovering a world radically different from what they knew.

Surefoot halflings, regardless of their origins or experiences, are known for always paying their debts, both in revenge and in gratitude. If someone saves their life or frees them, they may follow their benefactor until they get an opportunity to repay them.

Halfling Traits

Your halfling character has a number of traits in common with all other halflings.

- **Ability Score Increase.** Your Dexterity score increases by 2.
- **Age.** A halfling reaches adulthood at the age of 20 and generally lives into the middle of their second century.
- **Alignment.** Due to their dedication to their traditions and community, most halflings are lawful. Even when they leave their own for a time out of wanderlust, they always keep them close to their hearts. The major distinction between them lies in those who concern themselves with the good of others and those who see no reason to care so long as it does not affect them.
- **Size.** Halflings average about 3 feet tall and weigh about 40 pounds. Your size is Small.
- **Speed.** Your base walking speed is 25 feet.
- **Lucky.** When you roll a 1 on an attack roll, ability check, or saving throw, you can reroll the die and must use the new roll.
- **Brave.** You have advantage on saving throws against being **frightened**.
- **Halfling Nimbleness.** 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 and another language of your choice. There is no halfling tongue proper; at most, there are idioms and accents, which sound like a dialect of the dominant local language.

Lightfoot

Lightfoot are inconspicuous heroes, capable of avoiding many problems with a sunny smile or by melting into the background. Most of them experience an adventurous youth to some degree, then go back to their native land to live in comfort. Lightfoot are often rogues or bards.

- **Ability Score Increase.** Your Charisma score increases by 1.
- **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.
- **Earth's Bounty.** Lightfoot are famed for their domestic arts. You gain proficiency with one of the following tools: brewer's supplies, cook's utensils, farmer's tools.

Surefoot

Surefoot halflings are less known and are almost a legend in some places. A nomadic life in untamed lands has toughened them, and their wild lifestyle is deeply influenced by danger and the necessity of facing it. Surefoot are often rangers or barbarians, sometimes druids.

- **Ability Score Increase** Your Constitution score increases by 1.
- **Wild Harmony.** You have proficiency in the Survival skill.
- **Tribal Warfare.** You have proficiency with the shortbow, net, spear, and blowgun.

Humans

Born to a humble family of peasants, Fu Jiang, through his extraordinary life, illustrates what humans represent in my eyes: the ambition to break the certainties of a future set in advance, the will to forge one's fate against all odds, but also a fighting spirit that can become blind, relentless, and disproportionate.

According to the information I was able to gather, Fu Jiang illegally left the domain where his parents worked as serfs. He moved to a town and worked all available jobs, sometimes stealing out of necessity. He was employed as a serving boy in a garrison and watched the warriors' training, which he dedicated every minute of his free time to mimicking. Fu Jiang could have enrolled in the army among the rank and file, but his ambition was to enter the army as an officer. For that purpose, he needed a scholarly education. He also wished to perfect his mastery of the sword by fighting real dangers, and thus took up the path of an adventurer. He strove to improve his reputation whenever possible, but also never passed on an opportunity to learn more wherever he went, sharpening his mind as he perfected his knowledge through the study of scholarly works. Then, leaving his roving days behind, he finally enlisted as a royal officer. However, he was still young and full of fire. A war with a neighboring kingdom gave him the opportunity to quickly climb the ranks. He distinguished himself through his use of bold tactics, though sometimes at the of cost many of his men. He also proved cruel toward enemy prisoners and civilians. Today, Fu Jiang is a successful general, but he has made many enemies: people he has used and discarded, the families of the victims of massacres he ordered, ambitious competitors whose hopes he has ruined… And a king who fears him but needs him. For how long?

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Humans are the greatest travelers and explorers of Eana, capable of adapting to any type of environment: sand or ice deserts, temperate or equatorial forests, oceanic shores or marshes, etc. Their appearance varies, influenced by millennia spent in different environments: people of the Septentrion have fair skin, while that of men from sun-scorched lands is dark. In addition, the density of magic can accelerate the emergence of physical peculiarities, usually starting with the color of the irises or hair.

The Mettle of Humankind

Capable of thriving on water, on land, and in cities, humans are irresistibly drawn to challenges. Describing a task as impossible or unrealistic will spur them to find a way to prove you wrong. Nations compete to build the most extraordinary edifices, to plant their flag in unknown lands, or to lead the strongest empire, while individuals seek recognition through their achievements or sacrifices. A human adventurer is the embodiment of the taste for risk-taking and of the quest to surpass oneself.

Glory or Happiness

Humans are often split between a thirst for greatness, an ambition that leads them to chase glory, and a desire for simple pleasures, for the humble happiness of living peacefully with those they hold dear. Thus, some adventurers leave a content existence to make a name for themselves, then eventually return home richer, more experienced, and now yearning for a quiet life.

Idealists

More than any other species, humans are attached to great ideals that they uphold no matter the circumstances. These beliefs give meaning to their lives and allow them to find the courage to face any danger to make their mark in the world. In the name of justice, a hero leads slaves to revolt, toppling a corrupt government. To seek illumination, monks build a monastery in the wilderness, cut off from the world, turning it, in time, into a beacon for worship and piety. The conviction of an adventurer is a flame that animates them and guides them through the darkest hours of their existence.

Human Traits

It is hard to make generalizations about humans, but your human character has these traits.

- **Ability Score Increase.** Your ability scores each increase by 1.
- **Age.** Humans reach adulthood in their late teens and live less than a century.
- **Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.
- **Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Adaptability.** Humans are known for their ability to readily adapt to new situations. When you dedicate time to learning something (a language or a tool, for example), you may become proficient at a faster pace. When you have reached half the necessary training time, make a DC 15 Intelligence check every month. On a success, you immediately become proficient in the studied subject. Note that only the training time is modified: you must still spend as much money to finance your studies (books, materials for your experiments, etc.)
- **Languages.** You can speak, read, and write Common and two extra languages of your choice.

Melessë, the Half-Elves

It had been years since I had last been in Dvâryatree, one of the great ports of Ajagar. I walked off the Albatross, my mind filled with dreams nurtured by the wonderful memories I had of the city, but also and mostly of Nidari. We had separated abruptly, but she still held a special place in my heart. This blond human adventuress had chosen her moniker—the Fearless—in the tongue of her adoptive country. Together, we had sailed toward Bandiko-Mibu and through the whole maritime empire of Gardhat. I remembered how she had allowed us to escape a rukh—a gigantic, voracious bird—and how, in turn, I had saved her from the hungry maw of a young dragon turtle…

Nearly thirty years had come and gone. I had returned home to share the last moments of my dying father, and then, because of one thing or another, I kept putting off my journey back to Dvâryatree, so that Nidari and I remained apart for far too long. After so much time, I knew that the beauty of the proud young woman had certainly wilted, but I resolved not to let it trouble me. In my mind, Nidari was a delicate chrysanthemum in autumn. I pictured her fragile, wrinkled skin, weathered by experience, but still holding the same valiant soul.

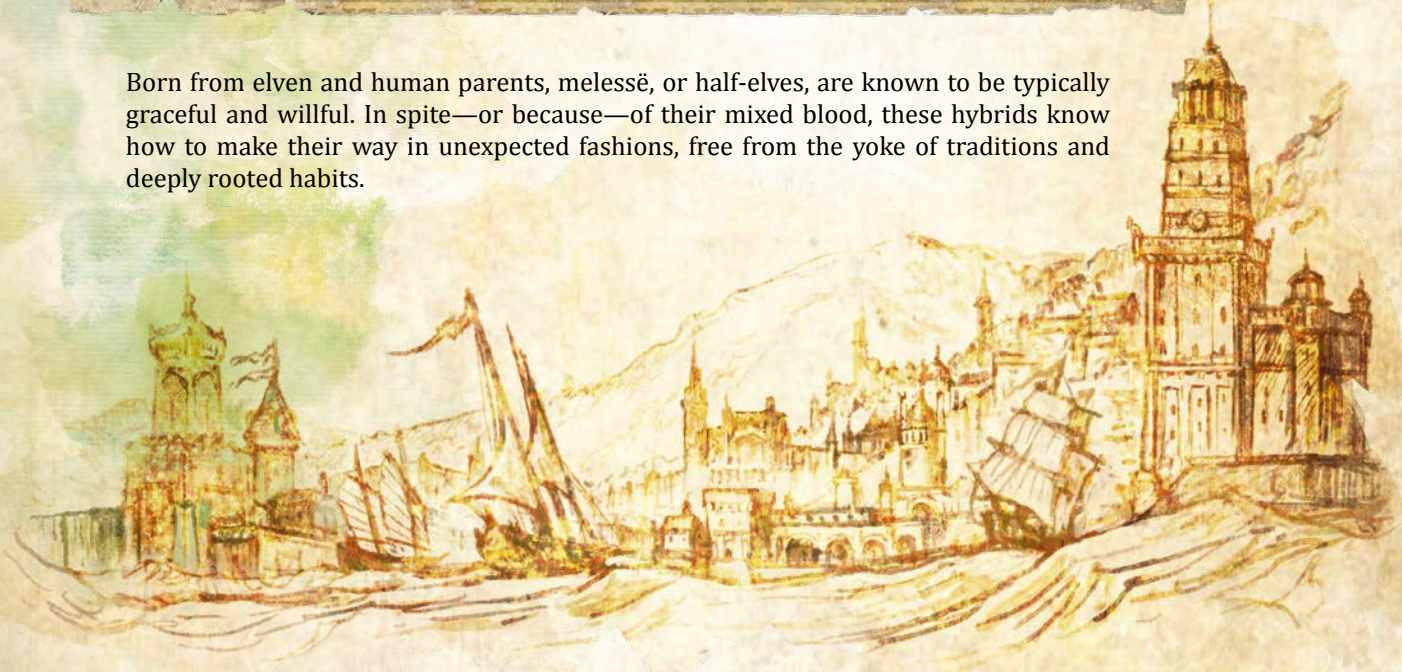
After a few inquiries, I learned that she lived in an upper middle-class house, which made me happy for her, as I took it as proof that she could comfortably live off the fruits of her adventures. Welcomed onto the patio, I waited for the mistress of the house to greet me. As I lost myself in the contemplation of some sprawling ivy, my reverie was interrupted by the firm baritone of a man:

"Mother will not see you today, nor another day," he said coolly. "She does not wish to tarnish your memory of her. I, however, am curious to make your acquaintance, father."

My heart skipped a beat. Stunned, I sought the face of the unknown man who slowly walked out of the shadows: Amarkhoon, my son. He seemed full of confidence for his age, a trait he obviously inherited from his mother. A half-elf, a being halfway between two worlds; between the fleeting lives of humans and the patient centuries of elves. Charismatic and astute, he was a rising member of society, and I soon learned that their current wealth was entirely his doing. He had taken upon himself what should have been my duty: to look after Nidari as she grew weaker. I was torn between pride and shame, but also between curiosity and reluctance at the idea of learning too much. No one gets that rich that fast without some dangerous compromises.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Born from elven and human parents, melessë, or half-elves, are known to be typically graceful and willful. In spite—or because—of their mixed blood, these hybrids know how to make their way in unexpected fashions, free from the yoke of traditions and deeply rooted habits.



Shrewd Intermediaries

Omnipresent among navies and as agents in noble courts, melessë are seen as natural intermediaries between two worlds: civilization and wilderness, light and shadow, etc. Due to their ease in society, they are often entrusted with important missions, and thus rise quickly in the service of powerful protectors or patrons. With time, they become privy to so many secrets that they may become indispensable, inconspicuous holders of great influence.

Half-Elf or Melessë?

In Eana, the denomination "half-elf" is common, but sometimes perceived as derogatory, as if the concerned individual were an incomplete being. Thus, the term "melessë" is usually preferred. It is derived from an Elvish word expressing love, as it is commonly said that half-elves are born from passion.

Ambivalent Liberty

Propelled by their natural charisma, melessë freely travel the world. They fit in easily, but have a hard time settling down. Some are fine with this, feeling that existence is fleeting and that any attachment is illusory, but others dream of one day having a country, a kingdom, a land governed by their kind that they could call their own. The yet uncertain future of melessë will depend on whether they can develop a common identity.

Melessë Traits

Your melessë character has some qualities in common with elves and some that are unique to their species. In particular, half-elves are reputed for their open-mindedness and curiosity. Every melessë sports unique features that also highlight their mixed heritage. However, nearly all of them have in common delicately chiseled faces and pointed ears. Their hair is frequently described as silky and can be of any color found among elves and humans, though with sometimes varying hues: black becomes deep blue, red becomes crimson, and even brown can have tints of pink. The same goes for the eyes: sapphire blue, jade green, amethyst, garnet pink, pearl gray, etc.

- **Ability Score Increase.** Your Charisma score increases by 2, and two other ability scores of your choice increase by 1.
- **Age.** Half-elves mature at the same rate humans do and reach adulthood around the age of 20. They live much longer than humans, however, often exceeding 180 years.
- **Alignment.** Due to their ancestry, melessë often have the sense of standing between two worlds. As such, they are usually at odds with the idea of a ruling norm, and are rarely of lawful alignment, preferring to adapt their behavior to the circumstances.
- **Size.** Melessë are about the same size as humans, ranging from 5 to 6 feet tall. Your size is Medium.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision** Thanks to your elf blood, 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 cannot discern color in darkness, only shades of gray.
- **Fey Ancestry.** You have advantage on saving throws against being **charmed**, and magic cannot put you to sleep.
- **Skill Versatility.** You gain proficiency in two skills of your choice and in one of the following tools: a type of musical instrument (any one), navigator's tools, a type of artisan's tools (any one), vehicles (land, water, or air). These proficiencies should reflect your background, of the encounters you have had, of the adventures you have experienced in the course of your youth, etc. You can pick them after you have chosen your background, which comes next during character creation.
- **Languages.** You can speak, read, and write Common, Elvish, and two extra languages of your choice.

Merosi, the Half-Orcs

My guide had led me to the steppe, into the lands of clan Shuurga, led by the fierce Saikhan, a half-human, half-orc hybrid. She was none too pleased about my plans to explore the ruins of Mangulik, capital of the Horde's great warlord, founder of the spirit of Kaan, favored son of the Lady of the Night, bloodthirsty liberator ruling from atop a pyramid of skulls—in short, the last vestiges left by the one who would become the terrible god Tamerakh. Rumor of my intent had spread through the whole camp, and I was regarded as foolhardy, mad, or dangerous, sometimes all three. I considered myself a witness; someone who could bring back reliable information to modern minds instead of fanciful, contradictory tales. To me, such fear was mostly born from the ignorance of what had truly transpired in Mangulik. I wished to know the truth.

Hearing my motives, Saikhan judged them to be worthy and declared that she would guide me into the Khoosrol, the desolate lands whose ancient capital stood at their center. I was rather taken aback by this arrangement, but since she did not seem to be the treacherous type, I accepted her offer.

After two days of taxing riding through the steppe, our mounts started to get skittish. We were making for a mountaintop from which we could get a good view of the region. At nightfall, we set camp in a spot sheltered from the increasingly strong wind. In addition to the roaring gusts and the constant, panicked whickering of our mounts, it seemed to me that I could hear a high-pitched shrieking in the distance; a sort of distorted crying or yelling. Had I been human, I might have salvaged a few hours of fitful sleep from this harrowing night, but as it was, I found it impossible to stay in trance for the four straight hours I required.

At dawn, Saikhan took me to the summit. In front of me spread a cursed land, the dilapidated crossroads of which were dotted with the burial mounds of warriors fallen in the course of the tyrant's relentless conquests. I saw short-lived rivers that took shape when rain fell on the mountains, only to evaporate before they could reach the sea. The merosi described to me the reprobates that haunted the warrens, the specters that made every night a nightmare, and the demons that, according to rumor, lurked in the ruins to this day. With visible irony, she insisted that she had no idea whether all these stories were true. However, she could certify that specters were common and that horses were reluctant to venture into this forsaken country. Its whole population had been sacrificed so that Tamerakh could rise to godhood, unless it was as revenge for some forgotten offense… Either way, it was abundantly clear that many of these unfortunate souls had never found peace.

To me, the world of Saikhan seemed as vast as an ocean, with the Khoosrol as its abyss. I thanked the leader of the Shuurga for opening my eyes and turning me away from my suicidal project by demonstration rather than by force.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Gifted with the boundless strength of orcs and with the creativity of humans, merosi, or half-orcs, are surprisingly versatile, capable of brutality and impulsiveness as much as of cleverness and subtlety. Their instinctive reactions, stamina, and combativeness are generally considered fearsome, but also sometimes fascinating, in the same way a big cat can be.

Most merosi live in the Kaani Empire or in the lands that it ruled in the past. There, they are so common that you can meet entire clans of these hybrids, well integrated into society. In Cyfandir, half-orcs are persistently labeled as descendants of invaders. Elsewhere, for example in the Draconic Kingdoms, they are so rare and ill-known that they only arouse curiosity.

Half-Orc or Merosi?

The term “half-orc” is commonly derogatory, as orcs are known to have been involved in many bloody raids and conquests. As such, this term is usually perceived as referring to the presumed violence or stupidity of these half-bloods. In the Kaani Empire, they are called “merosi,” referring to their double parentage, the two being considered with equal pride.

A Short but Intense Life

Merosi have a shorter lifespan than most humanoid species: they rarely live more than seventy years. What could have been taken as a curse or a tragedy is instead accepted with stoicism. A half-orc reaches adulthood at fourteen, at which point they are encouraged to pursue their calling or to seek what will give meaning to their existence. Better to die after a life fully realized than to experience centuries of tedium and listlessness.

Earning Respect

The clannish Kaani culture influences many merosi who seek to distinguish themselves through great deeds in order to prove their worth. Some promise themselves that they will come back to their native land to vanquish the greatest warriors and join the ruling council, or even become tribal chieftains. This drive to test one’s mettle can take the form of a heightened taste for risks and extraordinary challenges. Making a name for oneself, no matter in what domain, being talked and written about in legends and history books, is an apotheosis that many dream of.

Half-Orc Philosophies

Merosi philosophies have made their mark on the history of Eana. They have developed concepts close to what we know as Epicureanism—or even hedonism—and Stoicism. The violent, unrelenting dogma of Tamerakh, god of freedom and destruction, is studied by scholars, side by side with the texts of the most famous authors.

Lady Khutga

An imperial princess, Khutga lived during a period of great disasters for the Kaani and was one of the last survivors of her family. From a situation of great wealth, she sunk into the depths of poverty, and took refuge in foreign lands where she spent her elder years. She left behind her a corpus of stoic writings, recommending never to let oneself be affected by what one has no control over, all the while never sinking into inactivity and passivity, always remaining poised to seize whatever opportunity may arise, even in the worst circumstances.

Lord Tsunsny

This merosi was among those who spearheaded the rebirth of the Horde. He fitted the ideal of a Kaani conqueror, but was also a shrewd administrator and one of the great builders of the port of Khaalgany. His treatises focus on the question of chance, and he theorized the necessity of giving deep consideration to trivial matters while dealing lightly with serious ones, so as to be equal in all things, in peace as in war.

Poetess Yulduz

A writer of artistic collections and songs of great refinement, Yulduz is known to be a philosopher whose work celebrates present life and the importance of enjoying every experience to the fullest. According to her philosophy, "good" is synonymous with the quest for pleasure, and her conviction is that everything that arouses fascination and attraction can therefore be good. Her writings, inflammatory in some respects, celebrate the grandeur of certain demon princes and the passion for the violence of bloody fights, those that stir up the feeling of being alive by confronting one with the fear of death.

Merosi Traits

Your half-orc character has certain traits deriving from your orc ancestry. Other species are quick to associate merosi with ugliness, but their mixed blood can actually result in harmonious beauty, with bark-colored hair, tanned skin, and tawny eyes.

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

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Half-orcs inherit a tendency toward chaos from their orc parents, as well as a thirst for freedom and for experiencing life as it goes, candidly enjoying the pleasures it offers. Such an attitude is not incompatible with a strong sense of honor and with sticking to one's word. However, their strong attachment to their community can make them indifferent to the fate of outsiders.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, 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 cannot discern color in darkness, only shades of gray.

Menacing. You gain proficiency in the Intimidation skill.

Relentless Endurance. When damage reduces you to 0 hit points but does not kill you outright, you can drop to 1 hit point instead. You cannot use this feature again until you finish a long rest.

If the leader makes use of the Wound rules, they can decide to apply this optional rule: making use of Relentless Endurance immediately and automatically brings you to the "dying" state with 1 hit point and 5 levels of exhaustion, all the while retaining consciousness. Due to adrenaline, you can ignore the pain of your Wounds and all exhaustion-related effects for a number of rounds equal to your Constitution modifier (with a minimum of one). You cannot use this feature again until you finish a short or long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Languages. You can speak, read, and write Common and Kaani.

Tieflings

Although I was a lowly stranger in this faraway court, my friendship with the scholarly magistrate Gao Mei earned me the privilege of being invited to a banquet organized in the honor of the victorious general Fu Jiang, in the Palace of the Eight Celestial Virtues. I had crossed an immense courtyard under the watch of dozens of fierce-looking soldiers, as motionless and solemn as statues. I could see the walls of the fortress, which were equally well-guarded. Even inside the great reception hall, which was filled with at least two hundred guests, I could feel the stares of those who stayed to the shadows, sometimes disguised as servants, but clearly ready for violence. They seemed to remain ever-vigilant, attentive to the slightest details, as if fearing that a madman might rise, take out a concealed weapon, cross the hundred feet separating them from the head table, and somehow manage to murder the general.

This heavy atmosphere was dissipated through no small effort on the part of a band of entertainers, which included highly talented acrobats and musicians. The dishes were so exquisite that they would have not found their match even at the best tables of Ellerìna. Despite the surrounding pomp, I could tell that many shared a persistent fear whose origin I could not discern. Regardless, deciding that Shi-huang's problems were none of my business, I resolved to have a pleasant evening. The profusion of alcohols contributed to making my neighbors more cheerful, and I spent most of the meal in cordial conversation with an official in charge of the archives.

As the soiree continued well into the night, my dinner companion offered to show me a few of his treasures. We left and walked through darkened corridors until we reached a closed door. It was then that my considerably inebriated guide realized he did not have the key with him. However, I did not listen to him, as my attention had been caught by a figure sneaking through the gloom. I could make out the intruder's dark skin and horns: a tiefling! She had managed to break in despite the tight-knit security. How? I had no wish to find out: dispossessed of my weapon and armor, and having no idea of her martial prowess, I immediately retreated to warn the guard.

When we came back, she was gone. The official did not understand the cause of such agitation, but even he stopped blabbering when, in a corner, we found a small rag doll dressed in a black robe with a garrote around its neck. It was an explicit warning from the Brotherhood of the Final Torment: these fanatics would be back, they never gave up.

Excerpt from the memoirs of Mirë Lelyen, elenion explorer

Tieflings seem to be born exclusively from human women, as if this species had an innate connection with evil powers. This may be yet one more example of the adaptability of humans, which can result in both the best and the worst. Tieflings themselves are usually sterile, and seemingly only capable of reproducing in very particular circumstances.

The Curse

Not all tieflings are born from the direct intervention of a fiend. Sometimes, a pregnant woman can be exposed to black magic, thus marking the child. It can be the result of a curse, the pernicious influence of an evil item, the consequence of the pregnant mother fighting a sorcerer, etc. The appearance of the resulting child is not necessarily monstrous: they may simply have feline eyes (golden, with slit pupils), abnormally colored hair (white from infancy, for example), and more pronounced canines than normal. The young tiefling's nature may then only be revealed through spontaneous supernatural abilities, such as speaking the tongue of demons (or devils) without having ever heard it, being impervious to fire, casting an eerie cantrip, etc. The child and mother may be rejected, or even hunted down. Consumed by rage, will the cursed young one turn toward evil? Or will they dedicate themselves to the service of good, considering themselves best suited to fighting fire with fire? Or will they consider themselves an expression of the world's corruption, perceiving their stigmas as the mark of an inescapable fate they would rather not think about?

An Agent in Eana

Witches who regularly deal with devils or demons are often offered or forced to have intercourse with their fiendish partners. The aside "Fiendish parentage" covers the usual situations. In any case, the tiefling's mother will be deeply marked by the experience and may even become sterile as a result of the pregnancy. Her child can be a treasure, the fruit of years of tireless work, or a shameful curse. Tieflings born in such circumstances are often seen by one or both of their parents as tools in the service of a dark end. Will they lend themselves to it? Will they try to break free?

Xonim's Ambiguous Benevolence

Xonim is the ambivalent Lady of the Night; the unsettling, manipulative wizard goddess. She is widely known to be fond of tieflings and is even said to be inclined to answer their prayers, for example allowing them to elude their pursuers. But are her favors truly disinterested?

A Sense of Evil

Tieflings can intuitively speak the language of their fiendish parent, sometimes even before that of their human mother. During their childhood, they become spontaneously able to cast the *thaumaturgy* cantrip. It also seems that they are sometimes warned of evil intent through dreams and even fleeting visions. What is the meaning of this sense of evil? Is it a call, beckoning the tiefling to join the armies of evil? Could this sense be taken advantage of to foresee disaster?

Fiendish Parentage

Fiendish parents, even those of female aspects, are capable of inseminating those they have chosen to bear their children.

The player chooses whether their character will be of devil or demon blood, and the leader decides the exact nature of the parent. More information can be found about devils and demons in **Arcana** and **Bestiary**.

Here are the most commonly involved devils and the status of the resulting tiefling:

- **Hospodar.** Devil leaders, like other beings of great power, can decide to manifest under the form of a hypostasis—a short-lived embodiment of part of their essence—adopting a shape suited to a momentary intervention in Eana. They always do so with a plan in mind, and the child will be a privileged object of their fiendish parent's attention, intent on making full use of their offspring to further their diabolical ends. In the eyes of cultists, the child of a hospodar is a messiah-like figure.

- **Turtânu (pit fiend).** These devils only sire during rare rituals that require a great expenditure of power. For many cultists, the scion of a pit fiend is a precious gift, the equivalent of a prince. How much the fiendish parent is respected by devils will also be reflected on the tiefling.

- **Qarnu (horned devil).** Horned devils are the most common parents of tieflings, to the point of being at the origin of the stereotypical depiction of tieflings as horned and tailed. Any witch, even an occasional one, has a chance of being offered such an arrangement. The motivations of horned devils, however, are unclear: establishing their psychological sway over the mortal that gives them her soul? Spreading evil by siring children? They do not seem to pay much attention to the resulting offspring, which gives them much more liberty than most tieflings.

- **Harharru (chain devil).** Chain devils are the diabolic tutors of torturers and jailers. It happens that they torment their pupils' prisoners, sometimes with rape. As might be expected, harharru tieflings are not well-considered among the denizens of Furnace and are easily looked down on as sons and daughters of slaves.

Due to the chaotic nature of demons, their behavior toward tieflings of their blood are more unpredictable. Here are the most common demonic parents:

- **Prince.** Just like hospodar, princes can sire through hypostasis. Their motivations, however, are less clear. They may simply wish to have a pawn in Eana or may actually feel attachment toward certain mortals despite their destructive projects.

- **Marilith.** Snake-like demons in the service of Liridem the Bitter or Akhlitôl the Vengeful. When they sire tieflings, mariliths usually offer them to their prince so that they may make use of them as devoted agents. Sometimes, a marilith keeps its child, when it can use them to further its own ambitions, related to its existence in Melancholia or to its past life, of which it keeps tormented memories. The tiefling will usually sport serpent scales on part of their body, and sometimes a forked tongue.

- **Glabrezu.** This perfidious, subtle adviser of the mighty uses its offspring as agents in the game of thrones. Its tieflings may count on continual help and sage advice… until the time comes for them to be mercilessly sacrificed to serve the ambitions of a promising mortal under the demon's tutelage, or when the glabrezu deems the situation interesting enough to satisfy its sense of tragedy. Due to them both having horns as part of their fiendish heritage, glabrezu tieflings are sometimes confused with qarnu ones.

- **Incubus and succubus.** These demons are known to sow tieflings by accident. Their scions are reputed for their beauty and can often pass for humans without effort. In certain lands where the crimes of these fiends have attracted notice, striking looks are considered to be suspicious and can lead to an investigation, or even a trial for sorcery. According to certain legends, such tieflings are doomed to misfortune in love.

Tiefling Traits

Tieflings share certain racial traits as a result of their diabolic or demonic descent, or of the evil influence their mother experienced during pregnancy.

- **Ability Score Increase.** Your Intelligence score increases by 1, and your Charisma score increases by 2.
- **Age.** Tieflings mature at the same rate as humans but live a few years longer.
- **Alignment.** Tieflings have as much free will as other humanoid species and can thus be good as well as evil. Their motivations can be related to their education or to experiencing the rejection of society. Likewise, whether they are lawful or chaotic is their choice. Ultimately, however, a tiefling will always have to take a stand in regard to their fiendish parent and to mankind, which leads them to take radical stances and thus tends to exclude neutrality.
- **Size.** Tieflings are about the same size and build as humans. Your size is Medium
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** Thanks to your fiendish heritage, 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 cannot discern color in darkness, only shades of gray.
- **Fiendish Resistance.** You have resistance to fire damage.
- **Dark Legacy.** You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *withering rebuke* spell once as a 2nd-level spell (you can cast it again after you finish a long rest). Once you reach 5th level, you can also cast the *darkness* spell once (you can cast it again after you finish a long rest). Charisma is your spellcasting ability for these spells.
- **Languages.** You can speak, read, and write Common, as well as Diabolic or Demonic, depending on your parentage. You speak your fiendish language intuitively.

Below, you will find optional rules to make tieflings more unsettling and surprising.

Dark Instincts

If you use this optional rule, tieflings will be more tormented beings, split between their beastly nature driving them toward evil and the Lady of the Night, who protects them from their enemies.

- **Evil Resurgence.** Fiends are deeply evil by nature, and tieflings are filled with their essence. Within them stirs an evil, selfish, and violence-hungry beast. When the tiefling is in danger or exposed to temptation, the beast tries to take control for an instant in order to perform an evil act. In such circumstances, the tiefling must make a DC 5 Wisdom saving throw or the beast gets to take a free extra action of its choice. Whether the saving throw is successful or not, the beast cannot make another attempt until the tiefling has finished a long rest.

A tiefling paladin intends to stand between a bulette and its victim. The beast refuses to risk its life for someone else and attempts to assert its will. The tiefling fails the saving throw and visibly stands back.
A tiefling rogue is holding someone hostage and using them to force an enemy to surrender, which they do. However, the beast whispers to the tiefling to still cut the hostage's throat.

- **Plea to Xonim.** With an action, you can make a plea to the goddess Xonim, the dangerous protector of tieflings. Depending on the circumstances, this ability can have one or several of the following effects: erasing your tracks, masking your scent, misleading your pursuers, triggering a happy accident (a door opportunely opens, someone drops a key, etc.), attracting an enemy's attention away from you, etc. In game terms, you have advantage on your next Dexterity (Stealth) check and your enemies have disadvantage on their next Wisdom (Perception) check. The result is always subtle and coincidental, and only you will be aware of the divine intervention. You regain this ability after a long rest.

The Unpredictability of Tieflings

Every tiefling is unique. If the leader wishes to accentuate the mysterious aspect of this species, they can use this optional rule and determine the tiefling's innate spell list themselves, so that it reflects the peculiarities of the fiendish parent. This works as follows:

- At level 1, you know one cantrip.
- At level 3, you know one 1st-level spell, which you can cast once as a 2nd-level spell. You can cast it again after you finish a long rest.
- At level 5, you know one 2nd-level spell, which you can cast once as a 3rd-level spell. You can cast it again after you finish a long rest.
- Charisma is your spellcasting ability for these spells.

Character's History

By picking your character's species and civilization, you have laid the first steps of their history. Now, you will get to flesh it out by defining the most memorable moments of their existence, by selecting the skills and knowledge they are proficient in, and by choosing their equipment, their defining features, and a particular talent or network they can rely on.

Background

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your fighter might have been a courageous knight or a grizzled soldier. Your wizard could have been a sage or an artisan. Your rogue might have gotten by as a guild thief or commanded audiences as a jester.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is *what changed*? Why did you stop doing whatever your background describes and start adventuring? Where did you get the money to purchase your starting gear, or, if you come from a wealthy background, why don't you have *more* money? How did you learn the skills of your class?

In the following pages, you will be guided through several steps to design a background of your own. At the end of every step, three examples are included to provide an illustration: the artisan, the pirate, and the slave.

If you are in a hurry or seek inspiration, take a look at the ten ready-made backgrounds provided at the end of this chapter.

Background Creation Steps

- **Step 1: Identity.** Establish your character's concept.
- **Step 2: Skill Proficiencies.** Choose two skills you are proficient in.
- **Step 3: Additional Proficiencies.** Choose two proficiencies among tools, vehicles, or languages.
- **Step 4: Equipment.** Determine your belongings.
- **Step 5: Feature.** Your feature is that little something you have mastered that gives you an edge of your own.
- **Step 6: Characteristics.** Define the core of your personality and connection to the story.
- **Bonus step: Handicap.** If you wish, you can pick two handicaps to gain a feat.

Step 1: Identity

The first step consists of summing up what best defines your identity, the kind of person you were before you decided to become an adventurer. This can be related to your social origin, your profession, or a dramatic event. In certain cases, your background can combine two or all three of these aspects.

Social Origin

You have grown up in an environment whose codes and values you have become familiar with. It can be a social group whose place is recognized in society (a noble house, a village, a religious community, etc.) or, conversely, one characterized by its marginality (bastards, foreigners, street urchins, vagabonds, etc.). People who belong to your group will have an opinion about you taking the life-changing decision of becoming an adventurer. They may be proud of you or see you as a traitor, but your decision will certainly not leave them indifferent. Are you in tune with your origins or do you reject your roots? Who are the people who matter above all else among your relatives and close friends? The answers to these questions will be useful for **step 6: Characteristics**.

Profession

What defines you first and foremost is your professional activity. You may be famous for it or practice it in private, almost as a hobby. Either way, you are proud of your mastery in this domain, to the point of considering it an important part of your identity. Whatever your art is, you surely spend a lot of time refining it. So with that said, what is your profession? Take note of it, as it will have an impact on **step 2: Skill Proficiencies** and **step 3: Additional Proficiencies**.

Dramatic Event

Something changed your life radically, something so profound you've built your identity around it. Was it a positive or negative change? Here are a few possibilities:

- **Positive:** Meeting a mentor, finding a treasure, experiencing an epiphany, gaining an inheritance, discovering a passion, earning a promotion, etc.
- **Negative:** Mourning, being kidnapped or captured by bandits, getting caught in a fire, being violently attacked, suffering a betrayal, going on trial, etc.

Your view of the world was probably flipped upside down by what happened to you. Take note of how your character feels about it. If a friend or enemy was closely involved in this experience, mention it. This information will come up during **step 6: Characteristics**.

Examples of Background Concepts

Now, put your background concept to words. Take some time to think about the various possibilities and pick whichever sounds most interesting and fitting to you. Below is a list of concepts. It is by no means exhaustive, but it will give you an idea of what your background concept might be like:

Concept name	Summary of the Concept
Acolyte*	You have spent your life in the service of a temple to a specific god or pantheon of gods.
Animist*	Not everyone may believe you, but for you there is no doubt about it: you are able to communicate with spirits.
Artisan**	Before you became an adventurer and embraced a life of questing, you worked as an artisan and were perhaps considered an artist.
Bohemian*	You are from an itinerant, nomadic community organized around colorful wagons and dazzling shows.
Condottiere*	You know how to fight, that is certain, but you have always done so with manners, and your feats of arms are the talk of the local inns.

Convict	For some reason or another, you have spent many years in jail.
Executioner	In many kingdoms, torture and the death penalty are legal, and you were one of the sinister agents who carried them out.
Explorer of Wild Lands*	You have lost count of the miles you have walked, the forests you have crossed, and the mountains you have scaled, but you keep a vivid memory of each land you have traveled.
Fugitive	You fled someone or something, running away from it for years… perhaps you still are!
Judge	You delivered justice in the name of your lord or king.
Mercenary	Before you became an adventurer, you fought for the highest bidder. Maybe you still do?
Notable*	Many people would have liked to grow up in such a comfortable environment as yours.
Pauper	You have experienced misery, and it is probably what drove you to become an adventurer.
Peasant	You are connected to your land and tilled it for many years before you took another path.
Pirate**	Commanding a fearsome ship, you were the scourge of the seas… unless you were but a lowly cabin boy, swabbing the deck for months on end.
Recluse*	You spent a good part of your life in the middle of nature or in a remote place of contemplation.
Sailor	You have spent most of your life at sea.
Savant*	To many, you are a font of knowledge. You know, however, that said font does not fill itself.
Schemer	Crafty politician, courtier among a lord's entourage, or high-ranking member of a guild, you are accustomed to power and its underhanded dangers.
Scoundrel*	You have taken part in less-than-legal businesses for quite some time.
Slave**	During a more or less extended period, you were a slave, exploited either as a worker or as an indentured servant.
Soldier	You served in the army, whether as a simple soldier or as a high-ranking knight.
Survivor*	For as long as you can remember, you have always been surrounded by blood and death.

* Concepts with an asterisk are developed at the end of this chapter. You can use these backgrounds as such or draw inspiration from them to create your own.
** Concepts with two asterisks are used as detailed examples throughout the background creation steps, as below:

Artisan

Before he became an adventurer, your character was an artisan. Peasants aside, artisans make up most of the population. In addition to the many types of artisans, there are also typical cultural specialties, such as the renowned Kaani carpetmakers, elenion jewelers, and dwarven smiths. There is no clear-cut difference between a talented creative artisan and an artist. Artisans commonly gather in guilds, brotherhoods, and corporations according to their trade. They usually show solidarity, but this does not preclude competition and, sometimes, treachery.

Pirate

Maybe you roamed the Barbary Islands or, further north, the Septentrion, riding your longship? Pirates are as common as brigands. They seek to become rich or, sometimes, simply to survive, forming a free, proud society in which rank is in direct proportion to one's daring and talent.

Slave

Your character is a former slave. Slavery is quite common in Eana, and there are many reasons one might have become a slave. Most war prisoners become the victor's slaves. Pirates often capture people to ransom them or sell them as slaves in other countries. Poverty-stricken people may willingly become slaves, selling themselves to provide for their family or becoming thralls to erase a debt. In many countries, children born from slaves are considered slaves as well.

Step 2: Skill Proficiencies

All backgrounds grant proficiency in two skills, each of which can be used as a basis to imagine the iconic moments of your character's past. How did they become such a smooth talker? Or such a good rider? Below, you will find a list of the available skills, along with suggestions on how your character might have learned them, be it by being taught or on their own. Determine how your character became proficient in these two skills, in relation to the background concept you chose during the previous step.

Acrobatics

You are trained in keeping your balance and tumbling.

- *You have been raised by an entertainer and journeyed with her on the many roads of Cyfandir. Every day, you trained rigorously to perform the tricks that would captivate your audience and provide both of you with enough money to eat your fill.*
- *For many years, you were a sailor. You often had to climb the masts to work the rigging, even during foul weather. You have developed a solid sense of balance and steady nerves.*

Animal Handling

You are comfortable around domestic animals and are capable of taming wild animals. You can ride horses, care for them, raise them, and train them.

- *You grew up among a family of nomads in the Kaani steppes. You have been riding horses from your earliest years.*
- *During your years as a vagabond, traveling from one resting spot to another, your only companion was your dog, Truffle. It was with him that you discovered the world and thanks to him that you have survived many perils. Today, Truffle is no more, but your memory of him remains, and you know what you owe him.*

Arcana

You know about the fundamental rules that dictate how magic works, and you are learned in supernatural mysteries. An academic training in Arcana is most often accompanied by the learning of an Exotic language: Celestial, Demonic, Diabolic, Draconic, or Sylvan.

- *You served as the apprentice of a wizard who told you about the secrets of magic, the horrors hidden in the shadows and their weaknesses, so that you could know who to form pacts with and who to avoid.*
- *Near your village, a pack of werewolves wreaked havoc. This threat stirred your curiosity and you questioned every elder, sage, village doctor, priest, and charlatan. Today, your knowledge rivals that of any apprentice wizard.*

Athletics

You can swim, jump far and high, and climb skillfully.

- *In the region where you grew up, every year villages hold a friendly competition with running, jumping, and swimming events. You trained hard to proudly wear the colors of your village, and it paid off!*
- *In the duergar's mines, slaves work tirelessly, performing mind-numbing, body-breaking tasks in dark tunnels. You were among the few who did not give up. You found the strength to escape and ran for hours, for days, to evade your pursuers.*

Deception

You can bluff and lie, seduce and manipulate, con and embezzle, jeer and taunt. The common point between all of these is that you can neatly separate what you feel from what you want your audience to see.

- *You have a passion for gaming, in particular for betting games and dangerous games. To gain the upper hand, the trick is not to let the other know what you have in mind, so you have learned to always wear a mask in society. Is it a perpetual smile, a poker face, or a constant babbling that serves as white noise?*
- *The halls of power are full of fake smiles and hidden threats. As an aristocratic scion, your relatives took care to teach you from childhood to conceal your true emotions and to keep a straight face in all circumstances.*

History

You have a wide array of knowledge in human sciences, which cover not only history, but also law, humanities, geography, and politics.

- *Your parents—and their parents before them—had been holding a notary's office for decades, so naturally you joined the family business for a time, working as a scribe and clerk. Years writing down wills, quarrels between merchant guilds, disagreements between neighbors, and seeking solutions to these problems have taught you a lot about how the world works.*
- *You had the good fortune of growing up surrounded by books: tales of adventure, epic poetry, tales and legends, chronicles of the wars against Canker... You read with a voracious passion, dreaming of adventure, but also retaining many factual details, nurturing your general knowledge.*

Insight

You can identify an emotion from the tone of someone's voice, catch telling flashes of expression, and read body language. You can tell when someone is lying to you or is up to no good.

- *Living surrounded by short-tempered, violent people trained your social awareness and, above all, your ability to spot the cues that foretell conflict. This left you with just enough time to disarm the crisis or scram before it blew up.*
- *During your studies with your master, you saw him receive people at their wit's end. He was a good listener, and the advice he provided was both simple and wise. He imparted to you this art of understanding the minds of others.*

Intimidation

You can command, unsettle, give orders, frighten, or push around others at your convenience.

- *As a teenager, you did not have much to your name and often crossed paths with spoiled kids who went to the same places as you did to slum it. Over time, with subtle threats, staredowns, and the occasional use of a club, you cultivated the art of asserting yourself. Today, you are able to do so simply with the right attitude, without even having to draw your weapon.*
- *The village was on fire and everybody was running around in a panic. But the woman started calling people in a firm voice and giving them instructions in a tone you just could not argue with. Soon, she had brought back some degree of order and the worst was averted. You have striven to follow her example.*

Investigation

You have an eye for details that do not fit and the wit to make sense of a situation.

- *Your mentor always said that to become a master craftsman, you had to pay attention to the little things and understand how a small part of an ensemble can influence the whole. This methodical, patient awareness was meant to teach you to spot potential flaws and nip them in the bud. As it was, you discovered that this rigorous approach had many other useful applications.*

- *The village was in shock. Dreadful crimes had been committed. Outside the town, hunters had spotted strange tracks that pointed to nothing conclusive. At the inn, the stories you heard cemented your suspicions: you knew something was off. Piece by piece, you brought the puzzle together and were able to unmask the bloodthirsty lycanthrope that posed as an unassuming peasant. This episode taught you a lot, particularly not to let yourself be fooled by appearances and hasty conclusions.*

Medicine

You are learned in anatomy and physiology, and capable of diagnosing a poison or sickness. You can also stitch someone up or remove a projectile from a wound. Preparing remedies, however, requires proficiency with the herbalism kit or alchemist's supplies.

- *Conscripted by your lord, you experienced battle and were wounded. Fortunately, you fared much better than others and volunteered to help the medics who took care of your comrades. Every day, you learned a little more about dressing a wound, identifying symptoms, and delivering the appropriate treatment. Afterward, you kept studying until you became a healer yourself.*

- *As the youngest son of a highborn family in a big town, you thought about your future and decided to embrace the career of doctor rather than that of jurist or merchant. You followed an academic course of an essentially theoretical nature, but of great quality.*

Nature

You have a good overall understanding of nature as an ensemble of interactions: meteorology, soil quality, flora and fauna, etc. You are also knowledgeable in natural sciences such as botany, geology, zoology, or astronomy.

- *In the village, all the children went to listen to the forest druid. He mostly delivered general lessons about Eana, but you were curious and asked extra questions. You wanted to understand how a simple acorn could grow into an oak, or why swallows fly away during winter. Between the wise teachings of your spiritual guide and your own observations and experiments, you accumulated precious knowledge.*

- *As a builder dwarf, you have always been told that to build well, you must understand where you build. The engineers of your people know about earthquakes and floods, how to anticipate them, and how to safeguard against them. Sharing ideas and solutions with your peers, you became an authority on the subject.*

Perception

You have well-trained senses. Thanks to your sharpened hearing, smell, and touch, you can spot hidden presences.

- *It might have been a gig like any other, but during your experience as a night guard, you faced so many unexpected situations that you learned to stay on your toes and identify the slightest hint of trouble to come.*

- *At the monastery, one of the exercises consisted of spending the day blindfolded for as long as possible. Not an easy task, and one that earned you many bruises. In the end, you could not make it through the day without the use of your eyes, but it did teach you to harness all five of your senses.*

Performance

You know how to attract attention and tug at the heartstrings of people, whether to make them laugh or cry. You can strut with grace, sing, dance, and narrate both humorous anecdotes and inspiring epics.

- *Your mother, a courtier, wanted you to have a proper education so that, like her, you could charm and make your way into high society. Hours spent standing straight, training your voice, and working on your eloquence to turn your stories into gripping tales have made you an able performer.*

- *During the war, you lost everything. You only had your memories left. Nursery rhymes and children's ballads. You started repeating them, then singing them loud and clear, with all your heart. As you practiced, you gradually got better. As you were performing in a busy street of the Free City to earn a few coppers, you attracted the notice of a bard who offered to help you perfect your art.*

Persuasion

You can charm people with your sincerity, convince them with well-founded arguments, or rile them up with inflammatory speeches. In any of these cases, you move people by expressing things you truly believe in.

- *You have always had a knack for talking to people, and your innate charisma helped. Driven by your sociable, ingratiating nature, you learned to assume the right bearing and use the right words to touch people's hearts.*

- *As the clerk of a noble house, you were tasked with going to the capital to defend the cause of your master. Swaying the judge required having the best legal arguments, but also knowing how to convincingly present them.*

Religion

You are familiar with the principles that regulate the metaphysics of the world of Eana. You know about the main religions, the gods, the demon princes, and the diabolic hospodar. You were taught about religious doctrine, rites, hymns, and prayers.

- *Enrolled at a temple as a novice when you were a child, you grew up in a religious environment. Every day, you had to follow the strict discipline of the place and the tight schedule of prayers, meals, hymns, studies... Even if you had wished to, you could not have escaped these lessons in religion.*

- *In your tribe, you used to gather for great festivals during which poets sang about the story of the world, Starstag, and the spirits, to the beat of drums. Strictly speaking, you were not taught about religion, but you bathed in a climate of spirituality that helped you find your place in the world.*

Sleight of Hand

You have deft hands and can move your fingers quickly to snatch and manipulate. You can pick pockets, do tricks, and juggle. This skill is uncommon, and authorities view it with a suspicious eye.

- *As a street urchin, you were one of the "kids" of a petty thief who had you scrounge and steal for her. Every day, you had better bring back valuable items and not get caught. The iron discipline of this miserable life was frightening, but it taught you a lot.*

- *As an unremarkable teenager, you sought to attract the notice of a crush of yours and found an original way to do it: tricks. Card tricks, dice tricks, mirror tricks... This may or may not have borne fruit, but it certainly gave you magic fingers.*

Stealth

You can walk quietly, tuck yourself into a corner at the right time, make yourself inconspicuous among a crowd, or shadow a mark.

- *For a long time, you suffered mistreatment from your parents or an abusive master. Out of an instinct for survival, you learned to make yourself scarce.*

- *Growing up in the slums, you worked as an informant for the town guards and developed a reliable talent for eavesdropping and quietly keeping watch on dangerous people.*

Survival

You can find your bearings and travel in the wilderness. You can identify animal or monster tracks and follow them. You can also build a shelter, hunt, fish, and cobble things together.

As an aldaron, you spent most of your life in the forest. Alongside the hunters, gatherers, and fishers of your clan, you learned about the basics of living in untamed lands.

When you were still young, you fled a violent home—unless it was destroyed by marauders or monsters. You found your salvation in an isolated, uninhabited valley where you took shelter in a ruin. In time, you made a dwelling of sorts out of it and learned to survive by your own means, the hard way.

Artisan

Artisans are professionals who must be capable of negotiating with clients, working as a team, and using their ingenuity and know-how to solve complex problems. Beyond this common basis, artisans can be specialized in religious art, fascinated with symbolism, or simply shrewd—sometimes even dishonest—merchants. You decide to be a portrait painter; someone with a clientele of nobles and burghers who, occasionally, seeks models among the lower class in search of inspiration. You are aware of the importance of details and are a perfectionist. You are proficient in Persuasion and Investigation.

Pirate

You began your career as a mere cabin boy among a crew of pirates and remained with them for several years. At sea, you learned to walk nimbly even with the waves crashing around you, to climb the rigging, and to board enemy ships. Moreover, as an outlaw, you had to make yourself respected among the thugs you were part of. You are proficient in Acrobatics and Intimidation.

Slave

Slaves have wildly different statuses and tasks. Some are employed in noble houses as servants, others work as artisans, and other, unluckier ones are condemned to hard labor and literally worked to death. You decide that your character was a domestic slave, entrusted with menial tasks in a noble house whose lord was a tyrant. To avoid the beatings, you learned to walk silently, but also to remain inconspicuous. It was also necessary to anticipate your master's terrible fits of anger and to do everything to keep them at bay. You are proficient in Stealth and Insight.

Step 3: Additional Proficiencies

Your background gives you access to a total of two additional proficiencies chosen from tools, languages, or vehicles (see the **Equipment and Languages chapters**). You can be proficient in a combination of two languages, or two types of tools, or one language and one type of vehicle, etc. These additional proficiencies should be related to your profession or way of life. How did you acquire them? Below, you will find descriptions of the most common tools and vehicles, as well as suggestions on how you might have learned about their use. For each additional proficiency, imagine how your character acquired it.

Artisan's Tools

You are trained in a specific craft. Here are the most common artisan's tools (described in the **Equipment chapter: Tools**): alchemist's supplies, brewer's supplies, calligrapher's supplies, carpenter's tools, cartographer's tools, cobbler's tools, cook's utensils, glassblower's tools, jeweler's tools, leatherworker's tools, mason's tools, painter's supplies, potter's tools, smith's tools, tinker's tools, weaver's tools, woodcarver's tools. Proficiency in each of these sets of tools gives you access to a relatively large array of related crafts. Feel free to come up with additional professions—and their related tools—with your leader.

- *As an elenion, you received a refined education with arts at the forefront. Thus, you became proficient in the use of calligrapher's supplies.*

- *At the age of fourteen, like many others, you enrolled as the apprentice of a master artisan. You were trained and entrusted with tasks of increasing complexity, first by the journeymen, then by the master himself.*

Disguise Kit

You are able to alter your appearance and attitude to make yourself unrecognizable or pass for someone else.

- *For several years, you worked with a theater company and developed a taste for the art of disguise in particular. To you, a disguise is not only about changing one's aspect, but also about taking on the identity of someone else entirely. It is a way to see how things work in your absence, or how people react to the presence of a specific type of person.*

- *After conning nobles in one town and guild members in another, you are wanted by some rather disgruntled people. Changing your identity is, to you, a matter of elementary caution.*

Farmer's Tools

You can cultivate the earth and know everything about maintaining a farm, be it about the dangers of a late frost or the precautions to take when storing supplies in lean times. You can do minor repairs and odd jobs, and take care of livestock (cows, fowls, rabbits, etc.) Similarly to farmer's tools, there can be other proficiencies related to earth-based professions (such as lumberjack's tools or miner's tools) or sea-based ones (such as fisherman's tools).

- *You grew up among a family of peasants. From childhood, you repeated the ancestral routine that allowed your community to prosper.*

- *As a gardener in the service of a noble house, you were long entrusted with maintaining the pleasure gardens, orchards, kitchen gardens, and patches of medicinal plants for the use of your masters. Thanks to your knowledge and experience, you can even coordinate teams of workers, servants, and journeymen.*

Forgery Kit

You know the ins and outs of the certification of documents by official administrations, and how to copy or falsify them to create perfect forgeries. This is a dangerous activity, and those who have mastered it only share their knowledge cautiously and with people they can trust entirely.

- *As part of a resistance network under a tyrannical rule, you trained to create fake passes that saved the lives of many a companion.*

- *As the agent of a faction, you were sent on an infiltration mission to a rival guild. To perfect your false identity, your masters taught you to forge recommendation letters and other documents to support your story.*

Gaming Set

You have mastered a type of game down to its every detail. You know about obscure rules, precedents, and strategies. An expert player can win considerable sums.

- *Being from a family of scholars from Shi-huang, you were taught about many things. Playing Go was among your lessons and was meant to help you develop your strategic acumen. How should you defend your "territory" against an opponent seeking to encircle your positions and separate your stones from each other? You are proficient in Go.*

- *Every time sailors put into port, they swarm the dockside taverns, looking for a good time. You were always around to welcome them and invite them to join you for a few games of dice... along with some stiff drinks to cloud their minds and make them take unwise risks. You are proficient in dice.*

Herbalism Kit

You have learned to gather, dry, and store plants and other natural substances used to prepare remedies and healing brews.

- *At home, one of your elder siblings was particularly good with salves. People came from afar to get their medicines from him. From your earliest years, you learned at his side.*
- *You applied at a local apothecary for a job. The owner was so ill-tempered that all your predecessors had left, leaving the position open for even an untrained apprentice like you. Stoically enduring her abuse and barbs, you learned about the fundamentals of herbalism.*

Language

You speak a Standard or Exotic language, and can also read and write it, provided you are learned (see the **Languages chapter**).

- *You were taught the sacred tongue of your people, in which your ancestors wrote their psalms, hymns, and legends.*
- *Uprooted, a stranger thrown into a land you knew nothing about, you had no choice but to make do and learn as you went.*

What Languages Does Your Character Know?

Your species, and sometimes your class, grant you proficiencies in certain languages, and your background can give you proficiency in as many as two extra languages. Take note of how many languages you are proficient in and refer to the **Languages chapter** for more information. Your native tongue and the one of the region the adventure takes place in are a given, but knowing other ones can be an invaluable asset.

Musical Instrument

You can play a musical instrument. A good musician is always a necessity at a party. They may also be in the service of a noble family or temple. Note that being proficient in an instrument does not necessarily mean that you will be able to draw the attention of your audience, as this is based on the Performance skill. Before you choose your instrument, think about its price and accessibility: the instrument your character is proficient in must make sense in regard to the type of environment they lived in.

- *At the temple, you were in awe of the near-celestial music that was played during religious celebrations. You, the orphan without a copper to her name, petitioned and were granted the authorization to learn the use of refined instruments under the tutelage of masters who honored the gods and elevated the soul.*
- *In the steppe, you spent long hours watching over the sheep and keeping them safe from predators, with your flute as your sole company. In the evening, you asked your elders to show you a few tunes, which you practiced all through the following day. Now, you do not fear long hours of boredom or waiting, as your mind is attuned to contemplation and music.*

Navigator's Tools

With tools and maps, you can get your bearings at sea or in the air. Any ship captain needs the assistance of a reliable navigator to chart a course and calculate the position of the craft in the middle of a voyage, for example after an especially powerful storm.

- *Being from a family of shipwrights, you grew up surrounded by sextants, compasses, and many maps of faraway countries. Through exercises to measure the speed of a ship, you learned about mathematics and astronomy.*
- *You started your sailor career as a cabin boy. Since you were both sharp and quiet, adults were inclined to show you and teach you about their trade. You became the ship's assistant navigator and, little by little, through lessons and observation, you learned about the intricacies of this profession.*

Poisoner's Kit

You know how to concoct poisons and safely use them. Such knowledge is very rare and, above all, illegal. Mere suspicion of being able to use such tools can be enough to find oneself the target of many accusations.

- *You grew up under the wing of an assassin who took you from one city to another, traveling from country to country to fulfill her contracts. You helped her with her poison-making in her makeshift workshop. In time, you became able to prepare everything she needed for her missions.*
- *As part of a tribe of surefoot halflings dwelling in the depths of tropical forests, you learned to hunt with a blowgun and poisoned darts.*

Access to Proficiency with the Poisoner's Kit

Your leader can decide that proficiency with the poisoner's kit is only available to the adventurers' opponents, or even to assassins. Make sure that there is no problem with your character having this rare proficiency. The rules for poisons are included in **Bestiary**.

Thieves' Tools

You can pick locks and disarm traps. Since those who are known to be capable of such things are usually prime suspects in case of theft or robbery, it is generally wise to keep quiet about it and only mention and teach it to trustworthy persons.

- *Among the gang, you started as a simple lookout, then eventually earned the trust of your companions, to the extent that your leader taught you to pick locks, making you one of the linchpins of the crew.*
- *The skills of a guardsman can be more diverse and unsavory than commonly believed. You have already had to unlock the too-sturdy door of a suspect's home, or to disarm the explosive traps of some demented arcanist. You learned most of what you know from a veteran who, before you, had taken on the role of facilitator and protector of her group.*

Vehicles (Air)

You know how to drive and maintain air vehicles. Such contraptions are in use almost exclusively in the Eolian Isles, though some go as far as the Free City.

- *In the flying islands, almost everyone knows how to pilot a nefelytron. You were no exception, and you loved to race between the floating rocks and show off with extravagant aerial acrobatics.*
- *You were a sky pirate, assaulting heavy convoys floating through the sky or ransacking airborne castles.*

Vehicles (Land)

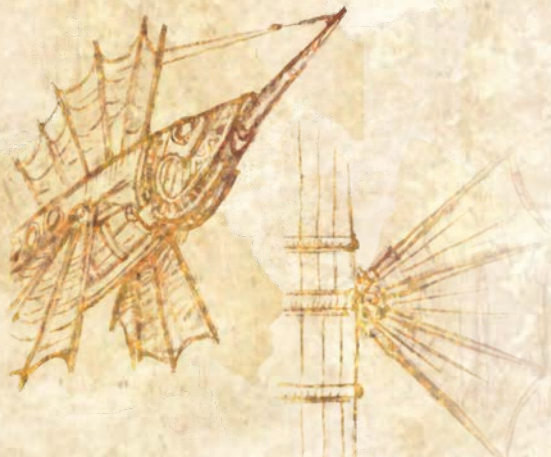
You know how to drive and maintain land vehicles, that is to say carriages for the most part.

- *As a mail-delivering stagecoach driver in the Drakenbergen, you rode through the mountains, carrying letters, packages, and travelers. Thanks to you, communities could keep a living connection between each other.*
- *The chariot drivers of Cyrillane compete in heated races of great violence that stir up the enthusiasm of the crowd. Today still, despite the civil war, these competitions continue to take place, though irregularly and in an explosive atmosphere.*

Vehicles (Sea)

You know how to drive and maintain sea vehicles, most of which are sailing vessels. Some of these include rowers, such as galleys or longships.

- *You grew up in a small fishing port, where your modest sailboat was your and your siblings' main source of sustenance. By dint of perseverance and adaptability, you became a remarkable mariner.*
- *Ellerìna's navy, which is exclusively comprised of melessë and elenion, is one of the most famed of Eana. You were very proud to be accepted into it. After several years climbing the ranks, you can now handle most any ship.*



Artisan

Obviously, your portraitist needs to be proficient in the appropriate artisan's tools (painter's supplies). You also decide that through his habit of frequenting a cosmopolitan clientele, he learned another language, the exact nature of which depends on what kinds of people he met.

Pirate

As a scourge of the sea and part of a crew, you contributed to the maneuvers and, as such, are proficient in vehicles (sea). How you picture your character will dictate your second choice. Were you the navigator, in charge of assisting the captain (navigator's tools)? Or a gambler who spent her time in seedy joints (gaming set)? Or maybe you learned another language in the course of your many voyages?

Esclave

Your character being a noble's house slave, the most logical thing would be for him to be proficient in the tools related to his position. You peg him down as a cook, and thus give him proficiency in artisan's tools (cook's utensils) and farmer's tools.

Step 4: Equipment

Each background provides a package of starting equipment. This package is a set of items representing your character's trappings and serendipitous findings. This does not necessarily represent the entirety of your character's possessions (they may, for example, have a house), but it is part of your character's personal belongings. Your background equipment is divided into four types: tools, mementos, clothes, and money. Once more, take a few moments to define these four elements of your character.

Tools

You own the tools you have acquired proficiency in, either during **step 3: Additional Proficiencies** of background creation, or by virtue of belonging to a given species or subspecies.
If the tools in question are too expensive, too heavy, or too cumbersome to be part of your equipment, you can instead get 1d20 gp.

- *As a dwarf, you have proficiency in smith's tools, and own these tools as part of your starting equipment. During background creation, you also chose proficiency in a musical instrument, which you are likewise granted.*

- *As a sailor, you became proficient in sea vehicles by working aboard huge sailing ships. However, such a vessel cannot be part of your starting equipment. At most, you can own a small sailboat with a maximum capacity of six people. Should such a possession be of no use—for example, if your adventure takes place inland—you will instead be given 1d20 gp.*

Mementos

You own a memento (a trinket, a recommendation letter, a lock of hair from a beloved person, etc.) related to a person (relative, fiancé, mentor, sworn enemy, etc.) or group (guild, noble house, evil tyrant, etc.) that matters to you.
This item, connected to your past (in particular to **step 1: Identity** of background creation), could become important in the future. It can also be proof of your identity or a token of your feature (see **step 5: Feature**). Talk with your leader about the nature of this memento and what it means to you.

- *You always carry with you a pendant, gifted to you by a beloved one. The leader decides in secret whether it is part of an ancient treasure related to their campaign, if it might show magic powers in time, or if it will be used as a token of recognition.*

- *Being of noble birth, you wear a signet ring bearing the arms of your house, which you can use to sign documents.*

Clothes

You own clothes related to your background.

- *As a noble from Ajagar, you own clothes and accessories (jewels, scarf, etc.) that show your birth and rank.*

- *You are a Cyrillan refugee who lost everything when you fled the civil war tearing your country apart. You own the clothes you have traveled in, which bear the mark of bad weather and the misadventures you have been through.*

Money

The amount of gold pieces (gp) you have on you on the first day of your adventures. It is what remains of your past misfortunes or recent successes.
If your background is steeped in poverty (street urchin, slave, hermit, etc.), you get 5 gp. If you have a middle-class lifestyle (legally or not), your starting money is 15 gp. And if you are from the richer strata of society, you start with 25 gp.

Artisan

Your artisan owns painter's supplies, which are the tools of his trade, as well as quality clothes, complete with a large apron. As a memento, he carries a small portrait of a woman that his mentor painted, a masterful piece he intends to surpass one day. He owns 15 gp.

Your leader tells you that recently, your artisan thinks he saw a woman who was the spitting image of the portrait… which is more than thirty years old! How is it possible? Could this beautiful stranger be the same person? Or maybe a relative?

Pirate

You opted to give your pirate an additional language. Since your adventure will take place inland, owning a boat would be pointless, so you roll 1d20. You get a 10, which means an addition of 10 gp to your starting money. As your memento, you choose an old key, a lucky charm of yours that you earned on your first boarding and which you have worn around your neck ever since. You own 15 gp from your illegal activities, as well as an extra 10 gp—the leftover money from your boat's sale—for a total of 25 gp.

Your leader tells you that some time after you left your brotherhood of pirates, a former colleague informed you of a looming menace: those involved in your first boarding are starting to disappear under strange circumstances.

Slave

Your former slave may own cook's utensils and farmer's tools, but you might also see no point in lugging around a hoe and a bag of seeds, in which case you can get an extra 1d20 gp instead of the farmer's tools. You own common, worn down clothes. As a memento, you choose a scarf that your mother knitted a long time ago. You have no idea where she is now, only that merchants sold her several years ago in a faraway country. Finally, you own the grand sum of 5 gp—after all, you were not paid for your work!

Your leader establishes that you were separated from your mother during childhood and warns you that it was such a long time ago that you might not even recognize each other now.

Step 5: Feature

Each background grants you a unique feature. It is an ace up your character's sleeve that they can make use of in specific circumstances, either by virtue of a particular talent or by calling upon their connections. In any case, your feature is not meant to provide a significant power boost, but to be used as a storytelling device and as an expression of your character's distinctiveness.

Your leader, not you, determines your feature, of which there are three types: access to a network, rare talent, or revelation. The decision should be made in accordance with the campaign's style.

Network

You belong to a particular social group: nobility, underworld, nomads, etc. You are familiar with their codes and are in good standing with them. If there are members of your network where you are, you can contact them for help: shelter, food, information, etc.

Rare Talent

You have developed a little knack of your own: a rare talent, maybe even a unique one. The usefulness of your talent should always be inferior to that of a feat (see the **Customization Options chapter**). Here are general guidelines for rare talents:

- Knowing about a rare or almost extinct language. This tongue should be closely associated with the campaign's stakes, such as Old Boreal for adventures in the far northern reaches of Septentrion.
- Advantage or negated disadvantage when using a skill, tool, or vehicle in a very particular type of circumstances. For example, you may suffer no disadvantage when navigating through fog.

Revelation

You have learned a rare piece of information that your leader will impart to you. Through your revelation, you will be directly involved in one of the key elements of the campaign's plot. For example, you might be related to a future victim or to a lieutenant of the main enemy faction.

Artisan

For your artisan, your leader might choose between:

- **Network.** Your artisan is a guild member, making him part of an extended network. This implies constraints, but also protections, as well as accessible help within almost any town of importance that does trade with the Free City.
- **Rare talent.** You have excellent visual memory. You have advantage on ability checks to remember things you have seen, and can draw faithful portraits from memory.
- **Revelation.** As he was working on a painting in a rich home, your artisan overheard a conversation between two conspirators. You do not know who they were, but they mentioned a local notable whom you are now certain is in danger.

Pirate

The following options are suitable for a pirate:

- **Network.** After years of sailing, your pirate can easily find contacts in ports and get information about shady operations.
- **Rare talent.** Your pirate may have learned thieves' cant from hanging around smugglers and assorted criminals.
- **Revelation.** Right before she left her brotherhood, your pirate may have learned about a secret piece of information. This might even be a way to include her in the campaign's first scenario and provide her with a good reason to stick with the rest of the party.

Slave

Any of these three possibilities could be fitting for a former slave:

- **Network.** Former slaves look out for one another. You can get help from freed slaves and all those who seek to help them, which notably includes certain religions, chiefly adepts of Tamerakh, Flora, and Frostelle.
- **Rare talent.** After years of making yourself as inconspicuous as a piece of furniture, you have advantage on Dexterity (Stealth) checks to escape someone's notice when you are in their field of view. This can be very useful to shadow someone or to remain unnoticed as you keep watch on them from amidst a crowd.
- **Revelation.** Before you escaped, you might have learned a troubling secret about your former master or one of his guests.

Step 6: Characteristics

Your characteristics serve two purposes: giving color to the story and getting your character involved in the adventure. With the inclusion and portrayal of such individual details, a simple mission can become a picaresque or tragic epic. By coming up with amusing, unsettling, unexpected, or admirable characteristics for their hero, every player can contribute to nurturing a mood that everyone will enjoy. Think about your favorite sagas: what would they be without the memorable, quirky characters who experience them? The choice of your class will grant you mighty powers that will give you the means to forge a fate like no other, but characteristics are the spices that will give flavor to your quest.
Each of your characteristics can be described with a sentence starting with "I," as if the character were introducing and talking about themselves.

Personality Traits

Choose two notable traits typical of your character's behavior. It can be a verbal quirk, a specific attitude, a way of reacting to problems, or a line of conduct. The effect can be humorous, stylish, flashy, or disturbing.
It may be difficult to pick traits for a character you have never played, since it is often by portraying your hero that you get a feeling of what kind of behavior would suit them. For the time being, you can take note of traits that sound like a good match for them, then alter them after the first adventure if you wish.

Choosing Paradoxical Traits

A paradox is an unexpected assertion that flies in the face of logical certitudes and verisimilitude. People can be complicated, with personality traits that might seem contradictory but are nevertheless part of the same individual.
Creating a character on the basis of a paradox can encourage you to go for a poetic, metaphorical concept that will make your character all the more unforgettable. Two traits that may appear mutually exclusive can be two poles of a character's personality, between which they must find balance. Choosing paradoxical traits can set your character on firmer ground before you begin playing them. You can also start with a paradox, then make traits out of it once you have gotten the hang of your character.
Here are a few examples:

- **Body and Soul.** You wholly and sincerely seek spiritual elevation, but your body has carnal needs that often get the better of you or that you find very hard to repress.
- **Childhood and Adulthood.** Even though you endeavor to behave like an adult, you cannot help but have childlike tastes. However, you have an undeniable sense of responsibility toward the weak.
- **Fire and Ice.** You are unpredictably sensitive: now fiery and passionate; then stern and restrained.
- **Freedom and Honor.** You wish to act in strict accordance with the rules of honor, but those of your social group are very restrictive and you find them stifling.
- **Horizon and Home.** You love your native land but feel a burning thirst for faraway countries. When you are home, you are drawn to foreign regions, and when you are away, homesickness seizes you.
- **Laughter and Seriousness.** You jest in dire circumstances and take your hobbies with the utmost seriousness, as if deliberately acting in reverse.
- **Speech and Silence.** You like to sing and talk, but bear the weight of a heavy secret. In society, you alternate between rapid chatter and speechlessness.

Ideal

Your ideal expresses what you believe in. It is what pushes you forward, your core values, what matters most to you, what gives meaning to your existence and, as such, influences your alignment. Events that threaten your ideal or, conversely, provide opportunities to reach for it, are typical plot hooks.
Below are examples of what you may defend or strive for:

- **Freedom.** All forms of censorship, restriction, and determinism are the bane of your existence. Slavery is the embodiment of one of your worst nightmares. To you, everyone should be free and allowed to express their potential, even if this implies getting rid of the codes and laws that hold people back.
- **Glory.** Life is short. You must make your mark by performing exploits worthy of going down in history. Your great deeds will lead you to glory and spread your legend far and wide. You may also seek glory for the sake of recognition: becoming famous and being under the spotlight is your obsession.
- **Justice.** Having justice as your ideal drives you to uphold equity and fight arbitrariness, the abuse of power, nepotism, and all other forms of inequality. This ideal can make you someone benevolent and generous, or cold and rational if all that matters to you is the strict application of the law.

- **Knowledge.** Your conviction is that knowledge must be shared without restrictions, that culture and education must be spread for the benefit of all. To achieve this, you are prepared to venture all over the world. Alternatively, you might want to gather as much knowledge as possible in a given domain in order to become its ultimate expert.

- **Love.** In a violent, chaotic world, you wish for love to prevail and for millennial wars to give way to fraternity between peoples and species.

- **Perfection.** You aim for perfection, be it in your art, your trade, or a particular technique.

- **Power.** You look up to those who can change the tide of events and aspire to become one of them. To do so, you aim to rise to the top of your social ladder. If you are particularly prideful, you might even want to become a god. Alternatively, you could consider that might makes right and thus support those who hold power.

- **Sainthood.** This ideal leads you to live in accordance with stringent principles, strictly adhering to what is considered saintly by your doctrine. Or you might ardently protect what is holy and sacred in your eyes, generally in regard to your religious beliefs.

- **Wealth.** Whether said wealth is material or spiritual, you seek abundance and splendor at every turn. You flee or struggle against poverty, misery, and mediocrity.

Inform your leader of your character's ideal, so that they may create plot hooks that will make your hero all the more invested in the adventures that await them. Talk about your ideal with your leader and give them examples of situations that would spur your character to action.

Bond

Your bond describes a duty that you must perform no matter the cost. It can concern a person, a community, a faction, or a religion. Here are general categories of bonds:

- **Ambition**. You have an ambition (reaching a high political office, becoming the best in a field, fulfilling an incredible quest, etc.) and will do everything to achieve it.

- **Attachment.** You would do everything in your power to help, protect, or defend the one (or those) you hold dear: child, parent, spouse, friend, family, village, etc.

- **Debt.** Whether due to blackmail or to a debt of honor, you owe a favor to someone who will call it in at some point.

- **Discovery.** You want to learn everything there is to know about a given subject.

- **Redemption.** You will stop at nothing to right a wrong that has been committed, whether by you or by a close person.

- **Secret.** You have a secret (your real identity, crimes formerly committed, the location of a treasure or holy place, etc.) that others actively seek to unveil and that you must keep safe.

- **Vengeance.** You have sworn to bring down a powerful enemy or are on the track of a criminal.

Talk about your bond with your leader and choose it carefully. Your leader will give you opportunities to make good on your bond in the course or at the conclusion of the campaign. As for you, you will know that when your bond comes up during the story, it is a sign that adventure beckons!

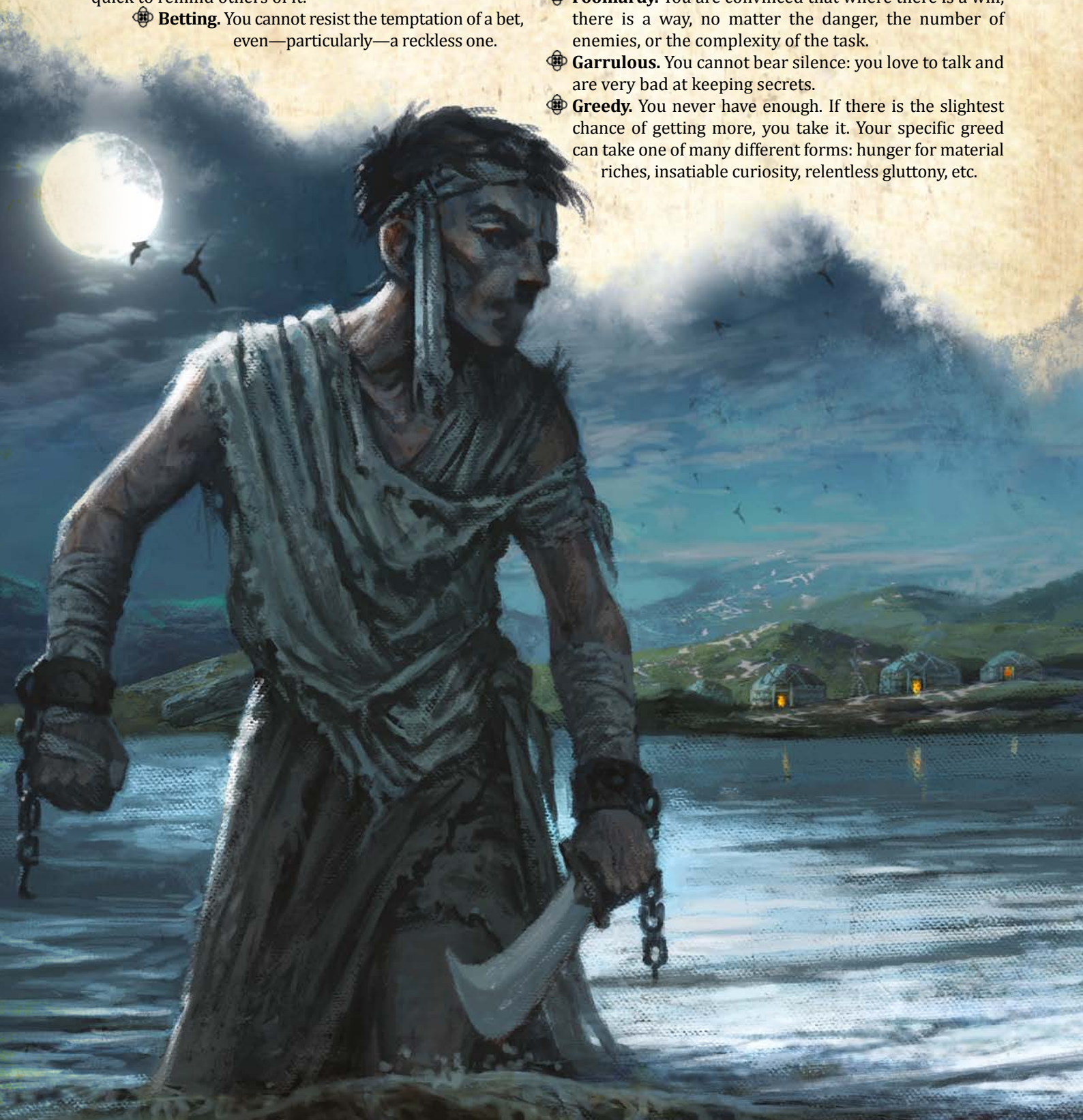
Flaw

Heroes with flaws have more substance than perfect beings who are guaranteed to succeed in every endeavor they undertake. Your character's flaw is a particular shortcoming of theirs that will frequently hinder them and act as a source of twists. It is a fault that you have a very hard time keeping in check: you cannot help being this way, even when you know it often results in trouble.

Every time that you portray your weakness should be a potential source of colorful complications. Your leader can reward this by granting your character inspiration.

Here are a few suggestions for flaws:

- **Authoritarian.** You brook no contradiction and are quick to remind others of it.
- **Betting.** You cannot resist the temptation of a bet, even—particularly—a reckless one.
- **Blunt.** You are incapable of hiding your emotions, and when you do not like someone or something, it is painfully obvious. You share your feelings and opinions with the subtlety of a ballista.
- **Bullheaded.** You never go back on what you have said or done, even if it turns out that it was a bad decision or that you got things all wrong.
- **Call of the Abyss.** You have a fascination for highly dangerous or even life-or-death situations. You cannot resist an opportunity to get close to a perilous situation, see it, feel it, and maybe even face it head-on.
- **Cowardly.** You are morbidly afraid of getting hurt, suffering, and dying. Fighting is no problem… as long as you are not seriously in danger, in which case you hide or run away.
- **Foolhardy.** You are convinced that where there is a will, there is a way, no matter the danger, the number of enemies, or the complexity of the task.
- **Garrulous.** You cannot bear silence: you love to talk and are very bad at keeping secrets.
- **Greedy.** You never have enough. If there is the slightest chance of getting more, you take it. Your specific greed can take one of many different forms: hunger for material riches, insatiable curiosity, relentless gluttony, etc.



- **Impulsive.** Stopping and thinking is not your style: the first plan is certainly the right one. If there are several available, you favor the most direct solution.
- **Irresponsible.** You like to take it easy, focusing on what you enjoy to the likely exclusion of other things, in particular lowly material necessities.
- **Last Word.** You want to have the last word, no matter the circumstances or power relationship.
- **Naive.** You spontaneously believe that people are sincere and always give them the benefit of the doubt. Only the most damnable evidence can convince you of the existence of a lie.
- **Overcompensation.** You seek to hide any sign of weakness, such as being afraid or being of humble birth. To that effect, you overcompensate, always behaving as if you know what you are doing, never showing when you are in pain, and never asking for help.
- **Party Animal.** You cannot resist the call of a good party. Every time, you drink, dance, sing, and make merry as if this day was the last, heedless of the circumstances.
- **Perfectionist.** You never undertake something unless you are absolutely ready and have taken care of every little detail. Unfortunately, such meticulousness is time-consuming.
- **Showoff.** You have an irresistible need to show everyone that you are the best.
- **Shy.** You are afraid of being the center of attention and do everything to avoid it, for example by crediting someone else with your achievements.
- **Softhearted.** You are powerless before a sweet smile or a supplicating stare. You let thieves off the hook, refrain from asking inquisitive questions, and acquiesce to doing unpleasant favors.
- **Untrusting.** You see enemies everywhere. You do not trust people easily, and anyone who betrays you deserves death.

Artisan

- **Personality Traits**. You picture a sort of Leonardo da Vinci: an artistic genius who mingles with high society and never goes somewhere without his sketchbook, always ready to take sketches of whatever catches his attention. This is his first trait: "I always carry something to draw on and take sketches of everything I see." As for his second trait, you think about his profession as a portrait painter and how it solely focuses on one's face and appearance, which leads you to the following: "I always show my best side and keep what I really think to myself."
- **Ideal.** You previously established a sort of rivalry between your character and his mentor. Taking his ambition a step further, his ideal might be to go down in the history of art by painting high-quality portraits of famous and potentially dangerous figures, such as great dragons or drow monarchs.
- **Bond.** Considering the characteristics you have already defined, the goal of becoming the best painter seems both obvious and fitting.
- **Flaw.** Talking about your character with your leader, you both agree that a talented painter with a cushy lifestyle has little reason for becoming an adventurer. You need something to make him more danger-prone. The flaw "Call of the Abyss" sounds appropriate in that regard: your character is irresistibly drawn to danger, no matter the risk to himself or his career.

Pirate

- **Personality Traits.** You want to make your pirate a bigger-than-life character, inspired by the iconic movies of the genre. You actually have so many ideas in mind that the difficult part is sticking to two! You settle for "I laugh in the face of danger." and "I always move and act with panache. See how stylishly I doff my hat and draw my cutlass!"
- **Ideal.** Your pirate fled a society in which she did not have the slightest chance of making a name for herself. Deep down, she always wanted fair treatment, first for herself, but then, gradually, for others too. Her ideal will therefore be justice.
- **Bond.** Thinking about the previous background creation steps of your pirate, you definitely feel that a secret related to a treasure hunt is the best choice.
- **Flaw.** Once more, you picture your character as an archetypal pirate, full of derring-do and braggadocio. Foolhardy sounds like a perfect fit!

Slave

- **Personality Traits.** You decide to choose paradoxical traits. Your character being free after a life of servitude provides you with good grounds for an inner conflict, which could be defined as such: "Free of body, but still servile of mind." From this brief description, you can come up with traits descriptive of his behavior, such as an inclination to restlessness and a taste for idle wandering, or with reflexes inherited from his former life, such as capitulating when pushed around by someone of high status.
- **Ideal.** Your former slave is possessed with a great passion for freedom.
- **Bond.** Since your character's memento is related to his mother, you make it his bond to find her and free her.
- **Flaw.** After giving it some thought, you pick overcompensation, with a "Don't need anyone's help!" tendency. Your character seeks to hide the shame of years of servitude and to never depend on someone else after serving a master for years.

Handicap

Use this optional rule if you want to give your character one or several handicaps related to aspects of their identity. To survive despite these disadvantages, your character had to be both resourceful and stalwart. You can only give your character handicaps at creation.

Characteristics of a Handicap

Having a handicap should result in serious or even severe complications. As such, a weakness that might never cause problems could not be considered a valid handicap. As only your leader knows what types of scenarios they are going to run, they decide whether your suggested handicap qualifies as one. Your suggestion might be rejected on the basis that it is too trivial to deserve compensation or, conversely, that it is too severe and will be difficult to work into the game.

Examples of Handicaps

Corrupted

You have been exposed to Canker. You start with 3 permanent corruption points. Somewhere on your body, you bear a visible mark of this corruption. Corruption does not change your character's personality, but if it reaches a critical level, you may turn into a monster (see **Grimoire**).

Frail

You are of fragile health. You have disadvantage on Constitution saving throws against disease, poison, and exhaustion.

Lame

Your speed is reduced by ten feet. You have disadvantage on checks to climb surfaces, as well as on checks to endure forced marches (see the **Adventuring chapter**).

One-Eyed

You lost one of your eyes in dramatic circumstances. You have disadvantage on all sight-based checks (essentially Investigation, Perception, and Survival).

Suggestible

You are very susceptible to the opinion of others and often let yourself be influenced. Other people have advantage on Charisma (Deception) checks against you. You also have disadvantage on saving throws against enchantment spells, as well as against attempts to **charm** or **frighten** you.

Unbalanced

You have been scarred by an unbearable event. You have disadvantage on all saving throws against madness and suffer from one indefinite madness (see **Grimoire**). Define this madness with your leader. Note that your fellow adventurers may not know about this and discover it in the course of the game.

Vertigo

When you face a sheer drop, your vision blurs and your sense of balance falters. Whenever you stand within 10 feet of a drop of at least 10 feet, you must succeed on a DC 11 Wisdom saving throw or be **restrained** for 1 round.

Vulnerable

Whether innately or as a consequence of dramatic events, you are vulnerable to one type of damage (see the **Combat chapter**) of your choice from the following: acid, cold, fire, lightning, poison, or thunder.

Compensation

If your leader accepts your handicap, they can give you either of the following as compensation:

- +1 in an ability score
- Two additional proficiencies (refer to **step 3: Additional Proficiencies**)

If you pick two handicaps and your leader accepts them, you can instead choose one feat (see the **Customization Options chapter**), on the condition that you meet its prerequisites. Your leader can limit the list of feats from which you can pick the compensation for your handicaps.

Note that compensations are not meant to completely outweigh the disadvantages posed by handicaps. The aim of this optional rule is to deliberately make your character's life harder, for the purpose of opening new, unexpected, and interesting gaming perspectives.

Ready-Made Backgrounds

In the following pages, you will find ten ready-made backgrounds, each based on a general theme: birth among high society, long studies, life in the wilds, criminal past, etc. Feel free to use them as written or to alter them to your taste. If a character would gain the same proficiency from two different sources, they can choose a different proficiency of the same kind (skill, tool, vehicle, or language) instead.

A background contains suggested personal characteristics based on your background. You can pick characteristics, roll dice to determine them randomly, or use the suggestions as inspiration for characteristics of your own creation.

Your character was taken away as a child and remembers almost nothing about her biological family. She grew up among other street urchins who got by through pickpocketing. One day, in the stash of the brute that passed for their guardian, she found a box containing personal belongings and written documents. To her great surprise, she realized that she could read and understand this exotic language. In which circumstances did she learn this tongue? Who is she really?

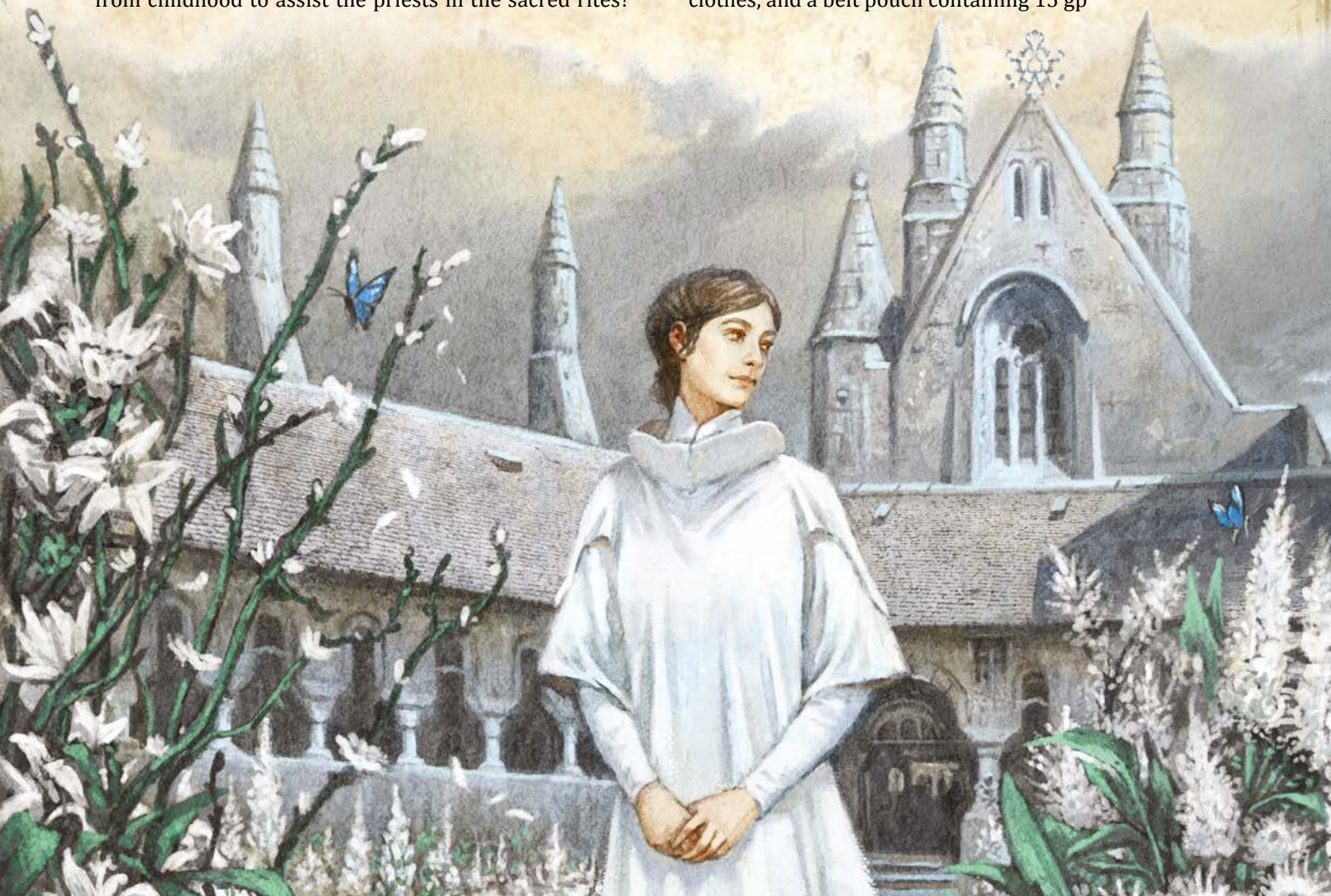
For such a character, the premade background closest to her experience would be "scoundrel." The main adjustment will be to replace one of the tool proficiencies with proficiency in the mysterious language.

Acolyte

You have spent your life in the service of a temple to a specific god or pantheon of gods. You act as an intermediary between the realm of the holy and the mortal world, performing sacred rites and offering sacrifices in order to conduct worshipers into the presence of the divine. You are not necessarily a cleric—performing sacred rites is not the same thing as channeling divine power.

Choose a god from among those specified by your leader and work with them to detail the nature of your religious service. Were you a lesser functionary in a temple, raised from childhood to assist the priests in the sacred rites? Or were you a high priest who suddenly experienced a call to serve your god in a different way? Perhaps you were the leader of a small cult outside of any established temple structure, or even an occult group that served a fiendish master that you now deny.

- **Skill Proficiencies:** Insight, Religion
- **Languages:** Two of your choice
- **Equipment:** A holy symbol (a gift to you when you entered the priesthood), a prayer book or prayer wheel, 5 sticks of incense, vestments, a set of common clothes, and a belt pouch containing 15 gp



Feature: Shelter of the Faithful

As an acolyte, you command the respect of those who share your faith, and you can perform the religious ceremonies of your deity. You and your adventuring companions can expect to receive free healing and care at a temple, shrine, or other established presence of your faith, though you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

You might also have ties to a specific temple dedicated to your chosen deity or pantheon, and you have a residence there. This could be the temple where you used to serve, if you remain on good terms with it, or a temple where you have found a new home. While near your temple, you can call upon the priests for assistance, provided the assistance you ask for is not hazardous and you remain in good standing with your temple.

Suggested Characteristics

Acolytes are shaped by their experience in temples or other religious communities. Their study of the history and tenets of their faith and their relationships to temples, shrines, or hierarchies affect their mannerisms and ideals. Their flaws might be some hidden hypocrisy or heretical idea, or an ideal or bond taken to an extreme.

d8	Personality Trait
1	I idolize a particular hero of my faith, and constantly refer to that person's deeds and example.
2	I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
3	I see omens in every event and action. The gods try to speak to us, we just need to listen.
4	Nothing can shake my optimistic attitude.
5	I quote (or misquote) sacred texts and proverbs in almost every situation.
6	I am tolerant (or intolerant) of other faiths and respect (or condemn) the worship of other gods.
7	I have enjoyed fine food, drink, and high society among my temple's elite. Rough living grates on me.
8	I have spent so long in the temple that I have little practical experience dealing with people in the outside world.

d6	Ideal
1	**Tradition.** The ancient traditions of worship and sacrifice must be preserved and upheld. (Lawful)
2	**Charity.** I always try to help those in need, no matter what the personal cost. (Good)
3	**Change.** We must help bring about the changes the gods are constantly working in the world. (Chaotic)
4	**Power.** I hope to one day rise to the top of my faith's religious hierarchy. (Lawful)
5	**Faith.** I trust that my deity will guide my actions, I have faith that if I work hard, things will go well. (Lawful)
6	**Aspiration.** I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

d6	Bond
1	I would die to recover an ancient relic of my faith that was lost long ago.
2	I will someday get revenge on the corrupt temple hierarchy who branded me a heretic.
3	I owe my life to the priest who took me in when my parents died.
4	Everything I do is for the common people.
5	I will do anything to protect the temple where I served.
6	I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

d6	Flaw
1	I judge others harshly, and myself even more severely.
2	I put too much trust in those who wield power within my temple's hierarchy.
3	My piety sometimes leads me to blindly trust those that profess faith in my god.
4	I am inflexible in my thinking.
5	I am suspicious of strangers and expect the worst of them.
6	Once I pick a goal, I become obsessed with it to the detriment of everything else in my life.

Animist

Not everyone may believe you, but for you there is no doubt about it: you are able to communicate with spirits. The spirits of animals, the spirit of every object, the spirits of storms and rivers… maybe even the spirits of the dead. You may not have complete mastery over your talent, but you feel the auras, hear the voices, and receive the visions. Were you born with this gift, or did it strike you at a momentous time?
If your culture of origin traditionally accepts gifted people such as you, your condition probably did not bring you any trouble, but if you were part of a more skeptical or superstitious society, you most likely had to deal with bullying, slander, and perhaps even the threat of being burned at the stake. Fortunately, whatever your community was like, you received help from people who see in you an intermediary with the afterlife.

- **Skill Proficiencies:** Choose two from Insight, Perception, Persuasion, and Religion
- **Tool Proficiencies:** Herbalism kit or alchemist's supplies
- **Languages:** One of your choice
- **Equipment:** A set of traveler's clothes, various knick-knacks (of an essentially ornamental nature), and a belt pouch containing 15 gp

Feature: Esoteric Appeal

Within any community, you can find people interested in your spiritual experiments, willing to listen to you and aid you. Some of them even get teary-eyed when you mention the possibility of speaking with the invisible and the heavens. In time, you have learned to recognize these more receptive individuals who will be glad to lend you a hand if you are in trouble. You can always rely on being welcomed and supported (possibly in financial ways) by a generally small part of the population, provided you bring them what they expect from you.

Suggested Characteristics

All animists are aware of their uniqueness. Some take advantage of the influence it grants them while others genuinely seek to help other people. However, all are aware that their talent is not universally recognized and that they are often taken for madmen or charlatans. Among groups of adventurers, it is rare for every party member to be amenable to what might pass for hocus-pocus, but as long as the animist does not overstep any boundaries, they should, at worst, only suffer bemused smiles from the more incredulous of their companions. Communion with souls is not always the main subject of preoccupation for a hero with this background, but it is generally a recurring theme.

d8	Personality Trait
1	I often open my eyes wide, the better to see the spirits that wander about.
2	My resounding peals of laughter sometimes startle people, even those who are familiar with me.
3	Sometimes, I get carried away and go into speeches about entities or concepts, then remember that I am the only one able to wholly understand these truths.
4	A metaphor is better than a long speech, and not all sentences deserve to be finished.
5	People think I am full of quirks and odd habits, when I am actually communicating with the afterlife and exorcising demons.
6	When others give in to panic and adversity is overwhelming, I feel great serenity.
7	Most people are surprised, or even repulsed by my dietary or hygienic habits.
8	This being refers to himself in the third person, just like he does with other people.

d6	Ideal
1	**Sway.** The spirits allow me to influence other people and dominate the weak. (Evil)
2	**Protection.** Every thing has a spirit, but some of them are ill-intentioned, and I must protect the innocent against them. (Good)
3	**Harmony.** The balance and hierarchy of souls and spirits must be reestablished for the universe to thrive. (Lawful)
4	**Flame.** Certain entities seek to silence the more creative souls, which must be freed at any cost. (Chaotic)
5	**Compromise.** I must take care that no form of conscience becomes ascendant to the detriment of others. The future of the world depends on it. (Neutral)
6	**Enlightenment.** The gift of communing with spirits is sometimes a burden, but one I bear in the pursuit of revelation. (Any)

d6	Bond
1	An entity regularly comes to haunt me. As long as it is more powerful than me, I cannot defy it.
2	I must restore the honor of my ancestors through an exemplary existence.
3	The spirit of my tribe has been unresponsive, and I must understand why.
4	When I was younger, I made a secret promise that I know I will regret one day.
5	One person at least is convinced that I am the cause of her troubles and intends to make me pay.
6	I must find a relic related to a spirit, for I am certain that the future of the world depends on it.

d6	Flaw
1	I have become addicted to a substance supposed to facilitate my communion with souls.
2	Sometimes, I feel tempted to destroy the bodies of those who doubt the existence of spiritual energy, if only to prove to them that the soul is immortal.
3	The spirits appear more real to me than the "living," with whom I grow increasingly disinterested.
4	I frequently overplay my bond with the spiritual to impress other people and am starting to doubt my own talent: am I just a fraud?
5	It is said that a dark fate awaits those with my gift. Indeed, I have seen some get lost on this winding path, and I sometimes feel I am not myself any longer. The worst thing is, it does not even frighten me.
6	I have performed unspeakable acts in the service of things no one can understand, and I am willing to do more.

Bohemian

Always on the road, from one town to another, from festival to gathering, you have journeyed thousands of miles. You are from an itinerant, nomadic community organized around colorful wagons and dazzling shows. You grew up in this seemingly frivolous environment, steeped in a disregard for the conventions of civilization that others find both fascinating and disturbing. But let them slander and sneer; the caravan proudly travels the roads to the sound of music and to the perfume of exoticism… but also sometimes to the smell of scandal.
You cannot imagine life without art, without distraction, without embellishment. Soothsayers, fire breathers, jugglers, storytellers, dancers, and musicians have always been part of your days and nights. And now, they captivate their audiences with tales of your deeds.

- **Skill Proficiencies:** Choose two from Animal Handling, Performance, Sleight of Hand, and Survival
- **Tool Proficiencies:** One type of artisan's tools, musical instrument, or gaming set
- **Languages:** One of your choice
- **Equipment:** A costume, a set of traveler's clothes, a safe-conduct to perform before a lord, the tool, instrument, or gaming set you are proficient in, and a belt pouch containing 5 gp

Feature: A Family in Every Town

In the best of cases, you only get passing tolerance from society, but you know that your culture is far-reaching, not limited to a single region. Whatever the community you are currently in, you can count on the local presence of your own, though as a fringe or grudgingly accepted group. You can always find support from these resourceful and generous people and rely on them to get you out of a pinch.

Suggested Characteristics

Since bohemians are used to traveling and exercising self-reliance from birth, their transition to adventurers requires almost no change. In addition, their love of a good show gives them an inclination toward heroism. The key to their success essentially rests upon them collaborating with companions from other cultures, and not remaining stuck in prejudicial pride.

d8	Personality Traits
1	I do my best to make a good impression wherever I go.
2	My days are split between intense periods of activity and relaxation.
3	I rarely spend more than a few minutes without singing, telling tales, dancing, or playing.
4	I always dedicate some of my time to helping other people—or at least, my companions.
5	I easily get along with other people, without necessarily developing attachments.
6	Any public space is an opportunity for me to perform and show off my talents.
7	Whatever must be done, I am game, no matter the danger.
8	It is not a disservice to truth to embellish and enliven it.

d6	Ideal
1	**Party.** The purpose of life is to enjoy all the pleasures it can offer. (Chaotic)
2	**Laxity.** Negotiating, avoiding commitments, bending the rules are all fair play. (Chaotic)
3	**Curiosity.** My wanderlust is fed by a thirst for knowledge. (Any)
4	**Benevolence.** Life is harsh for everyone and I devote mine to making those of others easier. (Good)
5	**Immorality.** The masses bend to conventions, leaving sharper minds like mine free to exploit them. The weak have it coming. (Evil)
6	**Detachment.** I keep walking because I do not want to suffer after getting attached to places, rules, people, or the past. (Neutral)

d6	Bond
1	My people are spread far and wide, but our mutual loyalty is stronger than anything.
2	I am the pride of my clan, who trust me to bring them fame and to get rid of the prejudices they are the victims of.
3	My beloved made me promise something that goes against my convictions.
4	More and more want to catch me. One day, they may well succeed.
5	The reason I am still free is because I do small favors for powerful people.
6	A member of my family betrayed the clan. I have been tasked with finding them and enacting justice.

d6	Flaw
1	I may not look like it, but I find it difficult to respect the opinions of those who share neither my roots nor my path.
2	I like to take risks, but more than that, I like to make others take risks.
3	I keep making commitments when I should know that I never hold to them.
4	Better anything than to lose face.
5	I am often told I am thin-skinned and irritable, which infuriates me.
6	I always have a hard time believing anyone might want to help me without an ulterior motive.

Condottiere

You are not the kind who goes unnoticed. The gleam in your eye and the smirk at the corner of your mouth show everyone that you are not to be messed with. After all, you have already proven yourself, and people love to spread word of these kinds of exploits. You know how to fight, that is certain, but you have always done so with manners, and your feats of arms are the talk of the local inns.

- **Skill Proficiencies:** Choose two from Acrobatics, Athletics, and Intimidation
- **Tool Proficiencies:** One type of gaming set, vehicles (land)
- **Equipment:** A set of traveler's clothes, a flashy or unique accessory or article of clothing (hat, scarf, scabbard, boots, insignia, etc.), the gaming set you are proficient in, and a belt pouch containing 15 gp

Feature: Natural Authority

You behave with such confidence that you can easily get people to fear or respect you, particularly in places where swagger of this kind goes a long way (barracks, taverns, slums, etc.) So long as you do not take things too far and do not go looking for trouble with the wrong people, you are generally left alone. And provided you have not managed to get on their bad side, people are well-disposed toward you, preferring to count you an ally rather than an enemy.

Suggested Characteristics

A condottiere wins most of their fights without having to deal a single strike: it only takes their opponents a good, long glance to think better of it. Their companions are glad to have such a seasoned combatant by their side. And when push comes to shove, a condottiere is not afraid to uphold and even reinforce their reputation. They are probably not indifferent to the glory they reap, but it does not make their intentions any less noble. Deep down, they know their limits better than anyone else.

d8	Personality Traits
1	My humor is often cringeworthy.
2	Nothing upsets me more than those who abuse a position of strength.
3	A good brawl is generally a nice way to resolve tension.
4	I systematically assess the people I get acquainted with. Should I have to fight or even kill them one day, I would prefer to know why.
5	I cannot hold my tongue, which has landed me in trouble more than once.
6	Those who think me a savage understand nothing of the artfulness of my feats of strength.
7	My relaxed mien is only a facade, I am ever-vigilant.
8	There is no way I would let anyone order me around, particularly someone who does not know how to fight.

d6	Ideal
1	**Protection.** Strength is a virtue, but only when put to the service of the weak. (Good)
2	**Order.** Without discipline, violence is nothing but savagery. (Lawful)
3	**Terror.** Cow the weak, dominate them. (Evil)
4	**Liberation.** Show people that the mighty and their tyrannical traditions are not invincible. (Chaotic)
5	**Panache.** There is nothing sadder than mediocrity. Everything is a matter of style. (Any)
6	**Honor.** Those with nothing to defend and no convictions have lost the fight before it has even begun. (Any)

d6	Bond
1	Now that I have started defending the weak and the oppressed, I would look like the scum of the earth if I betrayed my reputation.
2	I would rather suffer a thousand deaths than dishonor my ancestors.
3	Now, I fight for a cause or, at least, for something. Before that, I was simply violent.
4	I am not yet ready to take on the villain who destroyed what I held dear, but every day, I hone my skills.
5	I fight tirelessly to forget, but some memories never go away.
6	One day, the gold I am gathering through campaigns and adventures will allow me to fulfill my dream.

d6	Flaw
1	Better not look at me the wrong way when I have had a drink.
2	I have a soft heart, and some people take advantage of it.
3	People think me fearless, but no one saw me fight and flee from that one opponent I hope never to meet again.
4	So long as I am healthy, everything is fine, but when my stamina falters, I fall apart.
5	The memory of a past battle haunts me every night.
6	I know that my daredevil instincts can put innocents in danger, but I cannot always keep myself in check.

Explorer of Wild Lands

Some spend their lives sheltered from the perils of the untamed world, but without these dangers, your existence would be absolutely devoid of interest. This merciless nature that so many fear, you love it for its serenity, its majesty, and its impartiality—qualities that towns and their denizens too often lack. You have lost count of the miles you have walked, the forests you have crossed, and the mountains you have scaled, but you keep a vivid memory of each land you have traveled. Sometimes, you feel tired and weary, but at every dawn, the horizon shows you a new face, more resplendent than that of the previous day.
Before you became an adventurer for good, you may have worked as a guide, poacher, lumberjack, or huntsman, but your hunger for gold or for faraway lands took your wanderlust to another level.

- **Skill Proficiencies:** Choose two from Animal Handling, Athletics, Nature, and Survival
- **Tool Proficiencies:** Vehicles (land)
- **Languages:** One of your choice
- **Equipment:** A quarterstaff, a set of traveler's clothes, a hunting trap, a worthless but cherished item (lucky charm, memento of a hunt, etc.), and a belt pouch containing 5 gp

Feature: Under the Stars

Necessity and experience have taught you to live without a roof above your head. You can find shelter from the foulest weather, identify the best natural places to rest your aching legs, and forage enough food for you and up to four companions, provided you are in a plentiful enough natural environment.

Suggested Characteristics

Most explorers have always had a taste for adventure. Never able to stay put, they spontaneously found an outlet for their restlessness in exploration. Casting their lot with people from other walks of life, however, is a novelty for a good part of them. They have to adapt to people who are not necessarily used to hoofing ten miles a day or to venturing into unexplored regions. They also must accept their companions and, eventually, recognize that they are not just burdens and have worthwhile skills that the explorer could learn from.

d8	Personality Traits
1	I spontaneously take the lead whenever we go from one place to another.
2	It goes against my nature to take a path I have already walked.
3	Prissy people make me laugh. To their faces.
4	I love a physical challenge, no matter how daunting.
5	I always feel like my traveling companions would be lost without me babysitting them.
6	I speak with gestures and sounds more often than with words.
7	I hate warm water, beds, chairs, benches, and what city dwellers call perfume.
8	I am an unrepentant trickster.

d6	Ideal
1	**Balance.** Prevent those ambitious and uncaring people from ravaging the land that bears and feeds them. (Neutral)
2	**Back to the roots.** The more I think about it, the more the gifts of civilization seem paltry to me, and its evils considerable. (Neutral)
3	**Bellicosity.** Being able to give in to one's most brutal instincts without fear of authorities. (Evil)
4	**Solidarity.** Discover new places to house those who need it and make them understand that their condition is not irremediable. (Good)
5	**Renewal.** Every now and then, things must be shaken up to bring some life back into them. (Chaotic)
6	**Self-sufficiency.** Never depend on other people's help, whether it comes with strings attached or not. (Any)

d6	Bond
1	My village is counting on me to save it from the misfortune that struck it.
2	Generous souls have helped me out of a bind more than once, and I intend to do the same for others.
3	I get bored whenever I remain in the same place for more than a few days.
4	I am spurred by the hope of one day finding the land of my dreams.
5	I am from a well-respected family and I take care not to bring them shame through my actions.
6	Faith guides my steps.

d6	Flaw
1	I readily believe in the silliest superstitions.
2	I hide a phobia that conflicts with my character.
3	When things do not go my way, I can easily get violent, particularly if I am out of my element.
4	I like to talk big about my outdoorsman abilities, sometimes even faking ones I do not have.
5	I cannot bear people who talk loudly even outside of cities.
6	I absolutely cannot stay awake beyond a certain hour.

Notable

Many people would have liked to grow up in such a comfortable environment as yours. Whether you are from the nobility, from the upper middle class, or from an influential family of notables of the Free City, you have never wanted for anything. You have been spared most of the turmoil and trouble that plague the common man… but does that make you a happier person? What you cannot ignore, however, is that you are widely respected—at least, seemingly—sometimes feared, often envied, and occasionally hated. But whatever the opinion others have of you, your words are almost always heeded. Whether it seems natural to you or keeps puzzling you, the fact is that your voice carries more weight than most.

- **Skill Proficiencies:** Choose two from History, Insight, and Persuasion
- **Tool Proficiencies:** One musical instrument or type of gaming set
- **Languages:** One of your choice
- **Equipment:** A set of fine clothes, various safe-conducts and recommendation letters, the tools you are proficient in, and a belt pouch containing 25 gp

Feature: Clout

In most civilized environments, you have no trouble making your opinion respected, or at least voicing it. Even if your parentage is not known locally, people can easily see that you have the bearing of a well-to-do. Provided a community is not overtly hostile to you, you can get an audience with the local authorities within a shorter time than normal. However, be careful not to boast too loudly about your prerogatives, lest you start attracting other people's contempt or jealousy.

Suggested Characteristics

Nobles, burghers, and other members of the privileged castes of Eana who take up the mantle of an adventurer must usually learn to live in less comfortable conditions that those they have been used to. Such a transition is a lesson of humility for the haughtiest of them. This can result in tensions, but notables are usually able to get along with their less fortunate companions in time.

d8	Personality Traits
1	As high-society as I may be, I endeavor to be courteous toward commoners.
2	I only let out my breath once success has been secured. I have seen too many people fail due to celebrating too early.
3	I like to share my wisdom with others, so that they may profit from the experience of the mighty.
4	I drive a hard bargain. Otherwise, I would not enjoy a position like mine.
5	I remain cheerful in every circumstance. It is the best cure against hardships.
6	Paupers and boors make me uneasy. I would rather not mingle with them lest I prove myself unpleasant.
7	I tend to be very controlling, if only to avoid the incompetence of others compromising our goals.
8	No, I do not think I know better. But I would be remiss not to remind others of proper behavior.

d6	Ideal
1	**Civilization.** Our traditions and culture must be preserved from the ravages of barbarism. (Lawful)
2	**Charity.** If I have more than I need, it is to share it with the underprivileged. (Good)
3	**Troublemaking.** Secular authority has no reason to be anymore. Letting me prosper was its mistake, as I will now work to overthrow it. (Chaotic)
4	**Power.** To contribute to the stability of the social structure, I must first rise in its hierarchy. (Lawful)
5	**Greed.** There are no haves without have-nots, and I have chosen my side. (Evil)
6	**Notoriety.** The respect shown to me by the community is proof of my worth and a bulwark for those I hold dear. (Any)

d6	Bond
1	I had to make a deal with an individual or group, and this alliance would spell infamy for my family should it become public knowledge.
2	I have lost sight of the love of my younger years, but my flame still burns hot.
3	I will relentlessly hunt down those who have ruined my family.
4	When someone recognizes my origins, which happens more often than I would like, I must honor them.
5	I owe everything or almost everything to a notable not from my family.
6	My people have sacrificed much to support me in the path I have chosen, and I intend to repay them.

d6	Flaw
1	I am an unrepentant seducer.
2	I irresistibly spend whatever money I have.
3	I easily tend to treat others like my lackeys.
4	When I speak about someone else, I cannot help badmouthing them, especially if they are not there.
5	I get tetchy when things drag on.
6	I am growing increasingly frustrated with rich people, and I feel it is starting to show.

Recluse

You spent a good part of your life in the middle of nature or in a remote place of contemplation, either alone or with little company. Whether such isolation was imposed or voluntary, whether it was motivated by faith or by a need to go back to your roots, it had a profound influence on your outlook on life. People respect your abnegation, but rarely understand it. You have been through trials that many would have balked at. These inner tribulations have made you stronger and more self-assured, but you are not necessarily prideful about it.

Since then, you have given up on this way of life. Whether it was willingly or not, you must now adapt to life in society and face the outside world.

- **Skill Proficiencies:** Choose two from Athletics, Insight, Medicine, Religion, and Survival
- **Tool Proficiencies:** Choose one from herbalism kit, alchemist's supplies, or a type of artisan's tools
- **Languages:** One of your choice
- **Equipment:** A quarterstaff, a blanket, a set of common clothes, a sheaf of notes and writing utensils, the tools you are proficient in, and a belt pouch containing 5 gp

Feature: Sixth Sense

You do not always know why, but solitude and silence sometimes gift you with epiphanies, premonitions that you can often only understand after the fact. However, sometimes, you manage to follow your instincts, and thereafter realize that you were correct. The reason for such intuitions is probably fated to remain a mystery, but you have learned to trust them. It is up to your leader to decide when you receive such inklings. However, do not count on them to solve the campaign's plot more easily, as you will probably only be able to make full sense of them at the conclusion of the story.

Suggested Characteristics

Most recluses remain so. Leaving on an adventure is a huge change for such an individual. Parties who include a recluse usually respect their privacy and value the necessary sense of perspective they bring. The reserve shown by such characters makes the times they slip out of it all the more noteworthy.

d8	Personality Traits
1	I am infinitely patient, so long as I am left to my reflections.
2	I keep my body fully shaved.
3	Life in society and its constraints seem absurd to me, and I have a hard time conforming to them.
4	When talked to, I only react after a few seconds.
5	I always keep my voice level and my movements composed.
6	I let nature run its course on my body without seeking to alter it: I have been keeping my hair uncut and my nails untrimmed for years.
7	I am often early or late, as I have obviously little notion of time.
8	My days are punctuated with various rituals.

d6	Ideal
1	**Salvation.** Wisdom and compassion will save the world. (Good)
2	**Enlightenment.** I have set myself on the right path and will soon be ready for the ultimate step. (Any)
3	**Reason.** Contemplation is the only way to stave off feelings, lies, and outside influences that sow confusion in the mind. (Lawful)
4	**Refuge.** The preoccupations of the world are but a source of suffering. Deliverance will come from seclusion. (Neutral)
5	**Cynicism.** Moral and social conventions are but tools to enslave the weak. Whoever understands this is that much closer to the truth. (Evil)
6	**Maturity.** Amidst the depths of solitude, I have learned that company is necessary. (Any)

d6	Bond
1	My mentor, to whom I owe everything, expects great things from me.
2	My seclusion was ordered against my will, and I never accepted it.
3	I went into isolation after a love story that went wrong.
4	My long retirement has brought me closer to values that were originally not mine or my people's.
5	I must at all costs preserve the secret of the order who has housed me.
6	My isolation has allowed me to lie low long enough to be forgotten. At least, I hope so.

d6	Flaw
1	I usually appear to listen to people, but their opinion is of little importance to me.
2	Every day, I find it increasingly difficult to convince myself not to leave my companions and go back to my secluded life.
3	Through years of meditation, I have been able to repress a terrible vice of mine, but not overcome it.
4	I still do not understand why people are so attached to their paltry existences.
5	In consumption as in privation, I know only excess.
6	People think I meditate when I stare into space, but they have no idea of the sinister ideas that sometimes flow through my mind.

Savant

To many, you are a font of knowledge. You know, however, that said font does not fill itself. You have spent so many hours poring over manuscripts and scrolls, attentively listening to your teachers' lectures, and reflecting upon the mysteries of the mind and the most complex theories that one might think you unfit for more pragmatic activities. You, however, beg to differ: the more you know, the better you can handle yourself.

- **Skill Proficiencies:** History and choose one from Arcana, Nature, or Religion
- **Languages:** Two of your choice
- **Equipment:** A set of common clothes, a quill, an ink bottle, two bedside books, and a belt pouch containing 15 gp

Feature: Bookworm

Your knowledge is vast, but not absolute, this goes without saying. However, you have spent so much time in places of learning that they hold no secrets for you. When you are looking for written information, and provided you are in a town or community with at least one library, bookshop, or teaching establishment, you can find what you are after in record time. Of course, it must make sense for the information you require to be available in such a place. If access to the location is restricted, your familiarity with such institutions might open you a few doors.

d8	Personality Traits
1	I see analogies in everything and have a metaphor for every circumstance.
2	I cannot help correcting the linguistic and semantic mistakes of other people.
3	I like to share my knowledge, but oddly, it sometimes seems to get on other people's nerves.
4	My curiosity is insatiable: I must learn everything, particularly about subjects I have just become acquainted with.
5	I frown upon those who rely on their "intuition." Only reason can prevail.
6	I am extremely patient with the unlearned, and yet, they get cross.
7	I get easily distracted when practical matters are discussed.
8	I am always surprised when people are not familiar with the most elementary notions, and I make it a point to let them know.

Suggested Characteristics

Some savants are full of themselves, while others are humble, indulgent, and amicable toward those who are less learned, sometimes waxing downright loquacious. Savants do not always have their feet on the ground, and their traveling companions know it. However, they are aware of the wealth of knowledge these scholars possess and of the gaps they can fill.

d6	Ideal
1	**Balance.** The best way to avoid one side dominating the other is to know about all of their secrets. (Neutral)
2	**Reason.** Do not give in to anger or pity, always rely on logic. (Lawful)
3	**Influence.** Knowledge is only a gateway to power. (Evil)
4	**Infinity.** I lose myself in the inexhaustible bubbling of the flow of knowledge. (Chaotic)
5	**Sharing.** When other people know as much as I do, the world will be a better place. (Good)
6	**Enlightenment.** One day, the knowledge we will have gathered will allow us to transcend our condition. (Any)

d6	Bond
1	I belong to a secret faction that makes use of my knowledge to provide its members throughout the world with information.
2	I was able to learn all I know thanks to the support of an individual or group I admire or despise.
3	My field of expertise is still considered a minor one. It must not remain so.
4	A question obsesses me and I put myself in the most inconvenient situations in my attempts to answer it.
5	My master expects a lot from me; I could not bear to disappoint them.
6	Some truths are dangerous and I must make sure that they are not spread.

d6	Flaw
1	I cannot bear to hear fallacies about a subject I am proficient in.
2	They tell me that I can never accept being wrong, but they forget that I am always right.
3	I am too forgiving toward anyone who can teach me.
4	Sometimes, very rarely, I do not know… so I fib.
5	When a consensus is reached too quickly, I cannot help but play the devil's advocate.
6	I am horribly afraid of death and I intend to delay it for as long as possible… perhaps even indefinitely.

Scoundrel

You have taken part in less-than-legal businesses for quite some time. You are a person of the world, oh yes. The underworld offers many career opportunities, and you may have tried your hand at several of them. In the eyes of many, it is a perverse, rotten universe, but to you, it is a complicated, turbulent family among which both camaraderie and treachery can be found at every turn.

- **Skill Proficiencies:** Choose two from Deception, Investigation, Sleight of Hand, and Stealth
- **Tool Proficiencies:** Choose one from thieves' tools, disguise kit, or forgery kit
- **Languages:** One of your choice
- **Equipment:** A set of common clothes, various forged documents, the tools you are proficient in, and a belt pouch containing 15 gp

Feature: Knowledge of the Underworld

You can smell out corruption. Most communities have their share of criminals and crooked officials. Obviously, you cannot spot whether someone is involved in such dealings at a glance, but you can readily find unlawful people whom you can negotiate with or ask for information. From this point onward, what happens is up to you, but you know what you are getting into.

Suggested Characteristics

Adventurers with a criminal background are plentiful. Most, but not all, take this path out of greed. Some see in it a way to make a name for themselves, to perform beyond the uneasy tedium of their questionable activities. When their traveling companions are aware of their origins, they tend to be wary of such a disreputable individual, but such suspicion rapidly fades if there is nothing on which to ground it. Characters with this background tend to have particularly troublesome bonds.

d8	Personality Traits
1	When I meet someone, I like to make them squirm, to make them feel I am a threat to them, particularly if they think themselves better than me.
2	I need to probe people, to get a good idea of their intentions through a few well-chosen remarks and questions.
3	I am very ill-tempered. And I hold a mean grudge.
4	Nice people bore me, I enjoy the company of rascals.
5	Baubles, gaudy clothes, swaggering stride; I make a display of my wealth, whether my pockets are full or empty.
6	Few know who I truly am. I am always playing a role.
7	I like looking for trouble, and trouble seems to like me.
8	Scornful tone, cocked eyebrow; I always look like I am making fun of other people, even when I have no ill intent.

d6	Ideal
1	**Freedom.** Rules are made to be broken. (Chaotic)
2	**Charity.** One way or another, wealth must be redistributed. (Good)
3	**Power.** Accumulate wealth and influence by any means possible. (Evil)
4	**Structure.** Hierarchy and honor ensure the prosperity of the underworld. (Lawful)
5	**Hellraising.** Too many castes, too many prejudices; only a good kick to the anthill can bring some vigor back into this moribund world. (Chaos)
6	**Pragmatism.** Expect nothing from doctrines, people, organizations, and other such facades. Only rely on yourself and, at most, a few trustworthy comrades. (Neutral)

d6	Bond
1	A criminal organization blackmails me by threatening a loved one I cannot protect.
2	I am on the run and must rely on the assistance of local contacts to ensure my freedom.
3	I have ended up on the bad side of a crime lord and they intend to make me pay.
4	I gave up on my real identity long ago, but I know I will have to assume it again one day.
5	Some criminal big shot double-crossed me in the past. They do not know that I am plotting their downfall.
6	My family would be ashamed if they knew better about my past.

d6	Flaw
1	When I get bored, I try to inject a little chaos into the situation.
2	I cannot rest easy if I have not lied through my teeth at least once during the day.
3	I do not always think about the safety of others.
4	I have a troublesome tendency to fall in love with agents of the official authority.
5	I find it hard to resist the call of a good drink when I am at a tavern or party.
6	A soothsayer told me that all my wishes would come true once I had killed a certain number of innocents. Sometimes, I believe it.

Survivor

For as long as you can remember, you have always been surrounded by blood and death. War took many of your loved ones, mercilessly drove you from one country to another, stripped you bare more than once, but finally spat you out. Now, you see war as something of a dreadful parent.

Alternatively, your community may have been the victim of natural disasters, epidemics, or any other series of calamities through which you made it out alive.

- **Skill Proficiencies:** Choose two from Athletics, Investigation, Perception, and Survival
- **Tool Proficiencies:** Choose one from herbalism kit, a type of vehicle (air, land, or sea), or a type of artisan's tools
- **Languages:** One of your choice
- **Equipment:** A set of common clothes, a memento of your community of origin (a worthless but cherished item), a herbalism kit (if you are proficient in it), and a belt pouch containing 5 gp

Feature: Between the Raindrops

Your experience with war and assorted calamities has made you sensitive to portents of mortal danger, allowing you to steer clear of it. When you are traveling through a region where large-scale fighting is taking place (at least several dozen combatants) or where disaster is brewing, you can spontaneously find the least exposed paths and locate the safest resting spots.

Suggested Characteristics

By definition, survivors are hurt people, usually psychologically more than physically. They are more hardened than most fledgling adventurers and can pass as more experienced. They are often protective toward their companions, which makes them an appreciated presence. The biggest problems surface when badly healed scars reopen under the pressure of stress or a trying event.

d8	Personality Traits
1	I never show optimism. Actually, I am rather more inclined to pessimism.
2	My best weapon against horror? Derision.
3	I endeavor to disarm any fruitless conflict, being all too aware that most are.
4	I am very touchy-feely: I hug others, slap them on the back, pat their heads, etc. to bring them comfort… or to reassure myself.
5	I am very hygienic. Excessively so, some might say.
6	I am pretty shy, but when people start spouting nonsense about something I know all too well, I often lose it.
7	I am ever alert and only relax on exceptional occasions.
8	I frequently isolate myself, because I feel even more alone among others.

d6	Ideal
1	**Fate.** I made it more or less unscathed through everything I suffered. It is a miracle, but there is surely a meaning to all of this. (Any)
2	**Sharing.** Life has taught me many things, particularly that you cannot survive without the help of others. (Good)
3	**Culling.** Life has taught me many things, particularly that only the strongest deserve to survive. (Evil)
4	**Disillusionment.** One fights in the name of one's lord, country, faith, or ideals, but mostly, one dies at the whims of a few selfish monsters. (Chaotic)
5	**Anticipation.** War is inevitable. Sooner or later, it strikes. Only those who prepare for it can hope to be spared. (Lawful)
6	**Indifference.** The one thing I have understood is that the more people a cause involves, the more it is beyond them. Maybe, in the end, they are all equally worthwhile… or worthless. (Neutral)

d6	Bond
1	Faith has allowed me to overcome my ordeals. I am now its servant.
2	I ran away from my disaster-ridden country, but I will go back one day.
3	I know the identity of those who persecuted my loved ones, and I intend to pay them a visit.
4	I have lost track of the person who saved my life, but I am certain they are still alive.
5	A monstrous creature saved me in the past, which made me understand that all that is gold does not glitter. Ever since that day, I have made sure not to judge anything or anyone based on appearances.
6	Without an impetus, things will never change. I will not be a pawn all my life.

d6	Flaw
1	I often feel like I am a ghost among the living.
2	I have not become attached to anyone for a long time, since all those I love die horribly.
3	In some circumstances, I sink to what I abhor the most: blind violence.
4	I hate the gods for taking away all those I held dear. It would not have been as bad had they not decided to spare me.
5	I often feel pity toward my opponents, and I have had cause to regret it.
6	I have survived so many things that I sometimes feel immortal.

Personality

Describing the personality of an individual is always difficult. Often, when you start playing a character, between one and three gaming sessions are needed to get a reliable, in-depth idea of their psychology. Your choice of their species and background gives you an idea of their experience, of their beliefs, and of what matters to them. Then comes alignment, which represents their general outlook on the world.

As for inspiration, it is an expression of what spurs you: in a moment of inspiration, your character is stronger and more determined to fight for what truly matters to them.

Alignment

A typical creature has an alignment, which broadly describes their moral and personal attitudes. Alignment is a combination of two factors: one identifies morality (good, evil, or neutral), and the other describes attitudes toward society and order (lawful, chaotic, or neutral). Thus, nine distinct alignments define the possible combinations.

These brief summaries of the nine alignments describe the typical behavior of a creature with that alignment. Individuals might vary significantly from that typical behavior, and few people are perfectly and consistently faithful to the precepts of their alignment.

- **Lawful good** (LG) creatures can be counted on to do the right thing as expected by society.
- **Neutral good** (NG) folk do the best they can to help others according to their needs.
- **Chaotic good** (CG) creatures act as their conscience directs, with little regard for what others expect.
- **Lawful neutral** (LN) individuals act in accordance with law, tradition, or personal codes.
- **Neutral** (N) is the alignment of those who prefer to steer clear of moral questions and do not take sides, doing what seems best at the time.
- **Chaotic neutral** (CN) creatures follow their whims, holding their personal freedom above all else.
- **Lawful evil** (LE) creatures methodically take what they want, within the limits of a code of tradition, loyalty, or order.
- **Neutral evil** (NE) is the alignment of those who do whatever they can get away with, without compassion or qualms.
- **Chaotic evil** (CE) creatures act with arbitrary violence, spurred by their greed, hatred, or bloodlust.

Alignments in the World of Eana

For many thinking creatures, alignment is a moral choice. Humans, dwarves, elves, and other humanoid species can choose whether to follow the paths of good or evil, law or chaos.

Alignment is an essential part of the nature of celestials and fiends. A devil does not choose to be lawful evil, and it does not tend toward lawful evil, but rather it is lawful evil in its essence. If it somehow ceased to be lawful evil, it would lose what makes it a devil and would become a unique monstrous creature.

Most creatures that lack the capacity for rational thought do not have alignments—they are **unaligned**. Such a creature is incapable of making a moral or ethical choice and acts according to its instinct. Sharks are savage predators, for example, but they are not evil; they have no alignment.

The gods are also an exception: though unaligned, they lean toward a certain tendency, being either harmonic or entropic. This is detailed in ARCANA.

Inspiration

Inspiration is a rule the leader can use to reward you for playing your character in a way that is true to their personality traits, ideal, bond, and flaw. By using inspiration, you can call on your bond to the defense of your home village to push past the effect of a spell that has been laid on you.

Gaining Inspiration

Your leader can choose to give you inspiration for a variety of reasons. Typically, it is awarded when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. Your leader will tell you how you can earn inspiration in the game.
You either have inspiration or you don't—you cannot stockpile multiple "inspirations" for later use.

Using Inspiration

If you have inspiration, you can expend it when you make an attack roll, saving throw, or ability check. Spending your inspiration gives you advantage on that roll.
Additionally, if you have inspiration, you can reward another player for good role-playing, clever thinking, or simply doing something exciting in the game. When another player character does something that really contributes to the story in a fun and interesting way, you can give up your inspiration to give that character inspiration.
To represent inspiration and ensure you do not forget about it, you can keep a die, miniature, or any other token in front of your character sheet. When you spend your inspiration, move the token aside or give it to the leader. Later, if you get inspiration again, take your token back.

Other Uses for Inspiration

Using this optional rule will give inspiration more uses, providing adventurers with an extra edge. It is up to the leader to determine what inspiration can apply to, in accordance with the type of atmosphere they want to create and the kinds of heroic actions they want to authorize. Here are a few examples:

- Double speed for one round
- Ignore exhaustion for one round
- Remove a temporary mental condition (such as a short-term madness, or being **charmed** or **frightened**)
- Reroll a damage roll and keep the new result, even if it is lower

Classes

A Heroic Fate

A class is a heroic path. In Eana, it is said that only individuals born under the sign of the moon Eternity can truly embrace such a way. The players will get to embody such characters. The rest of the population may become specialists in one or several domains, rising to the status of famous, influential personalities, but they will never be able to go beyond certain limitations.
However, the blessing of Eternity has a price: those who take a heroic path will face dramatic stakes. Whether they are agents of good or evil, whether they dedicate their lives to themselves or to others, they will be involved in dangerous adventures. On many occasions, their lives will be endangered and they will have to show mettle, imagination, and adaptability to prevail. At character creation, a hero has just taken their first step on a career that will require much effort and courage to one day reach its full potential.

Choosing One's Class

By choosing a class, each player picks a path that inspires them and lets them enjoy their adventures to the fullest. In certain campaigns, virtually any combination of species and class is acceptable, but others may impose restrictions depending, for example, on how common and accepted magic is. And of course, the composition of the party's members is an important factor as well. In any case, the leader will inform the players of possible limitations.

Access to Magic: the Awakening

No matter what your character's class is, they must have experienced the Awakening to be able to use their spells and magic aptitudes. Otherwise, they can still learn new spells, and will earn new abilities and spell slots as they level up, but they will only be able to make use of them once they have Awakened. Your character knows theory, but not practice: they lack the necessary spark to cast spells and call upon magic abilities.
So that you can easily spot them, all the powers and abilities related to the Awakening are indicated with this symbol:

By default, your character has already Awakened at creation. If your leader decides to have you roll to see if your character has Awakened, or if they plan to depict the characters' Awakening at a later stage of the campaign, keep this in mind when you choose your class. As long as this particular moment has not taken place, your character cannot use any of the magic powers related to their class. This will make their early career more difficult than that of their non-magic-user companions, but in a world where magic is rare and mysterious, the power bump they will one day experience will be all the more spectacular!

Elusive Magic

By default, bards, sorcerers, warlocks, and wizards are free to choose the spells they have access to. If the leader wants to make magic more mysterious, rare, and wild, they can use the Elusive Magic rule instead. This rule dictates that at creation, players do not pick their spells themselves, but obtain random ones by rolling on the spell tables included in **Grimoire**. Depending on the nature of the campaign, the leader can also arbitrarily choose one or several of the newly created character's spells.
Additionally, as they level up, the character will earn new spell slots, but not necessarily new spells, in which case they must discover them in the course of their adventures or find a mentor who will agree to teach them.
So that you can easily spot them, all the powers and abilities related to Elusive Magic are indicated with this symbol:

Teamwork and Complementarity

A character's species grants them particular bonuses and abilities, but it is their class that determines most of their aptitudes. It is advised that you take some time to discuss the following points with your companions:

- **Healer.** A party of adventurers always needs at least one healer, maybe even two, in case the main healer needs to be healed! Bards, clerics, druids, and paladins are the most suitable in that regard.

- **Front-Liner.** It takes a robust warrior to survive on the front line, soak (and dish out) damage, and hold out long enough. Barbarians, clerics, fighters, and paladins are fit for such a role.

- **Damage Dealer and Support.** All classes have abilities to weaken and strike down opponents, but some of them are particularly good at it, especially when supported by their allies. Rogues, for example, perform at their best when they have a companion to assist them.

- **Skills.** You can choose your skills as soon as you have picked your class, or take some time to think about which ones you want or need the most. Refer to the **Abilities chapter: Skills and In-Game Actions** to get a more detailed idea of the applications of a given skill and of what your party might lack if no one is proficient in certain skills.

In the case of most fights, the key to victory is to assign tasks, so that everyone may do what they excel at and compensate for the weaknesses of others. During the game, the handicaps and strengths of each character will come up, giving the story its spice and illustrating the advantage of team dynamics. If it turns out that a skill, tool proficiency, or language you do not have is too important a gap in your abilities, you can learn it with feats (see the **Customization Options chapter**) or study them between adventures (see the **Lifestyle chapter: Long-Term Activities Influencing Lifestyle**).

Summary of the Class Features

For more information about each individual class, refer to the following thirteen sub-chapters. The table below lists the saving throws each class is proficient in, whether it has access to magic, and how many skills it gets at 1st level.

Class	Saving Throw Proficiencies	Access to Magic? (Maximum Spell Level and Spellcasting Ability)	Hit Dice	Number of Skills	Number of Tool Proficiencies	Number of Languages
Barbarian	Strength, Constitution	—	d12	2	—	—
Bard	Dexterity, Charisma	9th level, Charisma	d8	3	3	2
Cleric	Wisdom, Charisma	9th level, Wisdom	d8	2	—	1
Druid	Intelligence, Wisdom	9th level, Wisdom	d8	2	1	—
Fighter	Strength, Constitution	—	d10	2	—	—
Monk	Strength, Dexterity	—	d8	2	1	—
Paladin	Wisdom, Charisma	5th level, Charisma	d10	2	—	—
Ranger	Strength, Dexterity	5th level, Wisdom	d10	3	1	—
Rogue	Dexterity, Intelligence	—	d8	4	1	—
Scholar	Intelligence, Wisdom	—	d8	3	3	3
Sorcerer	Constitution, Charisma	9th level (special), Charisma	d6	2	—	—
Warlock	Wisdom, Charisma	—	d8	2	—	1
Wizard	Intelligence, Wisdom	9th level, Intelligence	d6	2	1	1

Barbarian

For a barbarian, civilization is the trapping of the weak and law a sorry excuse for not getting one's hands dirty. Barbarians have no regard for social conventions or rules: the only authority they abide by is that of strength, and the only loyalty they have is toward their clan and, occasionally, their traveling companions.

The Inner Fire

Barbarians burn with an inner fire that allows them to enter a battle trance when fighting. In this state of exaltation and fury, they are capable of performing inhuman feats of strength, taking wounds that would make anyone else faint without flinching, and even shielding themselves against attempts to manipulate their mind. However, this faculty has a price: when they are in a state of rage, a barbarian focuses solely on combat. Their mind becomes blank and they may lose control over their actions, driven to a paroxysm of fury and violence that can put them or their allies in danger. Moreover, a barbarian's rage is extremely taxing, leaving them exhausted and weakened in its aftermath.

Recruiting Berserkers

Many sects and organizations have attempted to employ barbarians in the hope of putting their destructive rage to use, but they were forced to conclude that these fierce warriors could very seldom be relied upon. Most of them only follow orders when it suits them and desert as soon as they start getting bored or feel like they are being manipulated. Not to mention that there is always a risk of them seeking revenge against their former masters.
Thus, some fighters and assassins are trained to go into a battle trance, usually with the use of indoctrination methods or psychotropics. However, though they are capable of the same feats of strength and arms, they are not acknowledged as true barbarians as they lack the inner fire and freedom of mind of a true berserker.

An Ambivalent Perception

Primitive tribes respect barbarians and see in their path a communion with one's primal instincts, but not all of them are from such an environment. Most of them are outcasts, ill-suited to life in society because of their brutal nature. Some of them are individuals with fiery mindsets and explosive tempers, others are murderers driven by their lowest instincts, and others are tortured persons who can only free themselves of their frustrations by letting go of them in a torrent of rage. To a civilized mind, the idea of reveling in such orgies of violence without even the pretext of having been raised by savages is a frightening, disturbing one. Barbarians know this, and they make use of the aura of danger and fury they give off to get out of many a predicament: they are feared, but they are also left alone. Honest, sane citizens stay away from them, and both outlaws and official authorities think twice before accosting them. Many barbarians enjoy this reputation for savagery, seeing it as insurance against meddlers and as a perpetual source of amusement at the expense of city dwellers.

Fighting Instinct

Though few barbarians are formally trained in martial arts, it would be a dire mistake to underestimate their fighting prowess. What they lack in technique and discipline, they make up for with brutality and inhuman instincts. They are survivors adapted to punishing environments and no-holds-barred combat. This harsh existence makes them constantly alert, extremely swift and athletic holders of a primal, brutal wisdom acquired through the experience of a life that is nothing but a long battle.

"I will die like I was born! Covered in blood and screaming at the top of my lungs!"
Quote attributed to Izold, known under the moniker "Trollslayer." One of the most famous berserkers of the world of Eana, Izold travels the world, following her instincts and a quest only she knows about.

Class Features

As a barbarian, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d12 per barbarian level
Hit Points at 1st Level: 12 + your Constitution modifier
Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per barbarian level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a greataxe or (b) any martial melee weapon
- (a) two handaxes or (b) any simple weapon
- (a) four javelins or (b) a blowgun and 10 darts or (c) a shortbow and a quiver of 20 arrows
- An explorer's pack

The Barbarian

Level	Proficiency Bonus	Features	Rages	Rage Damage
1st	+2	Rage, Unarmored Defense	2	+2
2nd	+2	Reckless Attack, Danger Sense	2	+2
3rd	+2	Primal Path	3	+2
4th	+2	Ability Score Improvement	3	+2
5th	+3	Extra Attack, Fast Movement	3	+2
6th	+3	Path Feature	4	+2
7th	+3	Feral Instinct	4	+2
8th	+3	Ability Score Improvement	4	+2
9th	+4	Brutal Critical (1 die)	4	+3
10th	+4	Path Feature	4	+3
11th	+4	Relentless Rage	4	+3
12th	+4	Ability Score Improvement	5	+3
13th	+5	Brutal Critical (2 dice)	5	+3
14th	+5	Path Feature	5	+3
15th	+5	Persistent Rage	5	+3
16th	+5	Ability Score Improvement	5	+4
17th	+6	Brutal Critical (3 dice)	6	+4
18th	+6	Indomitable Might	6	+4
19th	+6	Ability Score Improvement	6	+4
20th	+6	Primal Champion	Unlimited	+4

Rage

In battle, you fight with primal ferocity. On your turn, you can enter a rage as a bonus action. While raging, you gain the following benefits if you aren't wearing heavy armor:

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll that increases as you gain levels as a barbarian, as shown in the Rage Damage column of the **Barbarian table**.
- You have resistance to bludgeoning, piercing, and slashing damage.

If you are able to cast spells, you can't cast them or concentrate on them while raging.

Your rage lasts for 1 minute. It ends early if you are knocked **unconscious** or if your turn ends and you haven't attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action.

Once you have raged the number of times shown for your barbarian level in the Rages column of the **Barbarian table**, you must finish a long rest before you can rage again.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Reckless Attack

Starting at 2nd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Danger Sense

At 2nd level, you gain an uncanny sense of when things nearby aren't as they should be, giving you an edge when you dodge away from danger.
You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be **blinded**, **deafened**, or **incapacitated**.

Primal Path

At 3rd level, you choose a path that shapes the nature of your rage. Choose the Path of the Berserker or the Path of the Wizard Slayer, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Fast Movement

Starting at 5th level, your speed increases by 10 feet while you aren't wearing heavy armor.

Feral Instinct

By 7th level, your instincts are so honed that you have advantage on initiative rolls.
Additionally, if you are surprised at the beginning of combat and aren't **incapacitated**, you can act normally on your first turn, but only if you enter your rage before doing anything else on that turn.

Brutal Critical

Beginning at 9th level, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.
This increases to two additional dice at 13th level and three additional dice at 17th level.

Relentless Rage

Starting at 11th level, your rage can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're raging and don't die outright, you can make a DC 10 Constitution saving throw. If you succeed, you drop to 1 hit point instead.
Each time you use this feature after the first, the DC increases by 5. When you finish a short or long rest, the DC resets to 10.

Persistent Rage

Beginning at 15th level, your rage is so fierce that it ends early only if you fall **unconscious** or if you choose to end it.

Indomitable Might

Beginning at 18th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

Primal Champion

At 20th level, you embody the power of the wilds. Your Strength and Constitution scores increase by 4. Your maximum for those scores is now 24.

Barbarian Stories...

A large woman with vermilion hair and bloodshot eyes charges through a horde of skeletons, her mouth frothing. She is bleeding from a dozen wounds and her vision is reduced to a tunnel, her gaze fixed on the necromancer at the other end of the hall. In a few seconds, she closes the distance between them and pounces. Before he can finish his incantation, she pins him and shatters his hand under her fist. As he flails and screams, she bites into his throat. After a few moments of frantic convulsions, the mage lies still and the skeletons fall to pieces. Trollslayer spits out a large chunk of flesh, her head pounding. Her sight blurs and she falls flat on the ground, a blissful smile stuck on her blood-covered face.

In a tavern, a group of drunken elf students invade the table of a lone half-orc silently nursing a mug. "Make room, mule!" one of the students sneers. The hulk finishes his drink in one gulp and stands up, toppling the table in a great din. He leans forward and stares into the elf's eyes. The whole room is holding their breath. "I am done. You can have my table," he growls, his eyes glowing with barely contained hatred. "And you should get some fresh pants," the merosi spits as he strides away. The elf looks down at the dark spot growing on the front of his white linen breeches.

His legs slightly spread in a balanced stance, a green-scaled dragonborn bedecked in tribal adornments of black and white feathers faces a knight charging at him full tilt, lance forward. A split-second before the point skewers him, he grabs the weapon's shaft with both hands and, in a swift twisting motion, unhorses his attacker with his own spear, throwing him several feet away. Then he turns toward the second horseman charging from his right and, grunting under the effort, throws the lance as if it were a javelin, impaling both the mount and its rider.

Primal Paths

Barbarians express their rage in different ways depending on the path they pursue, becoming either berserkers or wizard slayers.

Path of the Berserker

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammeled fury, slick with blood. As you enter the berserker's rage, you thrill in the chaos of battle, heedless of your own health or well-being.

Frenzy

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make a single melee weapon attack as a bonus action on each of your turns after this one. When your rage ends, you suffer one level of exhaustion.

Mindless Rage

Beginning at 6th level, you can't be **charmed** or **frightened** while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Intimidating Presence

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be **frightened** of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you.
If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Retaliation

Starting at 14th level, when you take damage from a creature that is within 5 feet of you. you can use your reaction to make a melee weapon attack against that creature.

Various Berserkers

According to the scholars of the Free City, the word "berserker" is derived from the Nordic word for "bear," an animal feared for its strength and endurance. Young men and women from the tribes of Septentrion are encouraged to kill a mighty predator by their own means in order to prove their worth and enter adulthood. However, berserker barbarians can be found in many other civilizations of Eana:

- **Kaani shock cavalry.** Fearsome archers and talented riders, the Kaani have among their ranks berserkers who shoot from afar, bear down on their enemies, trample them, and dismount to finish them if needed.

- **Surefoot elite.** Surefoot halflings inhabit the equatorial forest of Bandiko-Mibu. Stealthy and armed with blowguns that shoot typically-poisoned darts, they favor surprise attacks but are not afraid to deal with their opponents at close quarters, bashing skulls with sturdy clubs.

- **Infuriated commoners.** Under the crushing weight of despair, misery, and humiliation, certain unfortunate souls can grow so frustrated, irritated, and hateful that they end up going into a rage almost by accident. It may happen that a usually docile prostitute or impassive servant snaps and tears into their tormenters. Having been pushed around one too many times, they unleash all their pent-up anger in one great bout of violence and destruction. And when they come back to their senses, the surprise is all theirs.

Path of the Wizard Slayer

Among certain superstitious tribes, spellcasters and their black magic are perceived as aberrations of nature, responsible for the corruption of the world and the rise of monsters and maladies. The rage of these barbarians primarily goes toward magic users and their minions, particularly those on the side of their enemies. They believe Awakened people are at risk of being possessed by evil entities, and thus that they must be disposed of at the slightest hint of deviance, before their accursed powers lead the world into darkness.

History of the Wizard Slayers

Wizard slayers seem to have originated during the Age of the Fated Kings. At that time, sovereigns were heroes, raised to the status of quasi-divinities. As such, a barbarian hero could succeed a cleric hero, as dynasties were based on merit and on the blessing of the moon Eternity. But some spellcasters, unsatisfied with their privileges, decided to increase the control they had over their population to eliminate any risk of being one day replaced. Revolts rose against these tyrants, led by wizard slayers.

Thereafter, wizard slayers became the protectors of isolated communities, fearful of the war mages of the powerful conquering armies. However, wizard slayers can also be found in big cities, working as investigators and bounty hunters specialized in hunting down magic-using criminals. Such barbarians are a far cry from the stereotypical backward savage. They do use rage, but outside of battle they can prove methodical and patient.

Spellbreaking Rage

Starting when you choose this path at 3rd level, you can channel your rage against magic to repel and disrupt it. When you enter a rage, you can forsake your resistance to bludgeoning, piercing, and slashing damage to instead gain resistance to damage of a magical origin (spells, innate spells, and powers specifically described as magical). Whether you choose to do this or not, while raging, whenever you deal at least 11 damage with a melee weapon attack against an opponent maintaining concentration on a spell, the DC of the resulting Constitution saving throw is equal to the total damage instead of half the damage.

Indomitable Soul

Beginning at 6th level, while raging, whenever a spell should subject you to one or several conditions, you can use your reaction to immediately cancel the conditions you should have suffered. You can only use this feature once per rage.

Destructive Hatred

Starting at 10th level, while raging, you have advantage on attack rolls against creatures that have cast a spell (innate or not) or used a power specifically described as magic during their last turn.

Primordial Scent

Also at 10th level, you become able to sniff out residual magic and Awakened individuals. This is not a magical ability, and thus, immunity against divination offers no protection against your primordial scent. You can use this feature in three ways:

- As a bonus action, you can designate a creature you can see within 60 feet and immediately know whether it has Awakened and is therefore capable of casting spells. If the creature has Awakened, you have advantage to saving throws against its spells for 10 minutes.
- As an action, you can focus on your environment and detect the presence of Awakened creatures. This does not reveal their identity or their precise location; you just know that at least one Awakened individual is present.
- You can spend 10 minutes studying an area equivalent to a 30-foot-radius sphere. At the end of this investigation, you can ascertain whether a spell (or a power specifically described as magic) has been used in the area within the last 24 hours. A successful DC 20 Wisdom (Insight or Perception) check yields additional information about the most powerful magical effect used during this period in the inspected area. You do not know its name or school of magic, but you learn whether it was used to dominate, charm, blind, teleport, destroy, etc. (at the leader's discretion).

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Disrupting Strike

Beginning at 14th level, while raging, every time you make a successful melee attack against an Awakened creature, you can disrupt its magical abilities. This renders the creature unable to cast spells or use magical abilities until the start of your next turn. If you use disrupting strike against a creature unable to use magical abilities, nothing happens, but this still expends a use of this feature. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

Bard

Ever since beings gifted with conscience invented language, they have been telling each other stories. The bard is a storyteller, an artist whose sensitivity allows them to draw upon the power of stories, of the universal myths that speak to all creatures and evoke the substance of creation.

World Music

Bards are more than just musicians, minstrels, raconteurs, and jesters: they stand out through a real gift for art that goes beyond mere talent. Their passion is so intense and genuine that they can give life and substance to their performances and shape magic with their speech, music, and dance, like mages do with incantations. The rightness of their interpretations and the power of the emotions they convey ring in tune with the very fabric of reality, allowing them to tap into the raw magic of the world. Like any user of divine or profane powers, true bards have experienced the Awakening, which has attuned them to the melody of the world, allowing them to play it and thus create magic.

Bardic Teaching

Most bards enroll at bardic colleges, some of which, like the College of Lore or the College of Grace, are highly prestigious institutions with lands of their own. In these colleges, bards learn from their peers and refine their art in prolific environments, following or drawing inspiration from established traditions.

Double-edged Reputation

Due to their powers over illusions and mind control, bards often have quite the troublesome reputation, halfway between that of a misunderstood artist and a conman. Mental domination in particular is regarded by most civilizations as a serious magic crime, and a bard who is caught using their talents for illegal purposes can expect swift and merciless judgment.

Wanderlust

Even though some of them attract the favor of rich patrons, most bards prefer an itinerant life, giving shows in exchange for food and lodging wherever they stop, then resuming their journey the following day. As pleasant as the comforts offered by a wealthy benefactor may be, bards are possessed with the spirit of adventure, and no matter their gifts or the quality of their performances, they must keep their art fed with new experiences. This makes them great travelers, often fluent in several tongues and ever capable of adapting to new situations and cultures. This thirst for discovery also makes them learned and attentive adventurers with a wide array of skills and talents, in addition to extraordinary speakers who skillfully shape their speeches to best fit their audience. Every encounter is a source of inspiration, every danger an epic adventure. For a bard, joining a group of adventurers is the perfect opportunity to witness and compile the deeds of a party of heroes and, who knows, maybe become part of their legend as well.

Martial Commitment

Bards in search of epic adventures sometimes enroll in the army for a time. They make for outstanding officers, capable of turning the tides of battles thanks to their magic and their ability to motivate troops. However, bards are generally ill-suited to such a regimental life, and thus few of them actually make a career of it. It remains that owing to their roving lives, even bards with no military experience must be capable of defending themselves should their silver tongue fail them, or should their taste for epics lead them to take a stab at protecting the innocent. They are typically agile fighters who make use of acrobatics and tricks to disorient their enemies, humiliate them, and strike them down with panache.

"I hear the music of creation. I see beauty in everything and can paint not the picture but the truth of my subject. This ecstasy of the beautiful and the good, I want everyone to experience it. And should I fade chasing after a star brighter than mine, so be it." *Laila Ollagar, famous adventuress and troubadour of Ghardat, and notably the author of the Unjust Suzerain, a compendium relating the life and work of Tamerakh the Destroyer.*

Class Features

As a bard, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per bard level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per bard level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, scimitars, shortswords
Tools: Three musical instruments of your choice
Languages: Two common languages of your choice
Saving Throws: Dexterity, Charisma
Skills: Choose any three

The Importance of Performance

Bards are proficient in any three skills of their choosing, depending on their experiences and interests. However, nearly all bards are proficient in Performance, since this skill covers singing, expressing oneself loudly and clearly, telling a captivating story, and drawing the attention and benevolence of an audience in general. Whenever a bard, musician, dancer, acrobat, or street artist delivers a performance, how much money they make is in direct proportion to their skill in Performance. A bard snubbing this skill would be doomed to be an extra in theater plays or second fiddle among groups of musicians, since regardless of their technical abilities, they would essentially lack an artistic aura.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier, (b) a longsword, (c) a scimitar, or (c) any simple weapon
- (a) a diplomat's pack or (b) an entertainer's pack
- (a) a lute or (b) any other musical instrument
- Leather armor and a dagger

The Bard

Level	Proficiency Bonus	Features	Cantrips known	Spells Known	Spell Slots per Spell Level								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Bardic Inspiration (d6)	2	4	2								
2nd	+2	Jack of All Trades, Song of Rest (d6)	2	5	3								
3rd	+2	Bard College, Expertise	2	6	4	2							
4th	+2	Ability Score Improvement	3	7	4	3							
5th	+3	Bardic Inspiration (d8), Font of Inspiration	3	8	4	3	2						
6th	+3	Countercharm, Bard College feature	3	9	4	3	3						
7th	+3	-	3	10	4	3	3	1					
8th	+3	Ability Score Improvement	3	11	4	3	3	2					
9th	+4	Song of Rest (d8)	3	12	4	3	3	3	1				
10th	+4	Bardic Inspiration (d10), Expertise, Magical Secrets	4	14	4	3	3	3	2				
11th	+4	-	4	15	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	4	15	4	3	3	3	2	1			
13th	+5	Song of Rest (d10)	4	16	4	3	3	3	2	1	1		
14th	+5	Magical Secrets, Bard College feature	4	18	4	3	3	3	2	1	1		
15th	+5	Bardic Inspiration (d12)	4	19	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	
17th	+6	Song of Rest (d12)	4	20	4	3	3	3	2	1	1	1	1
18th	+6	Magical Secrets	4	22	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	22	4	3	3	3	3	2	1	1	1
20th	+6	Superior Inspiration	4	22	4	3	3	3	3	2	2	1	1

Spellcasting

You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional bard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Bard table**.

Spell Slots

The **Bard table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
For example, if you know the 1st-level spell cure wounds and have a 1st-level and a 2nd-level spell slot available, you can cast cure wounds using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.
The Spells Known column of the Bard table shows when you learn more bard spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.
Additionally, when you gain a level in this class, you can choose one of the bard spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots. This spell list can be found in **Grimoire**.

Spellcasting Ability

Charisma is your spellcasting ability for your bard spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a bard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any bard spell you know as a ritual if that spell has the ritual tag.

Spellcasting Focus

You can use a musical instrument as a spellcasting focus for your bard spells.

Bardic Inspiration

You can inspire others through stirring words or music. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Bardic Inspiration die, a d6.
Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Bardic Inspiration die, but must decide before the leader says whether the roll succeeds or fails. Once the Bardic Inspiration die is rolled, it is lost. A creature can have only one Bardic Inspiration die at a time.
You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.
Your Bardic Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Jack of All Trades

Starting at 2nd level, you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Song of Rest

Beginning at 2nd level, you can use soothing music or oration to help revitalize your wounded allies during a short rest. If you or any friendly creatures who can hear your performance spend one or more Hit Dice to regain hit points at the end of the short rest, each of those creatures regains an extra 1d6 hit points.
The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, and to 1d12 at 17th level.

Bard College

At 3rd level, you delve into the advanced techniques of a bard college of your choice: the College of Lore or the College of Grace, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th and 14th level.

Expertise

At 3rd level, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
At 10th level, you can choose another two skill proficiencies to gain this benefit.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Font of Inspiration

Beginning when you reach 5th level, you regain all of your expended uses of Bardic Inspiration when you finish a short or long rest.

Countercharm

At 6th level, you gain the ability to use musical notes or words of power to disrupt mind-influencing effects. As an action, you can start a performance that lasts until the end of your next turn. During that time, you and any friendly creatures within 30 feet of you have advantage on saving throws against being **frightened** or **charmed**. A creature must be able to hear you to gain this benefit. The performance ends early if you are **incapacitated** or silenced or if you voluntarily end it (no action required).

Magical Secrets

By 10th level, you have plundered magical knowledge from a wide spectrum of disciplines. Choose two spells from any classes, including this one. A spell you choose must be of a level you can cast, as shown on the **Bard table**, or a cantrip. The chosen spells count as bard spells for you and are included in the number in the Spells Known column of the **Bard table**.
You learn two additional spells from any class at 14th level and again at 18th level.

Superior Inspiration

At 20th level, when you roll initiative and have no uses of Bardic Inspiration left, you regain one use.

Bard Stories...

A beautiful copper-skinned young woman dressed in colorful clothes plucks the strings of her oud in front of a gathering of onlookers. Her fingers, painted with henna, draw an enchanting tune from her instrument as her warm voice rises, singing the story of a commoner who became a queen. The dust at her feet stirs into shifting clouds taking the shape of courtiers, bandits, and dragons acting out the scenes of her tale under the mesmerized stares of the children. The epic ends and she bows before her audience as deafening cheers erupt and the crowd throws copper and even silver pieces into the bag she holds in front of her. Such were the beginnings of Laila Ollagar before she went on to become one of the most influential bards of Ghardat.

A squad of dwarf fighters are battling a band of orcs on a broken plain. One of the dwarves, a soldier with a blond beard and tattooed arms, calls out his opponents in their own tongue, in a continuous stream of insults each more stinging than the last. When one of the orcs charges him in a rage, he dodges the blow with confounding grace and strikes him with his hammer, laughing loudly. "Glory awaits! Honor your ancestors!" he encourages his allies in a booming voice. His comrades attack with renewed vigor, bolstered by his exhortations and by his bawdy, good-natured laughter.

As they travel through a forbidden forest, a heavily scarred merosi and a potbellied halfling are ambushed by aldaron watchers and subdued. To the surprise of his companion, the halfling speaks up in a perfect aldaron dialect and delivers to the elf warriors a speech that sounds more and more sensible to them as it draws on. After a long and civil discussion, they point him to the shortest path to reach the other side of the woods. As they walk away, laughing off the misunderstanding, the half-orc bends down to reach the halfling's ear and whispers, "I didn't know you spoke aldaron... or that you knew them."
"Well, me neither," the small, puff-cheeked man replies, his face split into a large grin.

Bard Colleges

Bards hone their knowledge and skills by enrolling at a bard college. Such a college is not necessarily an actual teaching establishment. Rather, it encompasses adhering to a school of thought, meeting one's peers, and sharing discoveries. The main colleges are the College of Lore and the College of Grace.

College of Lore

Bards of the College of Lore know something about most things, collecting bits of knowledge from sources as diverse as scholarly tomes and peasant tales. Whether singing folk ballads in taverns or elaborate compositions in royal courts, these bards use their gifts to hold audiences spellbound. When the applause dies down, the audience members might find themselves questioning everything they held to be true, from their faith in the priesthood of the local temple to their loyalty to the king.

The loyalty of these bards lies in the pursuit of beauty and truth, not in fealty to a monarch or following the tenets of a deity. A noble who keeps such a bard as a herald or advisor knows that the bard would rather be honest than politic.

The college's members gather in libraries and sometimes in actual colleges, complete with classrooms and dormitories, to share their lore with one another. They also meet at festivals or affairs of state, where they can expose corruption, unravel lies, and poke fun at self-important figures of authority.

Bonus Proficiencies

When you join the College of Lore at 3rd level, you gain proficiency with three skills of your choice.

Cutting Words

Also at 3rd level, you learn how to use your wit to distract, confuse, and otherwise sap the confidence and competence of others. When a creature that you can see within 60 feet of you makes an attack roll, an ability check, or a damage roll, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the leader determines whether the attack roll or ability check succeeds or fails, or before the creature deals its damage. The creature is immune if it can't hear you or if it's immune to being **charmed**.

Additional Magical Secrets

At 6th level, you learn two spells of your choice from any class. A spell you choose must be of a level you can cast, as shown on the **Bard table**, or a cantrip. The chosen spells count as bard spells for you but don't count against the number of bard spells you know.

Peerless Skill

Starting at 14th level, when you make an ability check, you can expend one use of Bardic Inspiration. Roll a Bardic Inspiration die and add the number rolled to your ability check. You can choose to do so after you roll the die for the ability check, but before the leader tells you whether you succeed or fail.

College of Grace

Epic tales, dazzling feats, and perilous stunts make up the daily lives of students of the College of Grace. These wondrous acrobats can narrate tales of battle like no one else. Concomitantly with their artistic skills, they develop an original fighting style capable of vexing and disorienting even the most seasoned opponents.

Such bards will be found on many improvised stages: village festivals, the periphery of a battlefield, the funeral of a warlord… Their gymnastics attract dozens of onlookers for whom they remain mysterious individuals, at the same time fascinating and formidable.

Consummate Acrobat

At 3rd level, you gain proficiency with the Acrobatics and Athletics skills. If you were already proficient in either of these skills, your proficiency bonus is doubled for any ability check you make that uses it.

Eel Dance

Beginning at 3rd level, if you are not suffering a condition, you get a +1 bonus to your AC.

Acrobatic Feint

Also at 3rd level, you can use your virtuosity to draw the attention of your opponent and leave them open to attack.
As an action, you can make a Dexterity (Acrobatics) check contested by a creature's Wisdom (Insight) or Dexterity (Acrobatics) check (creature's choice). If you succeed on the check, all your allies have advantage on melee attacks against the creature until the end of your next turn.
Additionally, you can use a bonus action to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's AC. This effect also lasts until the end of your next turn.

Contortionist

Starting at 6th level, your agility and escape artistry enable you to slip through the clutches of your enemies and roll between their legs. As a bonus action, you can take the Disengage action or move through another creature's space in the course of your movement.
Additionally, your body is so supple that it can absorb the most violent shocks. When you take bludgeoning damage, you can use your reaction to make a Dexterity (Acrobatics) check and subtract the result from the damage. Once you use this feature, you can't use it again until you finish a short or long rest.
Finally, you can apply twice your proficiency bonus to ability checks whose purpose is to slip free from bonds or physical restraints, even if the ability check is not associated with a skill or type of tool. You contort your body and dislocate some of your joints, in particular in your shoulders and thumbs.

Befuddling Stunt

At 14th level, you have become a master in the art of confusing and bedazzling your opponents with your twirls and spins.
Before a creature makes an attack roll against you, you can use your reaction to make a Dexterity (Acrobatics) check and use the result as your AC against this one attack.
Additionally, if the attack fails and was a melee attack, you can expend one of your uses of Bardic Inspiration. The attacker must then make a Wisdom saving throw against your spell save DC. On a failure, it must repeat its attack against another target of your choice (including itself), adding the die of your Bardic Inspiration to its attack roll.
You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

Cleric

The gods need a connection with the mortal world, just like many mortals need the gods to give meaning to their lives. Clerics take up the role of intermediary between the Astral world and the material one. Such individuals show great devotion in their search for truth through the worship and study of a god and its mysteries. When the actions and beliefs of a cleric serve the purposes of the celestial entity they venerate, and when the divinity deems them worthy of such a mission, it can designate them as a receptacle for its divine power. The deity sees to it that the cleric is duly invested in spreading its word and dogma, and grants them the ability to channel divine energy through the exercise of their faith. How rigorously faithful the cleric must be in the execution of their rites and duties varies depending on the god and religious group, but if the cleric is remiss, they may be deprived of their powers. Most clerics were devotees of a god before they were elevated by the entity they worship, but there is no guarantee for any believer to be granted such abilities: only exceptional individuals are worthy of such special status.

Interpreting the Divine Word

Regardless of how obvious its presence and influence may be, the word of a god is often subject to interpretation. The world of Eana is connected to eight divinities whose names vary from one region to another. As such, clerics of the same god can be of very different inclinations, because they do not worship the same aspects of said god. Since the portfolio of every divinity encompasses very vast domains, many sects and churches with diverse messages and missions appear and disappear. Unfortunately, clashing theological interpretations can be at the origin of the bloodiest conflicts, which sometimes set faithful of the same god against each other.

On the Road

Clerics who take up a life of adventure often do so under the orders of their god or church. They may be entrusted with a particular task or simply missioned to spread the ideals of their god and convert new believers. Others, who embraced religion in a quest for truth, travel the world to seek signs of their god or discover the mystical secrets held by celestial beings. The churches and temples that train clerics teach them about the art of combat, but also about diplomacy, so that they may accomplish their mission both by strength of arms and through proper behavior and eloquence. Their search for truth through the divine makes them learned characters with specialized fields of expertise.

Sacred Powers

The powers a cleric is granted depend in great part on which god they worship and on which of its aspects they are devoted to. Clerics of benevolent divinities usually manifest powers of protection and healing, but most gods also grant their chosen ones ways to strike down their enemies. Clerics of warlike divinities can be warriors, at ease on the front line and capable of unleashing the full force of their master's wrath, while others focus on more esoteric aspects of religion, using divination, summoning, or communication with outer planes. On the battlefield, they wield the favored weapon of their god and channel their powers through holy symbols. They can heal and support their allies with their blessings, curse their enemies, repel, destroy, or control the undead, and cast many spells.

"I have accepted the glory of the stars in my heart, and as heavy a burden as it may sometimes be, there is nothing in the world I would exchange it for." *Suor Matia, prophetess of the divinity Death*

Divinities and Affinities with Domains

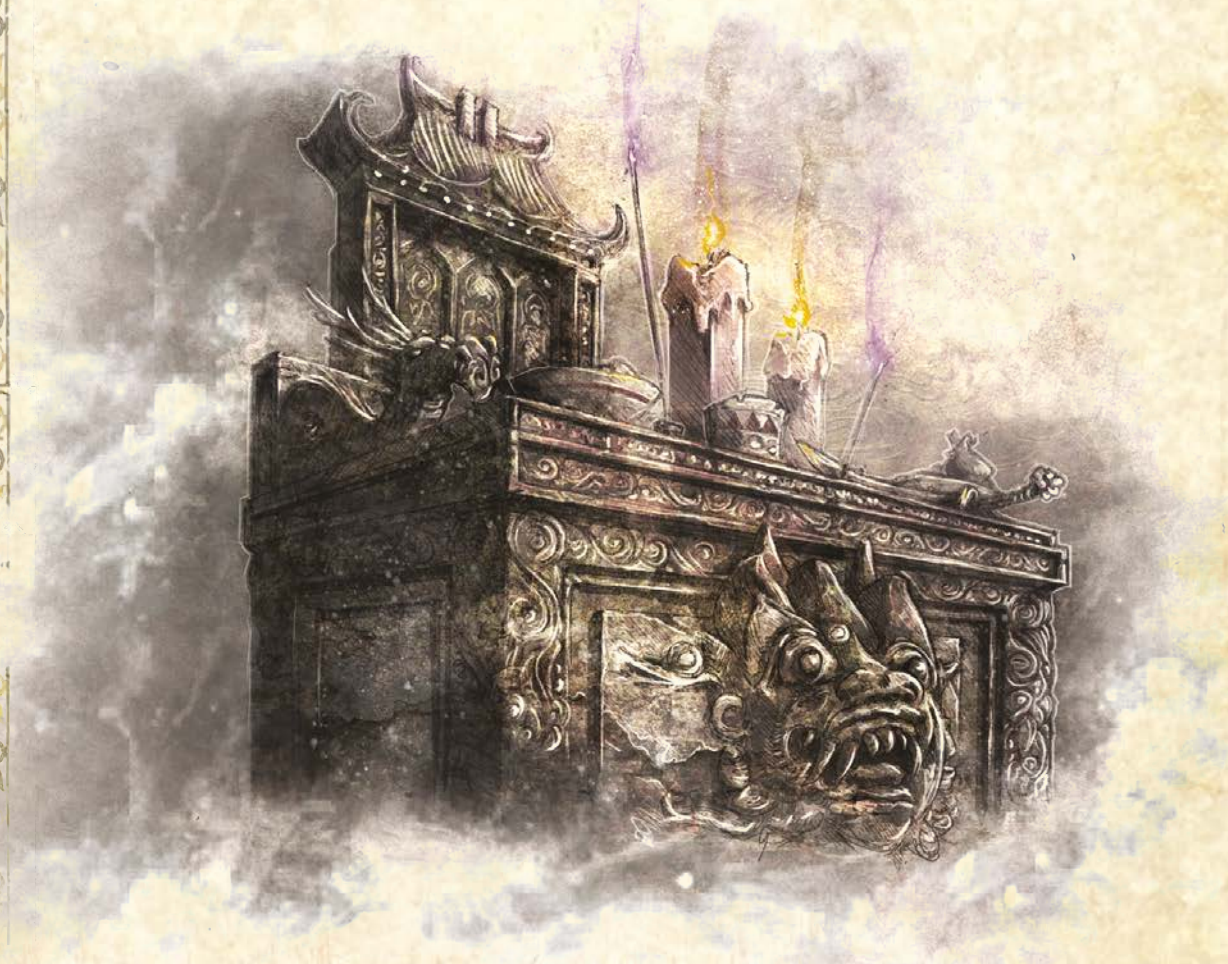
Divinities are immortal in the sense that time no longer has a hold on them, but they are also mortal, susceptible to being harmed and even destroyed in the Astral Plane where they dwell. However, the divinity World is an exception: according to druidic mythology, its essential energy is not located in the Astral Plane but in the heart of Eana. The eight gods detailed in the following pages are known among every civilization, though under different names and titles. There may exist many other divinities, connected to other planes of existence and perhaps supported by powerful clergies. For example, this is the case of the strange Blackwater, the deity seemingly worshiped by the mysterious aboleths.

There are in Eana a great many churches, sects, and ways of venerating each divinity and its various aspects. Depending on the region, Blacksmith may be worshiped as a god of craftsmanship and protection, or as a solar god who makes light and drives away darkness. Finally, some religious groups collectively honor several gods, which puzzles scholars: do these believers draw a fraction of their power from each of the worshiped divinities, or are they actually able to directly draw from a source of divine magic in the Astral Plane?

Alignments and Tendencies

When a mortal becomes a divinity, their alignment becomes irrelevant in the face of the new imperatives that rule their divine status. Where most sentient living beings have an alignment that defines their stance in relation to moral and ethical principles, divinities are an expression of either of the two antagonistic tendencies that rule the universe: harmonic or entropic. Harmonic forces strive for light, cohesion, and the proliferation of life where entropic forces are drawn to darkness, dissociation, and the extinction of everything. The world of Eana has four main forces related to harmony (Blacksmith, Flora, Maker, and World) and four others connected to entropy (Death, Frostelle, Night, and Storm).

Such stakes are very remote from the moral and ethical preoccupations of the faithful who believe in them. This is the reason why a divinity can be worshiped by very different people with equally different aspirations. Depending on the community, good or evil intentions may be attributed to the same entity: Xonim is sometimes the protector of cities, sometimes the gnawing corruption; Tamerakh is sometimes the liberator of the oppressed, sometimes the destroyer; Blacksmith can be a protective guide or an unbending tyrant.



Harmonic Divinities

World

Other names: Eana (elves, druids, and rangers of Cyfandir), Starstag (Lothrienne, Arolavia), Great Tree (Lands of Mibu)

World is said to be the first divinity, the one who gave birth to the world that bears its name: Eana. World is honored by populations with a close relationship to nature, particularly societies of hunters, gatherers, small cultivators, and fishers. However, no one has ever heard of Eana granting wishes or prayers: this primordial divinity only lends powers to druids and rangers. In the eyes of druids, Eana embodies the balance required for the very existence of all forms of life.

Maker

Other names: the Fool (Sand Kingdoms), the Potter (dwarven peoples), the Father of Plenty (Kaani Empire)

Maker is the very spirit of creation, the one who surprises, astonishes, amazes, and sometimes horrifies. He is always looking for ideas and inspiration, and gives equal value to perfect beauty and unspeakable monstrosity. In the myths, he is the one responsible for the incredible variety of species, which he made as he experimented with shapes, colors, ideas... For this reason, certain clerics of Maker encourage individual experience and adventure. Others act as the patrons of inventors, those who seek innovative solutions to problems or face difficulties head on. Another one of Maker's facets also gives rise to cults that worship monstrosity.

Blacksmith

Other names: Verndari ("Defender" in Dwarvish), the Lawgiver or the Judge (Shi-huang), the Warrior (commonly used in northern regions)

Blacksmith is a divinity associated with fire and order. He is the one who settles disputes and brings the light of the sun, protecting people from savagery. Blacksmith is the favored god of dwarves and of all of those who act as defenders of society. Though he is worshiped by good-aligned individuals, Blacksmith also has a rigid and sometimes unyielding side that can result in religions that pay homage to his callous, tyrannical aspects.

Flora

Other names: Coirë (elves), Lif-edlish (Septentrion), Belle (Cyrillane, Sand Kingdoms)

Flora is the child-goddess of spring and sprouting life. She brings joy, love, and luck, as well as relief and hope in trying times. Despite her fragile aspect, Flora is also a divinity that supports brave endeavors. She is said to still be capable of fighting long after the fortresses of Blacksmith have fallen. Just like life itself, she can bloom and prosper in the worst conditions, displaying feats of ingenuity in adapting and evolving.

Entropic Divinities

Death

Other names: Mask (Sand Kingdoms), Abysses (Barbary Islands and assorted island-dwellers), Blade (Kaani Empire)

Mysterious and often unfathomable, Death is a divinity that embodies the end, eternity, transience, silence, oblivion, and secrets. Her clergy are the inventors of seals and magic items that protect one's mind from attempts to read it or to coerce the truth out of it. Many adepts of Death fight the undead and everything that goes against the natural cycle. They are also very involved in the study of mysteries. Other branches that worship Death exalt the morbidity and decrepitude related to her. More dangerous cults see in death the ultimate transcendence and work from the shadows to bring it about by fomenting wars, fanning epidemics, and sowing the seeds of other disasters.

Frostelle

Other names: the Crone (Lands of Mibu), Nolwë ("Wise" in Elvish), the Bite (Kaani Empire)

Frostelle is a goddess of winter, purity, time, humility, moderation, patience, and determination. She guides people through their ordeals with wisdom and great open-mindedness. Where Flora sees life as a whole, Frostelle accepts the death of those who have given up on fighting or whose time has come. Clerics who worship this divinity generally put great value on temperance and sometimes gather in ascetic communities. In polar regions, clerics of Frostelle act as advisors to the tribes they belong to, teaching the cycle of seasons and survival. When times are particularly hard, some can become so desperate as to attempt to attract the goddess's clemency through rituals and sacrifices.

Night

Other names: Xonim (Kaani Empire), the Magician (Cyrillane, Sand Kingdoms), the Watcher (Barbary Islands)

During her mortal life, Xonim was a shrewd wizard and politically gifted woman, the mother of Tamerakh the conqueror. She reached godhood thanks to her son who came and freed her from the world of the dead. She has since been the goddess of magic, darkness, intrigue, beauty, and wealth. She is known for her ambivalence and for her sympathy for tieflings, whom she protects no matter their actions. A cunning schemer, she made her clergy indispensable by teaching them how to craft the infamous Xonim's Bonds, chains that neutralize the capabilities of magic users. Xonim's clerics, feared and envied, often become the advisors of guilds, factions, or kings. Their dogma leads them to uphold the interests of the side they have chosen to the best of their abilities, even should it lead them to conflict with other clerics of Xonim. In this lifelong competition, they are expected to display their talents and intelligence.

Storm

Other names: Tamerakh (Kaani Empire), the Destroyer (most of Cyfandir), the Liberator (many sects, mainly in Cyrillane)

Before he reached the status of god and became Storm, proud Tamerakh was a warlord and a brutal conqueror. To him, the word "impossible" had no meaning: limits were there to be overcome. Unrestrained and madly bold, but also gifted with a sharp mind that allowed him to seize any opportunity within his reach, Tamerakh made it his goal to surmount the final frontier: death. However, he refused to become something like a mummy or a vampire: godhood was the only acceptable end. Ultimately, he triumphed over fate and became a god. More impressive still, he freed his mother Xonim from death and deified her as well. Tamerakh is worshiped by rebels, by all of those who want to rise against a system. He is the god of turmoil, the one who gives a chance to those who are brave enough to stray from the beaten path and forge their own destiny. The instability that Tamerakh revels in is very often at odds with authorities who see his believers as dangerous and seditious elements.

The Star Pantheon

The polytheistic worship of the Star is one of the most common in Cyfandir. It is even the official religion in Lothrienne. In its orthodox version, it includes five divinities: Flora as a child or young girl named Aster, Maker as a child or teenager named Gùnd, Blacksmith as a mature man named Ulgurd, Frostelle as an aging woman named Haldrìn, and Death as an angelic mask simply named "the Mask." Night and Storm are not recognized as gods, but rather as evil spirits associated with fallen angels: the former is a corrupter named Niflhel while the latter is a destroyer named Varanid, and both represent mortal dangers for society. The worship of Eana, though tolerated, is considered a dated, pagan religion.

Certain heretics venerate the seven-pointed Star, including Niflhel and Varanid as true divinities to the initial pantheon. These believers claim that their message is more enlightened and have attracted the wrath of the orthodox Star church. According to these believers, the world of Eana is influenced by seven divinities, and rejecting two of them because they are ambivalent or dangerous is childlike. Divine reality must be accepted as it is.

Class Features

As a cleric, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per cleric level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per cleric level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: All simple weapons
Tools: None
Languages: One Exotic language of your choice
Saving Throws: Wisdom, Charisma
Skills: Choose two from History, Insight, Medicine, Persuasion, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a mace or (b) a warhammer (if proficient)
- (a) scale mail, (b) leather armor, or (c) chain mail (if proficient)
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a priest's pack or (b) an explorer's pack
- A shield and a holy symbol

The Cleric

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Divine Domain	3	2								
2nd	+2	Channel Divinity (1/rest), Divine Domain feature	3	3								
3rd	+2	-	3	4	2							
4th	+2	Ability Score Improvement	4	4	3							
5th	+3	Destroy Undead (CR 1/2)	4	4	3	2						
6th	+3	Channel Divinity (2/rest), Divine Domain feature	4	4	3	3						
7th	+3	-	4	4	3	3	1					
8th	+3	Ability Score Improvement, Destroy Undead (CR 1), Divine Domain feature	4	4	3	3	2					
9th	+4	-	4	4	3	3	3	1				
10th	+4	Divine Intervention	5	4	3	3	3	2				
11th	+4	Destroy Undead (CR 2)	5	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1			
13th	+5	-	5	4	3	3	3	2	1	1		
14th	+5	Destroy Undead (CR 3)	5	4	3	3	3	2	1	1		
15th	+5	-	5	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	
17th	+6	Destroy Undead (CR 4), Divine Domain feature	5	4	3	3	3	2	1	1	1	1
18th	+6	Channel Divinity (3/rest)	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Divine Intervention improvement	5	4	3	3	3	3	2	2	1	1

Spellcasting

As a conduit for divine power, you can cast cleric spells.

Cantrips

At 1st level, you know three cantrips of your choice from the cleric spell list. You learn additional cleric cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Cleric table**.

Preparing and Casting Spells

The **Cleric table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
You prepare the list of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells equal to your Wisdom modifier + your cleric level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level cleric, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of cleric spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your cleric spells. The power of your spells comes from your devotion to your deity. You use your Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a holy symbol (see the **Equipment chapter**) as a spellcasting focus for your cleric spells.

Divine Domain

Choose one domain related to your deity: Aberrance, Enigma, Force, Life, Sharing, Time, and Travel. Each domain is detailed at the end of the class description, and each one provides examples of gods associated with it. Your choice grants you domain spells and other features when you choose it at 1st level. It also grants you additional ways to use Channel Divinity when you gain that feature at 2nd level, and additional benefits at 6th, 8th, and 17th levels.

Domain Spells

Each domain has a list of spells—its domain spells—that you gain at the cleric levels noted in the domain description. Once you gain a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.
If you have a domain spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Channel Divinity

At 2nd level, you gain the ability to channel divine energy directly from your deity, using that energy to fuel magical effects. You start with two such effects: Turn Undead and an effect determined by your domain. Some domains grant you additional effects as you advance in levels, as noted in the domain description.
When you use your Channel Divinity, you choose which effect to create. You must then finish a short or long rest to use your Channel Divinity again.
Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your cleric spell save DC.
Beginning at 6th level, you can use your Channel Divinity twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

Channel Divinity: Turn Undead

As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage.
A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Destroy Undead

Starting at 5th level, when an undead fails its saving throw against your Turn Undead feature, the creature is instantly destroyed if its challenge rating is at or below a certain threshold, as shown in the **Destroy Undead table**.

Destroy Undead

Cleric Level	Destroys Undead of CR...
5th	½ or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower

Divine Intervention

Beginning at 10th level, you can call on your deity to intervene on your behalf when your need is great. Imploring your deity's aid requires you to use your action. Describe the assistance you seek, and roll percentile dice. If you roll a number equal to or lower than your cleric level, your deity intervenes. The leader chooses the nature of the intervention; the effect of any cleric spell or cleric domain spell would be appropriate.
If your deity intervenes, you can't use this feature again for 7 days. Otherwise, you can use it again after you finish a long rest.
At 20th level, your call for intervention succeeds automatically, no roll required.

Cleric Stories...

A melessë lurks between the slabs of a defiled graveyard infested with zombies. Her face is painted with kohl and white clay in the shape of a skull, and her lamellar bamboo armor is laden with trinkets. The shrunken head she brandishes in front of her gives off a pearly glow that leaves the undead powerless. She looks at them with sadness in her eyes, chanting prayers to Death and to her ancestors. One after the other, the abominations are driven back to their resting places. Once they are properly lying down, she touches them, ripping away the evil energy that cursed them in a torrent of dark miasma, freeing them from the plight of undeath.

A golden-scaled dragonborn is busying himself among the wounded, blessing the weapons of the soldiers who march back to the front line. Two knights suddenly enter the tent, bearing their fatally wounded lord. The dragonborn kneels before the still body and takes out the crossbow bolt sticking through the man's throat. Lifting a crystal rosary, he intones a prayer to Frostelle that freezes the blood inside the injuries of the dead hero. The inside of the tent becomes icy cold, then warmth flows back in and the crimson patches of ice fall from the wounds of the lord who stands up, unhurt.

Divine Domains

As a cleric, you will come to focus on an aspect—that is to say a domain—of your deity. This choice will make you an agent of the chosen spiritual facet and, as such, will orient your ritual practice. Each of Eana's divinities gives access to two domains. Religious groups among the faithful generally worship either of these two aspects.

- Blacksmith: Force, Sharing
- Death: Enigma, Time
- Flora: Life, Sharing
- Frostelle: Life, Time
- Maker: Aberrance, Travel
- Night: Aberrance, Enigma
- Storm: Force, Travel

If you are a cleric who worships Maker, you can choose a domain between Aberrance and Travel. The choice of your domain will give you an idea of what kind of religious group you belong to, since a clergy of Maker that exalts Aberrance will certainly be very different from one that proselytizes Travel. Theological principles, life rules, and even the name given to Maker can vary greatly.

Other Domains

There certainly exist other domains that the gods can give their followers access to. The leader can let a cleric take an unconventional domain, keeping in mind that such an exception will go down in history. Is the cleric the last member of a school of thought about to become extinct? Conversely, are they a prophet fated to bring a new message to the world? Could it actually be an unknown god (or one wanting to hide its identity) offering powers to the cleric with particular expectations?

Corrupt Spells as Domain Spells

If your leader is using the optional rule for corrupt magic, this aside is important. Certain domains grant access to spells that are normally designated as corrupt. However, for the purpose of domain spells, they are not. For example, *bestow curse* is normally a corrupt spell, but for clerics of the Aberrance domain, it is not.

Aberrance Domain

The domain of Aberrance is related to everything that disturbs, unsettles, and surprises. It embodies entropy, dissymmetry, and chance. A good number of this domain's clerics take particular pride and enjoyment in beating the odds, punishing excesses of confidence, and achieving unhoped-for success at a crucial moment. Others have learned to accept the random nature of existence, drawing from this realization the quintessence of what makes them feared, respected individuals. And others encourage a fascination for the monstrous and the grotesque, which they regard as sacred attributes. Clerics of this domain are often found among armies, where most of their strategy is based on terror.

Aberrance Domain Spells

Cleric Level	Spells
1st	*false life, inflict wounds*
3rd	*blindness/deafness, ray of enfeeblement*
5th	*bestow curse, vampiric touch*
7th	*blight, confusion*
9th	*contagion, dominate person*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Deception and Intimidation skills, as well as with heavy armor.

Capricious Aura

Also at 1st level, your disturbing presence can unsettle your enemies, catch them by surprise, or leave them vulnerable. When you finish a long rest, roll a d6 to know what aura you can conjure. 1-2: Intimidating Aura; 3-4: Swift Aura; 5-6: Overpowering Aura. You can use your aura a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

- **Intimidating Aura.** When a creature makes an attack against you, you can use your reaction to give it disadvantage on its attack roll.

- **Swift Aura.** You can only use this aura when you roll initiative and are not surprised. It requires no action. For the duration of the first round, you and all allies within 20 feet of you have advantage on attack rolls against any creature that hasn't taken a turn in the combat yet.

- **Overpowering Aura.** When you make a weapon or spell attack, you can use a bonus action to gain advantage on the attack roll.

Channel Divinity: Cheat Death

Starting at 2nd level, whenever you or a willing creature that you can see are reduced to 0 hit points, you can use your reaction to make them very briefly phase through the Ether. Provided the source of the damage does not come from the Ethereal Plane, the target of this feature takes no damage or any other effects from the attack. Then, they immediately return to their initial plane and position, without any consequence on their place in the initiative order. Every time you use Cheat Death, you take a level of exhaustion.

Channel Divinity: Cruel Mercy

Beginning at 6th level, whenever you bring a creature to 0 hit points, you can use your reaction to cancel the damage you just dealt it and instead make it your pawn. For a number of rounds equal to your Wisdom modifier and as long as the creature can see you, it is under your control: apply the effects of a *dominate monster* spell, with the difference that you do not need to concentrate on it and the creature does not make a saving throw every time it takes damage. When the effect ends, the creature becomes hostile toward you.

Stupefying Strike

Starting at 8th level, you gain the ability to infuse your weapon strikes with a mind-altering effect. Whenever you make a successful weapon attack on your turn, you can use a bonus action to make a Stupefying Strike. The target of your attack must make a Wisdom saving throw or be disoriented until the end of its next turn. The effects of the disorientation are equivalent to a *confusion* spell, except that you do not need to concentrate on it. When you reach 14th level, the creature must make a saving throw at the end of each of its turns to end this effect. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

Terrifying Presence

When you reach 17th level, your presence is so unnerving that it can frighten those around you. As an action, you exude an aura of terror within 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be **frightened** until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Enigma Domain

The domain of Enigma is the one of taboos, death, secrets, unspeakable ideas, and inconceivable notions. Such mindboggling dread is the bane of many, but for clerics of this domain, it is part of their daily lives. They are able to harness it and express it at the most opportune moments to enervate their enemies and support their allies through the most unbearable ordeals. In their quest for unfathomability, some clerics perform criminal acts, revel in the transgression of taboos, or appoint themselves as the keepers of ancestral secrets meant to remain hidden from the common man.

Enigma Domain Spells

Cleric Level	Spells
1st	*bane, disguise self*
3rd	*invisibility, silence*
5th	*nondetection, speak with dead*
7th	*death ward, divination*
9th	*geas, seeming*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Arcana and Deception skills.

Keeper of Secrets

Also at 1st level, you can eschew verbal components when casting spells. In addition, as a bonus action on your turn, you can speak directly to a creature within 60 feet of you that you can see and that can see you, simply by moving your lips. No one else can understand your message unless they can read lips.

Channel Divinity: Holy Silence

Starting at 2nd level, when a creature that you can see within 120 feet is about to speak (whether to deliver a piece of information, cast a spell, or for any other purpose), you can use your reaction to attempt to silence it. The creature must make a Wisdom saving throw or choke on its words. If the words it was about to pronounce were part of a spell's casting, the spell is lost. At the start of each of its turns, the target can make another Wisdom saving throw to end the effect. However, if the creature fails the saving throw a second time, it feels inexplicably guilty and will remain silent about what it meant to say until it has finished a long rest. In the case of a spell, this means that it cannot attempt to cast this spell again until it has finished a long rest. In the case of a piece of information or anything of this nature, whether or not the creature will bring it up once the effect has ended is at the leader's discretion.

Channel Divinity: Grievous Offering

Beginning at 6th level, as an action, you can make a melee spell attack on a creature within your reach. No roll is required if the creature is willing. If the spell attack is successful, the creature takes 2d10 necrotic or radiant damage (your choice), and another creature of your choice that you can see within 90 feet of you takes twice as much damage. The second targeted creature can make a Constitution or Wisdom saving throw (creature's choice) to take half as much damage.

Revelation

At 8th level, you gain the ability to impart an unbearable truth to your enemies. As a bonus action on your turn, you can speak directly to a creature within 60 feet of you that you can see and that can see you, simply by moving your lips. No one else can understand your message unless they can read lips. The targeted creature must make a Wisdom saving throw or take 1d8 + your Wisdom modifier psychic damage and be **incapacitated** for 1 round. When you reach 14th level, the damage increases to 2d8 + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a short or long rest.

Intertwined Fates

When you reach 17th level, you can tie your fate to that of one of your allies, allowing you to help each other in life-or-death situations. As an action, you share an unspeakable secret with a willing creature within 60 feet of you that you can see and that can see you, simply by moving your lips. No one else can understand your message unless they can read lips. From this moment on, if you or the targeted creature are reduced to 0 hit points and you are both on the same plane of existence, the dying creature can absorb part of the other's vital energy (no action required). The other creature immediately loses a number of hit points of the dying creature's choice. This loss cannot be resisted, but it cannot bring the creature below half its current hit points. The dying creature reduces the damage it has just taken by the same number.

This effect remains active until the death of either of the two creatures. You can end it when you finish a long rest, but such an act temporarily disturbs your connection with your deity: you do not regain spell slots as normal and must finish another long rest to regain them.

You cannot use this feature on more than one creature at a time.

Force Domain

The domain of Force gathers several major notions related to the workings of the world, such as space and gravity, but also mental and physical strength. Gods associated with this domain may be warlike, violent entities, but also embodiments of creative impetus.

Force Domain Spells

Cleric Level	Spells
1st	*expeditious retreat, jump*
3rd	*barkskin, enhance ability*
5th	*haste, protection from energy*
7th	*freedom of movement, stoneskin*
9th	*greater restoration, hold monster*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Acrobatics and Athletics skills, as well as with martial weapons.

Physical Feats

Also at 1st level, your faith makes you capable of astounding physical feats. You can take a bonus action on your turn to gain one of the following two effects:

- Your speed is doubled until the start of your next turn.
- You gain a +10 bonus on Strength (Athletics) checks and Dexterity (Acrobatics) checks until the start of your next turn.

You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Channel Divinity: Strong as an Ox

At 2nd level, you can call upon your divinity to strike with tremendous force.
When you make a successful melee weapon attack against a creature, you can use your reaction to deal extra force damage equal to twice your proficiency bonus. In addition, you can immediately attempt to shove the creature (no action required) with advantage on the corresponding Strength (Athletics) check (see the **Combat chapter**).

Channel Divinity: Divine Whirlwind

Starting at 6th level, you can draw upon holy might to momentarily turn into an unstoppable juggernaut. You can use your action to make a number of melee weapon attacks equal to your Wisdom modifier (a minimum of 1). Moreover, until the end of your turn, your movement does not trigger opportunity attacks.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 force damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Brass Body

When you reach 17th level, your inner strength has reached such a degree that you can make your flesh harder than bronze by contracting your muscles.
As a bonus action on your turn, you can clench your muscles to gain a +5 bonus to your AC for a number of rounds equal to your Wisdom modifier (minimum of 1). Until this effect ends, whenever a creature hits you with a melee attack, it must make a Constitution saving throw or be **stunned** until the start of its next turn.
Once you use this feature, you can't use it again until you finish a long rest.

Life Domain

The Life domain focuses on the vibrant positive energy—one of the fundamental forces of the universe—that sustains all life. The gods of life promote vitality and health through healing the sick and wounded, caring for those in need, and driving away the forces of death and undeath.

Life Domain Spells

Cleric Level	Spells
1st	*bless, cure wounds*
3rd	*lesser restoration, spiritual weapon*
5th	*beacon of hope, revivify*
7th	*death ward, guardian of faith*
9th	*mass cure wounds, raise dead*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.
As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Blessed Healer

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Sharing Domain

The domain of Sharing represents exchange, self-sacrifice, dialog, communion, and symbiosis. Skilled mediators, guardians, and pedagogues, clerics of this domain are not solely active as caretakers or at the courts of kings. Many of them are great travelers, and some join groups of adventurers among which they are an appreciated presence, capable of keeping the party going even in the worst circumstances. Many religious groups who do charity work or support the destitute follow this domain. On a darker note, some organizations put a great emphasis on sacrifice, in particular through rituals or within the context of wars. These zealots are sometimes regarded as dangerous sects that must be shunned or brought down, and sometimes as saints worthy of admiration.

Sharing Domain Spells

Cleric Level	Spells
1st	*charm person, healing word*
3rd	*augury, enhance ability*
5th	*remove curse, tongues*
7th	*divination, guardian of faith*
9th	*hallow, legend lore*

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in the Persuasion skill. Your proficiency bonus is doubled for any ability check you make that uses this skill.

Polyglot

Also at 1st level, you can speak, read, and write three additional languages, including an Exotic one.

Channel Divinity: Divine Grace

Starting at 2nd level, you can find the divine inspiration to excel in a discipline even if you know nothing about it. As an action, you become proficient in a skill, tool, weapon, or armor for 10 minutes.

Channel Divinity: Miracle

Beginning at 6th level, you can make use of your divine sharing abilities to grant another the ability to cast one of your spells. As a bonus action, choose one of your prepared spells and designate a creature that you can see. You must expend a spell slot of a level appropriate to the chosen spell. The targeted creature becomes able to cast the chosen spell once, on the conditions detailed in the spell's description, using your proficiency bonus and spellcasting ability modifier instead of the creature's own.
When you finish a long rest, this effect ends and you recover the expended spell slot as normal.

Soothe

At 8th level, whenever you attempt to disarm a conflict or open a dialog in a heated situation, you have advantage on the related Charisma (Persuasion) or Charisma (Deception) checks, and your interlocutors have disadvantage on the related Wisdom (Insight) and Charisma (Intimidation) checks.

Summon Avatar

When you reach 17th level, you can directly call an avatar of your deity to your side. As an action, you summon a physical manifestation of your god, which remains for a number of rounds equal to your Wisdom modifier. The avatar's stat block is the same as yours, except that its hit points are equal to your maximum hit points, your conditions do not carry over to it, and it is always visible and glowing (it provides as much light as a torch). Any creature that hits it with a melee weapon attack immediately takes radiant damage equal to your level. In combat, the avatar fights your enemies to the best of its abilities (you can control it if your leader authorizes it). If you ask it questions, it replies as if you had contacted it through a *contact other plane* spell (you do not make the Intelligence saving throw related to casting this spell). Once you use this feature, you can't use it again until you finish a long rest. In addition, if less than seven days have elapsed since the last time you used it, there is a 50% chance that your deity will remain deaf to any attempt to summon it through this feature for the next year.

Time Domain

Clerics of this domain know that the flow of time is a very relative concept, like many other aspects of reality. Nevertheless, time is a sovereign as powerful as it is capricious, and even the gods must abide by its rules. It allows few concessions and remains inscrutable for all. But some mortals have learned to coax something out of time, to develop a privileged connection with it, granting them a clearer outlook—if not an understanding—on history and truth. Such clerics are capable of imperceptibly altering their environment to surprise their opponents and stay one step ahead.

Time Domain Spells

Cleric Level	Spells
1st	*expeditious retreat, sanctuary*
3rd	*hold person, misty step*
5th	*haste, slow*
7th	*dimension door, freedom of movement*
9th	*hold monster, legend lore*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Arcana and History skills.

Temporal Ascendancy

Also at 1st level, your attunement to the flow of time enables you to act faster than everyone else. You have advantage on initiative rolls.

Channel Divinity: Decisive Instant

Starting at 2nd level, you can make your allies react faster than their shadows. Immediately after the initiative order of a combat has been determined, you can move a number of willing creatures equal to your Wisdom modifier wherever you want in the initiative order.

Channel Divinity: What Was Not

Beginning at 6th level, you can replay an enemy's strike in an attempt to modify its result. When you or an ally are hit by a melee weapon attack, you can use your reaction to go back in time by a fraction of a second. You can use this feature after the damage roll has been made. The creature who had just hit (and was certain it had been successful) must reroll its attack with disadvantage. If the creature hits anyway, it must still reroll damage. If it misses, it must make a Wisdom saving throw or be **frightened** until the end of its next turn.

Divine Distortion

At 8th level, you gain the ability to trigger imperceptible temporal interruptions within the bodies of opponents you strike. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Keeper of the Hourglass

When you reach 17th level, you can locally alter the flow of time. As a bonus action, you exude an asynchronous aura in a 30-foot radius. Until the start of your next turn, you and any allies within the aura are under the effects of a *haste* spell, with the differences that the additional action can be used to cast a spell with a casting time of "1 action" and the wave of lethargy normally following a *haste* spell does not occur. You can use this feature a number of times equal to your Wisdom modifier. You regain all expended uses when you finish a long rest.

Travel Domain

This domain comprises movement, space, and dynamic forces with occasionally destructive effects. Unsurprisingly, clerics of this domain are often consummate journeyers who do not fear undertaking expeditions into the unknown. Their gods know that they can count on such enterprising emissaries, always willing to venture to the other side of the world, to another plane, or to any other remote, uncharted, or dangerous location. Many religious groups include clerics of this domain, and their mastery of space makes them valuable assets.

Travel Domain Spells

Cleric Level	Spells
1st	*floating disk, longstrider*
3rd	*animal messenger, pass without trace*
5th	*fly, water walk*
7th	*banishment, conjure minor elementals*
9th	*telekinesis, tree stride*

Bonus Proficiencies

When you choose this domain at 1st level, you gain proficiency in the Arcana and Nature skills.

Guide

From 1st level, you are a tireless walker, capable of crossing long distances at a quick pace and of imbuing your traveling companions with your divine endurance. Your speed increases by 10 feet. In addition, when you take a forced march, you and up to six allies must only start making Constitution saving throws against exhaustion after 10 hours, and you have advantage on these saving throws.

Channel Divinity: Speed Burst

Starting at 2nd level, you can gift your allies with increased mobility and swiftness.
As a bonus action, you present your holy symbol and summon invisible waves that distort space in a 30-foot radius. Until the start of your next turn, the speed of all allied creatures in this radius (including you) is doubled and they can take the Disengage action as a bonus action (you can take it at no cost).

Channel Divinity: Distant Contact

Beginning at 6th level, you can thrust your hand through the folds of space and touch a distant creature. When you cast a spell with a range of "touch," you can increase the range up to 100 feet.

Divine Impact

At 8th level, you gain the ability to infuse your weapon strikes with elemental energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 cold, fire, or lightning damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

Regroup

When you reach 17th level, you can summon your allies to you in a fraction of a second. As a bonus action, you can designate one or several willing creatures in a 400-foot radius and instantly bring them to an unoccupied space within 5 feet of you. You can summon a total number of creatures equal to your Wisdom modifier, and can split this number into several uses of this feature. You regain all expended uses when you finish a long rest.

Druid

Druids protect their land, for they know better than anyone that it is their mother and that its children are all brothers and sisters. And those who betray their family deserve to be most harshly punished.

The World's Balance

Druids maintain such a strong connection with the primordial forces of the world that they can not only understand them, but also bend them to their will. Though many druids revere nature and spirits, their powers do not come from the worship of a divinity whose domain hangs in the Astral Plane, but from the world itself, of which they are part and parcel. A common point between druids is that they all venerate this same higher entity, to which they give different names depending on the region: Eana (meaning "world" in the sacred druidic tongue), Nature, Primordial Mother, Starstag, etc. Living in harmony with the natural order allows them to tap into the energies of creation and to draw their own form of magic from them. For some, this symbiosis can be the result of a wild life spent closer to beasts than to people, of spiritual tribal practices, or even of being raised among a population attuned to this magic. Others turn toward druidism at a later stage of their lives, forsaking their urban, materialistic culture to devote themselves to something purer.

Various Motivations

Some druids are guided by a genuine love toward life or a particular ecosystem, which they endeavor to preserve and help thrive, while others act as impartial keepers of the natural order. Many druids care more about the lives of plants and beasts than those of civilized creatures. Druids are usually connected to a particular location, to a place that they hold dear, or to an ecosystem that they take it upon themselves to protect. However, this does not mean that they never leave their domain. Many undertake great quests to protect their homes from corruption or destruction… and some are driven away by the expansion of cities. More than one druid has chosen to become a wanderer and travel the world in order to dispense their kindness or wrath wherever it is needed. Whatever the motivations of these beings may be, money holds no sway over them and is of little value to them: material wealth has no use in nature, and a druid would rather live off what they can gather, hunt, or grow. People usually tread carefully with druids, lest they decide to ruin crops or flood rivers because of a hardly discernible offense. However, their vast knowledge of nature and skill as healers also make them sought-after, honored personalities.

Ancestral Powers

Though most druids specialize in one aspect of druidic magic, they are almost always versatile fighters, capable of devastating displays of elemental magic as well as feats of brute strength or finesse thanks to their shapeshifting powers. They can also communicate with wild or domesticated beasts and call them to their aid, or provide healing to their companions by drawing upon the regenerative energies of Mother Earth.

Enemies of Canker

Wherever they go in Eana, druids oppose corruption, pollution, necromancy, and all other forms of taint. In particular, they fight the deleterious influence of Canker and its poisons in order to protect the spirit of Starstag—a divine manifestation of the planet—preserving nature and the sanctuaries that act as contact points with this entity. Druids shiver in fear at the idea of Canker taking over such sites, or worse, of it having already done so. It is even whispered that some druids, driven by a blind quest for power, found in Canker a formidable source of might, but became thoroughly and unfathomably corrupted in the process.

"Take time to listen to the whisper of the wind and feel the heart of the earth beat under your feet. If you forget nature, it will force you to pay attention sooner or later." *Kaeg the merosi, keeper of the wood of Arno, one of the most respected druids of Cyfandir.*

Class Features

As a druid, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per druid level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per druid level after 1st

Proficiencies

Armor: Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Weapons: Clubs, daggers, darts, javelins, maces, quarterstaffs, scimitars, sickles, slings, spears
Tools: Herbalism kit
Language: One Exotic language of your choice
Saving Throws: Intelligence, Wisdom
Skills: Choose two from Animal Handling, Arcana, History, Insight, Medicine, Nature, Perception, Religion, and Survival

Traditional Druidic Lore

Druids are the keepers of the memory of ages past. They remember the legends of the fey lands and the tragic battles against Canker. Thanks to this knowledge, they can act as guides for their people, both in peaceful times and in hard ones.
Of course, you can play an unorthodox druid, with an uncommon behavior and philosophy that go against the typical idea of such a character. But if you want the full respect of your peers, you should be proficient in at least one of the following skills:

- Religion covers knowledge of rituals and prayers.
- Arcana allows you to identify supernatural phenomena and tracks left by monsters.
- History gives you access to a vast repertoire of tales and legends, some of them dating back to the Travelers' era.
- Nature provides you with an accurate, in-depth understanding of your environment, from astronomic cycles to interactions between savage species. With this skill, you can more easily foretell upcoming perils from inconspicuous signs

Equipment

You start with the following equipment, in addition to the equipment granted by your background:
- (a) a wooden shield or (b) any simple weapon
- (a) a scimitar or (b) any simple melee weapon
- Leather armor, an explorer's pack, and a druidic focus

The Druid

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Druidic, Spellcasting	2	2								
2nd	+2	Wild Shape, Druid Circle	2	3								
3rd	+2	-	2	4	2							
4th	+2	Wild Shape improvement, Ability Score Improvement	3	4	3							
5th	+3	-	3	4	3	2						
6th	+3	Druid Circle Feature	3	4	3	3						
7th	+3	-	3	4	3	3	1					
8th	+3	Wild Shape improvement, Ability Score Improvement	3	4	3	3	2					
9th	+4	-	3	4	3	3	3	1				
10th	+4	Druid Circle Feature	4	4	3	3	3	2				
11th	+4	-	4	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1			
13th	+5	-	4	4	3	3	3	2	1	1		
14th	+5	Druid Circle Feature	4	4	3	3	3	2	1	1		
15th	+5	-	4	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	
17th	+6		4	4	3	3	3	2	1	1	1	1
18th	+6	Timeless Body, Beast Spells	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Archdruid	4	4	3	3	3	3	2	2	1	1

Druidic

You know Druidic, the secret language of druids. The features of this secret language are described in the **Languages chapter**.

Languages of the Wild Lands

Due to their particular interest toward beings closest to nature, druids often learn Sylvan, sometimes Primordial, and more rarely Deep Speech. Your leader will tell you which languages the members of your druid circle may have taught you. How many languages your character is proficient in also depends on their species and background.

Spellcasting

The divinity Eana grants you powers, allowing you to tap into the divine essence of nature itself and shape it into spells.

Purity and Corruption of Druidic Magic

Certain spells are of an essence close to that of Canker, in particular those related to domination, blight, and undeath. Through rituals, druids are rather easily able to cleanse minor forms of corruption.
Druids contaminated by Canker are called loinen, which means "parasite" in Druidic. They keep their powers, but instead of drawing upon Eana's strength, they sap it, contributing to its weakening. From the outside, there is nothing that distinguishes a corrupted druid from their peers, but an attentive eye will be able to spot the many telltale signs betraying the perversion of their abilities. Corruption is detailed in **Grimoire**, but here is what every druid knows on the subject.

How Does One Become Corrupted?

Druids are most commonly exposed to corruption through the use of corrupt spells and powers, or after neglecting to purify themselves following a contamination by Canker.

What Is Corruption?

Corrupted beings themselves do not always understand precisely what is happening to them. The symptoms are an increased frequency of nightmares and the progressive appearance of cankerous blemishes on the creature's skin as corruption invades it, consuming its body and mind. Eventually, the corrupt creature turns into a Cankerous ravager or prince. Corruption is detailed in **Grimore**.

What Influence Does Corruption Have on a Druid's Powers?

Corruption has very few visible effects and only marginally affects the way a druid's powers work. The following changes apply to a corrupted druid:

- Meditation in sacred places dedicated to Eana is replaced with praying in Cankerous nests.
- The connection with animals and fey creatures is replaced with a bond with the ravagers of Canker.
- Using objects dealing radiant damage is no longer possible.
- Radiant damage dealt through spells, class features, etc. is replaced with necrotic damage.

Natural Recovery, the 2nd level feature of the Circle of the Land, normally requires the druid to commune with nature. A corrupt druid, however, may only use it within proximity of a Cankerous nest.

Eana's Sanctuary, the 14th level feature of the Circle of the Land, normally protects the druid against animals and forces of nature. A corrupted druid may be spared or even protected by the ravagers of Canker.

Cantrips

At 1st level, you know two cantrips of your choice from the druid spell list. You learn additional druid cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Druid table**.

Preparing and Casting Spells

The **Druid table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these druid spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
You prepare the list of druid spells that are available for you to cast, choosing from the druid spell list. When you do so, choose a number of druid spells equal to your Wisdom modifier + your druid level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level druid, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, *you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.*

You can also change your list of prepared spells when you finish a long rest. Preparing a new list of druid spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for your druid spells, since your magic draws upon your devotion and attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting

You can cast a druid spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus

You can use a druidic focus (see the **Equipment chapter**) as a spellcasting focus for your druid spells.

Wild Shape

Starting at 2nd level, you can use your action to magically assume the shape of a beast (see **Bestiary**) that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.
Your druid level determines the beasts you can transform into, as shown in the **Beast Shapes table**. At 2nd level, for example, you can transform into any beast that has a challenge rating of ¼ or lower that doesn't have a flying or swimming speed.

Beast Shapes

Level	Max. CR	Limitations	Example
2nd	¼	No flying or swimming speed	Wolf
4th	½	No flying speed	Crocodile
8th	1		Giant eagle

You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall **unconscious**, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked **unconscious**.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *call lightning*, that you've already cast.

- You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the leader decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Druid Circle

At 2nd level, you choose to identify with a circle of druids: the Circle of the Land or the Circle of the Spirits, both detailed at the end of the class description. Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Timeless Body

Starting at 18th level, the primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

Beast Spells

Beginning at 18th level, you can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.

Archdruid

At 20th level, you can use your Wild Shape an unlimited number of times.
Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.

Druid Stories...

Inside her home carved into the trunk of a centennial tree felled during a storm, an old disheveled hermit is busying herself. She walks to a table covered with bundles of herbs and terracotta pots, then comes back to the wounded young peasant who lies on a straw bed, pale and unconscious. Muttering orisons, she applies an unguent on his blackened wound, and her eyes light up when she hears the young man's breathing grow quieter and sees his cheeks flush with life.

Under the cover of night, an elf in the shape of a large snake slides through an opening under the palisade of a camp of lumberjacks who have been cutting down the surrounding jungle for weeks. She creeps up to the river that feeds the sawmill and hisses at the edge of the water. The following morning, the sun rises over a deserted camp, save for a few satiated crocodiles. Soon, the jungle will reclaim this place.

A merosi stands on a rocky outcrop above a narrow canyon, along the bottom of which a horde of zombies stumbles onward. Kaeg raises his staff toward the skies and, in a deafening thunderclap, a lightning bolt strikes the undead below. The clouds darken visibly and rain pours down, changing the dusty ground into mud. Mired, the abominations are powerless in the face of the bear that charges through the narrow passage.

A young, barefoot half-elf crosses the desolate ground of a deserted battlefield. The war has been over for a long time, the earth soaked with blood and studded with the heads of hundreds of broken spears. As he walks, he reaches into the bag he wears around his neck, pulling out handfuls of seeds that he sows around him. In his path, green shoots can already be seen piercing through the blackish mud.

Druid Circles

Druids gather in circles among which they can share knowledge, hand down traditions to the new generation, and honor Eana. Druids of the Circle of the Land revere it through symbiosis with various natural environments, while those of the Circle of the Spirits commune with it through the spirit world, which is a direct emanation of Eana.

Circle of the Land

The Circle of the Land is made up of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that honor Eana and serve as advisors to the rulers of those folk. As a member of this circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites.

Ideological Divergences

Like all communities, druid circles experience dissensions, which become all the stronger with geographical distance. Druids of the Circle of the Land usually adopt one of two contrasting attitudes. Some are recluses, exclusively devoted to Eana and its primal aspects, and advocate restricted contact with civilization. Others are rather similar to clerics, guiding people and sometimes acting as the advisors of local leaders. Like anyone else involved in politics, the latter tend to get dragged into power struggles and ideological disputes.

In certain countries, the competition between druids and clerics is very fierce. Such is the case in Lothrienne, a cold feudal land tucked between the barbarian clans of Septentrion and the vast mountain range of the Drakenbergen. The druids of this kingdom took very uncompromising stances in the past and they now pay the price, being marginalized, feared, or hunted down.

Bonus Cantrip

When you choose this circle at 2nd level, you learn one additional druid cantrip of your choice.

Natural Recovery

Starting at 2nd level, you can regain some of your magical energy by sitting in meditation and communing with nature. During a short rest, you choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your druid level (rounded up), and none of the slots can be 6th level or higher. You can't use this feature again until you finish a long rest

For example, when you are a 4th-level druid, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level slot or two 1st-level slots.

Circle Spells

Your mystical connection to the land infuses you with the ability to cast certain spells. At 3rd, 5th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose that land—arctic, coast, desert, forest, grassland, mountain, or swamp—and consult the associated list of spells. The different environments of the Circle of the Land are various aspects of Eana, whose primordial spirit is often depicted by druids as the shape of a sacred animal.

Once you gain access to a circle spell, 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.

Land's Stride

Starting at 6th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Eana's Ward

When you reach 10th level, you can't be **charmed** or **frightened** by elementals or fey, and you are immune to poison and disease.

Circle Spells

Arctic

Druid Level	Circle Spells
3rd	*hold person, spike growth*
5th	*sleet storm, slow*
7th	*freedom of movement, ice storm*
9th	*commune with nature, cone of cold*

Coast

Druid Level	Circle Spells
3rd	*mirror image, misty step*
5th	*water breathing, water walk*
7th	*control water, freedom of movement*
9th	*conjure elemental, scrying*

Desert

Druid Level	Circle Spells
3rd	*blur, silence*
5th	*create food and water, protection from energy*
7th	*blight, hallucinatory terrain*
9th	*insect plague, wall of stone*

Forest

Druid Level	Circle Spells
3rd	*barkskin, spider climb*
5th	*call lightning, plant growth*
7th	*divination, freedom of movement*
9th	*commune with nature, tree stride*

Grassland

Druid Level	Circle Spells
3rd	*invisibility, pass without trace*
5th	*daylight, haste*
7th	*divination, freedom of movement*
9th	*dream, insect plague*

Mountain

Druid Level	Circle Spells
3rd	*spider climb, spike growth*
5th	*lightning bolt, meld into stone*
7th	*stone shape, stoneskin*
9th	*passwall, wall of stone*

Swamp

Druid Level	Circle Spells
3rd	*acid arrow, darkness*
5th	*water walk, stinking cloud*
7th	*freedom of movement, locate creature*
9th	*insect plague, scrying*

Eana's Sanctuary

When you reach 14th level, creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must make a Wisdom saving throw against your druid spell save DC. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours.
The creature is aware of this effect before it makes its attack against you.

Sacred Plants and Woods of Cyfandir

Druids of Cyfandir hold certain plants to be sacred, particularly alder, ash, birch, elder, hazel, holly, juniper, mistletoe, oak, rowan, willow, and yew. Druids often use such plants as part of a spellcasting focus, incorporating lengths of oak or yew or sprigs of mistletoe.
Similarly, a druid uses such woods to make other objects, such as weapons and shields. Yew is associated with death and rebirth, so weapon handles for scimitars or sickles might be fashioned from it. Ash is associated with life and oak with strength. These woods make excellent hafts or whole weapons, such as clubs or quarterstaffs, as well as shields. Alder is associated with air, and it might be used for thrown weapons, such as darts or javelins.

Circle of the Spirits

Certain druids develop a particular relationship with the guardian spirits of nature. Holders of secular shamanic traditions, such druids can call upon these powerful allies, though only under certain conditions. Usually enigmatic, sometimes troubling, members of the Circle of the Spirits are respected and feared by those able to see in them beings who can communicate with the dangerous spirit world.

The World of the Primal Spirits

Just like the various types of lands, the great animal spirits are different aspects of Eana. Though their nature is oneiric, these spirits are as real as an angel or human—their existence is simply subject to other conditions. Becoming a druid of the Circle of the Spirits means forming a particular bond with a spiritual fragment of Eana, an aspect of its identity… if this term can even apply to such a vast and complex entity.

The world of the primal spirits is a dreamlike, wondrous, wild territory of an intense, uncanny beauty: normally tiny plants can be found here in hugely increased size, and the movements of animals leave in the air a ghostly, slow-moving afterimage that disappears long after their passage…

Totem Animal

When you choose this circle at 2nd level, choose a totem animal that will act as your guide and protector in the spirit world.

The chosen animal must follow the limitations indicated in the **Beast Shapes table** of the Wild Shape feature. At 4th and 8th level, if you wish, you can change your totem animal for another one matching the new limitations of the **Beast Shapes table**. However, your leader may require you to justify this replacement with a deep change from your druid, typically taking the form of a downtime activity (see the **Adventuring chapter: Between Adventures**).

You can communicate with specimens of your totem animal as if you were under a *speak with animals* spell, and they behave toward you as if they were under the *animal friendship* spell.

Additionally, when you use Wild Shape to change into your totem animal, your Strength and Constitution scores increase by 4 (change the animal's stat block accordingly).

Mystical Trance

Starting at 2nd level, you can contact the spirits of nature and call upon their help with prayers and ceremonies involving the consumption of specific plants.

When you reach the levels listed below, you gain access to the corresponding spells, but only as rituals, even if the spell in question does not have the ritual tag. Additionally, after you cast a spell using this class feature, you must finish a long rest before you can do so again—it would be unwise to request the spirits' help too frequently.

Mystical Trances

Druid Level	Spells
2nd	*alarm, purify food and drink*
4th	*lesser restoration*
6th	*remove curse, speak with dead*
8th	*divination*
10th	*greater restoration*

Strong Mind

Beginning at 6th level, your frequent contacts with the spirit world have gifted you with uncommon mental fortitude. You have resistance to psychic damage and advantage on saving throws against madness, being **charmed** or **frightened**, and any effect to dominate, possess, or trouble your mind (like the *confusion* spell or a gibbering mouther's gibbering).

Evil Eye

Starting at 10th level, you can summon the power of the spirits and curse your enemies.

As an action, you can curse a creature you can see within 60 feet of you. The effect is the same as a *bestow curse* spell. You can use this feature in Wild Shape, provided the shape is that of your totem animal. Once you use this feature, you must finish a short or long rest before you can use it again.

Spirit Call

Beginning at 14th level, as an action, you can call upon the guardian spirits of nature. Ghostly animal shapes flit around you and protect you as long as you maintain your concentration, for a maximum of 1 minute, with the following effects:

- The swarm of animal spirits surrounding you gives you half cover (+2 bonus to AC and Dexterity saving throws).
- Bolstered by the spirits, you run as fast as a wolf and fly like a raptor. Your walking speed becomes 40 feet and you acquire a flying speed of 60 feet. If your normal speed is higher than either of the two, you keep the higher one.
- When another creature damages you with a melee attack, it suffers the spirits' vengeance, taking psychic damage equal to 1d6 + your Wisdom modifier.

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

Fighter

A fighter is more than a two-bit sellsword who lugs their spear among an army and fights because they have been ordered to. The difference may not be obvious at first sight, but once weapons are drawn, it quickly becomes striking.

The Art of Fighting

A fighter surpasses their opponents by virtue of their experience, skill, and talent in the art of dealing death. Their ability to perceive and understand their environment and efficiently use it to their advantage makes them capable of getting the best of formidable enemies. Some fighting techniques are so quick and deadly that they look like supernatural abilities, though they are but the fruits of a life forged in battle.

Tireless Training

Some fighters train day and night to master specific maneuvers and spend years studying dueling treatises, while others make up their own styles and learn through practice. However, they are all characterized by an exceptional physical condition and by extraordinary martial skills. In a world where unspeakable abominations and fireball-hurling mages can strike at any moment, a fighter can only rely on their guts, muscles, and razor-sharp reflexes and blade to pull through.

Schools and Tournaments

There exist many fighting schools and warriors' guilds of various size and influence. These organizations are usually led or inspired by heroic figures. They offer formal teaching and training to aspiring fighters, as well as a competitive environment where they can pit their skills against each other. Tournaments are events of prime importance for these warriors, both for the material rewards awarded to the winners and for the prestige that certain prizes carry. Anyone can claim to be a warrior, but those who can show proof of their excellence make up the aristocracy of fighters. Moreover, an established reputation is the guarantee of a tidy pay for soldiers, and of greater honor for those who fight on their own terms.

The Path of the Fighter

There are countless reasons a fighter might become an adventurer. Lust for gold can lead many a skilled warrior to take up a career as a mercenary, bodyguard, or even looter. Many travel the roads in the hope of perfecting their mastery of the martial arts or of putting their talents to the test against increasingly fearsome opponents. Warlike cultures give great importance to honor and blood debts, and many fighters are bound to the service of a master or by an oath. Noble scions who have neither a particular gift for magic nor an inclination for the divine are frequently destined to military careers, but fighters can come from all walks of life. Finally, for some knights and mercenaries, war can be more than a duty or a profession, making it difficult for them to return to civilian life. Adventuring is then a remedy against the ennui and idleness that plague them in time of peace.

Though veterans usually turn toward training, organizing, and commanding soldiers when their health starts to decline, it is not necessary to have a whole life dedicated to battle under one's belt to lead troops. Certain fighters are natural prodigies in the art of tactics, capable of multiplying the efficacy of their companions by coordinating their efforts. With experience, others develop a form of mystical communion with their weapon, becoming one with the martial spirit of their instrument of death, which enables them to accomplish astounding feats of arms.

"First, do not seek to fight the strength within you, but to control it. Only then will you be capable of defeating your opponent." *Teaching of Saah'Urd, pupil of the first Yatagan, a mythic warrior of Cyfandir whom some say is still alive.*

Class Features

As a fighter, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d10 per fighter level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per fighter level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Strength, Constitution
Skills: Choose two skills from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) chain mail or (b) leather armor, a longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

The Fighter

Level	Proficiency Bonus	Features
1st	+2	Fighting Style, Second Wind
2nd	+2	Action Surge (one use)
3rd	+2	Martial Archetype
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Ability Score Improvement
7th	+3	Martial Archetype feature
8th	+3	Ability Score Improvement
9th	+4	Indomitable (one use)
10th	+4	Martial Archetype feature
11th	+4	Extra Attack (2)
12th	+4	Ability Score Improvement
13th	+5	Indomitable (two uses)
14th	+5	Ability Score Improvement
15th	+5	Martial Archetype feature
16th	+5	Ability Score Improvement
17th	+6	Action Surge (two uses), Indomitable (three uses)
18th	+6	Martial Archetype feature
19th	+6	Ability Score Improvement
20th	+6	Extra Attack (3)

Under the Scorching Sun

In warm countries (deserts or equatorial forests, for example), fighters cannot wear heavy armor lest they expose themselves to sunstroke and dehydration. A fighter from such an environment can trade proficiency in medium and heavy armor for the Unarmored Defense feature.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Fighting Style

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

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

Defense

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

Dueling

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

Great Weapon Fighting

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

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting

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

Second Wind

You have a limited well of stamina that you can draw on to protect yourself from harm. On your turn, you can use a bonus action to regain hit points equal to 1d10 + your fighter level.
Once you use this feature, you must finish a short or long rest before you can use it again.

Action Surge

Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action (note that this does not grant you an additional bonus action or reaction).
Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 17th level, you can use it twice before a rest, but only once on the same turn.

Martial Archetype

At 3rd level, you choose an archetype that you strive to emulate in your combat styles and techniques. Choose Champion, Bladebonded, or Thug, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 6th, 8th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.
The number of attacks increases to three when you reach 11th level in this class and to four when you reach 20th level in this class.

Indomitable

Beginning at 9th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long rest.
You can use this feature twice between long rests starting at 13th level and three times between long rests starting at 17th level.

Fighter Stories...

His cutlass clenched between his teeth, a black-bearded dwarf pirate swings on a rope from one ship to another. He drops onto the bridge, dodges the clumsy attack of a sailor, and throws him overboard before challenging the enemy captain, the tip of his sword pointed at her. A few swings later, he climbs the quarterdeck's railing, flourishing his opponent's head. The crew drop their weapons at his feet.

Amidst a raging battlefield, a drow holds her breath, her crossbow trained on the throat of a graying half-orc barking orders to his troops. Without his experience and the standard he bears, the soldiers under his command will surely falter. "Watch out, my lord!" a young human squire shouts as she dashes toward him, right in time to stop the deadly bolt with her shield.

Across a desolate steppe, a pony-riding halfling is fleeing a pack of goblins mounted on dogs and pigs. Guiding her mount with her knees, she takes a large bend to put her pursuers to her left and grabs the double recurve bow stashed in one of her saddle's holsters. With each arrow she shoots, she must compensate for the movement of her breakneck riding, account for the strength of the wind, for the speed and distance of her ever-approaching pursuers. In short order, half a dozen goblins bite the dust in a concert of screams.

Martial Archetypes

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

Champion

The archetypal Champion focuses on the development of raw physical power honed to deadly perfection. Those who model themselves on this archetype combine rigorous training with physical excellence to deal devastating blows.

Improved Critical

Beginning when you choose this archetype at 3rd level, your weapon attacks score a critical hit on a roll of 19 or 20.

Remarkable Athlete

Starting at 7th level, you can add half your proficiency bonus (round up) to any Strength, Dexterity, or Constitution check you make that doesn't already use your proficiency bonus.
In addition, when you make a running long jump, the distance you can cover increases by a number of feet equal to your Strength modifier.

Additional Fighting Style

At 10th level, you can choose a second option from the Fighting Style class feature.

Superior Critical

Starting at 15th level, your weapon attacks score a critical hit on a roll of 18-20.

Survivor

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.

Bladebonded

Sometimes, people who have never sought to develop their magic talents Awaken spontaneously and in unique ways. To this day, scholars have been unable to shed light on this mystery, but through the ages, they were able to identify fighters whose instrument of war accumulated occult energies until it became a true extension of its bearer. These warriors are called Bladebonded or sometimes Yatagans, referring to the mythical weapon of the first of them. Some sages see in this power a sign of divine favor, but then, what entity would grant it? Is it rather some sort of magic anomaly? Whatever the truth is, the aptitudes unlocked by such a connection are such that those who develop them usually become legends.
Being Awakened is a prerequisite for using the features of this archetype. If your character has not Awakened yet, you can still choose this archetype, but you will only be able to use its features (related to your Steelmate) once your character has Awakened.

Steelmate

When you choose this archetype at 3rd level, one of your weapons becomes magical. Every Yatagan has a Steelmate. This item is intimately bound to you and will remain so throughout your adventuring career. Except for powers that can be used at a distance (Arcane Rebirth and Call Steelmate), features related to your Steelmate can only be used when you hold it.

Sentient weapon. Your Steelmate is considered a sentient magic item (see **Arcana**). Its alignment matches yours, and for the time being, it has no purpose and cannot conflict with you. Initially, it can only communicate with you by transmitting emotions, and its senses are limited to normal hearing and vision in a 30-foot radius. At the start, your Steelmate has the following ability scores: Intelligence 12, Wisdom 12, and Charisma 12, in addition to 3 points which you can distribute as you wish. You get 2 additional points to distribute at 7th, 10th, and 15th level, and 1 additional point at 18th level.

Throughout your progression, your Steelmate's ability scores, means of communication, and senses evolve as detailed in the **Steelmate table**. Finally, if you die permanently, your spirit fuses with your Steelmate, which becomes a full-fledged sentient weapon and embraces your purpose. Should this occur, your leader will assist you in handling this conversion. According to certain sages of Eana, this phenomenon is the origin of all sentient weapons, which contain the souls of the Bladebonded that wielded them.

Steelmate

Score	Intelligence	Wisdom	Charisma
12		Normal sight and hearing (60 feet)	Empathy[3]
13-14	+1 1st-level spell slot, skill proficiency1	Normal sight and hearing (120 feet), skill proficiency[2]	Speech[4], skill proficiency[5]
15-16	+1 2nd-level spell slot, skill proficiency1	Darkvision (60 feet), skill proficiency[2]	Telepathy[6], skill proficiency[5]
17-18	+1 3rd-level spell slot, skill proficiency1	Darkvision (120 feet), skill proficiency[2]	Telepathy with others (60 feet), skill proficiency[5]
19-20	+1 4th-level spell slot, skill proficiency1	Blindsense (120 feet)	Dominate person (1/ short or long rest)

All unlocked abilities stack.

A Steelmate with an Intelligence of 18 has one additional 1st-level, 2nd-level, and 3rd-level spell slots, and proficiency in three skills.
A Steelmate with a Charisma of 17 can transmit emotions to its Yatagan, talk, speak directly to the mind of anyone within 60 feet, and has proficiency in three skills.

[1] Choose from Arcana, History, Nature, or Religion
[2] Choose from Insight, Perception, or Survival
[3] Your Steelmate can transmit emotions to you. In addition, when you make a Wisdom check, if your Steelmate's Wisdom modifier is superior to yours, you can use your Steelmate's Wisdom modifier
[4] Your Steelmate can talk. In addition, when you make an Intelligence check, if your Steelmate's Intelligence modifier is superior to yours, you can use your Steelmate's Intelligence modifier
[5] Choose from Deception, Intimidation, or Persuasion
[6] Your Steelmate can communicate directly with your mind. In addition, when you make a Charisma check, if your Steelmate's Charisma modifier is superior to yours, you can use your Steelmate's Charisma modifier

Bonus. At 3rd level, your Steelmate has a bonus of +1 to attack and damage rolls. This bonus grows to +2 at 10th level, and +3 at 18th level.

Spells. At 3rd level, your Steelmate holds a cantrip of your choice from the wizard spell list. You can cast this spell through your Steelmate once. You must then finish a short or long rest before you can use it again. When you finish a long rest, you can commune with your Steelmate for at least 1 minute to change the cantrip for another wizard cantrip.
Also at 3rd level, you must choose the spellcasting ability of your Steelmate between Intelligence and Charisma. The spell save DC of its spells is equal to 8 + your proficiency bonus + your Steelmate's spellcasting ability modifier, and its spell attack modifier is equal to your proficiency bonus + your Steelmate's spellcasting ability modifier.

As you gain levels, your Steelmate can cast other spells: a 1st-level spell at 7th level, a 2nd-level spell at 10th level, a 3rd-level spell at 15th level, and a 4th-level spell at 18th level. Just like your Steelmate's cantrip, each of these spells can be cast only once until you finish a rest, unless your Steelmate has extra spell slots due to a high Intelligence, in which case it can cast the same spell twice between rests.

When you finish a long rest, roll on the table below to determine which spells your Steelmate can cast:

d8	1st-level	2nd-level	3rd-level	4th-level
1	*shield*	*aid*	*dispel magic*	*stoneskin*
2	*grease*	*web*	*revivify*	*dimension door*
3	*hunter's mark*	*see invisibility*	*tongues*	*arcane eye*
4	*sleep*	*hold person*	*fireball*	*confusion*
5	*cure wounds*	*darkness*	*lightning bolt*	*wall of fire*
6	*disguise self*	*invisibility*	*fear*	*greater invisibility*
7	*false life*	*blindness/deafness*	*speak with dead*	*blight*
8	*expeditious retreat*	*heat metal*	*haste*	*polymorph*

Your Steelmate takes care of the somatic, verbal, and material components, except in the case of material components with a cost. However, you must spend the casting time.

You are about to be hit by an attack and decide to cast your Steelmate's shield *spell. Your Steelmate takes care of the verbal and somatic components: a voice rings out from it and it moves on its own in an arcane pattern. However, you must provide the casting time, which means you must expend your reaction and therefore will not be able to make an opportunity attack on this turn, for example.*

Arcane Rebirth. If your Steelmate is lost, stolen, or broken, it comes back to you intact after you finish a long rest. Additionally, you are impervious to disarming attempts on your Steelmate. Finally, only you can use the features of your Steelmate. For whoever else uses it, it is just an ordinary weapon of its kind.

Arcane Aegis

Beginning at 7th level, your Steelmate can react to threats and help you deal with adversity, moving, reacting, and striking back on its own. When you are targeted by an attack or must make a Dexterity saving throw, you can use your reaction to apply your Steelmate's bonus to your AC and Dexterity saving throws for 1 minute. Additionally, for this duration, every time a creature misses you with a melee attack, it immediately takes force damage equal to twice your Steelmate's bonus. You can't use this feature again until you finish a long rest.

Call Steelmate

Starting at 10th level, you can call your Steelmate as a bonus action. It immediately materializes in your hand, no matter the distance and obstacles between you. If your Steelmate is on another plane, there is a 20% chance this feature does not work, in which case you can't use it again until you finish a long rest.

Arcane Bulwark

Beginning at 15th level, your Steelmate gives you advantage on saving throws against spells and magical effects.

Legendary Arcana

Starting at 18th level, whenever you succeed a saving throw against a spell, you can use your reaction to make your Steelmate store a copy of this spell, which can be subsequently cast and expended. The conditions for casting the copied spell are identical to the original spell's, with the exception that the Steelmate's spellcasting ability is used instead of the spellcaster's. Your Steelmate can store a maximum number of spell slots equal to your proficiency bonus.

Thug

Some fighters pride themselves on having been trained in some highbrow institution or by some big shot weapon master, but you know that these prestigious teachers have nothing on the school of hard knocks. The prime lesson it taught you is that when your life is on the line, honor sometimes has to take a step back.

Sharp Tongue

When you choose this archetype at 3rd level, you gain proficiency with the Intimidation skill. If you were already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it.

Staredown

Starting at 3rd level, you can use threats and taunts to shake up your enemies. As a bonus action, you can make a Charisma (Intimidation) check contested by the targeted creature's Wisdom saving throw. The creature must be within 20 feet of you. If you succeed, the creature is **frightened** of you until the end of its next turn. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a short or long rest.

Cheap Shots

Also at 3rd level, you can use your experience in dirty fighting to mercilessly exploit your opponents' weaknesses and mistakes. You learn three cheap shots of your choice, which are detailed below. You also learn two additional cheap shots of your choice at 7th, 10th, and 15th level. Some cheap shots require you to use your reaction, in which case it is mentioned in their description. Otherwise, cheap shots have no cost in terms of action, as they usually enhance an attack or similar action in some way.

- At 3rd level, you can only target a creature you can see within 5 feet of you.
- Some of your cheap shots (like Conk, Finisher, or Lights Out) require your target to make a saving throw to resist the cheap shot's effects. In such cases, the saving throw DC is equal to 8 + your proficiency bonus + your Charisma modifier. Additionally, if the creature fails the saving throw, it takes 1d6 extra damage from your attack. The extra damage increases to 1d8 at 7th level, 1d10 at 10th level, 2d6 at 15th level, and 2d8 at 18th level.
- Unless otherwise noted, when the cheap shot results in the creature suffering a condition, it must repeat the saving throw at the end of each of its turns until it succeeds, at which point the condition ends.

Note that the cheap shots' names are not literal requirements. For example, Sting does not require a piercing weapon.

- **Break a Leg.** When a creature moves, you can expend your reaction to use this cheap shot against it. The creature must succeed on a Dexterity saving throw or have its speed halved and give you advantage on all your attack rolls against it. These effects last until the end of your next turn.
- **Bully.** When you take the Attack action against a creature that currently has disadvantage on attack rolls against you, it must succeed on a Wisdom saving throw or be **frightened**.
- **Conk.** When you take the Attack action against an **incapacitated** creature, it must succeed on a Constitution saving throw or be **stunned**.
- **Double-Trouble.** When a creature takes damage from a weapon attack you did not make, you can expend your reaction to use this cheap shot. The creature must succeed on a Wisdom saving throw or be unbalanced (apply the **poisoned** condition).
- **Finisher.** When you take the Attack action against an **incapacitated** creature, it must make a Strength saving throw. If it fails, your next successful melee attack made against it before the end of your next turn is considered a critical hit.
- **Grab.** When you make a successful melee attack against a creature, it must succeed on a Strength or Dexterity saving throw (creature's choice) or be **grappled** by you. Instead of repeating the saving throw at the end of each of its next turns, the creature must escape the grapple according to the normal rules.

- **Ground and Pound.** When you take the Attack action against a **prone** creature, it must succeed on a Constitution saving throw or be **incapacitated**.
- **Hanky-Panky.** When you take the Attack action against a **charmed** creature, it must succeed on an Intelligence saving throw or remain charmed even if you deal it damage.
- **Lights Out.** When you take the Attack action against a **grappled** creature, it must succeed on a Constitution saving throw or be **blinded**.
- **Nail Down.** When you make an opportunity attack against a creature, you can immediately perform this cheap shot in addition to the opportunity attack. The creature must succeed on a Dexterity saving throw or have its speed reduced to 0 until the start of its next turn.
- **Razzle-Dazzle.** When a creature takes damage from a spell, you can expend your reaction to use this cheap shot. The creature must succeed on a Wisdom saving throw or be knocked **prone**. The creature can subsequently stand up, as normal.
- **Rub it in.** When a creature misses you with a melee attack, you can expend your reaction to use this cheap shot. The creature must succeed on a Charisma saving throw or have disadvantage on its next attack roll made before the end of its next turn.
- **Sting.** When you make a successful attack against a concentrating creature, you can give it disadvantage on the resulting Constitution saving throw to maintain concentration.
- **Sweep.** When you score a critical hit against a creature, it must succeed on a Dexterity saving throw or be knocked **prone**. The creature can subsequently stand up, as normal.
- **Throat Punch.** When a creature casts a spell, you can expend your reaction to use this cheap shot. The creature must succeed on a Charisma saving throw or become unable to talk.
- **Whiplash.** When you make a successful melee attack against a **stunned** creature, it must succeed on a saving throw of its choice or be **paralyzed**.

Masterful Opportunist

Starting at 7th level, you have a way of exploiting the slightest gap in your opponents' defense. When you make an opportunity attack, you have advantage on the attack roll.

Improved Cheap Shot

Beginning at 10th level, when a creature you can see within 10 feet of you qualifies for a cheap shot that requires you to use your reaction, you can move 5 feet before making your cheap shot, provided this movement puts you within 5 feet of the creature.

Double Staredown

Starting at 15th level, when you use your Staredown, you can target two creatures within 20 feet of you.

Dirty Fighting Specialist

Beginning at 18th level, when you use your Staredown, you can target all creatures within 20 feet of you. Additionally, when a creature you can see within 20 feet of you qualifies for a cheap shot that requires you to use your reaction, you can move up to half your speed before making your cheap shot, provided this movement puts you within 5 feet of the creature.

Monk

When one is witness to the physical feats that monks are capable of, one can easily forget that their life is first and foremost one of balance and quietude. Inner peace and harmony grant them superhuman capabilities.

Transcending One's Limits

All living beings are animated by a vital force that bears many names: soul, spirit, inner fire, or, as monks call it, ki. It is this energy that connects the material world and the immaterial one. Most mortals care little for it, but monks seek to develop this inner strength to improve and overcome the limitations of the flesh. A monk's training is physical as much as it is philosophical, and requires a purification of the body and mind that frequently involves fasting, meditation, and an intensive practice of martial arts. Similarly to profane magic, the wonders of ki are within the reach of anyone willing to make the necessary sacrifices and train tirelessly. For many, the secrets of ki and the attainment of Awakening are synonymous. Joining a monastery is the most common way to receive the necessary training and discipline, but some individuals are able to develop such talents by themselves, by dint of personal rigor or by virtue of a naturally powerful ki.

Life Philosophy

Originally, the fighting techniques of monks were used by peasants and commoners who were forbidden from carrying weapons, or lacked the money to buy them and thus protect themselves against much better equipped enemies. In addition to giving birth to unparalleled unarmed fighters, these lowly origins have left their mark on many monastic traditions. To reach the state of transcendence that allows them to focus and intensify their ki, monks must often forsake superfluous material things. This does not mean, however, that all monks lead a life of asceticism: many of them encourage an existence of simple pleasures and compassion, and others allow themselves to fully bask in the glory that their feats earn them. Still, a monk should be careful not to rest on their laurels and let themselves go, lest they lose the benefits of their rigorous training. Monks usually strive to protect the weak and the innocent, but monasteries also attract martial artists with less noble intentions, or for whom physical perfection and inner harmony are an end in themselves. Most monks found outside of monasteries are either hermits or wanderers seeking the illumination who take up a life of adventure to perfect their mastery of the martial arts or to attain a better understanding of the world.

Legendary Destinies

A monk who has perfected their techniques is capable of performing outstanding physical feats by controlling the inner energy that flows through their body. To them, catching an arrow in midair or running along vertical surfaces over several yards is child's play, but they can also shatter stone with their bare hands, move and strike so fast that their enemies cannot keep up with them, or project their ki outside of their body in the form of raw energy. These individuals' ability to withstand ailments and privations is legendary, and their clarity of mind allows them to notice the slightest details and uncover deceptions. Using these gifts, some unscrupulous monks become talented spies and assassins, while those who uphold justice are excellent judges and investigators, or advisors prized for their wisdom and impartiality.

"The body acts upon the world, but the body is weak. The soul is limitless, but the soul is immaterial. When body and soul are one, they become more than the sum of their parts, giving birth to a being that is whole." *Jeet Kune, Initiate of the Way of the Open Hand*

Class Features

As a monk, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per monk level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per monk level after 1st

Proficiencies

Armor: None
Weapons: Simple weapons, cestuses, scimitars, shortswords
Tools: Choose one type of artisan's tools, one musical instrument, or farmer's tools
Saving Throws: Strength, Dexterity
Skills: Choose two from Acrobatics, Athletics, History, Insight, Religion, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:
- (a) a shortsword, (b) a scimitar, (c) a pair of cestuses, or (d) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- 10 darts

Warrior Monk Training

The training of warrior monks is a tradition born in Shi-huang. It has gained a solid footing in other countries, notably in Ajagar and the Sand Kingdoms. Each culture has influenced the monks' discipline in particular ways. Certain monasteries teach specific techniques, such as proficiency with the poisoner's kit or cartographer's tools, for example. If you are from such a monastery, you can choose proficiency in the monastery's preferred tools instead of those listed in Proficiencies. Your leader will let you know if this is the case in your monastery.

The Monk

Level	Proficiency Bonus	Martial Arts	Ki Points	Unarmored Movement	Features
1st	+2	1d4	—	—	Unarmored Defense, Martial Arts
2nd	+2	1d4	2	+10 ft	Ki, Unarmored Movement
3rd	+2	1d4	3	+10 ft	Monastic Tradition, Deflect Missiles
4th	+2	1d4	4	+10 ft	Ability Score Improvement, Slow Fall
5th	+3	1d6	5	+10 ft	Extra Attack, Stunning Strike
6th	+3	1d6	6	+15 ft	Ki-Empowered Strikes, Monastic Tradition feature
7th	+3	1d6	7	+15 ft	Evasion, Stillness of Mind
8th	+3	1d6	8	+15 ft	Ability Score Improvement
9th	+4	1d6	9	+15 ft	Unarmored Movement improvement
10th	+4	1d6	10	+20 ft	Purity of Body
11th	+4	1d8	11	+20 ft	Monastic Tradition feature
12th	+4	1d8	12	+20 ft	Ability Score Improvement
13th	+5	1d8	13	+20 ft	Tongue of the Sun and Moon
14th	+5	1d8	14	+25 ft	Diamond Soul
15th	+5	1d8	15	+25 ft	Timeless Body
16th	+5	1d8	16	+25 ft	Ability Score Improvement
17th	+6	1d10	17	+25 ft	Monastic Tradition feature
18th	+6	1d10	18	+30 ft	Empty Body
19th	+6	1d10	19	+30 ft	Ability Score Improvement
20th	+6	1d10	20	+30 ft	Perfect Self

Unarmored Defense

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Martial Arts

At 1st level, your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are cestuses, scimitars, shortswords and any simple melee weapons that don't have the two-handed or heavy property.

Note: Even though an unarmed strike does not involve a weapon, it is considered a melee weapon attack (see the **Combat chapter**).

You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

- You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons.
- You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the **Monk table**.
- When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one unarmed strike as a bonus action. For example, if you take the Attack action and attack with a quarterstaff, you can also make an unarmed strike as a bonus action, assuming you haven't already taken a bonus action this turn.

Certain monasteries use specialized forms of the monk weapons. For example, you might use a club that is two lengths of wood connected by a short chain (called a nunchaku) or a sickle with a shorter, straighter blade (called a kama). Whatever name you use for a monk weapon, refer to the **Equipment chapter** and use the game statistics of the weapon it is closest to.

Reasons for Traveling the World

As a monk, provided you did not break ties with your order, you were probably given a mission. Define it with your leader's approval, either by choosing from the list below or by coming up with one of your own.

- **Self-discovery.** The purpose of your journey is to earn experience and reach a higher degree of mastery. This goal may be an end of its own or be the key to a high-ranking position within your order.
- **Founding.** You were tasked with spreading word of your order. To do so, you must found a new monastery in a faraway country. You will have to make a name for yourself through your heroics to be granted the necessary authorizations and attract the prospective monks you will train.
- **Research.** Being a scholar, you were sent on a mission to obtain rare books (either by buying them or by copying them) and bring them back to your monastery's library.
- **Vision.** Someone in your monastery had a most alarming vision and you were sent to investigate it. You may be at the forefront of a battle against a terrible evil.
- **Protection.** Your order is famed for the bravery, the devotion, and the worth of its warrior monks. You were tasked with escorting and protecting a prince, an heir apparent, or a priest on a diplomatic or holy mission. Your ward may be another adventurer.

Ki

Starting at 2nd level, your training allows you to harness the mystic energy of ki. Your access to this energy is represented by a number of ki points. Your monk level determines the number of points you have, as shown in the Ki Points column of the Monk table.
You can spend these points to fuel various ki features. You start knowing three such features: Flurry of Blows, Patient Defense, and Step of the Wind. You learn more ki features as you gain levels in this class.
When you spend a ki point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended ki back into yourself. You must spend at least 30 minutes of the rest meditating to regain your ki points.
Some of your ki features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Ki save DC = 8 + your proficiency bonus + your Wisdom modifier

Flurry of Blows

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two unarmed strikes as a bonus action.

Patient Defense

You can spend 1 ki point to take the Dodge action as a bonus action on your turn.

Step of the Wind

You can spend 1 ki point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

Unarmored Movement

Starting at 2nd level, your speed increases by 10 feet while you are not wearing armor or wielding a shield. This bonus increases when you reach certain monk levels, as shown in the **Monk table**.
At 9th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.

Monastic Tradition

When you reach 3rd level, you commit yourself to a monastic tradition: the Way of the Open Hand or the Way of Pain, all detailed at the end of the class description. Your tradition grants you features at 3rd level and again at 6th, 11th, and 17th level.

Deflect Missiles

Starting at 3rd level, you can use your reaction to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d10 + your Dexterity modifier + your monk level.
If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. The range of this attack is 20/60 feet. You make this attack with proficiency, regardless of your weapon proficiencies, and the missile counts as a monk weapon for the attack.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Slow Fall

Beginning at 4th level, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your monk level.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Stunning Strike

Starting at 5th level, you can interfere with the flow of ki in an opponent's body. When you hit another creature with a melee weapon attack (which includes your unarmed strikes), you can spend 1 ki point to attempt a stunning strike. The target must succeed on a Constitution saving throw or be **stunned** until the end of your next turn.

Ki-Empowered Strikes

Starting at 6th level, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion

At 7th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a *fireball spell*. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Stillness of Mind

Starting at 7th level, you can use your action to end one effect on yourself that is causing you to be **charmed** or **frightened**.

Purity of Body

At 10th level, your mastery of the ki flowing through you makes you immune to disease and poison.

Tongue of the Sun and Moon

Starting at 13th level, you learn to touch the ki of other minds so that you understand all spoken languages. Moreover, you can make it so that any creature that can understand a language can understand what you say.

Diamond Soul

Beginning at 14th level, your mastery of ki grants you proficiency in all saving throws.
Additionally, whenever you make a saving throw and fail, you can spend 1 ki point to reroll it and take the second result.

Timeless Body

At 15th level, your ki sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.

Empty Body

Beginning at 18th level, you can use your action to spend 4 ki points to become **invisible** for 1 minute. During that time, you also have resistance to all damage but force damage.
Additionally, you can spend 8 ki points to cast the *astral projection* spell, without needing material components. When you do so, you can't take any other creatures with you.

Perfect Self

At 20th level, when you roll for initiative and have no ki points remaining, you regain 4 ki points.

Monk Stories...

On a beach of gray sand, a young halfling dressed in a kimono is facing a sahuagin wielding a long trident. When the amphibian stabs at her, she dodges in a gravity-defying leap, landing on the pole of the thrust weapon with perfect balance. The monster tries to shake off the perched halfling but she moves along, vaulting and spinning with aerial grace, never touching the ground. As the fishlike being raises its weapon, the halfling drops on the creature and kicks it squarely in the face. With a wet cracking noise of broken cartilage, the sahuagin is thrown to the ground.

As a venerable merosi dressed in a yellow woolen toga is walking up a mountain path, he comes upon a scene of panic. A boy is trapped at the bottom of a crevasse under an overturned cart. The old sage puts down his cane and climbs down the rocks under the incredulous stares of the alarmed parents. Once he has reached the child, he kneels down and whispers a few words of comfort to him. Without any sign of effort, he takes the cart and lifts it with one hand, then grabs the boy and carries him back to his family. With only a smile, the old monk takes up his cane and resumes his journey.

Monastic Traditions

Many traditions of monastic pursuit are followed in the monasteries scattered across Eana. This section goes over two of the most famous of them. Monastic traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

Way of the Open Hand

Monks of the Way of the Open Hand are the ultimate masters of martial arts combat, whether armed or unarmed. They learn techniques to push and trip their opponents, manipulate ki to heal damage to their bodies, and practice advanced meditation that can protect them from harm.

Open Hand Technique

Starting when you choose this tradition at 3rd level, you can manipulate your enemy's ki when you harness your own. Whenever you hit a creature with one of the attacks granted by your Flurry of Blows, you can impose one of the following effects on that target:

- **Trip:** It must succeed on a Dexterity saving throw or be knocked **prone**.
- **Shove:** It must make a Strength saving throw. If it fails, you can push it up to 15 feet away from you.
- **Stagger:** It can't take reactions until the end of your next turn.

Wholeness of Body

At 6th level, you gain the ability to heal yourself. As an action, you can regain hit points equal to three times your monk level. You must finish a long rest before you can use this feature again.

Tranquility

Beginning at 11th level, you can enter a special meditation that surrounds you with an aura of peace. At the end of a long rest, you gain the effect of a sanctuary spell that lasts until the start of your next long rest (the spell can end early as normal). The saving throw DC for the spell equals 8 + your Wisdom modifier + your proficiency bonus.

Quivering Palm

At 17th level, you gain the ability to set up lethal vibrations in someone's body. When you hit a creature with an unarmed strike, you can spend 3 ki points to start these imperceptible vibrations, which last for a number of days equal to your monk level. The vibrations are harmless unless you use your action to end them.
To do so, you and the target must be on the same plane of existence. When you use this action, the creature must make a Constitution saving throw. If it fails, it is reduced to 0 hit points. If it succeeds, it takes 10d10 necrotic damage.
You can have only one creature under the effect of this feature at a time. You can choose to end the vibrations harmlessly without using an action.

Way of Pain

Most people seek to avoid it. Some try to ignore it. And others choose to embrace it, not out of perversion or because they enjoy it, but simply because they understand that it is inevitable and perhaps usable. According to certain sages, pain is even one of the components of ki. Monks of the Way of Pain look upon physical suffering as an inexhaustible resource, particularly on the battlefield, and learn to receive it to fuel their martial feats.

Gratitude

Starting when you choose this tradition at 3rd level, you learn to thank your opponents in accordance with the tenets of the Way of Pain. When a creature makes you lose a number of hit points (not temporary hit points) at least equal to your monk level through a weapon attack, you can immediately use your reaction to make a melee attack against any creature within range. When you reach 6th level, you can also use this feature when you lose hit points because of a spell, whether the spell targeted you directly or included you in an area effect. In this case, the damage you deal through your attack is of the same type as the damage you just took. Beginning at 11th level, you can also move up to your speed as part of your reaction, before or after attacking.
Moreover, if you use the optional rule on Wounds (see the **Wounds section of the Health chapter**), beginning at 3rd level, you can expend 1 ki point to ignore the effects of all your Wounds (exhaustion levels and penalties) until the start of your next turn. This costs you no action.

Sublimation

Starting at 6th level, as a reaction, when you take damage from any source, you can gain a number of ki points equal to one tenth of the hit points (not temporary hit points) lost, rounded down.

Abnegation

Starting at 11th level, pain focuses your senses, sharpens your reflexes, and stirs your fighting spirit. As long as your current hit points are less than or equal to half your maximum hit points, you have advantage on your weapon attacks (which includes your unarmed strikes) and a +2 bonus to your saving throws.

The Last Dance

When you reach 17th level, being at death's door liberates within you a whirlwind of death. When you are reduced to 0 hit points but not killed outright, you can spend 3 ki points to drop to 1 hit point instead. If you do so, until the end of your next turn, all your successful weapon attacks (which includes your unarmed strikes) are considered critical hits.

Paladin

The lives of all paladins are dictated by a solemn oath, a vow they take to champion a cause, not because they have no choice or because it is their duty, but because they believe wholeheartedly in the righteousness of their ideal. Souls so pure and determined shine in the Astral like a beacon. Gods and their agents seek such individuals whose beliefs match theirs, as their faith makes them outstanding conduits for divine energy. However, before being a covenant made with a god, a paladin's oath is a contract they make with themselves. If a paladin violates their oath or doubts their cause, they may be stripped of their powers, temporarily or even permanently if they cannot make amends or renew their bond with their faith.

Divine Contact

Some paladins are directly contacted and commissioned by gods or by powerful angels acting as intermediaries between the deity and its servants. It even happens that individuals wholly devoted to their personal ideal are spontaneously imbued with divine powers, without even being aware of the reason, because their staunch determination resonated with the essential nature of a celestial entity.

Upholding an Ideal

Though there are rumors of dark knights devoted to evil gods who spread chaos and suffering, paladins are by and large deeply good figures. To be worthy of the powers they have been granted, they must strive to be virtuous, use their gifts for the benefit of others, and do everything they can to make the world a better place. Paladins usually dedicate their lives to justice, compassion, or defending the innocent, but some of them commit themselves to more eccentric goals like vengeance, spreading joy and love, or even revolution and putting power into the hands of the people.

Battling Corruption

The purity of paladins' souls and their connection with their gods make them the bane of fundamentally evil creatures like the undead, fiends, and the ravagers of Canker. Paladins are capable of instinctively detecting such creatures, but also of driving them back and crippling them simply by exerting their will. When the armies of infernal princes or powerful necromancers threaten the lands of mortals, they are sure to stand at the forefront of the battles. They are valorous, charismatic fighters who lead through example, though some of them may choose to fight the servants of evil from the shadows, using stealth and guerrilla warfare to bring down despots and criminals. Paladins who live under the yoke of tyranny frequently take this path, and as unglamorous as it may be, it is no less guided by noble intentions.

Paladin Orders

Paladins often gather in orders who worship the same god or champion similar causes. Such orders run the gamut from simple militias to full-fledged religious hierarchies, and sometimes undertake crusades or similar wide-scale operations. For example, many paladins decide to commit themselves to fighting Canker and enlist in the famous Order of the Edelweiss. Still, most of the time, these holy fighters are encouraged to travel the world as vigilantes or to take up charity work.

"You cannot change the world with tears. I will mourn for all the persecuted innocents, all the injustices, and all the misfortunes when my task is complete. Canker and its abominations must be fought tirelessly. I have no time for tears. There is too much to be done."
Sir Pelinal, Holy Leader of the Order of the Edelweiss

Class Features

As a paladin, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d10 per paladin level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per paladin level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: None
Saving Throws: Wisdom, Charisma
Skills: Choose two from Animal Handling, Athletics, Insight, Intimidation, Investigation, Medicine, Persuasion, Religion, and Stealth.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a martial weapon and a shield or (b) two martial weapons
- (a) five javelins or (b) any simple melee weapon
- (a) a priest's pack or (b) an explorer's pack
- Chain mail and a holy symbol

The Paladin

Level	Proficiency Bonus	Features	Spell Slots per Spell Level				
			1st	2nd	3rd	4th	5th
1st	+2	Divine Sense, Lay on Hands					
2nd	+2	Fighting Style, Spellcasting, Divine Smite	2				
3rd	+2	Divine Health, Sacred Oath	3				
4th	+2	Ability Score Improvement	3				
5th	+3	Extra Attack	4	2			
6th	+3	Aura of Protection	4	2			
7th	+3	Sacred Oath feature	4	3			
8th	+3	Ability Score Improvement	4	3			
9th	+4	-	4	3	2		
10th	+4	Aura of Courage	4	3	2		
11th	+4	Improved Divine Smite	4	3	3		
12th	+4	Ability Score Improvement	4	3	3		
13th	+5	-	4	3	3	1	
14th	+5	Cleansing Touch	4	3	3	1	
15th	+5	Sacred Oath feature	4	3	3	2	
16th	+5	Ability Score Improvement	4	3	3	2	
17th	+6	-	4	3	3	3	1
18th	+6	Aura improvements	4	3	3	3	1
19th	+6	Ability Score Improvement	4	3	3	3	2
20th	+6	Sacred Oath feature	4	3	3	3	2

Divine Sense

The presence of strong evil registers on your senses like a noxious odor, and powerful good rings like heavenly music in your ears. As an action, you can open your awareness to detect such forces. Until the end of your next turn, you know the location of any celestial, fiend, ravager of Canker, or undead within 60 feet of you that is not behind total cover. You know the type (celestial, fiend, ravager of Canker, or undead) of any being whose presence you sense, but not its precise nature (for example, you may detect the presence of an undead but won't know that it is a vampire). Within the same radius, you also detect the presence of any place or object that has been consecrated or desecrated, as with the *hallow* spell.
You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Lay on Hands

Your blessed touch can heal wounds. You have a pool of healing power that replenishes when you take a long rest. With that pool, you can restore a total number of hit points equal to your paladin level × 5.
As an action, you can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool.
Alternatively, you can expend 5 hit points from your pool of healing to cure the target of one disease or neutralize one poison affecting it. You can cure multiple diseases and neutralize multiple poisons with a single use of Lay on Hands, expending hit points separately for each one.
This feature has no effect on undead and constructs.

Fighting Style

At 2nd level, you adopt a style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense

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

Dueling

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

Great Weapon Fighting

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

Protection

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Spellcasting

By 2nd level, you have learned to draw on divine magic through meditation and prayer to cast spells as a cleric does.

Preparing and Casting Spells

The **Paladin table** shows how many spell slots you have to cast your spells. To cast one of your paladin spells of 1st level or higher, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of paladin spells that are available for you to cast, choosing from the paladin spell list. When you do so, choose a number of paladin spells equal to your Charisma modifier + half your paladin level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level paladin, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell cure wounds, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of paladin spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Charisma is your spellcasting ability for your paladin spells, since their power derives from the strength of your convictions. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a paladin spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use a holy symbol (see the **Equipment chapter**) as a spellcasting focus for your paladin spells.

A Paladin's Personal Focus

If you use this optional rule, paladins will distinguish themselves from other divine spellcasters through a unique feature related to them adhering to an oath that guides their existence.

This optional rule dictates that paladins can use either a holy symbol or a personal focus to cast their paladin spells.

A personal focus is a specific belonging of great sentimental value that symbolizes the paladin's commitment to their path. The player must justify to the leader the meaning and significance of said belonging. However, the paladin's companions may be unaware of it, and thus not understand the importance of a particular amulet, doll, or broken dagger.

If the paladin's personal focus is lost or destroyed, at least a month must pass before the paladin can appoint another of their belongings as representative of their oath and usable as a personal focus. A paladin can only have one personal focus at a time.

Divine Smite

Starting at 2nd level, when you hit a creature with a melee 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 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead, a creature of Canker, or a fiend.

Divine Health

By 3rd level, the divine magic flowing through you makes you immune to disease. Additionally, you have advantage on saving throws against corruption and madness.

Sacred Oath

When you reach 3rd level, you swear the oath that binds you as a paladin forever. Up to this time you have been in a preparatory stage, committed to the path but not yet sworn to it. Now you choose the Oath of Devotion, the Oath of the Raven, or the Oath of the Errant, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 15th, and 20th level. Those features include oath spells and the Channel Divinity feature.

Breaking Your Oath

A paladin tries to hold to the highest standards of conduct, but even the most virtuous paladin is fallible. Sometimes the right path proves too demanding, sometimes a situation calls for the lesser of two evils, and sometimes the heat of emotion causes a paladin to transgress their oath.
Such a situation can lead to either of these two cases.

Penance

A paladin who has broken a vow typically seeks absolution from a cleric who shares their faith or from another paladin of the same order. The paladin might spend an all-night vigil in prayer as a sign of penitence, or undertake a fast or similar act of self-denial. After a rite of confession and forgiveness, the paladin starts fresh.
If a paladin willfully violates their oath and shows no sign of repentance, the consequences can be more serious. At the leader's discretion, an impenitent paladin might be forced to abandon this class and adopt another, in which case the fallen paladin loses all of their magical paladin features.

Corruption by Canker

Oath-breaking paladins are troubled, tormented beings. They can still use divine magic, but it is gradually defiled by Canker. Corrupted beings themselves do not always understand precisely what is happening to them. The symptoms are an increased frequency of nightmares and the progressive appearance of cankerous blemishes on the creature's skin as corruption invades it, consuming its body and mind. Eventually, the corrupt creature turns into a Cankerous ravager or prince. Corruption is detailed in **Grimoire**.
Corruption has very few visible effects and only marginally affects the way a paladin's powers work. The following changes apply to a corrupted paladin:

- You lose advantage on saving throws against madness and corruption granted by your Divine Health feature.
- Instead of turning or frightening ravagers of Canker, your powers apply to fey.
- Using objects dealing radiant damage is no longer possible.
- Radiant damage dealt through spells, class features, etc. is replaced with necrotic damage.
- Meditation or prayer in sacred places must now take place in Cankerous nests.

Oath Spells

Each oath has a list of associated spells. You gain access to these spells at the levels specified in the oath description. Once you gain access to an oath spell, you always have it prepared. Oath spells don't count against the number of spells you can prepare each day.
If you gain an oath spell that doesn't appear on the paladin spell list, the spell is nonetheless a paladin spell for you.

Channel Divinity

Your oath allows you to channel divine energy to fuel magical effects. Each Channel Divinity option provided by your oath explains how to use it.
When you use your Channel Divinity, you choose which option to use. You must then finish a short or long rest to use your Channel Divinity again.
Some Channel Divinity effects require saving throws. When you use such an effect from this class, the DC equals your paladin spell save DC.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Aura of Protection

Starting at 6th level, whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1). You must be conscious to grant this bonus.
At 18th level, the range of this aura increases to 30 feet.

Aura of Courage

Starting at 10th level, you and friendly creatures within 10 feet of you can't be **frightened** while you are conscious.
At 18th level, the range of this aura increases to 30 feet.

Improved Divine Smite

By 11th level, you are so suffused with righteous might that all your melee weapon strikes carry divine power with them. Whenever you hit a creature with a melee weapon, the creature takes an extra 1d8 radiant damage.

Cleansing Touch

Beginning at 14th level, you can use your action to end one spell on yourself or on one willing creature that you touch.
You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain expended uses when you finish a long rest.

Paladin Stories...

Spearheading a charge against a horde of undead massed against the walls of an underground fortress, an armored dwarf knight brandishes his warhammer high. He is surrounded by a silvery light that dazzles and wounds the abominations while his weapon, wreathed in white flames, smashes the bones of the skeletons that try to grab him. Bolstered by the fervor of their leader, the last defenders of the fort cut their way through the melee, protected by the aura of purifying light.

A line of refugees stretches along a muddy road. A young human cavalier mounted on a bay palfrey trots up the rain-soaked path. Here and there, he stops to help up a fallen old man or give a blanket to a woman with a child in her arms. Whenever he meets sick or wounded people, he dismounts and says a few words of comfort as he lays his hands on their injuries or on their clammy brows. Under his touch, wounds close and diseases abate. Then, he gets back on his saddle and rides toward the next cart. Despite the cold and exhaustion, he is smiling.

A young halfling is being chased by a pair of drunk soldiers through the alleys of a slum. She rounds a corner and her pursuers run after her, but the first of the brutes comes face to face with a gray-skinned tiefling who grabs his throat and stabs him in the belly with a shortsword. Swearing, the second sellsword draws a dagger from his belt and strikes at the horned vigilante, but the blade merely scratches his doublet, deflected by a supernatural force. The demon-blooded man grabs the hands of his opponent and shatters his wrists before knocking him out with a headbutt. He then takes the sobbing halfling into his arms and carries her into the night, to a safe place.

Sacred Oaths

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when they reach 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

Oath of Devotion

The Oath of Devotion binds a paladin to the loftiest ideals of justice, virtue, and order. Sometimes called cavaliers, white knights, or holy warriors, these paladins meet the ideal of the knight in shining armor, acting with honor in pursuit of justice and the greater good. They hold themselves to the highest standards of conduct, and some, for better or worse, hold the rest of the world to the same standards. Many who swear this oath are devoted to gods of law and good and use their gods' tenets as the measure of their devotion. They hold angels—the perfect servants of good—as their ideals, and incorporate images of angelic wings into their helmets or coats of arms.

Tenets of Devotion

Though the exact words and strictures of the Oath of Devotion vary, paladins of this oath share these tenets.

- **Honesty.** Don't lie or cheat. Let your word be your promise.
- **Courage.** Never fear to act, though caution is wise.
- **Compassion.** Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.
- **Honor.** Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.
- **Duty.** Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Devotion Spells

Paladin Level	Spells
3rd	*protection from evil and good, sanctuary*
5th	*lesser restoration, zone of truth*
9th	*beacon of hope, dispel magic*
13th	*freedom of movement, guardian of faith*
17th	*commune, flame strike*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Sacred Weapon.** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.
  You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall **unconscious**, this effect ends.
- **Turn the Unholy.** As an action, you present your holy symbol and speak a prayer censuring fiends and undead, using your Channel Divinity. Each fiend or undead that can see or hear you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.
  A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Devotion

Starting at 7th level, you and friendly creatures within 10 feet of you can't be **charmed** while you are conscious.
At 18th level, the range of this aura increases to 30 feet.

Purity of Spirit

Beginning at 15th level, you are always under the effects of a *protection from evil and good* spell.

Holy Nimbus

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.
Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage.
In addition, for the duration, you have advantage on saving throws against spells cast by fiends, ravagers of Canker, or undead.
Once you use this feature, you can't use it again until you finish a long rest.

Oath of the Raven

The saying "no bad deed goes unpunished" exists in part thanks to the efforts of paladins who have taken this oath. Suspicious and inquisitive, they are more comfortable in the background than in the limelight. Under the cover of night, they observe their enemies, identify weaknesses, and prepare their strategy.
Paladins who take this oath are most active in large towns, where lying low is of the essence and where it is sometimes necessary to take matters into one's own hands when justice is too slow or corrupt. In many cities, such vigilantes are called Ravens. They are usually solitary individuals, bringing down criminals, working from the shadows without ever seeking glory, and avenging those who cannot defend themselves. After fighting desperately alone for so much time, however, some of these paladins end up giving in to temptation and becoming what they abhor... or so the tales go.

Tenets of the Raven

The principles of the raven are first and foremost practical. Evil cannot be left unpunished, and the means to such an end matter little. Every situation demands innovative solutions.

- **There are several paths to the same destination.** Guile may prevail where force is ineffective.
- **Strike as lightning.** Do not warn your enemies of an upcoming fight. Put them down before they have the time to react.
- **The end justifies the means.** ... as long as the end is just and the means do not involve even worse actions than those you are rising against.
- **Stare into the abyss.** Do not balk before the darkness of the world. Harden your soul, it will be all the stronger.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Raven Spells

Paladin Level	Spells
3rd	*bane, disguise self*
5th	*darkvision, raven's claws*
9th	*haste, nondetection*
13th	*confusion, hallucinatory terrain*
17th	*commune, teleportation circle*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Furtive Aura.** You can use your Channel Divinity to escape others' notice. As a bonus action, you make your opponents forget about you until the end of your turn. You do not actually become invisible, but your enemies stop paying attention to you and you are considered to be hidden (see the **Combat chapter**). Creatures who can see the invisible can make a Wisdom saving throw to resist this effect.

- **Repel Evil.** You can use your Channel Divinity to throw fear into the hearts of evil creatures. As an action, you present your holy symbol and each enemy humanoid, fey, or fiend of Medium size or less and of evil alignment that can see you within 30 feet of you must make a Wisdom saving throw or be **frightened** of you for 1 minute.
  The leader makes the saving throws in secret, and may even pretend to roll for enemies that are not evil, so as to nurture doubt concerning the alignment of unaffected creatures.

Shadow Vigilante

When you choose this archetype at 3rd level, you gain proficiency with the Investigation skill or with the Stealth skill. If you were already proficient in both of these skills, choose one: your proficiency bonus is doubled for any ability check you make that uses it.

Redirected Strike

Starting at 7th level, when a creature misses a melee attack against you, you can immediately use your reaction to redirect this attack against another creature of your choice within 5 feet of the initial attacker. The initial attacker rerolls the attack against the designated creature with disadvantage.

Exploit Weakness

Beginning at 15th level, you can analyze an opponent's fighting style by watching it fight for at least two rounds. This requires no action on your part, but you can only analyze one creature at a time. Once the two rounds have elapsed, at the start of each of your subsequent turns, you can choose either to have advantage on your attacks against the analyzed creature or to give it disadvantage on its attacks against you. You can't use this feature again until you finish a short or long rest.

Absolution in Darkness

At 20th level, you can generate an aura of darkness as an action. For 1 minute, the area within 30 feet of you is heavily obscured. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. You and up to four creatures that you designate can see normally in the darkness. Creatures of evil alignment inside the darkened area have disadvantage on Wisdom and Charisma saving throws. Once you use this feature, you can't use it again until you finish a long rest.
Also at 20th level, as a bonus action, you can make black wings sprout from your back, with no hindrance from your equipment. You gain a flying speed equal to your walking speed. The wings remain for an hour or until you dismiss them with a bonus action. You can use this feature even if you are wearing armor: though tangible and raven-like, these wings are magical. Once you use this feature, you can't use it again until you finish a short or long rest.

Oath of the Errant

Free and unrestrained, errant paladins travel the world, chasing adventure and danger with unbridled boldness. Always ready to take up impossible quests and challenges that would discourage many a brave man, they are willing to make any sacrifice to follow their ideal, spurred by the desire to lend help to the weak and to fight the evils that plague the world. Many of them are also animated by an aspiration for glory, seeking to become legends alongside the gallant knights of old whose feats live on through the tales of bards.

Tenets of the Errant

The tenets of the oath of the errant are more a matter of personal choice than adhesion to an established doctrine, but even these paragons of freedom are inspired by certain heroic models that they strive to emulate.

- **First to the fray, last to retreat.** Bravery in combat is at the heart of an errant's knightly ideal.
- **Protect the weak and the oppressed.** Never turn away from the distress of others. The duty of the strong is to look after the weak.
- **The world is your house.** Peasants are attached to their land. An errant goes wherever duty calls.
- **Steel instead of gold.** Riches, luxuries, and comfort dull the soul. A frugal life keeps the mind and the body strong.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of the Errant Spells

Paladin Level	Spells
3rd	*heroism, shield of faith*
5th	*branding smite, find steed*
9th	*haste, protection from energy*
13th	*death ward, freedom of movement,*
17th	*dispel evil and good, hold monster*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- **Mighty Blow.** When you make a successful melee attack, you can immediately use your Channel Divinity as a bonus action to turn this attack into a critical hit.
- **Bolstered Resolve.** As a bonus action, you use your Channel Divinity to draw from the strength of your oath and steel yourself. For 1 minute, you have advantage on all saving throws.

Path of the Errant Knight

As your oath dedicates you to a life of wandering, you have grown used to enduring the harshest conditions and have developed an even more special connection with your celestial mount, empowering it.
At 7th level, you gain the following features:

- You treat exhaustion levels as if you had one less. As such, level 1 exhaustion has no effect on you, and you do not die at exhaustion level 6 (see the **Health chapter**), but instead at exhaustion level 7.
- You can cast the spell *find steed* with a casting time of 1 action (instead of 10 minutes). In addition, the summoned mount has a number of hit points equal to the maximum amount possible for its Hit Dice, to which you add a number of additional hit points equal to your paladin level. The mount comes equipped with chainmail barding that grants it an AC of 16. When you reach 14th level, the barding becomes plate for an AC of 18. Finally, when you ride it, your steed can make an attack on your turn (this takes its action, however) and it adds your proficiency bonus to its attack rolls.

Monster Slayer

Starting at 15th level, when you hit a creature of at least Large size, the radiant damage dice you roll when you use your Divine Smite and Improved Divine Smite features become d10s instead of d8s.
In addition, when you roll a 1 or 2 on one of these damage dice, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Hero of Legend

At 20th level, as an action, you become the living embodiment of the legendary knights of heroic tales and songs. For 1 minute, at the start of each of your turns, you gain a number of temporary hit points equal to twice your Charisma modifier, and you gain inspiration (see the **Inspiration section of the Character's History chapter**). You can keep this inspiration or give it to another character that you can see and that can see you by "inspiring" them with strength and bravery. Whether you give it to an ally or keep it, this inspiration must be used before the start of your next turn or be lost.
Temporary hit points gained through this feature disappear when it ends.
Once you use this feature, you can't use it again until you finish a long rest.

Ranger

Few are those who can tolerate the extreme living conditions of a ranger. These adventurers, accustomed to the harshest environments, have learned to be as one with their ecosystem in order to survive it. Whether they defend the core peoples against the creatures of Canker or minions of evil, work as mercenaries in the pay of the highest bidder, or guide travelers through wild lands or through the tunnels of the Netherworld, rangers give off an aura of mystery that frequently earns them respect and admiration.

Symbiosis With the Wilderness

Living in harmony with their surroundings gives rangers such an intimate relationship with nature that they can attune themselves to it and control it to some extent, similarly to druids, although with major differences. Though some of them share the beliefs of druids and worship Eana, not all do. Moreover, their relationship with magic is different: for a ranger, magic is part of an arsenal; it is a tool that they learn to make use of by dint of experience. One of the most striking manifestations of a ranger's supernatural affinity with nature is the deep bond they develop with their animal companion, a beast whose temperament matches theirs and which remains their ally and friend throughout their lonely existence.

Solitary Heroes

Rangers know that they can rely only on themselves to ensure their survival. There are various reasons a ranger might hold to such a conviction, but the result is the same: they lead self-sufficient lives, far from civilization whose laws clash with their principles, and highly value their autonomy. However, not all of them remain so isolated by choice: many follow such a lifestyle out of necessity, for example to escape the yoke of a tyrannical ruler. Others are fugitives for whom the life of a ranger has become second nature, after years on the run. Rangers are usually territorial, but not always sedentary, and the territory they protect is usually more a matter of personal space than commitment.

Respected Mercenaries

Less principled rangers turn to banditry and piracy, but many of them also take up a career as bounty hunters or monster slayers. As unglamorous as such professions may be, they earn them better rapport with people and something approaching legitimacy in their interactions with the law. Armies and travelers frequently seek their services as unparalleled scouts and guides. Most rangers are well aware of the value of their talents and information, and require appropriate remuneration for their services.

The Hunt

Rangers are deft warriors, equally skilled with a bow and a blade, as well as specialists in stealth and tracking who use their knowledge of the lay of the land to set deadly traps and ambushes. Their spells complement their other talents, and they can rely on their animal companion to support them in battle. In time, rangers familiarize themselves with their enemies, sometimes going as far as to learn their language and habits in order to hunt them down all the more efficiently. They become true predators, and their chosen prey depends as much on their land of origin as on their personal history or the groups they work with.

The Windwalkers of Cyfandir

Some rangers of Cyfandir enroll in the Windwalkers' Brotherhood. Its members are identifiable by a tattoo on the underside of their left wrist and pledge to help each other. They work as guides and messengers in the most inhospitable regions. To help guarantee their safety in such environments, they have established secret refuges named burons, where groups of adventurers can find shelter and rest.

"You must know every inch of the land you fight in, and your enemy better still. But first and foremost, you must learn to respect them. Both can bring you victory or death, and neither will go easy on you."
Boris Taekk, Explorer of the Netherworld and slayer of the abominations of Canker

Class Features

As a ranger, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d10 per ranger level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per ranger level after 1st

Proficiencies

Armor: Light armor, medium armor, shields
Weapons: Simple weapons, martial weapons
Tools: Herbalism kit
Saving Throws: Strength, Dexterity
Skills: Choose three from Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) two shortswords or (b) two simple melee weapons
- (a) a dungeoneer's pack or (b) an explorer's pack
- A longbow and a quiver of 20 arrows

The Ranger

Level	Proficiency Bonus	Features	Spells Known	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1st	+2	Favored Enemy, Seasoned Explorer	-	-				
2nd	+2	Fighting Style, Spellcasting	2	2				
3rd	+2	Ranger Archetype, Animal Bond, Primeval Awareness	3	3				
4th	+2	Ability Score Improvement	3	3				
5th	+3	Extra Attack, Seasoned Explorer improvement	4	4	2			
6th	+3	Favored Enemy improvement	4	4	2			
7th	+3	Ranger Archetype feature	5	4	3			
8th	+3	Ability Score Improvement, Land's Stride	5	4	3			
9th	+4	Precision Attack, Seasoned Explorer improvement	6	4	3	2		
10th	+4	Hide in Plain Sight	6	4	3	2		
11th	+4	Ranger Archetype feature	7	4	3	3		
12th	+4	Ability Score Improvement	7	4	3	3		
13th	+5	Seasoned Explorer improvement	8	4	3	3	1	
14th	+5	Favored Enemy and Hide in Plain Sight improvements, Vanish	8	4	3	3	1	
15th	+5	Ranger Archetype feature	9	4	3	3	2	
16th	+5	Ability Score Improvement	9	4	3	3	2	
17th	+6	Seasoned Explorer improvement	10	4	3	3	3	1
18th	+6	Feral Senses	10	4	3	3	3	1
19th	+6	Ability Score Improvement	11	4	3	3	3	2
20th	+6	Foe Slayer	11	4	3	3	3	2

Favored Enemy

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain category of enemy.
Choose a category of favored enemy from the following:

Type	Definition
Ancient	Very old, legendary beings, such as giants and aberrations (like the aboleths and their minions)
Astral	Celestials and other creatures from the Celestial Plane or from the moon Eternity
Dragons	Dragons of any kind and dragonborn
Fey	Creatures bound to Eana's essence (such as dryads and satyrs)
Fiends	Demons and devils
Humanoids	Choose three. (e.g., 1. goblins, 2. hobgoblins, and 3. orcs)
Magical Creations	Constructs, elementals, and artificially created beings (such as chimeras)
Monstrosities	Dangerous creatures whose habits follow no known rules
Natural Beings	Beasts, plants, oozes
Ravagers of Canker	Corrupted beasts and monsters from Cankerous nests
Undead	Dead creatures brought to a state of pseudo-life through corrupted means

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them. You also add your proficiency bonus to damage rolls against your favored enemies.
When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all. If several languages are spoken among your favored enemies (for example, demons and devils are both fiends, but they do not use the same tongue), choose one.
You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

Seasoned Explorer

You are particularly familiar with a type of environment (natural or not), and are adept at traveling and surviving in such regions. Choose two types of favored terrain from the following: Astral; cold and temperate forest; equatorial forest; Ethereal; faeries and demiplanes; grassland and savanna; hot desert; littoral and sea; Melancholia; mountain and canyons; Netherworld; polar region and Gemoniae; swamp and wet areas (lakes, rivers, etc.); urban areas and ruins; volcanoes and Furnace.
As a prerequisite to choosing an environment, you must have had an opportunity to explore it and get accustomed to it.
Certain environments can be similar, such as polar regions and Gemoniae, or polar regions and snow-covered mountains. Your leader can authorize you to use your Seasoned Explorer features in environments that closely resemble the ones you are familiar with.
When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in.
While traveling for an hour or more in your favored terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.
- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- You have advantage on initiative rolls.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose an additional favored terrain type at 5th, 9th, 13th, and 17th level.

Fighting Style

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

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

Defense

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

Dueling

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

Two-Weapon Fighting

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

Spellcasting

By the time you reach 2nd level, you have learned to use the magical essence of nature to cast spells, much as a druid does.

Spell Slots

The **Ranger table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
For example, if you know the 1st-level spell animal friendship and have a 1st-level and a 2nd-level spell slot available, you can cast animal friendship using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the ranger spell list.
The Spells Known column of the **Ranger table** shows when you learn more ranger spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 5th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the ranger spells you know and replace it with another spell from the ranger spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells, since your magic draws on your attunement to nature. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ranger Archetype

At 3rd level, you choose an archetype that you strive to emulate: Hunter, Netherworld Explorer, or Urban Shadow, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

Primeval Awareness

Beginning at 3rd level, you can use your action and expend one ranger spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, ravagers of Canker, and undead. This feature doesn't reveal the creatures' location or number.

Animal Bond

Also at 3rd level, you gain the Animal Companion feat, even if you are not proficient in the Animal Handling skill. In addition, as a bonus action on your turn, you can grant certain powers to your companion by expending a spell slot of the appropriate level, as shown on the list below. To use this feature, your companion must be within 60 feet of you and you must be able to see it when you activate this feature.

- **1st level.** For 1 minute, you and your companion share a telepathic bond that allows you to communicate as if you could directly speak to it and see each other. For the duration of this effect, your companion adds your proficiency bonus to its AC and damage rolls.
- **2nd level.** For 1 minute, your companion's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. For the duration of this effect, bonuses from your Favored Enemy feature also apply to your companion, and it gets a bonus equal to your proficiency bonus -2 to its attack rolls, saving throws, and ability checks.

- **3rd level.** For 1 minute, your companion has resistance to bludgeoning, piercing, and slashing damage.
- **4th level.** For 1 minute, as long as it has not been reduced to 0 hit points, your companion regains 10 hit points at the start of each of its turns.
- **5th level.** For 1 minute, your companion is **invisible** to everyone except you, and it can innately cast misty step on each of its turns.

When expending a spell slot, instead of activating the corresponding power, you can activate a power of lower level.

You want to give your companion magical-like attacks, but you have no 2nd-level spell slots left. However, you have a 3rd-level spell slot left, which you expend to active the 2nd-level power instead of the 3rd-level one.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Land's Stride

Starting at 8th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the *entangle* spell.

Precision Attack

Beginning at 9th level, when you hit a creature that you can see with a weapon attack, you can expend one spell slot to deal extra damage of the same type as the weapon. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is your favored enemy. In addition, if your weapon is not magical, it is treated as such for the purpose of this attack only.

Hide in Plain Sight

Starting at 10th level, you can blend in with your surroundings, the better to surprise your opponents. When you take the Hide action on your turn in your favored environment and choose to remain still without moving or taking other actions until the end of your turn, you get a +10 bonus to your Dexterity (Stealth) check. On your next turn, if you remain hidden and stay still, you keep the result of the initial check. As long as you don't move, you can keep the result of the initial check for up to 10 minutes.

Your animal companion can use this feature as well.

Beginning at 14th level, in addition to you and your animal companion, you can grant this feature to a willing creature of your choice of Medium size or less within 5 feet of you.

Vanish

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

Feral Senses

At 18th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it.

You are also aware of the location of any **invisible** creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't **blinded** or **deafened**.

Foe Slayer

At 20th level, you become an unparalleled hunter of your enemies. Once on each of your turns, you can add your Wisdom modifier to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.

Ranger Stories...

Lying amidst lush ferns in the undergrowth, his face covered with black mud, a human is watching half a dozen armored warriors make their way through the vegetation. In his right hand, he holds his bow, while the left is resting on the spine of the great puma at his side. His magical trap activates and arrows shoot from the thicket, killing three of the intruders. As the survivors panic, the feline stealthily moves toward them. The man rises and nocks an arrow, to which the fighters react by drawing their swords. The roar of the puma rings out as the beast pounces on them.

A squadron of dwarven fighters are progressing through a maze of unknown tunnels, far from their bastion. They are led by a taciturn guide who walks twenty paces ahead of them, showing them the way with gestures without ever looking back. Under their puzzled stares, he stoops to the floor, assuming a nearly prostrate position to put his ear to the ground and sniff the earth like a bloodhound. Standing up, he takes a pinch of soil between his fingers and puts it to his mouth, rolling it over his tongue and thoughtfully munching it to examine its taste. The smell of copper and cobalt, the soil's acidity and its texture guide him, telling him where he is as the group walks deeper into the bowels of the earth.

Ranger Archetypes

The ideal of the ranger has three classic expressions: the Hunter, the Netherworld Explorer, and the Urban Shadow.

Hunter

Emulating the Hunter archetype means accepting your place as a bulwark between civilization and the terrors of the wilderness. As you walk the Hunter's path, you learn specialized techniques for fighting the threats you face, from rampaging ogres and hordes of orcs to towering giants and terrifying dragons.

Hunter's Prey

At 3rd level, you gain one of the following features of your choice.

- **Colossus Slayer.** Your tenacity can wear down the most potent foes. When you hit a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum. You can deal this extra damage only once per turn.
- **Giant Killer.** When a Large or larger creature within 5 feet of you hits or misses you with an attack, you can use your reaction to attack that creature immediately after its attack, provided that you can see the creature.
- **Horde Breaker.** Once on each of your turns when you make a weapon attack, you can make another attack with the same weapon against a different creature that is within 5 feet of the original target and within range of your weapon.

Defensive Tactics

At 7th level, you gain one of the following features of your choice.

- **Escape the Horde.** Opportunity attacks against you are made with disadvantage.
- **Multiattack Defense.** When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.
- **Steel Will.** You have advantage on saving throws against being **frightened**.

Multiattack

At 11th level, you gain one of the following features of your choice.

- **Volley.** You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target.
- **Whirlwind Attack.** You can use your action to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target.

Superior Hunter's Defense

At 15th level, you gain one of the following features of your choice.

- **Evasion.** You can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or a *lightning bolt* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **Stand Against the Tide**. When a hostile creature misses you with a melee attack, you can use your reaction to force that creature to repeat the same attack against another creature (other than itself) of your choice.
- **Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Netherworld Explorer

You have decided (some would say "understood") that the best place for an adventurer to forge their mettle and fight evil is the ancestral ruins and endless tunnels of the Netherworld, with their eccentric fauna, countless dangers, immeasurable riches, and inexhaustible mysteries. It is a world much different from the one that people of the surface know, a universe fraught with peril that filled you with terror at first, but one you eventually gained familiarity with. Your affinity with the depths has made you a force to be reckoned with in every circumstance, and your skills draw the interest of many, whether as a guide, a cartographer, or simply an explorer burning to discover the secrets of the world below.

Underground Acumen

When you choose this archetype at 3rd level, you confirm your experience with the Netherworld and its tunnels. You can speak, read, and write Undercommon and have advantage on ability checks related to social interaction with denizens of the Netherworld.

You also have advantage on Wisdom (Perception) and Intelligence (Investigation) checks to detect traps and secret passages. In addition, you have no disadvantage on Wisdom (Perception) checks in lightly obscured areas.

Footwork

The treacherous environment of the Netherworld has trained your agility. Starting at 3rd level, you can move among your enemies without dropping your guard. On each of your turns, as a bonus action, you can make a 5-foot movement that doesn't trigger opportunity attacks. The movement increases to 10 feet at 7th level, and to your speed at 11th level.

Tunnel Master

At 7th level, you gain a talent reflecting your ease in the depths. Choose one of the following features:

- **Supernatural Ascendancy.** Your magnetism and experience with uncommon fauna allow you to cast *dominate beast* as an innate spell. Moreover, for the purpose of this feature, *dominate beast* also applies to monstrosities with an Intelligence score of 2 or less. You can't use this feature again until you finish a short or long rest. At 11th level, the duration of the effect increases to 1 hour.
- **Exterminator.** When there are several enemy creatures within 5 feet of you, you gain a bonus to attack and damage rolls equal to the number of creatures within 5 feet of you minus one. At 11th level, this bonus also applies to your Armor Class.

Martial Adaptation

Exceptional adaptability is a key skill for survival in the Netherworld. Starting at 11th level, you immediately learn from your mistakes during fights. Every time you miss a weapon attack against an enemy creature, you gain a stacking +1 bonus to the attack rolls of your weapon attacks against this specific creature. This bonus lasts until you finish a short or long rest.

In addition, your weapon attacks score a critical hit on a roll of 19 or 20.

Slayer of the Depths

When you reach 15th level, you become a fearsome predator of the Netherworld, gifted with razor-sharp senses and deadly accuracy. When you score a critical hit with a weapon attack against a creature, your next successful weapon attack against this creature is resolved as a critical hit (this does not trigger this feature again). This lasts until you finish a short or long rest.

You also gain blindsense in a 60-foot radius.

Urban Shadow

When major towns grow, they often do so to the detriment of the traditional habitats of rangers and druids, which can end up destroyed or reduced to a fraction of their original size. However, these bloated cities have a wilderness of their own. Among the landfills and slums, at the periphery of respectable districts, a particular ecosystem takes form, and some rangers make it their domain.
Some of them cling to their former territories, seeking to preserve their traditions as best they can in a changing environment. They lead a guerrilla war against the rampant expansion of urban areas or the unrestrained exploitation of natural resources. Others thrive in these hostile places or make it their home, the better to infiltrate the heart of a system that threatens them and that they abhor. Some rangers even venerate vermin and filth as indispensable steps of the natural cycle. They live among refuse or subsist in the sewers below the streets of big cities, befriending the multitude of rats and pests that populate this underground world. As a result, their magic changes, but it still calls upon the forces of nature, albeit under a different guise.

Urban Favored Enemy

Starting at 3rd level, your urban ranger gains city-dwellers as their favored enemies. For a person to qualify as a city-dweller, regardless of the species they belong to, they must have spent most of their life in one of the large towns of Eana. What qualifies as a town—as opposed to a rural community—is at the leader's discretion.

Street Smarts

At 3rd level, you have grown familiar with the urban underbelly. You speak thieves' cant.
You also gain proficiency in two of the following skills of your choice: Acrobatics, Deception, Insight, Intimidation, Investigation, Persuasion, Stealth, and thieves' tools. If you choose a proficiency you already have, your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

Fleeting Shadow

Beginning at 7th level, you know the spell *vivacity*.
In addition, as a bonus action on your turn, you can take the Dash, Disengage, or Hide action.
You also gain darkvision within 60 feet.

Vermin Companion

At 11th level, you live in symbiosis with the typical vermin of urban areas. You can add the following beasts to your eligible animal companions: swarm of bats, swarm of insects, swarm of rats, and swarm of ravens. If you choose one of these creatures, it follows the normal rules for the Animal Companion feat and the Animal Bond feature, with the following exceptions:

- When you are in an environment where such a creature is likely to thrive, you only need a long rest to forge a bond with it.
- Whenever you move, if your vermin companion occupies the same space as you, you can make it move with you at no cost.
- As long as your vermin companion occupies the same space as you, whenever you take any type of damage except psychic damage, you can use your reaction to take half the damage. Your vermin companion takes the other half.
- When you spend a 3rd-level spell slot to use your Animal Bond feature, your companion has immunity to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Thrive in Filth

When you reach 15th level, urban pests become your guardian angels. You gain the following effects, which only apply if your animal companion is a swarm of beasts:

- As long as your companion occupies the same space as you, you are immune to poisons and diseases.
- Your vermin companion can cast *revivify* on you only, without spell components, by using one of your spell slots of 3rd level or higher. When this occurs, you and your companion can teleport over 60 feet in the same direction of your choice.

Rogue

The word "rogue" covers a wide breadth of individuals—usually outlaws—who use stealth, concealment, and trickery to reach their ends. Among them are burglars who have mastered the art of breaking and entering, assassins and spies capable of infiltrating any fortress, conmen and pickpockets with silver tongues and quick fingers, lockpickers, forgers, poisoners, and all other sorts of brigands, thieves, and professional swindlers.

Flouting the Law

Rogues stand out from most citizens through their disregard for the law and for law enforcement institutions. For those who have embraced a life of crime, the fault lies not in breaking the rules, but in getting caught. The few who go against this trend work as spies for an organization, trading their liberty for relative security and a steady income. They are scorned by thieves and other outlaws who regard them as potential snitches and traitors to the spirit of their "profession."

Treasures and Riches

Rogues are almost always materialists, and acquiring new riches is often their primary objective. However, for some, the thrill of the misdeed is its own reward. The most foresighted invest their ill-gotten gains, sometimes converting into near-honest traders. Many establishments used as haunts by criminals are owned by retired rogues who are no longer directly involved in the business.

However, most rogues sink their loot into immoderate expenses or into the preparation of their next heist or contract. Of course, there are also noble-hearted rogues who steal from the rich and give to the poor, but even the majority of those reserve the right to keep a comfortable commission for their charity work. After all, how else could they live, much less keep financing their daring operations?

Unsurprisingly, the most common motivator for rogues-turned-adventurers is the lure of treasure. Many of them claim that they embraced such a path by choice, but the truth is that a lot of them are on the run, and the best way to evade justice while taking part in juicy ventures is to join an adventuring party.

Thieves' Guilds

Eana's criminal societies are hierarchized. Rogues gather in guilds whose structure can range from ragtag gangs to full-blown companies of malefactors whose organization parodies that of legitimate corporations. Others are influenced by their local culture and traditions, or embrace mystical aspects, and some are even guided by genuine faith. Whatever their structure may be, many thieves' guilds are influential and wealthy, drawing their fortune from a monopoly on smuggling. These groups frequently enforce rules and codes of honor, the most common of which consists in restricting the use of violence by their members. In the eyes of their peers, a thief's honor is proportional to the value of their loot, their ability to evade justice, and how little blood they have on their hands. As such, assassins are usually shunned, though rogues of this kind are usually solitary anyway, or have their own guilds to be part of. Assassins' guilds are almost always stamped out as soon as they draw too much notice, as any ruler is quick to measure how difficult they become to control when they are left to thrive.

Versatile Scouts

Rogues have a whole range of stealth techniques at their disposal, making them valuable scouts among groups of adventurers. They can pick locks and disarm traps, which are very valuable skills in hostile environments. Thanks to their great agility, they are dangerous fighters, capable of inflicting terrible wounds on their enemies when they can take them by surprise.

"To all those who call me a criminal and a good-for-nothing: I dare you to do my work for one day and then tell me I have no merit." *Note purportedly written by the melessë Tanwen Drustan, found in a cell of the Free City, which had been left empty and locked. Tanwen is an emblematic figure of the town. Regarded as a heroine by the people, she is wanted by the watch who hold her guilty of many crimes.*

Class Features

As a rogue, you have the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per rogue level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per rogue level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons, hand crossbows, longswords, rapiers, shortswords
Tools: Thieves' tools
Saving Throws: Dexterity, Intelligence
Skills: Choose four from Acrobatics, Athletics, Deception. Insight, Intimidation, Investigation, Perception, Performance. Persuasion, Sleight of Hand, and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a rapier or (b) a shortsword
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor, two daggers, and thieves' tools

The Rogue

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Roguish Archetype
4th	+2	2d6	Ability Score Improvement
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement
9th	+4	5d6	Roguish Archetype feature
10th	+4	5d6	Ability Score Improvement
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement
13th	+5	7d6	Roguish Archetype feature
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement
17th	+6	9d6	Roguish Archetype feature
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement
20th	+6	10d6	Stroke of Luck

Expertise

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.
At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

Sneak Attack

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.
You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't **incapacitated**, and you don't have disadvantage on the attack roll.
The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the **Rogue table**.

Thieves' Cant

During your rogue training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it does to speak the same idea plainly.
In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.
Thieves' cant is detailed in the **Languages chapter**.

Cunning Action

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

Roguish Archetype

At 3rd level, you choose an archetype that you emulate in the exercise of your rogue abilities: Thief, Spy, or Hitman, all detailed at the end of the class description. Your archetype choice grants you features at 3rd level and then again at 9th, 13th, and 17th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Uncanny Dodge

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Evasion

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Reliable Talent

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Blindsense

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or **invisible** creature within 10 feet of you.

Slippery Mind

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

Elusive

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't **incapacitated**.

Stroke of Luck

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you can't use it again until you finish a short or long rest.

Roguish Archetypes

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

Thief

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminals typically follow this archetype, but so do rogues who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

Fast Hands

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Second-Story Work

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.
In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

Supreme Sneak

Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Use Magic Device

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

Thief's Reflexes

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.

Rogue Stories...

A blond, curly-haired altar boy dressed in a ceremonial robe sidles away from a procession, a golden chalice in his hands. He rounds a corner into an alleyway, grabs the hem of his garment and pulls it over his head, wrapping the goblet into the cloth as he does so. He is not a child but an adult halfling, a stole of embroidered silk hastily wrapped around his waist and his pockets bulging with precious religious paraphernalia and ornate icons. He grabs a cloak he had previously stashed in a nook, puts it on, and disappears into a narrow side street.

A melessë is crouching in the shadows of an observatory, amidst large stacks of grimoires. She is fiddling with a length of cord, her eyes vacant, but her ears pricked up. She hears a door open and close, muted footsteps on a thick rug, dry coughing, and the squeaking of a poorly-oiled telescope. She gets up and stealthily walks up to the wizard bent over the device's lens, wraps the garrote round his neck and squeezes firmly, putting the spellcaster at her mercy.

A gnome wearing a valet's livery is picking a door's lock in a richly decorated corridor. He takes a look around, slips inside the office, then locks the door behind him. He immediately heads for a massive, finely ornamented chest of drawers and kneels down, putting his ear against the wooden panel. Looking for a trap, he experimentally nudges the drawers and picks up the light clicking of a mechanism. Sliding his lockpicks into a slit hidden in a bas-relief, he disarms a poison-spitter, opens the drawer, and grabs the incriminating documents. Hearing a key slide into the door's lock, he hurries through the window.

Spy

Whether you were specially trained for such a purpose or your natural talents simply match this path, your mastery of observation and deception makes you a precious asset for any faction. You are able to steal or trade clues and intelligence like no other, for you know that these resources are as valuable as a purse full of gold.

Schemer

When you choose this archetype at 3rd level, you become an expert in subterfuge. You become proficient with the disguise kit, forgery kit, and one gaming set of your choosing. You also gain an additional language. At 9th level, you gain a second language.

You can read the lips of a creature within 60 feet of you with a Wisdom (Perception) check. The DC for this check is 10, or contested by the creature's Dexterity (Stealth) check if it is on its guard.

You have advantage on ability checks to pass yourself off as someone else.

Keen Eye

Starting at 3rd level, as a bonus action on your turn, you can take the Search action or study a creature that you can see.

When you study a creature, make an Intelligence (Investigation) check with a DC of 10 + the target's Charisma modifier + the target's proficiency bonus if it is proficient in Deception. You have disadvantage on the check if the target is not a humanoid or a giant. A successful check means that you have the creature "figured out" until the start of your next turn, allowing you to use your Sneak Attack against it even if you don't have advantage against it and no enemy creature is within 5 feet of it.

Snitch

Beginning at 9th level, you can communicate decisive advice to your allies in the midst of action. When you deal Sneak Attack damage to a creature, you can forsake any number of Sneak Attack damage dice so that, in exchange, the same number of allies can exploit the weakness you have just exposed. In order to detect your signals, your allies must be able to see you and you must be able to see them (no action required on either part). Until the start of your next turn, designated allies have advantage on attack rolls against the targeted creature.

Verbal Lure

Starting at 13th level, you can apply the effects of the *glibness* spell to yourself as an action. This is not considered a magical power. Once you use this feature, you can't use it again until you finish a long rest.

You also become able to use ventriloquism. As a bonus action, you can disguise and throw your voice. If you are within 30 feet of a creature, you express yourself in a language it speaks, and there is no obvious evidence to the contrary, others will consider your words to be the creature's and will react accordingly. The leader can grant observers a Wisdom (Insight) check contested by your Charisma (Deception) to see through the artifice.

Backbite

At 17th level, you can grant your allies deadly precision by showing them an enemy's weak spots. When a creature that you can see and that can see you attacks a creature that you have "figured out" with your Keen Eye feature, you can use your reaction to give the attacker a precious hint. If the attack succeeds, the attacker can add half your Sneak Attack dice (rounded down) to its damage.

Hitman

Whether you are a restless righter of wrongs, a consummate bounty hunter, or a money-grubbing killer for hire, one thing is for certain: you never let go of your quarry. One might say you are determined, but the words "relentless" or "obsessive" could also apply. Those who are at the top of your hit list are often unaware of it, not realizing that they only have a few hours left to live.

Mark

When you choose this archetype at 3rd level, you can put yourself in a hunter's mindset to track down and eliminate your prey more efficiently. Designate a specific creature, by name or through certain details that make it unique in your mind ("Baron Devalis," "the diamond thief," "the king of the Bonecrusher trolls," etc.). You must have a modicum of intelligence about your target: in addition to a name or designation, you must know at least one prevalent element of its behavior or personality ("Baron Devalis is an impatient man"), and one important piece of information regarding its past ("Baron Devalis tried to have the queen assassinated"). The leader is the final judge of whether your information is relevant enough.

Once you have designated a creature that satisfies these requirements (thereafter referred to as your Mark), you must finish a long rest to gain the effects of this feature. You can only have one Mark at a time. If you designate a new Mark, this feature no longer applies to your previous Mark.

All ability checks related to hunting your Mark (at the leader's discretion) have advantage. You also have advantage on all saving throws against effects dealt by your Mark. Finally, successful Sneak Attacks against your Mark are considered critical hits.

Note that what constitutes your Mark is dictated by your perception:

If you are convinced that Arneba the halfling is the diamond thief, this feature applies to her, even if she is actually innocent. However, this can change if you discover information that sheds new light on your case. For example, if you realize your mistake and learn that the thief is none other than Nalbandiev the melessë, the effects of this feature immediately switch to him. However, if you expressly designated Arneba as your Mark and not the diamond thief, this does not apply.

Starting at 13th level, you only need to finish a short or long rest to designate a Mark.

Weak Spot

Also at 3rd level, as a bonus action, you can ignore a creature's resistance to damage until the start of your next turn. Once you use this feature, you can't use it again until you finish a short or long rest. Beginning at 9th level, you can use this feature twice between rests, and beginning at 13th level, you can use it three times between rests.

Hunter's Instinct

Beginning at 9th level, you can feel the presence of the object of your mission when it is near enough. You can focus for 1 round to know whether your Mark is within 300 feet of you. For the duration of this round, you are **incapacitated**. If your Mark is present within this radius, you are immediately **stunned** for 1 round, overcome with an adrenaline rush. This feature does not pinpoint the location of your Mark or provide you with any other kind of information than whether it is present. Only a *mind blank* spell or a similar effect can block this feature.

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

Exertion

Starting at 13th level, you can surpass yourself when the circumstances require it, whether to get out of a tight spot or to perform a physical feat. When you are about to make a Strength or Dexterity check, you can use your reaction to immediately succeed on this check. You cannot use this feature if the check could not conceivably be successful, even with a 20 on the die roll.

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

Stay Out of This

When you reach 17th level, you are such a fearsome killer that even your Mark's allies are discouraged from getting between you and your target. Every time you make a successful Sneak Attack against your Mark, you can designate a creature that you can see and that can see you within 60 feet of you. The designated creature must make a Charisma saving throw (with a DC of 8 + your proficiency bonus + your Charisma modifier) or be **incapacitated** until the start of your next turn.

Scholar

Scholars, wise ones, savants, and sages are present in all societies, from the most primitive to the most refined. Whether they are healers, inventors of strange contraptions, or ruin delvers searching for lost knowledge, their main talent lies in their ability to learn and adapt to any situation.

Seekers

Fascinated with mysteries, sciences, and discoveries, seekers see the word as a vast playground and testing area. A seeker can become a specialist in a particular domain like inventions, arcana, natural sciences, or alchemy. Being too forward-thinking can put inventors at odds with other people, but this never tempers their enthusiasm as they attempt to bring their ideas to life through ground-breaking inventions, or to go forth in quest of the fundamental answer to a problem that can seem esoteric—or even downright meaningless—to their companions.

Arcanist scholars focus on the observation and understanding of the tides of magic. They are the ones who came up with the notions of Awakening and dead magic. Research in this domain is ever-progressing, constantly creating new vocations. Some of these scholars specialize in a certain category of supernatural phenomena, for example developing a morbid fascination with the nature of undeath. Others become engrossed with dragons and seek to better understand these mythical creatures. But no matter the seeker's field of expertise, their companions are glad to have such a font of knowledge to rely on, capable of true strokes of genius in every circumstance.

Advisors

Even the mightiest sovereigns need experts to gather and compile information about their country. These secretaries, administrators, and advisors work behind the scenes, often without attracting notice, claiming to be mere agents in the service of the state, upholders of the law and of the proper running of the city, kingdom, or empire. However, as they are directly responsible for amassing data and delivering it to their leader, they can influence their master's decisions and steer their policies.

Negotiators

Diplomats or mediators, socially gifted scholars are shrewd negotiators. Some of them work as ambassadors with far-reaching powers and prerogatives, while others are simply skilled spokespeople on the behalf of a company of adventurers. They are responsible for organizing forces and resources, but also and more importantly for managing contradicting interests and fiery, potentially violent tempers. For better or for worse, they become experts in the human psyche. Some use this knowledge to disarm conflicts, but others twist it to manipulate the leaders of various factions and start wars. Unscrupulous puppeteers, they are capable of bringing about the deaths of thousands with a well-placed rumor, a calculated betrayal, or carefully orchestrated blackmail. Like spiders, they spin their web then sit back and observe, waiting for the right time to sting and envenom.

Specialized Savants

Every aspect of human knowledge, be it sciences, humanities, arcana, etc. can be divided into many highly complex fields of study. When your scholar reaches 3rd level, they will specialize in one such field. Here are examples of specialties, listed according to their related skill:

- **Arcana:** bestiary (knowledge of a particular species or of a category of magic creatures such as the undead), draconic (study of the dragons, their secrets, their physiology, and their history), folklore (knowledge of legends and popular customs), thaumatology (theoretical study of magic, of the Awakening, and of areas of dead magic), occultism (study of forms of black magic and their manifestations).
- **History:** archeology, history, law, literature, politics.
- **Nature:** astronomy, botany, geology, meteorology.
- **Religion:** cosmogony (speculations on the origin of the world and, by extension, of species), metaphysics (theories on the nature and fate of souls and on the articulation between the physical and spiritual worlds), theology (dogma of a cult and meaning of its rites).

Healers

Wherever magic is weak, people have no choice but to rely on natural medical care. In such regions, healers are a necessity. Only they can stabilize, cure, and even sometimes eradicate the most grievous maladies. In addition to their skill with remedies, they are usually capable of preparing strange substances with prodigious effects, on a par with those of spells, with the capital difference that such concoctions are effective regardless of the density of the tides of magic.

"Through the study of dragons, you will achieve a better understanding of the world and the civilizations that came before us. To assimilate and gather knowledge, to draw from tradition and question it: such is the path of the sage."
Azaan-Umar, a sage from Bandiko-Mibu and an authority on dragons

Class Features

As a scholar, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per scholar level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scholar level after 1st

Proficiencies

Armor: Light armor
Weapons: Daggers, quarterstaffs, and any two weapons of your choice
Tools: Choose any three
Languages: Choose any two
Saving Throws: Intelligence, Wisdom
Skills: Choose any three

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a set of tools you are proficient in* or (b) a weapon you are proficient in*
- (a) a scholar's pack, (b) an explorer's pack, or (c) a diplomat's pack
- a weapon you are proficient in*, a set of tools you are proficient in*, leather armor

* The price of the item cannot be above 25 gp (see the **Equipment chapter**).

The Scholar

Level	Proficiency Bonus	Trick Points	Tricks Known	Features
1st	+2	4	3	Bag of Tricks
2nd	+2	5	3	Feat
3rd	+2	5	3	Pursuit, Methodical Control (1)
4th	+2	6	3	Ability Score Improvement
5th	+3	7	4	Trick
6th	+3	8	4	Pursuit feature, Feat
7th	+3	8	4	Knick-knacks
8th	+3	9	4	Ability Score Improvement
9th	+4	10	5	Trick, Methodical Control (2)
10th	+4	11	5	Pursuit feature, Feat
11th	+4	12	6	Trick
12th	+4	13	6	Ability Score Improvement
13th	+5	14	6	Methodical Control (3)
14th	+5	14	6	Feat
15th	+5	15	7	Trick
16th	+5	16	7	Ability Score Improvement
17th	+6	17	7	Pursuit feature
18th	+6	18	8	Trick, Feat
19th	+6	19	8	Ability Score Improvement
20th	+6	20	8	Bag of Plenty

Bag of Tricks

Beginning at 1st level, you can draw from your honed intellect and font of theoretical knowledge to perform astounding tricks through the expenditure of trick points. At 1st level, you have 4 trick points, and earn more as you gain levels, as shown in the Trick Points column of the Scholar table. You can never have more trick points than the number appropriate to your level. You regain all spent trick points when you finish a short or long rest.
To perform tricks, you must spend trick points. At 1st level, you know three tricks: Swiftness and two others from the list below. You gain an additional trick at 5th, 9th, 11th, 15th, and 18th level.
Note that your Pursuit grants you other features that require you to spend trick points.
Some of your tricks require your target to make a saving throw to resist the trick's effects. The saving throw DC is calculated as follows:

Trick save DC = 8 + your proficiency bonus + your Intelligence modifier

Tricks

Here is a list of basic tricks. You know Swiftness and two other tricks of your choice at 1st level, and earn additional ones as you gain scholar levels (see the **Scholar table**).

Brilliance

You are so talented that you sometimes appear as more of an expert than you actually are. Before you make an attack roll, saving throw, or ability check, you can spend 2 trick points to add your proficiency bonus to your roll. If your proficiency bonus already applies, it is doubled for this roll.

Diversion

You know how to distract others and make them lose their focus. When a creature within 60 feet of you that you can see makes an attack roll, ability check, or damage roll, you can use your reaction and spend between 1 and 3 trick points to roll the same number of d4s and subtract the resulting sum from the roll of the targeted creature. You can use this trick before or after the creature's roll, but before any effects are applied. This trick requires the targeted creature to see and hear you.

Excellence

You sometimes have strokes of genius that allow you to outdo yourself in a pinch. When you make an attack roll, saving throw, ability check, or damage roll, you can spend between 1 and 3 trick points to roll the same number of d4s and add the resulting sum to your roll. You can use this trick before or after making the roll, but before any effects are applied.

Fortitude

Thanks to your quick wits and sharp mind, you can efficiently react to danger. When you must make a saving throw related to an ability other than Intelligence, you can spend trick points to use your Intelligence modifier instead of the normal ability modifier. Note that this does not grant you proficiency in the saving throw. If the initial ability is Wisdom or Charisma, you must spend 1 trick point. If it is Strength, Dexterity, or Constitution, you must spend 3 trick points.

Gauging

You can evaluate adversity, the better to face it. As an action, you can spend 1 trick point and choose a creature you can see within 60 feet. For the next 10 minutes, you have a +2 bonus on attack rolls against this creature, on saving throws against its effects, and on ability checks directly aimed at it (for example, Deception, Persuasion, etc. in the case of social interaction, or Perception if the creature is hiding). You can only use this trick on one creature at a time.

Getaway

When you take damage or are subjected to a condition, you can use your reaction and spend 5 trick points to move up to your speed without provoking opportunity attacks. If your new position takes you away from the source of the damage or condition, you are unaffected by it.

Ingenuity

You can use your acumen to compensate for your weaknesses in other domains. When you make an ability check related to an ability other than Intelligence, you can spend trick points to use your Intelligence modifier instead of the normal ability modifier. If the normal ability is Wisdom or Charisma, you must spend 1 trick point. If it is Strength, Dexterity, or Constitution, you must spend 3 trick points.

Moxie

It takes a lot to impress a mind as brilliant as yours. When you fail a saving throw that results in you being **frightened** or **charmed**, you can immediately use your reaction and spend 1 trick point to remove the condition.

Overdrive

You can push yourself beyond your limits. On your turn, you can spend 2 trick points to take one additional action (note that this does not grant you an additional bonus action or reaction). This trick cannot be used to take the same type of action twice on the same turn. Additionally, it cannot be combined with other effects granting additional actions, such as this feature, a fighter's Action Surge, or a *haste* spell.

Redirection

You can make yourself scarce when you are in a bad spot. When a creature targets you with an attack or a harmful spell, you can use your reaction and spend 2 trick points to divert its attention. The creature must then make a Wisdom saving throw. On a failure, it must change its target or lose its attack or spell. This trick does not protect you from area effects like the explosion of a *fireball* spell.

Respite

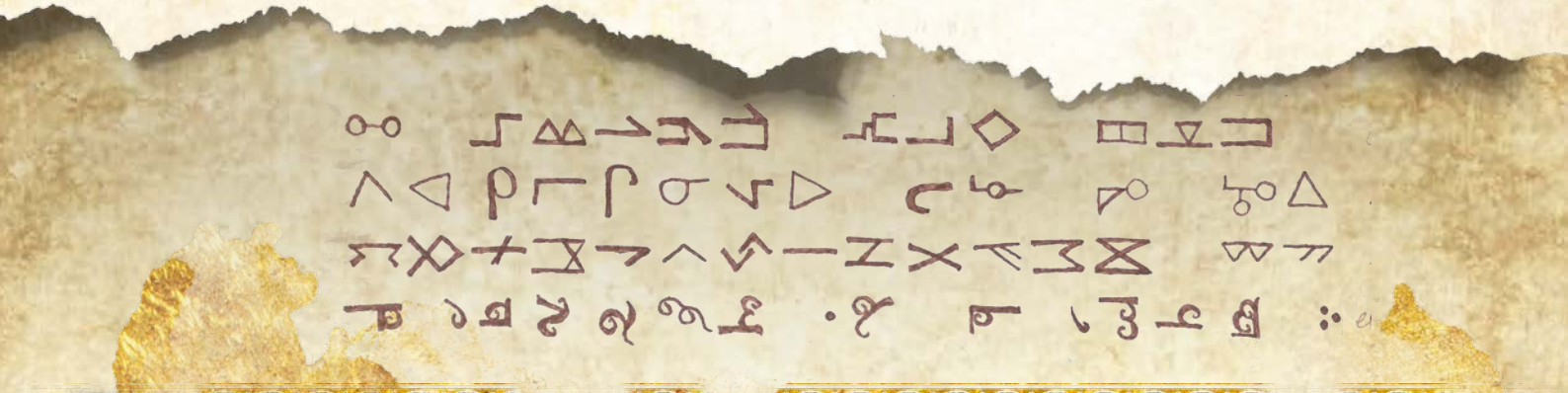
You can draw newfound vigor from your mental resilience. As a bonus action on your turn, you can spend as many trick points as you wish to gain temporary hit points equal to the number of trick points spent multiplied by your proficiency bonus.

Swiftness

In the middle of battle, you are able to act efficiently and without losing a second. On your turn, you can spend 1 trick point to take the Dash, Help, or Search action as a bonus action.
Alternatively, when you use the Help action to aid a friendly creature in attacking a creature, you can spend 1 trick point to extend the range of this action to 30 feet (instead of the normal 5 feet). You can also do this as a bonus action for a total of 2 trick points.

Warning

You can anticipate danger and help your allies face it. When a creature within 60 feet of you that you can see makes an attack or casts a spell including an attack roll or saving throw, you can use your reaction and spend 1 trick point to warn another creature within 60 feet of you that you can see and that can see you. The warned creature gets a bonus equal to your Intelligence modifier to its AC or saving throw against the attack or spell, whichever applies. The effect ends as soon as the attack roll or saving throw has been resolved.



Feat

When you reach 2nd level, and again at 6th, 10th, 14th, and 18th level, you gain a feat. You can find the list of feats in the **Customization Options chapter**. As normal, you must meet the prerequisites detailed in the feat's description.

Pursuit

At 3rd level, you dedicate your mind to a particular intellectual pursuit. Choose Alchemy or Mind-delving, both detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 6th, 10th, and 17th level.

Methodical Control

Beginning at 3rd level, if you spend at least 1 hour in a location studying the area and its immediate surroundings, you can circumscribe a 30-foot-radius zone. Until you finish a long rest, you are attuned to this zone.
As long as you are attuned to the zone (henceforth called "controlled zone"), you can activate certain effects inside it. You learn one effect from the list below at 3rd level, another one at 9th level, and a final one at 13th level. Every time, you must pick the effect from the appropriate level category. Additionally, every time you gain a new effect, you can replace an effect you already know with another one of the same level.
When you circumscribe a zone, you can apply one effect. Afterward, you can apply additional effects, which takes 10 minutes for every additional effect. Every effect requires you to use specific costly components, the price of which depends on the level of the desired effect: 20 gp for a 3rd-level effect, 50 gp for a 9th-level effect, and 100 gp for a 13th-level effect. One zone can have any number of effects. All your effects disappear once you are no longer attuned to the controlled zone.
Finally, the effects of Methodical Control are not magic. They are simply the result of honed practicality and of an in-depth knowledge of the workings of the mind and body, as well as of the secrets of nature.

3rd level

- **Magic Perception.** As long as this effect is active, you detect the presence of magic within the controlled zone. As an action, you can pinpoint all visible items and creatures with magical effects. If you touch a creature for 1 minute, you learn what spells are affecting it.
  Additionally, if you study a magic item or an item under a spell for 1 minute, you learn its properties and how it works, as well as the conditions for its use and its remaining number of charges, if any. If the item is under a spell, you identify the spell. If the item was created through a spell, you learn the spell's name.

- **Universal Speech.** As long as this effect is active, you understand any speech and your speech is understood by anyone within the controlled zone. This effect also enables you to understand beasts and to verbally communicate with them. The knowledge and conscience of most beasts are limited by their intelligence, but they might at least be able to give you information about the surrounding creatures and locations, in particular the ones they have recently interacted with.

- **Ward.** As long as this effect is active, an alarm alerts you whenever a Tiny or larger creature touches or enters the controlled zone. When you apply the effect, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

9th level

- **Cloak.** This effect has two compatible versions. You decide which one you apply when you attune to the zone.
  • As long as this effect is active, no sound can originate from the zone or enter it. All items and creatures entirely within the zone are immune to thunder damage. Additionally, all creatures inside the zone are **deafened**. It is impossible to cast spells with verbal components inside the zone.
  • As long as this effect is active, you and up to nine creatures you designate have advantage on all ability checks related to Insight, Perception, and Stealth made inside the zone. Other creatures have disadvantage on these checks against the beneficiaries. Additionally, the beneficiaries do not require verbal components when casting spells inside the zone.
- **Residual Presence.** By focusing on a species or subspecies of creature and studying the controlled zone for 10 minutes, you can ascertain whether a creature of this type crossed the zone in the past week. You also know if it is still present and, if not, how many days ago it was. Once you have gathered this information, the effect ends.
- **Shelter.** As long as this effect is active and you remain in the controlled zone, it provides shelter to its occupants. The atmosphere inside the zone is comfortable and dry, regardless of the weather outside. You can command the interior to become dimly lit or dark.
  Creatures and objects located within the zone when you apply this effect can freely move in and out of it. Unless you individually give them access, other creatures act as if they were barred from passing through the zone or as if it did not exist, and can perceive neither its contents nor its occupants. A creature who is convinced that it has to enter the zone or interact with it must make a Wisdom saving throw (with a DC equal to 8 + your proficiency bonus + your Intelligence modifier). If it fails, it gives up and must finish a long rest before it can attempt the saving throw again.

13th level

- **Ban.** You make the zone particularly inhospitable to intruders. For the duration of this effect, creatures cannot teleport into the zone or use portals to enter it. The effect proofs the area against planar travel. In addition, the effect damages types of creatures that you choose when you apply it. Choose one or more of the following: celestials, elementals, fey, fiends, and undead. When a chosen creature enters the effect's area for the first time on a turn or starts its turn there, you can have it take 5d10 psychic damage.

- **Haven.** You make the zone particularly hospitable to your allies. As long as this effect is active, all the creatures you designate when applying this effect do not need to roll the Hit Dice they spend when taking a short rest inside the controlled zone: they are considered to have rolled the maximum possible result (the Hit Dice are still spent). Moreover, once per day, all the designated creatures can remove a level of exhaustion by taking a short rest inside the zone.

- **Telepathy.** You forge a telepathic link between up to eight willing creatures of your choice within the controlled zone. Creatures with Intelligence scores of 2 or less cannot be targeted by this effect. Until the effect ends, the targets can communicate telepathically, whether or not they have a common language, as long as they remain within the zone. A creature that leaves the zone remains telepathically linked with the others for 10 minutes over any distance, unless the target relocates to another plane of existence.

Specialist

Also at 3rd level, you must choose a specialty that reflects your field of study. It must be a knowledge-related skill (choose from Arcana, History, Investigation, Nature, or Religion), a tool, or a vehicle that you are proficient in. Your proficiency bonus is doubled for any ability check related to the skill, tool, or vehicle.
Additionally, when you make an ability check related to your specialty, you can spend 2 trick points to have advantage on the roll.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Knick-knacks

Starting at 7th level, you can put together small disposable objects that make certain tasks easier. During a short or long rest, you can craft a single small item from almost nothing. When you make the knick-knack, you must decide what it will apply to. Choose from:

- A skill or type of tool related to a physical ability (Strength, Dexterity, or Constitution)
- A weapon or piece of armor. This cannot be a broad category like "longswords": it must be a precise specimen like "the longsword of my party's half-elf rogue."

The owner of the knick-knack can activate it as an action. For 1 minute, every time they take an action related to the knick-knack's purpose, they get a bonus depending on its nature. If it was made for a skill or type of tools, they have advantage on all related checks. If it was made for a weapon, they get a +2 bonus to attack rolls and damage rolls. If it was made for a piece of armor, they get a +2 bonus to AC and the knick-knack cancels the armor's disadvantage on Dexterity (Stealth) checks, if any. The knick-knack loses its potency 1 minute after it has been activated, or 24 hours after its creation if it has not been activated.
Beginning at 14th level, you can craft two knick-knacks during a rest, and three at 20th level.

Bag of Plenty

Starting at 20th level, when you roll initiative and have no trick points remaining, you regain 4 trick points.

Scholar Stories...

A copper-skinned melessë is thoughtfully running her fingers through her thin braids. All the clues are there, scattered over the crime scene. She sorts out the details, evaluates their relevance, goes over everything she has read and heard. A sly smile appears on her lips. The monster huntress knows where to find her prey. Tonight, she will put an end to the terror plaguing the town.

A man dressed in a large leather apron is treating a patient burning with fever. Where she has been bitten, her leg is a startling purplish color. Above a small fire, a gourd of water is boiling. The healer is methodically preparing the thick roots he is going to mix with the salve to be put on the wound. The next day, the woman will open her eyes, surprised to still be alive.

A jade-scaled dragonborn rummages through his pack. He and his companions are delving into an ancient temple of the Travelers, and they are counting on him. One wrong move could trigger a deadly trap. The caustic mixture he brewed during their last break should do the trick of corroding the machinery hidden behind the bas-reliefs. Smoke rises through the holes intended for poisoned darts. The way is safe—for now.

Pursuits

Scholars, whether they are occultists, dracologists, or any other type of specialist, are all fascinated with a particular intellectual subject, usually related to their main field of study. The most common of these pursuits among adventurers are Alchemy and Mind-Delving.

Adaptability

Scholars are the most flexible of adventurers, capable of learning from any type of situation and from all kinds of mentors. If your leader uses this optional rule, a scholar can pick a pursuit outside of the ones specific to the scholar class, and instead follow an archetype from another class, with the following restrictions:

- The chosen archetype cannot be one that improves or expands the features of the initial class. For example, a scholar cannot choose a barbarian primal path, since it would require them to be initially able to rage. In **Adventurers**, the archetypes available to the scholar are: Champion (fighter), Chosen Blade (fighter), Hunter (ranger), Netherworld Explorer (ranger), Ruffian (fighter).
- The chosen archetype's features are acquired at the levels where the scholar gains their pursuit features (3rd, 6th, 10th, and 17th) instead of the levels of the initial class. To gain an archetype feature, the scholar must be of a level equal to or higher than the level at which the initial class gains it.
- The scholar only gains one archetype feature when they reach a level where they gain a pursuit feature, except at 17th level where they gain two, if applicable (see the example below).

The Netherworld Explorer ranger archetype can be chosen by a scholar. However, the scholar will acquire the related features at a slower pace, as shown in the table below:

Netherworld Explorer feature	Acquisition level for a ranger	Acquisition level for a scholar
Underground Acumen	3rd	3rd
Footwork	3rd	6th
Tunnel Master	7th	10th
Martial Adaptation	11th	17th
Slayer of the Depths	15th	17th

When you choose your archetype, explain how and why your scholar came to embrace such a pursuit.
Léila is playing a human scholar fascinated with the Netherworld and its mysteries. As such, she chooses the Netherworld Explorer archetype, the better to face the dangers related to her risky field of study.

Alchemy

An alchemist seeks to master the secrets of this occult domain, distinct both from divine powers and from the established rules of magic. Alchemists may not be able to cast spells, but they are nevertheless capable of coming up with astonishing effects and extraordinary substances. They are often found in the palaces of sovereigns (though usually holed up inside their laboratories), and as a complement to the most fearsome armies. Students in arcana, gnome engineers, and physicians commonly embrace this pursuit.

Alchemy Pouch

When you choose this pursuit at 3rd level, you acquire a pouch containing the basic ingredients for the practice of your art. Note that your alchemy pouch is different from a profane spellcaster's component pouch and cannot be used to cast spells. You need your alchemy pouch to use your alchemy features.
Moreover, you become proficient with alchemist's supplies. If you were already proficient in this tool, your proficiency bonus is doubled for any ability check you make that uses it.

Pouch Maintenance

In order to always have the right components at hand, you must regularly maintain your pouch. You can do so by gathering ingredients—plants, minerals, animal parts, etc.—during your travels. In town, you can instead add +1 gp to your lifestyle expenses to maintain your pouch.
Additionally, you can buy an alchemy pouch in any shop that sells component pouches, for the same cost.

Healer

Also at 3rd level, you gain the ability to heal wounds with a salve of your concoction.
When you finish a long rest, you prepare a healing salve. This salve can restore an amount of hit points equal to your scholar level times 10. You can use all or part of this supply to heal a creature within touch range as an action. When you finish a long rest, your previous salve loses its potency and can no longer be used to restore hit points. This feature has no effect on undead and constructs.

- **Knick-knack.** Starting from the moment you gain the knick-knacks feature, you learn an additional knick-knack: a special balm you can use to enhance your Healer feature. When you use this knick-knack, hit points restored on a single use of the salve are doubled. Trick points are spent when you apply the balm, not when you make it. Like any other knick-knack, the balm can only be used once and loses its potency after 24 hours.

Artificer

Starting at 6th level, you can use your pouch ingredients to improvise devastating pyrotechnic effects. This gives you access to the following features:

- As an action, you can spend as many trick points as you wish, up to half your maximum, to draw a flask of explosive substance from your pouch and throw it up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object. On a hit, at the start of each of its turns, the target takes fire damage equal to 1d4 for every trick point spent + your Intelligence modifier. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.
- As an action, you can spend as many trick points as you wish, up to half your maximum, to draw a vial of corrosive mixture from your pouch and throw it up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object. On a hit, the target takes acid damage equal to 2d6 for every trick point spent + your Intelligence modifier.

- **Knick-knack.** Starting from the moment you gain the knick-knacks feature, you learn an additional knick-knack: an improved version of the projectiles described above. If you use it, you make your ranged attack with advantage. Additionally, you can have the projectile inflict damage of a different type, which you must choose from the following list: acid, cold, fire, lightning, or thunder. Trick points are spent when you use the projectile, not when you make it. Like any other knick-knack, it is lost after 24 hours if not used. However, only you can use it.

Pharmacist

Beginning from 10th level, you can brew mixtures capable of enhancing physical or mental capabilities. In certain regions, you may be branded a drug dealer and risk sanctions that might go as far as the death penalty.
As an action, you can spend 1 trick point to apply one of the following effects on a willing creature that you can touch. All the effects last for 1 minute:

- Repress the **charmed** and **frightened** conditions on the creature and render it immune to them.
- Grant the creature a number of temporary hit points equal to three times your Intelligence modifier.
- Grant the creature resistance to a type of damage of your choice.
- Grant the creature advantage on a type of saving throws of your choice.

Also as an action, you can instead spend 3 trick points to apply one of the following effects:

- Repress the **paralyzed**, **petrified**, **poisoned**, and **stunned** conditions on the creature and render it immune to them.
- Grant the creature immunity to a type of damage from the following: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

However, these substances have side effects. When the effect ends, the creature must make a Constitution saving throw with a DC equal to 10 + the number of trick points spent on the mixture. If it fails, it must choose between taking a level of exhaustion or a randomly determined short-term madness (see **Grimoire**).

- **Knick-knack.** You learn an additional knick-knack: an improved version of the mixtures described above. If you use it, the duration of the effect becomes 1 hour and the beneficiary does not need to make a saving throw when the effect ends. Trick points are spent when you use the mixture, not when you make it. Like any other knick-knack, it is lost after 24 hours if not used. However, only you can administer it.

Mithridatism

Starting from 17th level, you have manipulated so many toxic and contaminated substances that you are immune to poisons and diseases.
Additionally, when you are exposed to a poison inflicting damage on a failed roll, you can use your reaction and spend 5 trick points to immediately transform the poison damage into temporary hit points (to a maximum of 15).

Philosopher's Stone

Also at 17th level, you have become a master alchemist, capable of creating the legendary, wondrous philosopher's stone. To do so, you must work for one week in a fully-equipped alchemist's laboratory. If such facilities are not available, you must succeed on a DC 25 Intelligence (alchemist's supplies) check at the end of the week. Once the stone has been created, you form a bond with it, and only you can use it. You can only be bound to one philosopher's stone at a time. In itself, the stone, though supernatural, is not magic, and the effects it is capable of are not magic either, even when they mimic a spell. As such, it is not subject to magic-related restrictions, notably in regard to dead or weak magic areas. The stone can accomplish the following effects:

- **Healing.** As an action, you can touch a creature with the stone to apply the effects of one of the following spells on it: *greater restoration*, *revivify*, or *mass cure wounds*. For the purpose of these effects, your Intelligence is used as the spellcasting ability. The spell is used at its lowest possible level (5th level for *mass cure wounds*, for example). You can use the healing properties of the stone twice, and must finish a long rest before you can use them again.
- **Stabilization.** You can bring the stone into contact with a living creature with 0 hit points to stabilize it.
- **Transmutation.** When you use your knick-knack feature, instead of making a knick-knack, you can alter any metal and give it the attributes of any other metal, including gold, platinum, mithral, and adamantium. You can transform up to 500 lb of metal into another metal. The shape of the affected objects remains the same, but their weight, appearance, hardness, and other properties match that of the new metal. Only truesight can see the transformed objects for what they are. Transformed objects return to their initial state after 1 minute of active use (in the case of a weapon or piece of armor, for example), or after 24 hours if they see no active use.
- **Youth.** As long as the philosopher's stone is in your possession, no magic or supernatural power can age you. Once a week, you can also cure a creature of any magic or supernatural aging. Moreover, at the end of every year during which the stone remained on your person without interruption, roll 1d20 to see if you have aged: if you roll a 1, you age two years; if you roll between 2 and 9, you age one year (as normal); if you roll between 10 and 19, you do not age; if you roll a 20, you become younger by one year.

Mind-Delving

Without using any magic, a mind-delver is capable of nigh-superhuman insight, allowing them to read the heart of both friend and foe. Some pettily take advantage of this talent to manipulate people like puppets, but others use it to see through the immaculate facade of evildoers. Outside of the strict purview of adventuring, many professions are available to these psychology enthusiasts: political advisor, investigator, conciliator, agitator, lawyer, and everything else that requires one to understand and anticipate behaviors.

Social Ease

When you choose this pursuit at 3rd level, you become proficient in Insight, as well as in two other skills from the following: Deception, Intimidation, Investigation, and Persuasion. If you were already proficient in any of these three gained skills, your proficiency bonus is doubled for any ability check you make that uses it.

Incite

Starting at 3rd level, you can use the Incite action (see **Incite in the Combat chapter**), even if your leader has not made this option generally available.
In addition, you can spend 1 trick point to Incite as a bonus action.

Intuition

Also at 3rd level, you become an astute observer, capable of anticipating the movements and actions of others.
When a creature you can see within 60 feet of you moves or takes an action, you can use your reaction and spend 3 trick points to use either of the two features below:

- **Alert.** You can alert your companions of imminent danger so that they may brace themselves for it. Until the end of the current turn, all creatures who can hear you and understand you (including you) have advantage on their saving throws, and the creature that made you use your reaction has disadvantage on attack rolls against the alerted creatures.
- **Counteraction.** You can move up to your speed or take an action. However, this action cannot be a weapon attack, a spell, or any other effect including an attack roll or saving throw. If you were directly targeted by the creature and your movement or action takes you away from the creature's effect, said effect is lost.

You can use this feature after the nature of the creature's action has been announced, but before any effects are applied.

Spell Disruption

Starting at 6th level, you develop a talent for breaking the efforts of spellcasters.
When a creature you can see within 60 feet of you casts a spell, you can use your reaction and spend 2 trick points to attempt to disrupt it. Make an Intelligence check with a DC equal to 10 + the spell's level. On a success, the creature's spell fails and has no effect (no spell slot is expended). You can expend additional trick points when using this feature: every 2 additional trick points give you a bonus to the Intelligence check equal to your proficiency bonus (no more than 4 additional trick points can be spent in this fashion).

Inurement

Beginning at 10th level, you have been confronted by so many twisted minds that your own psyche has steeled itself against mental alienation.
Whenever you make a saving throw against madness, you have advantage on the roll. In addition, when you roll for madness effects (whether for short-term, long-term, or indefinite madness; see **Grimoire**), roll twice on the table and keep the result of your choice.
Finally, you have advantage on all saving throws against enchantment spells, corruption, and any attempt to **charm** or **frighten** you.

Influence

Also at 10th level, your understanding of others' minds and your mastery of mesmerism grant you extraordinary authority and charm.
As an action, you can talk to a creature that can hear you and spend a certain number of trick points to activate one of the following effects:

- 1 trick point to be able to communicate normally for 1 minute with a creature you have no language in common with.
- 3 trick points to attempt to charm it. If the creature understands you, it must make a Wisdom saving throw or be **charmed** by you for 1 hour.
- 5 trick points to give it an order limited to a sentence or two. If the creature understands you and the course of action sounds reasonable, it must make a Wisdom saving throw or pursue the instructions you give it. The effect ends once the task has been completed or after 8 hours.
- 10 trick points to put a geas on it. If the creature understands you and the task is not obviously suicidal, it must make a Wisdom saving throw or do everything in its power to follow the geas. The effect ends once the task has been completed or after 30 days.

The DC of these effects is equal to 8 + your proficiency bonus + your Intelligence modifier. The targeted creature must have an Intelligence score of at least 4. If the creature is hostile to you when you use this feature against it or if it is immune to being **charmed**, it has advantage on the saving throw. If you or any of your allies damage the creature, the effect ends.

Cure

Starting at 17th level, your knowledge of psyche is such that you can cure mental disorders.
You can spend 30 minutes with a creature and spend a certain number of trick points to activate one of the following effects:

- 1 trick point to repress 1 corruption point (permanent or not) for 24 hours.
- 3 trick points to repress a madness for 24 hours.
- 5 trick points to end the **frightened** or **charmed** condition on the creature.
- 5 trick points to cure the creature of a short-term madness.
- 10 trick points to cure the creature of a long-term madness.
- 10 trick points to attempt to rid the creature of a mind-affecting curse. Make a DC 20 Intelligence check. On a success, the curse is removed from the creature.
- 10 trick points to cure the creature of 1 temporary corruption point. The creature takes one level of exhaustion.

At your leader's discretion, you can use these effects on yourself as well.

Sorcerer

Whether sorcerers are marked by magic or carry overwhelming potency in their blood, their greatest challenge is not so much to acquire power as to prevent it from consuming them.

A Unique Gift

From their birth, sorcerers bear within themselves a source of raw magic, a direct connection to profane energies that allows them to innately wield magic. According to certain scholars, this phenomenon could be attributed to a prenatal exposure to powerful emanations of residual magic, in the aftermath of large-scale magic disasters or conflicts between mighty spellcasters, for example. Some surmise that sorcerers are the result of babies experiencing the Awakening at the fetal stage, while others claim that these magically gifted children are born from the forbidden union of fairies, dragons, and other supernatural beings with humanoid species. And some say that if this power is indeed hereditary, it must come from gods and heroes. In certain countries, such an affinity with magic is actually regarded as proof of noble, or even royal, blood. Regardless of the validity of these theories, what makes a sorcerer is not the origin of their power but their mastery over it. Between their hands, magic behaves like a wild beast that they must bend to their will at their own risk, but which, once tamed, can be a fantastic tool and a terrifying weapon.

Surviving One's Own Power

A sorcerer's gift usually becomes apparent in the course of their childhood or adolescence, manifesting as spontaneous, unpredictable magic powers. It is a harrowing experience for many, and a fatal one for the unluckiest of them, as such abilities can only be kept in check with iron resilience. The archives of country judges abound with cases of terrified young people tried for sorcery after losing control over a force they did not understand. Without a mentor to support and train them, those who survive their Awakening must rely on the sole strength of their mind to bend to their will the constant flux of raw magic that flows through them. This imbues sorcerers with a fierce determination, which they constantly display. They exude an aura of barely contained power and indefatigable determination that even ordinary people can feel. Sorcerers attract and fascinate not only due to their power, but above all due to the force of will they must exert to keep it under control. This serves them well when they need to assert themselves, and many sorcerers become tribal chieftains or rise to similar positions of authority.

Wild Magic

Sorcerers are frequently despised by wizards, who look down on them as amateurs and loose cannons. In turn, sorcerers usually see this as poorly concealed jealousy on the part of people who needed years of study to be able to wield magic. However, even the foolhardiest of them cannot deny that such warnings have a truth to them. A sorcerer's magic is a wild thing that can turn against its master, sometimes with disastrous consequences. Spells may simply fail, but they may also escape their caster's control or blow up in their face—sometimes literally. Countless sorcerers have lost themselves in the ecstasy of battle and injured their own allies, or hurt themselves with an overflow of energy they were unable to control.

Sorcerer and Awakening

By definition, sorcerers have a gift. If the leader authorizes this class in their campaign, it implies that the concerned character has Awakened and therefore has access to their powers from creation. Make sure that you have your leader's approval before you consider playing a sorcerer.

"They believe me free and all-powerful. They accuse me of having no limits and of seeking to conquer the skies. This is all true, but I was never anything but a slave to my own power, bound by my blood, doomed to follow my fate."
Translation of words attributed to Arkar Htun the Stormborn, aspirant to the celestial throne.

Class Features

As a sorcerer, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d6 per sorcerer level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per sorcerer level after 1st

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: None
Saving Throws: Constitution, Charisma
Skills: Choose two from Arcana, Deception, Insight, Intimidation, Persuasion, and Survival

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a dungeoneer's pack or (b) an explorer's pack
- Two daggers

The Sorcerer

Level	Proficiency Bonus	Sorcery Points	Features	Cantrips Known	Spells nown	Spell Slots per Spell Level								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	-	Spellcasting, Sorcerous Origin	4	2	2								
2nd	+2	2	Font of Magic	4	3	3								
3rd	+2	3	Metamagic	4	4	4	2							
4th	+2	4	Ability Score Improvement	5	5	4	3							
5th	+3	5	-	5	6	4	3	2						
6th	+3	6	Sorcerous Origin feature	5	7	4	3	3						
7th	+3	7	-	5	8	4	3	3	1					
8th	+3	8	Ability Score Improvement	5	9	4	3	3	2					
9th	+4	9	-	5	10	4	3	3	3	1				
10th	+4	10	Metamagic	6	11	4	3	3	3	2				
11th	+4	11	-	6	12	4	3	3	3	2	1			
12th	+4	12	Ability Score Improvement	6	12	4	3	3	3	2	1			
13th	+5	13	-	6	13	4	3	3	3	2	1	1		
14th	+5	14	Sorcerous Origin feature	6	13	4	3	3	3	2	1	1		
15th	+5	15	-	6	14	4	3	3	3	2	1	1	1	
16th	+5	16	Ability Score Improvement	6	14	4	3	3	3	2	1	1	1	
17th	+6	17	Metamagic	6	15	4	3	3	3	2	1	1	1	1
18th	+6	18	Sorcerous Origin feature	6	15	4	3	3	3	3	1	1	1	1
19th	+6	19	Ability Score Improvement	6	15	4	3	3	3	3	2	1	1	1
20th	+6	20	Sorcerous Restoration	6	15	4	3	3	3	3	2	2	1	1

Spellcasting

An event in your past, or in the life of a parent or ancestor, left an indelible mark on you, infusing you with arcane magic. This font of magic, whatever its origin, fuels your spells.

Cantrips

At 1st level, you know four cantrips of your choice from the sorcerer spell list. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Sorcerer table**.

Spell Slots

The **Sorcerer table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these sorcerer spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.
For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher

You know two 1st-level spells of your choice from the sorcerer spell list.
The Spells Known column of the Sorcerer table shows when you learn more sorcerer spells of your choice. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.
Additionally, when you gain a level in this class, you can choose one of the sorcerer spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level for which you have spell slots. This list can be found in **Grimoire**.

Spellcasting Ability

Charisma is your spellcasting ability for your sorcerer spells, since the power of your magic relies on your ability to project your will into the world. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Focus

You can use an arcane focus as a spellcasting focus for your sorcerer spells.

Sorcerous Origin

Choose a sorcerous origin, which describes the source of your innate magical power: Draconic Bloodline or Psychic Magic, both detailed at the end of the class description.
Your choice grants you features when you choose it at 1st level and again at 6th, 14th, and 18th level.

Font of Magic

At 2nd level, you tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcery Points

You have 2 sorcery points, and you gain more as you reach higher levels, as shown in the Sorcery Points column of the **Sorcerer table**. You can never have more sorcery points than shown on the table for your level. You regain all spent sorcery points when you finish a long rest.

Flexible Casting

You can use your sorcery points to gain additional spell slots, or sacrifice spell slots to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.

- **Creating Spell Slots.** You can transform unexpended sorcery points into one spell slot as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. Any spell slot you create with this feature vanishes when you finish a long rest.

Creating Spell Slots

Spell Slot Level	Sorcery Point Cost
1st	2
2nd	3
3rd	5
4st	6
5st	7

- **Converting a Spell Slot to Sorcery Points.** As a bonus Action on your turn, you can expend one spell slot and gain a number of sorcery points equal to the slot's level.

Metamagic

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 10th and 17th level.
You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

Careful Spell

When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your Charisma modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Hunger for and Theft of Magic

Many people with a vested interest in arcana are fascinated with the spontaneous powers of sorcerers, for whom Awakening to magic seems so natural. Haunting rumors mention young sorcerers being kidnapped and subjected to experiments whose purpose is to steal the essence of what makes them innate spellcasters. It is said that some cultists sacrifice them to Xonim, the eerie Lady of the Night, in the hope of becoming wizards or priests in the service of the goddess.

Distant Spell

When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell.
When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

Empowered Spell

When you roll damage for a spell, you can spend 1 sorcery point to reroll a number of the damage dice up to your Charisma modifier (minimum of one). You must use the new rolls.
You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.

Extended Spell

When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.

Heightened Spell

When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell

When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell

When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.

Twinned Spell

When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible for Twinned Spell, a spell must be incapable of targeting more than one creature at the spell's current level. As such, this Metamagic option cannot apply to *magic missile* or *scorching ray*, but it can apply to *frost ray*. Similarly, a *fly* spell cast at 4th is not eligible for Twinned Spell, since it can target two creatures—the same spell at 3rd level, however, would be eligible.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Sorcerous Restoration

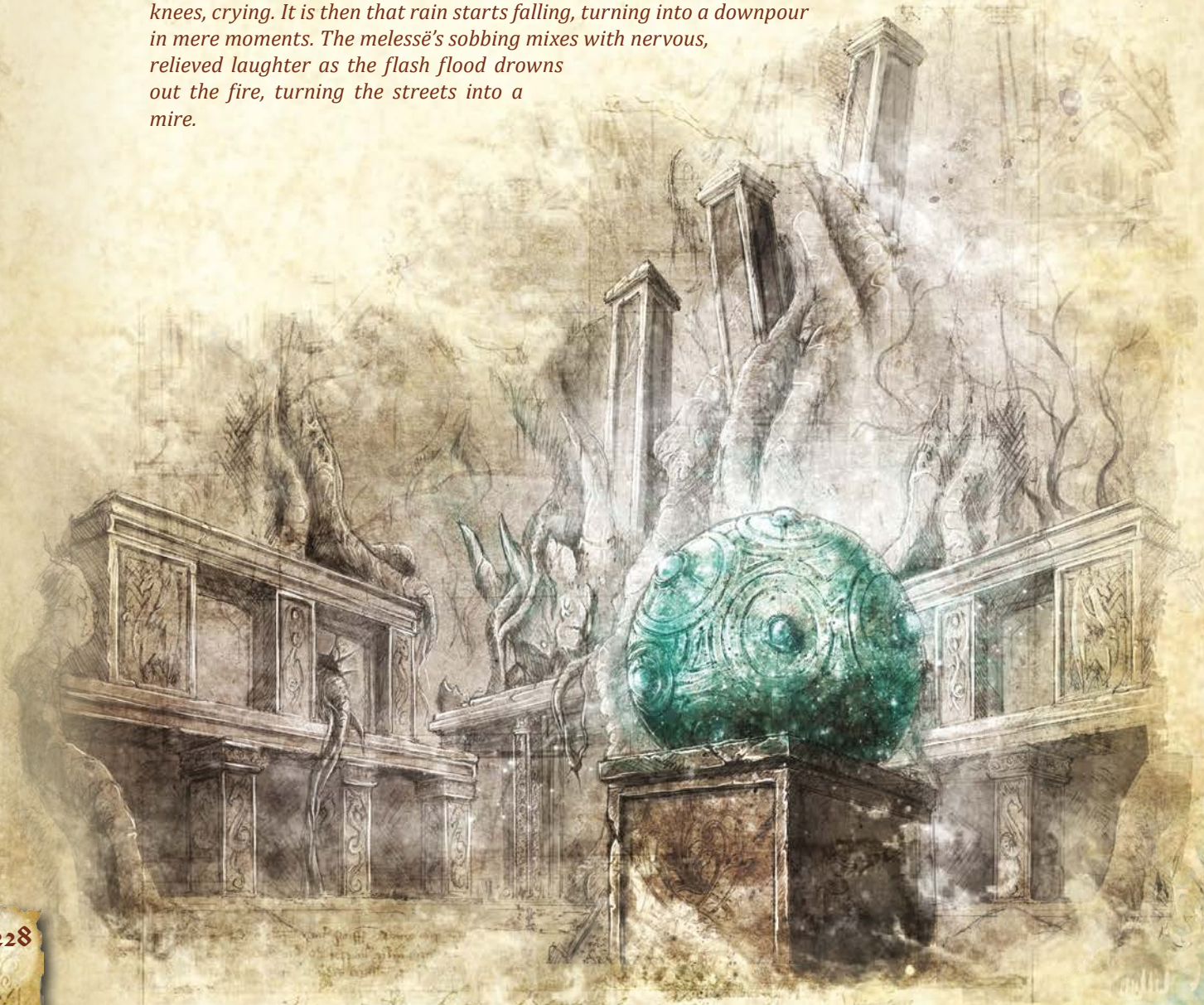
At 20th level, you regain 4 expended sorcery points whenever you finish a short rest.

Sorcerer Stories...

A bronze-scaled dragonborn, bedecked with precious necklaces and ceremonial finery, brandishes an ornate kris toward two tiger-headed fiends. The air around him crackles. Electric waves run along his arms, embracing the shape of his scales and dancing against the blade's wave-like pattern. An earsplitting bang rings out as a lightning bolt arcs between the knife's point and the two rakshasas. The monsters are engulfed by a blinding light, vaporized by the power of the spell. The draconic scion relishes the metallic taste in his mouth, the delightful ache of his pounding heart, the smell of ozone and ash that pervades the air, and the feeling of invincibility that washes over him. This is what being a dragon is like.

Sitting on a throne made out of mammoth tusks and furs, a sharp-eyed half-orc of noble bearing stares down at the powerfully built hunter who has come to challenge her leadership. With deliberate slowness, the merosi takes a bone-and-steel crown and dons it. "You are a great fighter. If you want my crown, come and get it," she taunts. The contender takes a step toward her but, suddenly, the earth seems to boil about his feet. In a split second, a huge stone hand shoots up from the ground and envelops the warrior in an unyielding grasp before the fearful, awestruck gazes of the rest of the tribe. "Now, tell me who is your queen," she sneers with a predatory smile.

A half-elf runs up the stairs leading to the top of a burning house. Below him, the fire roars like a portent of his imminent doom. Once he has reached the roof, he raises his hands to the sky, his entire face a grimace of effort. Long seconds elapse, punctuated by the rumbling of the furnace, but nothing happens. Furious and terrified, he slaps himself and falls to his knees, crying. It is then that rain starts falling, turning into a downpour in mere moments. The melessë's sobbing mixes with nervous, relieved laughter as the flash flood drowns out the fire, turning the streets into a mire.



Sorcerous Origins

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: a draconic bloodline and psychic magic.

Draconic Bloodline

Your innate magic comes from draconic magic that was mingled with your blood or that of your ancestors. Most often, sorcerers with this origin trace their descent back to a mighty sorcerer of ancient times who made a bargain with a dragon or who might even have claimed a dragon parent. Some of these bloodlines are well established in the world, but most are obscure. Any given sorcerer could be the first of a new bloodline, as a result of a pact or some other exceptional circumstance.

Dragon Ancestor

At 1st level, you choose one type of dragon as your ancestor. The damage type associated with each dragon is used by features you gain later.

You can speak, read, and write Draconic. Additionally, whenever you make a Charisma check when interacting with dragons, your proficiency bonus is doubled if it applies to the check.

Dragon	Damage Type
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Attitudes Toward Dragon-blooded Sorcerers

In Eana, dragons are regarded with awe and sometimes adoration by certain peoples. A dragon-blooded sorcerer whose nature is known is likely to easily impress kobolds, granting them advantage on Charisma (Intimidation and Persuasion) checks against them. They may also attract attention—for better or for worse—in kingdoms ruled by dragonborn nobility like Rachamangekr.

Draconic Resilience

As magic flows through your body, it causes physical traits of your dragon ancestors to emerge. At 1st level, your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.
Additionally, parts of your skin are covered by a thin sheen of dragon-like scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your draconic ancestry, add your Charisma modifier to that damage. This damage bonus applies to one damage roll of the spell, not multiple rolls. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Dragon Wings

At 14th level, you gain the ability to sprout a pair of dragon wings from your back, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you dismiss them as a bonus action on your turn.
You can't manifest your wings while wearing armor unless the armor is made to accommodate them, and clothing not made to accommodate your wings might be destroyed when you manifest them.

Draconic Presence

Beginning at 18th level, you can channel the dread presence of your dragon ancestor, causing those around you to become awestruck or frightened. As an action, you can spend 5 sorcery points to draw on this power and exude an aura of awe or fear (your choice) to a distance of 60 feet. For 1 minute or until you lose your concentration (as if you were casting a concentration spell), each hostile creature that starts its turn in this aura must succeed on a Wisdom saving throw or be **charmed** (if you chose awe) or **frightened** (if you chose fear) until the aura ends. A creature that succeeds on this saving throw is immune to your aura for 24 hours.

Psychic Magic

You are what is called a psychurge, a spellcaster gifted with rare and strange powers. Through the sheer power of your mind, you can unleash psychic energies allowing you to interface and interact with the weave of profane magic and create effects similar to spells. Obviously, this approach sets you apart from other profane spellcasters, including fellow sorcerers.
Little is known about the origin of these aptitudes, but certain scholars have noticed similarities with powers found among aberrations like aboleths (see **Bestiary**). Proceeding from this, surmising that vestiges of the Netherworld may have altered the mental abilities of these individuals can appear as the logical conclusion, and it is precisely what some theorists believe.

Psychic Vicissitudes

Every time you cast a sorcerer spell, spend sorcery points, or use a psychic magic feature with limited uses, the leader can have you roll a d20. If you roll a 1, you suffer a more or less severe madness effect (see the table on the right). If you roll a 20, you are granted a psychic boon (see the table below).
In the case of madness, roll on the Madness Effect table to determine the severity of your madness:

Madness Effect

d20	Madness Effect
1	Indefinite madness
2-5	Long-term madness
6-20	Short-term madness

Whatever madness effect you suffer, roll twice on the corresponding table and keep either of the two rolls (your choice). If you get the same effect twice, keep the one with the shortest duration. Madness effects are covered in **Grimoire**.

In the case of a boon, roll on the Psychic Boon table:

Psychic Boon

d20	Psychic Boon
1	You regain all expended sorcery points.
2	You have advantage on all saving throws until you finish a long rest.
3	You have advantage on all attack rolls until you finish a long rest.
4	You regain two expended sorcerer spell slots of your choice.
5	For the next minute, creatures have disadvantage on saving throws against sorcerer spells you cast.
6	The intensity of your stare becomes such that for the next minute, enemies affected by your spells are **frightened** of you until the spell or this Boon ends (whichever comes first).
7	For the next minute, you cast all your sorcerer spells as if you had spent a spell slot two levels higher (to a maximum of 9th level).
8	You and up to seven willing creatures of your choice within 30 feet are under the effect of *telepathic bond* until you finish a long rest.
9	You are under the effect of *greater invisibility* for one minute. You do not need to concentrate on this spell to maintain it and can end it with a bonus action.
10	You have advantage on all ability checks until you finish a long rest.
11	You regain a number of hit points equal to twice your level.
12	Until you finish a long rest, you can cast *dominate person* on a single humanoid of your choice. The target has disadvantage on its saving throw.
13	Until you finish a long rest, you can cast *dominate monster* on a single creature of your choice. The target has disadvantage on its saving throw.
14	You are under the effect of *comprehend languages* for a week.
15	Until you finish a long rest, you can cast *modify memory* on a creature of your choice. The target has disadvantage on its saving throw.
16	You are immune to psychic damage for 1d10 days (the leader rolls the duration secretly).
17	You are immune to enchantment effects and to being **charmed** or **frightened** for 1d10 days (the leader rolls the duration secretly).
18	Your Charisma increases by 3 (to a maximum of 25) until you finish a long rest.
19	Your Charisma permanently increases by 1. If it is already equal to or above 20, your Wisdom or Intelligence (choose randomly) increases by 1 (to a maximum of 20).
20	Roll twice on this table and apply both results. If you roll 20 again, do not apply this effect and reroll.

Ancestral Memory

At 1st level, your unfathomable ancestry gifts you with a strange form of atavistic memory. In addition to your personal knowledge, you are able to draw information from a bizarre, disturbing subconscious memory. You become proficient in Arcana and History. Additionally, your proficiency bonus is doubled for any ability check you make that uses either of those skills.

Deep Memory

When a psychurge focuses to delve for information related to Arcana or History, they close their eyes and mentally see themselves going down into a vast cavern lit by bioluminescence. They are surrounded by strange, sinuous carvings, like finger drawings in wet clay. They reach a subterranean lake, which they know to be the sanctuary of deep memory. Drinking the water, they feel like they experience a living part of the past. However, when they open their eyes, only the knowledge, not the memories, remains. It is as if they were waking up from an already partly forgotten dream.

Inner Focus

Beginning at 1st level, your whole magic is rooted in your psyche, your brain acting as an arcane focus. You can ignore the verbal and somatic components of your sorcerer spells, as well as any material components that lack a cost and aren't consumed by a spell.

Strength of the Mind

Starting at 6th level, your mental fortitude and brain training allow you to steel yourself against threats. When you must make a saving throw, you can use your reaction and spend 2 sorcery points to alter your metabolism for one minute. For the duration of this effect, whenever you must make a saving throw, you can substitute it for a Charisma saving throw.

Mental Leap

Beginning at 14th level, you can escape danger right before it reaches you. When you take damage or suffer a condition, you can use your reaction and spend 2 sorcery points to teleport up to 30 feet to an unoccupied space that you are familiar with or can see. If your new position takes you away from the attack or effect, you are unaffected by the damage or condition. As the teleportation takes place a split-second before you are affected, this feature can allow you to escape melee or ranged attacks, area-effect spells, and even powers that hit automatically like *magic missile*.

Psychic Awareness

At 18th level, you have refined your psychic powers to such a degree that you can detect the presence and position of any creature with an Intelligence score of 3 or more within a 120-foot radius. Barriers and obstacles do not hinder this feature, and nothing short of a *mind blank* spell can protect against it.

Warlock

Warlocks play a dangerous game. They pledge allegiance to supernatural beings in exchange for their instruction in occult arts and access to forbidden or otherwise unattainable knowledge. As great as the resulting benefits may be, there is a heavy price to pay. The entities who take warlocks under their tutelage are beings of great power looking for devoted agents capable of acting in their stead and furthering their plans. The reasons that motivate them are rarely clear or even fathomable for the common person, and most of them consider the creatures involved in their machinations as simple pawns. Therefore, warlocks are both privileged and cursed to act as key pieces in their patrons' games. These individuals are usually possessed of a charisma that they make use of to convince gullible or suggestible people to join them in the service of their master. They are also fighters who spend more time out and about than engaged in studies.

The Meaning of the Pact

More than the nature of their master, the reasons that drive a warlock to make a pact say a lot about them. Hunger for power or recklessness leads many students in magic to take unorthodox, taboo paths to progress through the most direct route possible. Certain people, desperate for vengeance or salvation, contact forces beyond their comprehension and sell their soul in exchange for a second chance and borrowed power. There are also those who are manipulated by powerful magical creatures that trick them into signing contracts whose terms only become apparent once the deal has been struck. Finally, others are devoted agents in the service of good or evil, and decide to tie their fate to that of benevolent or malevolent entities.

An Endless Quest

Whatever the reasons for the pact may be, the occult teachings of a warlock's otherworldly tutor quickly become addictive. Constantly chasing after forgotten knowledge, new rituals, and forbidden spells, warlocks are possessed with a thirst for magic and mysteries, and many of their spiritual patrons like to let them believe that they are the only remedy to this bottomless yearning.

Dissident Warlocks

That the inclinations of a warlock do not match their master's happens more frequently than one might think. Many warlocks with noble intentions make a pact with a hateful being and consider the occasional missions they must perform in its service as a necessary evil, so that they may be granted the power that allows them to strive for the greater good. Quasi-divine creatures and powers like the diabolic hospodar or members of fey nobility generally care little about the warlocks under their sway, as long as these mortals do not present an actual threat.

Troublesome Reputation

Warlocks have an uneasy relationship with other magic users, who see them as cheaters who have usurped their powers. They do not fare better with people in general, who are quick to jump to conclusions regarding individuals who make pacts with demons or similar entities. In certain countries the art of warlocks is forbidden, and its users are hunted down. For these reasons, similarly to their patrons, warlocks usually adopt a facade.

The Call of Darkness

Of course, not all warlocks are the puppets of fiends. Certain powerful magical creatures who inhabit the material world, like aboleths, nagas, and couatls, can also act as patrons to warlocks. But the fact is that most warlocks pledge allegiance to devils or demons who use them to reach their vile ends, hiding their true nature to better manipulate their disciples. Infernal entities are particularly interested in gaining servants: powerful devils actively seek potential warlocks to join the ranks of their followers, and they have no problem with posing as good creatures to better fool their next victim. As such, even with the best intentions, going down the path of the warlock is never without risk, and few can resist what certain sages have dubbed the "call of darkness."

Deleterious Magic

In Eana, Canker is an insidious corrupting force that appears to many potential warlocks as an undemanding master. It offers an endless source of power without ever asking for anything in return, but the use of the magic it grants is addictive and corrupting. The more the warlock uses their powers and draws closer to Canker, the more their soul wilts as their body is consumed from the inside by Cankerous degeneration. Many foolhardy individuals thought they could master this power to better fight against it, but few are those who can actually resist it. Most often, when a warlock has become powerful enough to actually oppose its master's minions, they are already devoted to it, body and soul.

"Gazing into the abyss is not enough. You must throw yourself in it, embrace it. Only then will you grow." *Arzhan Na'Uh'Lrud, the Apostle of Shadows, in an address to his disciples. This drow is considered to be one of the most powerful warlocks of the Netherworld.*

Class Features

As a warlock, you gain the following class features.

1st Level

Hit Points

Hit Dice: 1d8 per warlock level
Hit Points at 1st Level: 8 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per warlock level after 1st

Proficiencies

Armor: Light armor
Weapons: Simple weapons
Tools: None
Languages: One Exotic language of your choice
Saving Throws: Wisdom, Charisma
Skills: Choose two skills from Arcana, Deception, History, Intimidation, Investigation, Nature, and Religion

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) a dungeoneer's pack
- Leather armor, any simple weapon, and two daggers

The Warlock

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level	Invocations Known
1st	+2	Otherworldly Patron, Pact Magic	2	2	1	1st	-
2nd	+2	Eldritch Invocations	2	3	2	1st	2
3rd	+2	Pact Boon	2	4	2	2nd	2
4th	+2	Ability Score Improvement	3	5	2	2nd	2
5th	+3	-	3	6	2	3rd	3
6th	+3	Otherworldly Patron feature	3	7	2	3rd	3
7th	+3	-	3	8	2	4th	4
8th	+3	Ability Score Improvement	3	9	2	4th	4
9th	+4	-	3	10	2	5th	5
10th	+4	Otherworldly Patron feature	4	10	2	5th	5
11th	+4	Mystic Arcanum (6th level)	4	11	3	5th	5
12th	+4	Ability Score Improvement	4	11	3	5th	6
13th	+5	Mystic Arcanum (7th level)	4	12	3	5th	6
14th	+5	Otherworldly Patron feature	4	12	3	5th	6
15th	+5	Mystic Arcanum (8th level)	4	13	3	5th	7
16th	+5	Ability Score Improvement	4	13	3	5th	7
17th	+6	Mystic Arcanum (9th level)	4	14	4	5th	7
18th	+6	-	4	14	4	5th	8
19th	+6	Ability Score Improvement	4	15	4	5th	8
20th	+6	Eldritch Master	4	15	4	5th	8

Otherworldly Patron

At 1st level, you have struck a bargain with an otherworldly being of your choice: the Archfiend or the Primeval One, both of which are detailed at the end of the class description. Your choice grants you features at 1st level and again at 6th, 10th, and 14th level.

Pact Magic

Your arcane research and the magic bestowed on you by your patron have given you facility with spells.

Cantrips

You know two cantrips of your choice from the warlock spell list. You learn additional warlock cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Warlock table**.

Spell Slots

The **Warlock table** shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your warlock spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.
For example, when you are 5th level, you have two 3rd-level spell slots. To cast the 1st-level spell withering rebuke, *you must spend one of those slots, and you cast it as a 3rd-level spell.*

Spells Known of 1st Level and Higher

At 1st level, you know two 1st-level spells of your choice from the warlock spell list.
The Spells Known column of the Warlock table shows when you learn more warlock spells of your choice of 1st level and higher. A spell you choose must be of a level no higher than what's shown in the table's Slot Level column for your level. When you reach 6th level, for example, you learn a new warlock spell, which can be 1st, 2nd, or 3rd level.
Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use an arcane focus (see the **Equipment chapter**) as a spellcasting focus for your warlock spells.

Eldritch Invocations

In your study of occult lore, you have unearthed eldritch invocations, fragments of forbidden knowledge that imbue you with an abiding magical ability.
At 2nd level, you gain two eldritch invocations of your choice. Your invocation options are detailed at the end of the class description. When you gain certain warlock levels, you gain additional invocations of your choice, as shown in the Invocations Known column of the **Warlock table**.
Additionally, when you gain a level in this class, you can choose one of the invocations you know and replace it with another invocation that you could learn at that level.

Pact Boon

At 3rd level, your otherworldly patron bestows a gift upon you for your loyal service. You gain one of the following features of your choice.

Pact of the Chain

You learn the *find familiar* spell and can cast it as a ritual. The spell doesn't count against your number of spells known.
When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: imp, pseudodragon, quasit, or sprite.
Additionally, when you take the Attack action, you can forgo one of your own attacks to allow your familiar to make one attack of its own by using its reaction.

Pact of the Blade

You can use your action to create a pact weapon in your empty hand. You can choose the form that this melee weapon takes each time you create it. You are proficient with it while you wield it. This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.
Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.
You can transform one magic weapon into your pact weapon by performing a special ritual while you hold the weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest.
You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

Pact of the Tome

Your patron gives you a grimoire called a Book of Shadows. When you gain this feature, choose three cantrips from any classes' spell list. While the book is on your person, you can cast those cantrips at will. They don't count against your number of cantrips known. If they don't appear on the warlock spell list, they are nonetheless warlock spells for you.
If you lose your Book of Shadows, you can perform a 1-hour ceremony to receive a replacement from your patron. This ceremony can be performed during a short or long rest, and it destroys the previous book. The book turns to ash when you die.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Mystic Arcanum

At 11th level, your patron bestows upon you a magical secret called an arcanum. Choose one 6th-level spell from the warlock spell list as this arcanum.
You can cast your arcanum spell once without expending a spell slot. You must finish a long rest before you can do so again.
At higher levels, you gain more warlock spells of your choice that can be cast in this way: one 7th-level spell at 13th level, one 8th-level spell at 15th level, and one 9th-level spell at 17th level. You regain all uses of your Mystic Arcanum when you finish a long rest.

Eldritch Master

At 20th level, you can draw on your inner reserve of mystical power while entreating your patron to regain expended spell slots. You can spend 1 minute entreating your patron for aid to regain all your expended spell slots from your Pact Magic feature. Once you regain spell slots with this feature, you must finish a long rest before you can do so again.

Eldritch Invocations

If an eldritch invocation has prerequisites, you must meet them to learn it. A level prerequisite refers to your warlock level. You can learn the invocation at the same time that you meet its prerequisites.

Agonizing Blast

Prerequisite: eldritch blast *cantrip*
When you cast *eldritch blast*, add your Charisma modifier to the damage it deals on a hit.

Armor of Shadows

You can cast *mage armor* on yourself at will, without expending a spell slot or material components.

Ascendant Step

Prerequisite: 9th level
You can cast *levitate* on yourself at will, without expending a spell slot or material components.

Beast Speech

You can cast *speak with animals* at will, without expending a spell slot.

Beguiling Influence

You gain proficiency in the Deception and Persuasion skills.

Bewitching Whispers

Prerequisite: 7th level
You can cast *compulsion* once using a warlock spell slot. You can't do so again until you finish a long rest.

Book of Ancient Secrets

Prerequisite: Pact of the Tome feature
You can now inscribe magical rituals in your Book of Shadows. Choose two 1st-level spells that have the ritual tag from any classes' spell list. The spells appear in the book and don't count against the number of spells you know. With your Book of Shadows in hand, you can cast the chosen spells as rituals. You can't cast the spells except as rituals, unless you've learned them by some other means. You can also cast a warlock spell you know as a ritual if it has the ritual tag.
On your adventures, you can add other ritual spells to your Book of Shadows. When you find such a spell, you can add it to the book if the spell's level is equal to or less than half your warlock level (rounded up) and if you can spare the time to transcribe the spell. For each level of the spell, the transcription process takes 2 hours and costs 50 gp for the rare inks needed to inscribe it.

Devil's Sight

You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Dreadful Word

Prerequisite: 7th level
You can cast *confusion* once using a warlock spell slot. You can't do so again until you finish a long rest.

Eldritch Sight

You can cast *detect magic* at will, without expending a spell slot.

Eldritch Spear

Prerequisite: eldritch blast *cantrip*
When you cast *eldritch blast,* its range is 300 feet.

Eyes of the Rune Keeper

You can read all writing. Only the mark of Death, keeper of secrets, can thwart you, in which case you must find a way to either lift the supernatural seal or decipher the text through nonmagical means.

Fiendish Vigor

You can cast *false life* on yourself at will as a 1st-level spell, without expending a spell slot or material components.

Gaze of Two Minds

You can use your action to touch a willing humanoid and perceive through its senses until the end of your next turn. As long as the creature is on the same plane of existence as you, you can use your action on subsequent turns to maintain this connection, extending the duration until the end of your next turn. While perceiving through the other creature's senses, you benefit from any special senses possessed by that creature, and you are **blinded** and **deafened** to your own surroundings.

Invisible Chains

Prerequisite: 15th level, Pact of the Chain feature
You can cast *hold monster* at will—targeting a celestial, fiend, elemental, or ravager of Canker—without expending a spell slot or material components. You must finish a long rest before you can use this invocation on the same creature again.

Lifedrinker

Prerequisite: 12th level, Pact of the Blade feature
When you hit a creature with your pact weapon, the creature takes extra necrotic damage equal to your Charisma modifier (minimum 1).

Mask of Many Faces

You can cast *disguise self* at will, without expending a spell slot.

Master of Myriad Forms

Prerequisite: 15th level
You can cast *alter self* at will, without expending a spell slot.

Minions of Chaos

Prerequisite: 9th level
You can cast *conjure elemental* once using a warlock spell slot. You can't do so again until you finish a long rest.

Mire the Mind

Prerequisite: 5th level
You can cast *slow* once using a warlock spell slot. You can't do so again until you finish a long rest.

Misty Visions

You can cast *silent image* at will, without expending a spell slot or material components.

One with Shadows

Prerequisite: 5th level
When you are in an area of dim light or darkness, you can use your action to become **invisible** until you move or take an action or a reaction.

Otherworldly Leap

Prerequisite: 9th level
You can cast *jump* on yourself at will, without expending a spell slot or material components.

Repelling Blast

Prerequisite: eldritch blast *cantrip*
When you hit a creature with *eldritch blast*, you can push the creature up to 10 feet away from you in a straight line.

Sculptor of Flesh

Prerequisite: 7th level
You can cast *polymorph* once using a warlock spell slot. You can't do so again until you finish a long rest.

Sign of Ill Omen

Prerequisite: 5th level
You can cast *bestow curse* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thief of Five Fates

You can cast *bane* once using a warlock spell slot. You can't do so again until you finish a long rest.

Thirsting Blade

Prerequisite: 5th level, Pact of the Blade feature
You can attack with your pact weapon twice, instead of once, whenever you take the Attack action on your turn.

Visions of Distant Realms

Prerequisite: 15th level
You can cast *arcane eye* at will, without expending a spell slot.

Voice of the Chain Master

Prerequisite: Pact of the Chain feature
You can communicate telepathically with your familiar and perceive through your familiar's senses as long as you are on the same plane of existence. Additionally, while perceiving through your familiar's senses, you can also speak through your familiar in your own voice, even if your familiar is normally incapable of speech.

Whispers of the Grave

Prerequisite: 9th level
You can cast *speak with dead* at will, without expending a spell slot.

Witch Sight

Prerequisite: 15th level
You can see the true form of any shapechanger or creature concealed by illusion or transmutation magic while the creature is within 30 feet of you and within line of sight.

Warlock Stories...

In a crypt decorated with rich draperies, a sharp-faced witch is chanting incantations in the dark. She brandishes a curved dagger and runs the blade over her palm, her hands held over a brazier. She lets the blood flow and drip into the flames in a sizzling, hissing noise. Before her, the shadows seem to coalesce into a shape darker than night itself. She bows down as the brazier's embers start smoking abundantly and the flames die, as if snuffed out.

A young woman with white, glassy eyes that look like they have been frozen inside their sockets is facing a band of orc raiders amidst a howling blizzard. The bandits rush her while she whispers an invocation to the King of Winter in a tongue long-forgotten. Frost forms on her assailants' legs, then on their entire bodies. She hears savage laughter inside her mind as the orcs freeze in place, their faces contorted in terror and pain.

A richly-dressed gnome is ambling among the wooden walkways of an archeological dig. Bending down, he picks up a token of polished white stone on which a drawing of a vertically slit eye has been etched. He recognizes it as an object of power. In the following months, these tokens and everything related to them will become his obsession. He will learn all there is to know about them, how and where to find them, and how to tap into their power. Such knowledge is precious, but some immemorial essence wants to see all of these pieces reunited.

The Powers of Eana

The entities that might qualify as a warlock's patron are many. The mightiest of them can be bonded to several warlocks, while others can only sustain one agent, meaning that they follow their actions very closely. Below is an overview of the most common eligible powers, keeping in mind that this list is indicative and non-exhaustive. These beings are described in more detail in **Arcana** and **Bestiary**.

- **Good powers:** a djinni, an ancient couatl, a guardian naga.
- **Neutral powers:** a fey king or queen, a powerful storm or cloud giant.
- **Evil powers:** Canker, the Kraken, an aboleth, a demon prince, a diabolic hospodar, an efreeti king, a spirit naga.

Otherworldly Patrons

The beings that serve as patrons for warlocks are usually mighty inhabitants of other worlds—not gods, but powers; that is to say, beings capable of granting part of their abilities through an arcane bond. Various patrons give their warlocks access to different powers and invocations, and expect significant favors in return. Some patrons collect warlocks, doling out mystic knowledge relatively freely or boasting of their ability to bind mortals to their will. Other patrons bestow their power only grudgingly, and might make a pact with only one warlock. Warlocks who serve the same patron might view each other as allies, siblings, or rivals.

The Archfiend

You have made a pact with a fiend from the lower planes of existence, a being whose aims are evil, even if you strive against those aims. Such beings desire the corruption or destruction of all things, ultimately including you. Fiends are usually split into two categories: demons and devils. The former are chaotic evil while the latter are lawful evil. Below, you will find an overview of the most famous dark lords. Demons are commonly called "princes," while devils bear the title of hospodar, showing their superior rank in the diabolic hierarchy. These beings are detailed in **Arcana**.

- **Akhlitôl the Vengeful.** The snakelike demon princess Akhlitôl supports those who have been the victims of injustice or oppression, and are determined to take justice into their own hands.
- **Gegaôr the Furious Beast.** A being of pure bestial fury, Gegaôr advocates the supremacy of the strongest and fittest. He encourages breaking free from hypocrisy and acting decisively, frankly, and instinctively.
- **Liridem the Bitter.** An artist, a creator, and a poet, Liridem is a demon prince of great beauty, but haunted by a yearning for absolutes. Anything that is not perfect deserves to be destroyed. He supports those who cannot be satisfied with a mediocre existence and those who simply take pleasure in watching the world burn.
- **Nisgriph the Prince of Lies.** A sharp-tongued courtier and seducer, Nisgriph the Masked enjoys pointing out flaws and denouncing simple-mindedness and laziness. He supports those who wish to gain power amidst a corrupt system, as well as those who want to sow the seeds of an enjoyable discord among a paradise of nice sentiments.
- **Hospodar Askinos the Pain Drinker.** The master of the frozen penitentiary plane of Gemoniae, bound to Frostelle by a pact, Askinos enjoys nothing more than to receive new prisoners, preferably of various and powerful essences.
- **Hospodar Ntadadiph the Nightmare.** The horror of the abyss in its purest state, he is the master of dread and illusions. His favored servants spread terror throughout the world.
- **Hospodar Karathaan the Warlord.** This conquering general dreams of invading Eana with armies devoted to his purpose. He is worshiped by hobgoblins and those who aspire to make a name for themselves through strength of arms. Any warlock bound to Karathaan is likely to get along with the aforementioned goblinoids.
- **Hospodar Methridanou the Shaper.** The passion of this devil is creation, but his are always perverse, cruel, or twisted. He supports unhealthily curious beings, spurring them to keep going further down this path fraught with blasphemous experiments, corrupting magic, domination, and torture.

Expanded Spell List

Your Archfiend 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. You gain different spells depending on the Archfiend you have sworn allegiance to.

Expanded Spells for the Archfiends Akhlitôl, Gegaôr, and Karathaan

Spell Level	Spells
1st	*heroism, hunter's mark*
2nd	*enlarge/reduce, magic weapon*
3rd	*haste, protection from energy*
4th	*giant insect, polymorph*
5th	*cloudkill, insect plague*

Expanded Spells for the Archfiends Liridem, Nisgriph, and Ntadadiph

Spell Level	Spells
1st	*command, disguise self*
2nd	*alter self, detect thoughts*
3rd	*bestow curse, sending*
4th	*confusion, phantasmal killer*
5th	*dominate person, modify memory*

Expanded Spells for Askinos

Spell Level	Spells
1st	*command, hideous laughter*
2nd	*hold person, web*
3rd	*bestow curse, sleet storm*
4th	*black tentacles, ice storm*
5th	*cone of cold, dominate person*

Expanded Spells for Methridanou

Spell Level	Spells
1st	*command, false life*
2nd	*heat metal, spike growth*
3rd	*animate dead, glyph of warding*
4th	*polymorph, stone shape*
5th	*animate objects, arcane hand*

Your Pact Boon

Each Pact Boon option produces a special creature or an object that reflects your patron's nature.

- **Pact of the Chain.** Your familiar is more cunning than a typical familiar. Its default form can be a reflection of your patron. For example, imps and quasits will be tied to Archfiends.
- **Pact of the Blade.** If you serve an Archfiend, your weapon could be an axe made of black metal and adorned with decorative flames. If your patron is a Primeval One, your weapon might be constantly surrounded by a light breeze.
- **Pact of the Tome.** Your Book of Shadows might be a weighty tome bound in demon hide studded with iron, holding spells of conjuration and a wealth of forbidden lore about the sinister regions of the cosmos, a gift of your Archfiend. A Primeval One's book could open on its own at the right page, as if under the breath of an invisible wind, and its writings might seem to shift and change when left unwatched.

Dark One's Blessing

Starting at 1st level, when you reduce a hostile creature to 0 hit points, you gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).

Dark One's Own Luck

Starting at 6th level, you can call on your patron to alter fate in your favor. When you make an ability check or a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll but before any of the roll's effects occur.
Once you use this feature, you can't use it again until you finish a short or long rest.

Fiendish Resilience

Starting at 10th level, you can choose one damage type when you finish a short or long rest. You gain resistance to that damage type until you choose a different one with this feature. Damage from magical weapons or silver weapons ignores this resistance.

Hurl Through Hell

Starting at 14th level, when you hit a creature with an attack, you can use this feature to instantly transport the target through the lower planes. The creature disappears and hurtles through a nightmare landscape.
At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. If the target is not a fiend, it takes 10d10 psychic damage as it reels from its horrific experience.
Once you use this feature, you can't use it again until you finish a long rest.

Primeval One

You have made a pact with a wild, impetuous entity. Its violence may be dormant, but it will inexorably unleash itself one day. Beings of this kind are sometimes tied to elemental forces. They are unpredictable and generally beyond the reach of mortals. Through unorthodox means, you have forced a bond with the entity in question and draw from its power… at the risk of being consumed by it or aggravating it. A Primeval One patron can be of many different types, such as a powerful elemental, a star, a volcano, a tarrasque, or a lycanthrope lord.

Expanded Spell List

The Primeval One 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.

Expanded Spells for a Primeval One

Spell Level	Spells
1st	*color spray, thunderwave*
2nd	*blur, gust of wind*
3rd	*blink, wind wall*
4th	*conjure minor elementals, freedom of movement*
5th	*conjure elemental, mislead*

Inner Beast

From 1st level, you can reduce your enemies to their most basic instincts, triggering in them a surge of mindless fury. As an action, you can conjure a wave of bestiality originating from a point that you can see within 30 feet of you. All creatures located within 10 feet of this point must make a Wisdom saving throw or drop what they are holding and use their next action to make an unarmed strike against the nearest creature. If an affected creature has natural weapons, such as a bite or claw attack, it can use them.
Once you use this feature, you can't use it again until you finish a short or long rest.

Wavering

Starting at 6th level, you can unbalance even the most sure-handed opponent. When a creature that you can see hits you with an attack, you can use your reaction to make it reroll the attack with disadvantage and use that result instead.
Once you use this feature, you can't use it again until you finish a short or long rest.

Primeval Metamorphosis

When you reach 10th level, you can call upon the primeval power of your patron. Your body thickens, you grow between 5 and 10 inches, and you take on animal traits. Now half-beast, half-humanoid, you might be confused for a lycanthrope.
As a bonus action on your turn, you can take on your bestial humanoid shape. You gain the following benefits, which remain as long as you stay in this shape:

- You are immune to bludgeoning, piercing, and slashing damage from nonmagical attacks not made with silvered weapons.
- Your Strength score becomes equal to your Charisma score, unless it was higher to begin with.
- Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, your unarmed strikes now deal 1d8 + your Strength modifier piercing or slashing damage (your choice). Whenever you take the Attack action on your turn, you can make two unarmed strikes.

- You gain a +2 bonus to your Armor Class and your speed increases by 10 feet.
- You gain temporary hit points equal to your proficiency bonus.

As long as you are in your primeval shape, you cannot expend spell slots for any purpose. You can remain metamorphosed for 1 minute. You can also return to your normal shape sooner as a bonus action on your turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Magic Wind

When you reach 14th level, the unpredictability of any spell targeting you is exacerbated by the influence of your patron. When you are directly targeted by a spell (this does not apply to area effects), you can use your reaction to attempt to disturb it. Roll on the table below:

d20	Effect
1-10	The spell functions as normal.
11-16	The spell is canceled, and you gain the effects of a *false life* spell of the same level as the original spell.
17-20	The roles are reversed. The spell's caster becomes its target and you are considered to be the spell's caster: apply your spell attack modifier, spell save DC, and any other of your spellcasting-related features.

Wizard

Wizards are often born without any apparent gift for magic. However, by dint of perseverance, they learn highly complex theorems and manage to attain the Awakening, that elusive moment when they attune themselves to the tides of magic and become capable of bending reality to their will. Most wizards consider the Awakening to be the quintessence of knowledge and the final step of a methodical path of learning.

Rigorous Discipline

For the common person, magic is an unfathomable thing. Even the creatures that wield it naturally, or the priests and sorcerers that receive it from higher powers, all too rarely understand the principles that rule it. At worst, magic is regarded as a danger, and at best like something miraculous whose inner workings matter much less than its effects. But wizards are not satisfied with such ignorance. To them, magic is a discipline that requires dedicated practice and learning. Though explanations as to the origin of magic vary depending on the school, the practice of profane magic (also called arcane magic) as a whole follows a strict, established method. Certain gestures and sentences, sometimes combined with other components, are the cornerstones of spellcasting. For those who have not Awakened, these requirements are purely theoretical, but they are wholly recognized as necessary for magic reactions. The components needed to obtain a given result are determined through calculation and experimentation, and then committed to paper so that other mages may study them. Alchemy is often part of a wizard's training, since it is based on similar rules and allows for the observation of magical reactions in more stable conditions, the better to analyze them.

Understanding the Fundamental Nature of Magic

Yet, casting a spell goes beyond memorizing it and following its execution to the letter. It requires an intimate understanding of its fundamental nature, without which the caster's mind simply cannot attune to the magic they wish to call upon. This is how most wizards perceive the Awakening. They hold this comprehension as the ultimate ingredient of every spell. For a few prodigies, it comes naturally, but most would-be spellcasters require up to several years of training before they are able to cast their first spells.

Aspiring wizards sometimes enroll at schools that teach arcana, in order to be formally taught, and children who show an inclination to magic or studies are often sent to such establishments. However, schools of this kind are rare and very expensive, so the most common way to learn magic is to find an experienced mentor who will take the aspirant as a disciple in exchange for their assistance. Finally, considering mages write and publish many texts and grimoires, a smart and dedicated autodidact with access to a well-supplied occult library could conceivably become a self-made wizard, though it would require great effort.

Various Paths of Magic

A lot of wizards dedicate themselves to researching and studying magic, but this does not mean that all of them spend their time in laboratories. Many do not shy away from practical experience, seeking new applications for arcana. Those who practice war magic are capable of formidable shows of destructive power and provide support to armies who rent their services. And others do not see their magic studies as a goal in themselves, using their powers toward other ends. Still, even among such individuals, research usually remains an important part of their lives, as learning or creating new spells is a necessity to increase one's power.

Precious Allies

At the end of their training, full-fledged wizards are enlightened individuals gifted with encyclopedic knowledge. Once Awakened, they can put their knowledge into practice and cast a great variety of spells, from spectacular ones to subtle, downright imperceptible ones. In battle, they usually rely on their companions to protect them while they rain destruction upon their enemies or improve their allies' performances through a vast selection of protection and support spells.

Awakening and Intensity of Magic

Arcana can be taught on the same level as history, geography, theology, or linguistics in any academy of humanities. However, such establishments can only be found in major cities, like the Free City in Cyfandir, or Varnaïrello in the Elvish kingdom of Ellerína.

How common Awakened people are in your game will determine how prevalent magic is. If there are many such potential spellcasters, there may be faculties of arcana, dedicated training rooms, and specific courses for every arcane tradition. When you create a wizard character, ask your leader how common they intend magic to be in their campaign.

"Knowledge is not everything. To experience the Awakening and turn your knowledge into power, you must transcend learning. Without soul, learning is nothing but a bad habit."
Words attributed to Magister Aria Malachaï. Regarded as one of the most powerful wizards of the Eolian, Aria is the founder of the Azure Monastery, a magic school where students enroll to seek the Awakening.

Class Features

As a wizard, you gain the following class features.

1st level

Hit Points

Hit Dice: 1d6 per wizard level
Hit Points at 1st Level: 6 + your Constitution modifier
Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per wizard level after 1st

Proficiencies

Armor: None
Weapons: Daggers, darts, slings, quarterstaffs, light crossbows
Tools: Choose one from alchemist's supplies, calligrapher's supplies, or cartographer's tools.
Languages: One Exotic language of your choice.
Saving Throws: Intelligence, Wisdom
Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, Nature, and Religion

A Wizard's Essential Knowledge

A wizard's training always involves in-depth reading about the supernatural. You may know Arcana through your background or choose this skill among the two this class gives you access to.
Grimoires and treatises are, for the most part, written in the same languages. This is the mark of a well-established custom, a token of respect toward the Ancient. Of course, there is another, more practical reason: scholars all over the world communicate through letters, and exchange books and test reports. When doing so, they use either the language of the major empires, or those of the first authors. As a wizard, you will benefit from knowing the following languages: Draconic, Elvish, and Kaani. As far as black magic is concerned, many texts are written in Demonic or Diabolic. Celestial, for its part, is mostly used in a holy context, and has therefore little relevance to your path.

Equipment

You start with the following equipment, in addition to the equipment granted by your background:
- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack
- A spellbook

The Wizard

Level	Proficiency Bonus	Features	Cantrips Known	Spell Slots per Spell Level								
				1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Arcane Recovery	3	2								
2nd	+2	Arcane Tradition	3	3								
3rd	+2	-	3	4	2							
4th	+2	Ability Score Improvement	4	4	3							
5th	+3	-	4	4	3	2						
6th	+3	Arcane Tradition feature	4	4	3	3						
7th	+3	-	4	4	3	3	1					
8th	+3	Ability Score Improvement	4	4	3	3	2					
9th	+4	-	4	4	3	3	3	1				
10th	+4	Arcane Tradition feature	5	4	3	3	3	2				
11th	+4	-	5	4	3	3	3	2	1			
12th	+4	Ability Score Improvement	5	4	3	3	3	2	1			
13th	+5	-	5	4	3	3	3	2	1	1		
14th	+5	Arcane Tradition feature	5	4	3	3	3	2	1	1		
15th	+5	-	5	4	3	3	3	2	1	1	1	
16th	+5	Ability Score Improvement	5	4	3	3	3	2	1	1	1	
17th	+6	-	5	4	3	3	3	2	1	1	1	1
18th	+6	Spell Mastery	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	3	3	3	3	2	1	1	1
20th	+6	Signature Spell	5	4	3	3	3	3	2	2	1	1

Spellcasting

As a student of arcane magic, you have a spellbook containing spells that show the first glimmerings of your true power.

Cantrips

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the **Wizard table**.

Spellbook

At 1st level, you have a spellbook containing six 1st-level wizard spells of your choice. This book will contain all the wizard spells you know, with the exception of cantrips, which are permanently committed to your mind.

Preparing and Casting Spells

The **Wizard table** shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of wizard spells that are available for you to cast. To do so, choose a number of wizard spells from your spellbook equal to your Intelligence modifier + your wizard level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level wizard, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your spellbook. If you prepare the 1st-level spell magic missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of wizard spells requires time spent studying your spellbook and memorizing the incantations and gestures you must make to cast the spell: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through dedicated study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

Ritual Casting

You can cast a wizard spell as a ritual if that spell has the ritual tag and you have the spell in your spellbook. You don't need to have the spell prepared.

Spellcasting Focus

You can use an arcane focus (see the **Equipment chapter**) as a spellcasting focus for your wizard spells.

Learning Spells of 1st Level and Higher

Each time you gain a wizard level, you can add two wizard spells of your choice to your spellbook. Each of these spells must be of a level for which you have spell slots, as shown on the **Wizard table**. On your adventures, you might find other spells that you can add to your spellbook (see the **Your Spellbook sidebar**).

If your leader decided to use the Elusive Magic optional rule (see the **introduction to the Classes chapter**), you earn new spell slots as you gain levels, but not new spells. You will have to discover these in the course of your adventures or find a mentor willing to teach them to you.

Your Spellbook

The spells that you add to your spellbook reflect the arcane research you conduct on your own, as well as intellectual breakthroughs you have had about the nature of the multiverse.

You might find other spells during your adventures. You could discover a spell recorded on a scroll in an evil wizard's chest, for example, or in a dusty tome in an ancient library.

- **Copying a Spell into the Book.** When you find a wizard spell of 1st level or higher, you can add it to your spellbook if it is of a level for which you have spell slots and if you can spare the time to decipher and copy it.

  Copying a spell into your spellbook involves reproducing the basic form of the spell, then deciphering the unique system of notation used by the wizard who wrote it. You must practice the spell until you understand the sounds or gestures required, then transcribe it into your spellbook using your own notation.

  For each level of the spell, the process takes 2 hours and costs 50 gp. The cost represents material components you expend as you experiment with the spell to master it, as well as the fine inks you need to record it. Once you have spent this time and money, you can prepare the spell just like your other spells.

- **Replacing the Book.** You can copy a spell from your own spellbook into another book—for example, if you want to make a backup copy of your spellbook. This is just like copying a new spell into your spellbook, but faster and easier, since you understand your own notation and already know how to cast the spell. You need spend only 1 hour and 10 gp for each level of the copied spell.

  If you lose your spellbook, you can use the same procedure to transcribe the spells that you have prepared into a new spellbook. Filling out the remainder of your spellbook requires you to find new spells to do so, as normal. For this reason, many wizards keep backup spellbooks in a safe place.

- **The Book's Appearance**. Your spellbook is a unique compilation of spells, with its own decorative flourishes and margin notes. It might be a plain, functional leather volume that you received as a gift from your master, a finely bound gilt-edged tome you found in an ancient library, or even a loose collection of notes scrounged together after you lost your previous spellbook in a mishap.

Arcane Recovery

You have learned to regain some of your magical energy by studying your spellbook. When you finish a short rest, you can choose expended spell slots to recover. The spell slots can have a combined level that is equal to or less than half your wizard level (rounded up), and none of the slots can be 6th level or higher.

For example, if you're a 4th-level wizard, you can recover up to two levels worth of spell slots. You can recover either a 2nd-level spell slot or two 1st-level spell slots.

You cannot use this feature again until you finish a long rest.

Arcane Tradition

When you reach 2nd level, you choose an arcane tradition from the following: specialist in one of the eight schools of magic, disenchanter, elementalist, war mage, and mystifier, all detailed at the end of the class description.

Your choice grants you features at 2nd level and again at 6th, 10th, and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Spell Mastery

At 18th level, you have achieved such mastery over certain spells that you can cast them at will. Choose a 1st-level wizard spell and a 2nd-level wizard spell that are in your spellbook. You can cast those spells at their lowest level without expending a spell slot when you have them prepared. If you want to cast either spell at a higher level, you must expend a spell slot as normal.

By spending 8 hours in study, you can exchange one or both of the spells you chose for different spells of the same levels.

Signature Spells

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level wizard spells in your spellbook as your signature spells. You always have these spells prepared, they don't count against the number of spells you have prepared, and you can cast each of them once at 3rd level without expending a spell slot. When you do so, you can't do so again until you finish a short or long rest.

If you want to cast either spell at a higher level, you must expend a spell slot as normal.

Wizard Stories...

Sitting cross-legged with the wind in her hair, Aria contemplates the landscape before her. On the other side of the valley, the monastery looks to her like a gray dot among the rocks. By foot, it would take several days to reach it. The gnome closes her eyes and mentally pictures the inner court of the magic school. One word later, she finds herself standing amidst her flabbergasted pupils.

A young halfling is nested inside an alcove, poring over the yellowed pages of a grimoire. He mutters a harsh-sounding sentence, following the shape of the depicted schemata with ink-stained fingers. He raises his head and stares at the unlit candle before him. His hand traces the picture of a magic seal, and he loudly and clearly intones the incantation he was repeating under his breath. His face lights up with joy as a green-tinted flame engulfs the entirety of the candle in front of him, burning with the brilliance of a torch.

A bellowing troll charges toward a party of adventurers through a vast underground hall. Among them, an elf wearing a diadem chants in ancient Elvish, thrusting her hand at the monster. The troll slows down then stops entirely, caught in a fit of uncontrollable laughter, which becomes so strong that the giant cannot even stand anymore. It drops down, rolling on the ground with its hands to its sides.

Atop the white stone walls of a town in the heart of the desert, a fat lord clad in rich clothes, his head covered with a luxurious turban, observes the army gathering beyond the dunes with a spyglass. Grabbing his sextant and consulting the stellar chart a servant is presenting to him, he makes a few calculations. From an ornate bronze box that another slave is holding, he takes out a basin, a pendulum, and two glass vials, one filled with oil and the other with black sand. He pours their contents in the basin and slowly swings the pendulum above it. Then he puts down his instruments and takes up his spyglass again to watch the enemy army, around which a sandstorm is rising, so burning hot that the cloth of their banners catches fire, as does their horses' hair.

Arcane Traditions

By convention, magic is classified into eight schools: abjuration, which defends and protects; conjuration, which summons creatures or transports them to another location; divination, which reveals things, be it about the future, past, or present; enchantment, which influences minds; evocation, which calls upon destructive powers and energies; illusion, which toys with senses and appearances; necromancy, which blurs the border between life and death; and transmutation, which alters the aspect and nature of things.
The attitude a wizard has toward the various schools of magic depends on the tradition they follow. Each tradition has its own training methods and theories. The infinite variety of the aspects of magic leads those who study it to adhere to a specialty, expressing their predilection for one of its forms.

Arcane Specialist

An arcane specialist is a wizard who decides to specialize in one of the eight schools of magic. A 1st-level wizard is called a Novice. Starting from 2nd level, a wizard acquires a status and carries the name of their specialty: Abjurer, Conjurer, Diviner, Enchanter, Evoker, Illusionist, Necromancer, or Transmuter. Variations of these titles may exist depending on the civilization, and usually carry respect and power. High-level specialists often become the advisors of the mighty, if not powers behind the throne. However, some wizards have to hide their title or specialty, necromancers being a prime example.

Specialized Knowledge

Starting at 2nd level, you must choose your specialization school. The gold and time you must spend to copy a spell of your chosen school into your spellbook is halved.

Specialized Exoticism

At 2nd level, you become able to study and master spells of your school that are not wizard spells. Every time you get to add a new spell to your spellbook, you can select it from another class's list, on the condition that it is from your chosen school (see **Grimoire**). You can then prepare and cast this spell like any other spell of your chosen school included in your spellbook.
Additionally, you can cast spells of your chosen school from scrolls, and copy a scroll's spell into your spellbook even if it is not a wizard spell.

Frugal Casting

Beginning at 6th level, when you cast a spell of your chosen school with a casting time of 1 action, you can do so with a spell slot one level below that of the spell. The spell is still considered to be cast at its normal level. You cannot use this feature to cast a spell at a higher level than its lowest one—this is the purview of the 14th-level feature Excellent Casting. Once you use this feature, you can't use it again until you finish a short or long rest.
If your chosen school is Evocation, you can cast fireball (a 3rd-level spell) by spending a 2nd-level slot. It is still considered a 3rd-level spell.

Efficient Casting

Starting at 10th level, you can use a bonus action to cast a spell of your chosen school with a casting time of 1 action. All rules related to spells with a casting time of 1 bonus action apply (see **Grimoire**).
Alternatively, you can cast any spell of your chosen school included in your spellbook as a ritual, following the ritual casting rules. However, should the ritual casting of a spell seem impossible or absurd, your leader can decide to veto the use of this feature for this particular spell.
Once you have used either of these two features, you can't use Efficient Casting again until you finish a long rest.

Excellent Casting

Beginning at 14th level, when you cast a spell of your chosen school, it is considered to be cast one level higher than the spell slot used.
If your chosen school is illusion and you cast invisibility with a 2nd-level spell slot, the spell is cast at 3rd level, which means that you can target one additional creature.

Arcane Master

By using this optional rule, the leader will allow arcane specialists to transcend their art and, starting at 8th level, become true masters in their field. Only the most dedicated arcane specialists can claim the title of arcane master. Such a degree of specialization has a price: the arcane master must give up on a school of magic at 8th level, then a second one at 16th level.

Arcane mastery	1st restricted school (8th level)	2nd restricted school (16th level)
Abjuration	Transmutation	Illusion
Conjuration	Evocation	Transmutation
Divination	Conjuration	Abjuration
Enchantment	Evocation	Necromancy
Evocation	Enchantment	Illusion
Illusion	Necromancy	Conjuration
Necromancy	Illusion	Enchantment
Transmutation	Abjuration	Conjuration

Arcane Prodigy

At 8th level, you become unable to cast any spell of your first restricted school, but can now use the Frugal Casting feature twice between long rests.

Arcane Virtuoso

At 16th level, you become unable to cast any spell of your second restricted school, but can now use the Efficient Casting feature twice between long rests.

Disenchanter

"The greatest enemy of magic is magic." Disenchanters have turned this saying into the crux of their career. These wizards develop an unmatched understanding of the workings of magic and use it to protect themselves against the spells of others with peak efficiency. Other spellcasters abhor the idea of facing a disenchanter, dreading to see their spells fizzle before such a master of counterspells and arcane parries, capable in return of piercing their magic defenses with nary an effort.
Disenchanters have no difficulty finding lucrative positions at the side of sovereigns or high-ranking personalities with reasons to fear that their enemies might use magic against them. The presence of a disenchanter is the guarantee of a protection from dangers against which heavily armed guards would be of little use. They are also called upon when harmful magic is at work or when an evil must be contained through means beyond the abilities of everyday people.

Magic Sensitivity

Starting at 2nd level, you develop an exacerbated sensitivity to magic auras. As an action, you can mimic the effects of a *detect magic* spell, with the difference that the effects only last until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

Arcane Shield

Also at 2nd level, you become capable of conjuring a magic shielding effect specially designed to protect you from harmful spells. When you are the target of a damage-dealing spell and are aware of the attack, you can use your reaction to raise your arcane shield. You gain resistance against this spell's damage and absorb part of its magic energy. You immediately regain a spell slot equal to half the level of the spell cast against you (rounded down to a minimum of 1, cantrips included). If the gained spell slot takes you above your maximum number of spell slots, you must use this extra spell slot on your next turn or lose the contained magic energy.
Once you use this feature, you can't use it again until you finish a short or long rest.

Countermagic

At 6th level, you add the *dispel magic* and *counterspell* spells to your spellbook for free, provided you do not already have them. You always have these spells prepared and they don't count against the number of spells you have prepared.
Moreover, when you cast *dispel magic* or *counterspell*, you add your proficiency bonus to the spellcasting ability check made to disrupt the spell.

Magic Resilience

Beginning at 10th level, you add your proficiency bonus to all saving throws against spells and magical effects, even if you are not proficient in the saving throw.
Additionally, when you are concentrating on a spell and fail a Constitution saving throw to maintain it, your spell remains active until the start of your next turn instead of ending immediately.

Arcane Perturbation

Starting at 14th level, your spells are capable of breaking your enemies' protections, leaving them momentarily defenseless, at the mercy of you and your allies' attacks. When you cast a spell targeting one or several creatures (this includes area-effect spells), you can use your bonus action to designate one of the targets, which must make a Charisma saving throw. If it fails, you can either remove the creature's resistance to the type of damage inflicted by your spell (if applicable) or turn the creature's immunity to this type of damage into resistance (again, if applicable). This effect immediately applies to the spell you just cast and lasts until the start of your next turn.

Elementalist

Elemental magic is one of the oldest forms of magic in Eana. Its practitioners have a two-edged reputation and learn their art from old masters who most often lead austere, reclusive lives. Elementalists specialize in the study and mastery of elemental energies such as cold, fire, lightning, and thunder. Some hold this magic as the most powerful of all, claiming it is tied to the primordial forces of the world. Others may argue that the conjuration and mastery of the elements is a rather unsubtle discipline, but even they cannot deny their destructive power. Some elementalists embrace certain life philosophies, vehementers and nihilists being the most commonly known of them. Vehementers claim that language holds the secret of an ancient power and make it their quest to rediscover it, while nihilists strive for the propagation of chaos, considering themselves catalysts of the world's destructive energies.

Elemental Savant

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy an evocation or conjuration spell into your spellbook is reduced by a quarter.

Energetic Inurement

Starting at 2nd level, you have advantage on saving throws against spells and magical effects that deal acid, cold, fire, lightning, or thunder damage.

Energetic Rampage

Beginning at 6th level, when you roll a 1 or 2 on a damage die for a wizard spell that deals acid, cold, fire, lightning, or thunder damage, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

Improved Conjuration

Starting at 10th level, you cast the *conjure elemental* and *conjure minor elementals* spells as if you had spent a spell slot one level higher than the one used. Moreover, the duration of this spell becomes "2 hours" when you cast it.

Energetic Versatility

Beginning at 14th level, when you cast a spell that deals acid, cold, fire, lightning, or thunder damage, you can use your bonus action to change the damage type into another type from that list.
When you cast a fireball spell, which normally deals fire damage, you can use your bonus action to instead have the fireball deal acid, cold, lightning, or thunder damage.
Once you use this feature, you can't use it again until you finish a short or long rest.

War Mage

A sword in one hand and a magic staff in the other, war mages join the fray. Unafraid of the dangers of close quarters, they strike back with both steel and magic. The training of such wizards is demanding, but effective. Combining magic arts with martial ones, they harden both their minds and bodies. Hours spent doing field exercises in full gear and honing their martial skills make them less magically specialized, but no less skilled as spellcasters. Their fearsome arcane weapons are the quintessence of their hybrid training, the perfect instrument to both strike at their opponents and serve as a conduit for their esoteric energies.

Martial Training

Beginning when you select this tradition at 2nd level, you become proficient with three weapons of your choice and with light armor. If you are already proficient with light armor, you become proficient with medium armor.

Toughness

Also at 2nd level, all of your wizard Hit Dice become d8s. This also applies to your 1st level Hit Die for 2 extra hit points. Additionally, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

Advanced Martial Training

Starting at 6th level, you become proficient with all simple and martial weapons, as well as with medium armor. If you are already proficient with medium armor, you become proficient with heavy armor.

Arcane Weapon

Beginning at 6th level, you can spend 8 hours to imbue a nonmagical melee weapon with magic. The resulting arcane weapon is considered a magic weapon when you (and only you) wield it. You can only own one arcane weapon at a time. If you imbue another weapon, the previous one is no longer an arcane weapon.
You can use your arcane weapon as a spellcasting focus. Moreover, when you cast a spell with a range of "touch" or "self" that requires you to make a melee spell attack, you can use your arcane weapon. If the spell attack is successful, you deal the normal damage for your arcane weapon in addition to the spell's effects.
Additionally, when you hit with a weapon attack made with your arcane weapon on your turn, you can cast a cantrip on the same turn as a bonus action.

Combat Magic

Starting at 10th level, when you cast a spell of 1st level or higher, choose one of the following effects:

- gain a +2 bonus to your AC until the start of your next turn.
- gain a number of temporary hit points equal to twice the level of the spell.
- if you make a successful attack with your arcane weapon before the end of your next turn, it gains a bonus to damage equal to the level of the spell.

Arcane Weapon Mastery

Beginning at 14th level, when you wield your arcane weapon, you have resistance to its damage type (bludgeoning, piercing, or slashing).
Additionally, when you make a weapon attack with your arcane weapon on your turn, you can use your bonus action to cast a spell of 3rd level or lower with a casting time of 1 action (you must still spend the corresponding spell slot).

Mystifier

Masters in the art of manipulating the minds of others, mystifiers are both illusionists and enchanters. The subtle spells they weave alter others' perception of reality, sow confusion among their opponents, and befuddle their enemies. Even the bravest warriors fear these wizards, capable of getting into their heads and making them see things the way they wish them to, instead of how they truly are. Such magic has the potential of depriving a creature of its senses and willpower, making it a very fearsome weapon, particularly in the hands of a cold-blooded, amoral manipulator.
This arcane tradition is usually associated with deception and sorcery, to the extent that teaching it is forbidden in certain regions. Mystifiers are often renegades or unrepentant enchanters who only serve their own interests. Of course, there are exceptions, and some mystifiers are well-intentioned beings who use their powers in the service of the common good.

Silver Tongue

At 2nd level, you gain proficiency with the Deception skill. If you were already proficient in this skill, your proficiency bonus is doubled for any ability check you make that uses it.

Magical Misdirection

Starting at 2nd level, through a combination of illusion and mental suggestion, you can drive a creature to make a tactical blunder. As an action, you can target a creature that you can see within 60 feet. The creature must make a Wisdom saving throw. If it fails, at the start of its next turn, before it takes any other action, the creature must move up to its speed to a location of your choice. The movement cannot be fatal (for example, you cannot drive the creature to run off a cliff), but it can result in opportunity attacks. At the end of this forced movement, the creature can spend the rest of its turn normally and move wherever it wants (provided it has any movement left).
This feature cannot affect creatures that cannot be **charmed** or are immune to psychic damage.
Once you use this feature, you can't use it again until you finish a short or long rest.

Superior Enchantments

Beginning at 6th level, when you prepare your spells after you finish a long rest, you can select one enchantment or illusion spell for each spell level you have spell slots in. Until you finish a long rest, you apply your proficiency bonus twice for the calculation of the selected spells' save DC. This also applies to the DC of Intelligence (Investigation) checks related to the chosen spells, if applicable.

Wary Mind

Starting at 10th level, your mastery of enchantments and illusions protects you against those who would use these same tricks against you. You have advantage on saving throws against spells and magical effects of the enchantment and illusion schools, as well as on Intelligence (Investigation) checks to identify illusions.

Imaginary Ally

Beginning at 14th level, you can create an illusion capable of protecting you. When a creature makes a melee attack against you, you can use your reaction to create an illusion of a humanoid warrior (its exact appearance is at your discretion) who appears out of nowhere and joins the fight. The targeted creature must make an Intelligence saving throw. If it fails, it believes the illusion is real and its attack fails automatically, deflected by the intervention of your imaginary ally.
Your imaginary ally lasts a number of rounds equal to 1 + your Intelligence modifier. For the duration of the imaginary ally, the targeted creature has disadvantage on attack rolls against you. As a bonus action on your turn, you can direct the imaginary ally to attack the targeted creature (and only this creature). The imaginary ally can only move toward the targeted creature (it has a speed of 30 feet) and make one melee attack against it, which is resolved as you making a spell attack dealing 1d8 + your Intelligence modifier psychic damage.
Only the targeted creature can see the imaginary ally. It cannot be destroyed, except by spells and abilities that dispel or cancel magic.
Once you use this feature, you can't use it again until you finish a long rest.

Languages

Your species indicates the languages you were taught in the course of your childhood, and your background gives you access to others, which you learned during the key moments of your existence. Certain classes also grant you one or two additional languages. Note all of these languages on your character sheet.

Choose your languages from the Standard Languages table, or choose one that is common in your campaign. With your leader's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as thieves' cant or the tongue of druids.

Some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another.

Common, a Vehicular Language

The term "Common" designates not a specific language, but the dominant language of the region where the adventurers begin. It is up to the leader to define what language this is and to let the players know as soon as possible. By default, all the PCs speak Common.

Later, once the PCs start traveling, it is likely that they will journey to regions whose language they do not know. They will have to either learn the local tongue, hire an interpreter, or communicate through gestures. Such practical hurdles will spice up their adventures and result in amusing, silly, or dramatic anecdotes.

Standard Languages

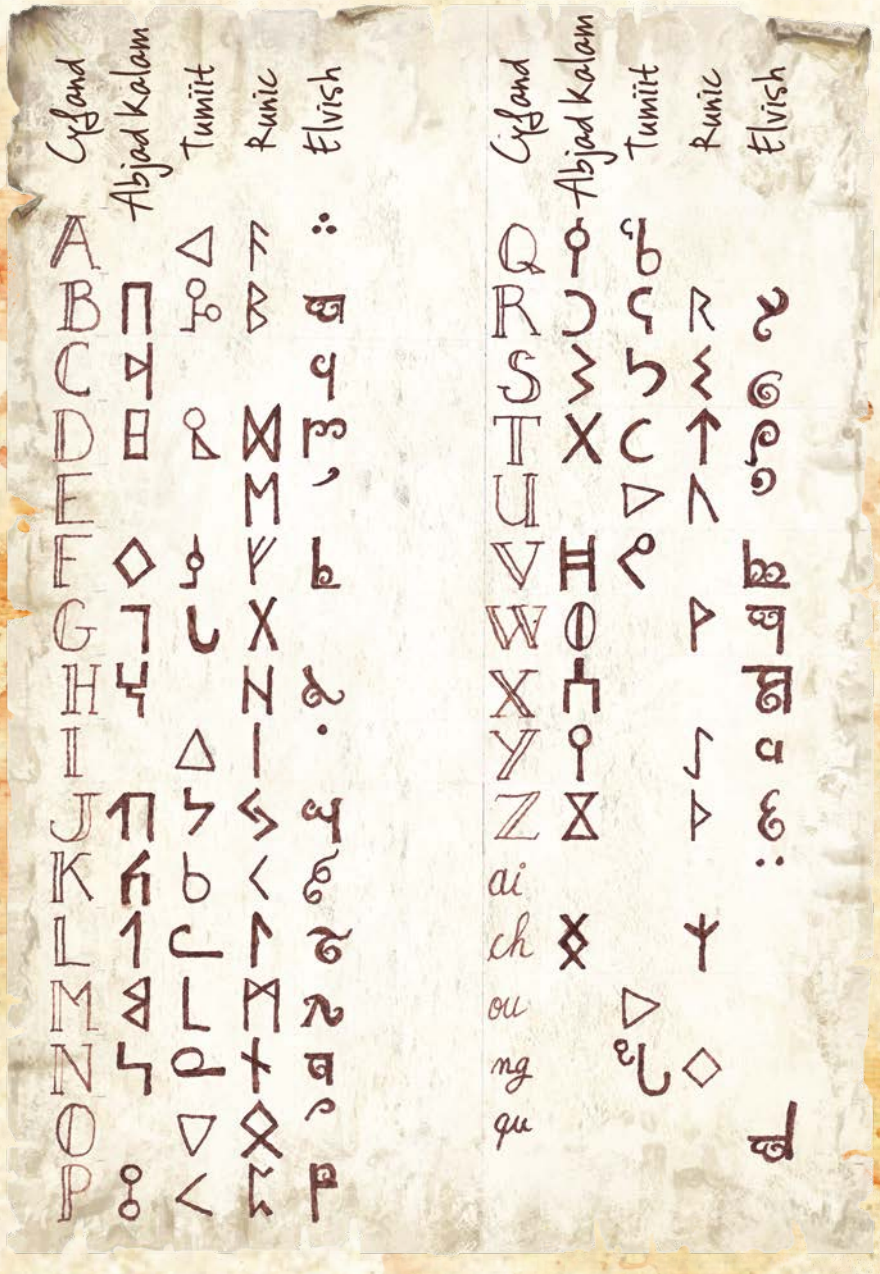
Common in your game will most likely be one of these standard languages, which are all related to major civilizations and peoples of Eana.

Language	Regions	Common Script
Arolavian	Arolavia (on the continent of Cyfandir).	Cyfand (alphabet)
Aupuniwi	Torea (a vast tropical archipelago).	Oral culture and Tumiit (syllabary)
Baashan	Ajagar (Draconic Kingdoms).	Elvish (alphabet)
Cyfand	Free City, lightfoot halflings, surface communities in the Drakenbergen.	Cyfand (alphabet)
Cyrillan	Cyrillane and trading posts of the fallen empire.	Cyfand (alphabet)
Dwarvish	Dwarven communities (most of which are located in Cyfandir).	Runic (alphabet)
Elvish	Elven communities; Ellerína; poets	Elvish (alphabet)
Gnomish	Gnomish communities; Eolian Isles	Cyfand (alphabet)
Goblin	Hobgoblin communities are the only ones to write their language, a habit they developed during the golden era of the Horde. The culture of goblins and bugbears is exclusively oral. Tribes usually speak different dialects but can understand each other thanks to the similarity of many words.	Santak (cuneiform)

Inkulomo	Continents and islands of the Bandiko-Mibu culture; surefoot halflings.	Oral culture, Abjad Kalam (alphabet), Cyfand (alphabet), Tumiit (syllabary).
Kaani	Anywhere the Kaani Empire once ruled. Orcs speak Kaani.	Santak (cuneiform)
Kalam	Dominant language in the Sand Kingdoms, the Barbary, and Ghardat. Many isolated tribes also speak dialects that may be difficult to understand.	Abjad Kalam (alphabet)
Karphûd	Rachamangekr (Draconic Kingdoms).	Draconic and Elvish (adapted)
Lothrian	Lothrienne (on the continent of Cyfandir).	Cyfand (alphabet)
Nordic	Septentrion (on the continent of Cyfandir).	Oral culture
Runasimi	Acoatl, the emerald forest. Runasimi has many different dialects, spoken by the forest tribes and Saurians of this land.	Oral culture
Shi-huang	Shi-huang (Draconic Kingdoms).	Draconic (adapted into a syllabary)

Scripts in Use

Unfamiliar scripts can present a challenge even for scholars. Merely understanding some of them can prove fiendishly complex.



- **Alphabet.** A script that uses an alphabet requires between 20 and 30 signs. The letters are combined to form syllables and words. The most common alphabets are Abjad Kalam, Cyfand, Elvish, and Runic. A peculiarity of Abjad Kalam and Elvish is that they have no letters for vowels, which are—sometimes—represented with accents. Abjad Kalam is written from right to left.

- **Syllabary.** A syllabary requires more signs than an alphabet: usually between 100 and 300. Each sign represents a syllable: ba, da, fa, ji, mo, ne, tu, etc. Tumiit is a basic syllabary in which consonants are written upright, or rotated on the left or right depending on the vowel they are associated with. For example, the sounds "ga," "gi," and "gu" will be written as the letter "g," respectively upright, rotated on the left, and rotated on the right. A double vowel (aa, ii, etc.) is represented by a small sign above.

- **Ideogram.** In a script with ideograms, each sign represents a word. One must know between 2,000 and 3,000 symbols to write fluently, and as many as 10,000 to be erudite. In the case of such a language, knowing ideograms that represent uncommon words can require a DC 15 Intelligence (History) check. The Santak cuneiform is halfway between ideograms and a syllabary: in its simplified form—which is used in everyday life—it is a syllabary, but it can also include ideograms.

- **Hieroglyphs.** Such scripts are highly complex. Each sound can be represented with a symbol or combination of syllables, themselves depicted as a picture or symbol. How the components of a word are drawn inside a cartouche or line can be dictated by aesthetic considerations. Thus, in addition to alternating between ideograms and syllabary, certain languages can have several ways to express the same word. Successfully understanding particularly obscure parts may require a DC 20 Intelligence (History) check.

Obviously, being able to read the words is not enough: one must be able to understand their meaning as well. Every tongue has its own metaphors, metonymies, and assorted typical abbreviations that obscure its meaning. Deciphering such intricacies may require an Intelligence (History) check with a DC ranging from 15 to 25, in the case of deliberately complex or hermetic texts.
Certain mysterious creatures have developed other scripts, mandalas and traces being two examples.

- **Mandalas.** The text takes the form of an ornate circle, which can be made of sticks, stones, flower petals, or, in a grim variant, body parts. The geometrical shapes, the motifs' patterns, the nature of the components, their color… anything can potentially have meaning. Fey peoples make use of this form of communication, though their mandalas are reminiscent of ideograms or syllabic writing. Their texts look like dancing figures, in the shape of circles or spiraling patterns.

- **Traces.** To those unfamiliar with Deep Speech, items bearing "traced texts" might not seem worthy of a second glance. Traces can look like the sinuous lines made by fingers drawn through clay—like the stone memory of the Netherworld's grimlocks—or like the shapes left by waves on the shore of an underground lake. Sometimes, light shining through a crystal or piece of bent glass can also be a message. The common point between all traces is that they are deliberate alterations of a material: cut wood or jewels, diffraction, etc. This script was not designed for humanoid minds: it is an invention of the aboleths that progressively saw use by other species.

Exotic Languages

Exotic languages are spoken by rare, extraordinary creatures described in **Bestiary**. The table below provides an overview of these idioms, their common speakers, and their favored script.

Language	Typical Speakers	Script
Celestial	Celestials	Celestial (hieroglyphs)
Deep Speech	Aboleths, cloakers	Traces
Demonic	Demons	Abjad Kalam (alphabet) with the addition of specific ideograms and accents
Diabolic	Devils	Santak (cuneiform)
Draconic	Dragons, dragonborn	Draconic (ideograms and syllabary)
Primordial	Elementals	Mandalas
Sylvan	Fey creatures	Mandalas
Tumiit	Boreal ruins, storm giants	Tumiit (syllabary)
Undercommon	Netherworld traders	Elvish (with adapted accents and added letters)
Viatic	Formerly used by the Travelers, now unused	Celestial and Draconic hieroglyphs

Archaisms and Forgotten Tongues

It is extremely difficult to decipher writing in a forgotten language: even professional linguists may need decades, or even centuries, to piece together a wholly unknown idiom. To that effect, there exist mainly two techniques, which are compatible:

- **Similar Language.** Ancient languages rarely disappear without a trace. It is generally possible to find speakers who use a similar dialect. Studying their grammar, their syntax, and their lexicon can be the key to distinguishing simple and unambiguous words (man, woman, water, sun, etc.), as well as numbers.
- **Same Text in Several Languages.** When making important addresses, the emperors of old did not communicate them solely to their subjects, usually keeping written records of such announcements in several languages. By picking out recurring words (proper nouns, for example), it can be possible to put together the grammar of the studied tongue.

In either case, the best way to decode an unknown tongue is to have a large number of texts at one's disposal, so as to deduce the meaning of as many words as possible.

How the Exotic Languages Sound

On the next page, you will find individual descriptions of each exotic language, including what they sound like. Only sages know these idioms, which they learn from mentors. In Eana, the uncommon sonorities of exotic tongues will appear in the names of characters, places, artifacts, and sometimes incantations. If you play a warlock character, your connection with your power (the being granting you supernatural abilities) can come up during play via the name of this entity, or through prayers you must perform in its language.

Celestial

This language designates itself as mdw-ntr (pronounced meh-dou net-chair), meaning "the godly words." Celestial is warm, soft, and alluring. It takes a certain mastery to be able to pronounce it correctly and to succeed in giving one's words both the lightness of a feather and the majestic strength of a great raptor.

Deep Speech

An eerie tongue, Deep Speech is a clicking language with unsettling vocalizations that can almost sound like noise. Vibrating, creaking, and trembling sounds complement this mode of communication, making it hard for humanoid vocal cords to mimic.

Demonic

Demonic is a melodic tongue with a strange vocal aesthetic that seems to ring out in multiple echoes. Evil voices in cursed places or on Melancholia might sound similar to polyphonic or diphonic singing. Someone who speaks this tongue sounds like they are speaking in multiple vibrating voices, drawing out certain syllables.

Diabolic

Solemn, regal, and powerful, the Diabolic language seems to have been created to be spoken by emperors. Complex, with elegant, crisp writing, it snaps and rings out like an order, an oath, or a sentence. Depending on the speaker and circumstances, it can sound like a gong, a whiplash, or sometimes the low hissing of a snake moving through sand. Many cannot help but shiver when they hear even just snatches of this tongue.

Draconic

This language has harsh sonorities that may be reminiscent of shouting or growling. It has two main variants: the one spoken by dragons and the one that humanoid people make use of. In their written form, the two are very similar, but when spoken, the dragon variant always sounds more powerful. This is because these creatures are able to pronounce part of their words as infrasounds, meaning that they carry over long distances, similarly to the low, far-reaching rumbling of thunder. In certain cases, a dragon's speech can be heard over several miles. Draconic is the only language to remain perfectly intelligible whether the speaker is whispering or yelling.

Primordial

The primeval language of the spirits of the wild has soft, heady sonorities with mineral accents, reminiscent of wind, echoes, vibrations, and resonances. Each elemental expresses itself in accordance with its nature, be it with the sounds of lapping water or the roaring of flame. However, no matter their mode of vocalization, the breath of life that animates them and connects them with Eana manifests itself in the same way. Learning to speak Primordial means learning to listen to the world.

Sylvan

Sylvan is a whistling tongue that brings to mind the singing of birds and the whisper of the wind through the trees. The vocabulary and grammar of Sylvan has many similarities with Elvish, which is not surprising considering the fey origin of elves. Sylvan speakers are capable of reaching very high tones, sometimes even ultrasounds. It is a common occurrence for humans to remain mystified before the near-inaudible speech of fey beings, while their dogs react with alarm or curiosity.

Undercommon

Undercommon is a hybrid language with elements (vocabulary, syntax, and grammar) cobbled together from Deep Speech, Dwarvish, and Elvish. Its sonorities find their roots in these three tongues, resulting in a heterogeneous mixture in which soft and harsh sounds alternate with clicking syllables. Written Undercommon may appear rather easy to understand, but its oral version is harder to master. The elocution is rapid, with many abbreviations and subtle intonations that give meaning to the message as distinctly as words do. Nonverbal language plays a big part and varies depending on the species. Drow, duergar, and svirfneblin do not always use the same signs. It is not unusual that a particular hand movement or look complements the speech, transmitting nuances to the interlocutor or an additional message to a third party—to suggest a surprise attack, for example.

Secret Languages

Certain social groups make use of particular intricacies of communication to exchange messages whose meaning remains hidden to the uninitiated. Thieves and druids are the prime examples. Their Secret Languages are not actually languages proper, but rather jargons: they use the grammatical structure and part of the lexicon of a language, replacing words and expressions. As such, users of a Secret Language still need a common language to communicate with each other.

A thief of the Free City who exclusively speaks Cyfand will not be able to make herself understood by a foreign thief who only knows Kaani, even if both have mastered thieves' cant.

Thieves' Cant

The lexicon of thieves' cant includes verbs, nouns, and expressions whose purpose is to describe civilized society (guards, burghers, commoners, etc.), dangers (traps, guard dogs, lookouts, etc.), methods of thievery and swindling (with details aplenty), the splitting of loot, and legal punishments. Therefore, one could organize a heist with thieves' cant, but not discuss the finer points of philosophy, for example.

Druidic

The language of druids is more of a poetic technique of expression. It makes use of archaic terms, metaphors, similes, and allegories that refer to a complex cultural body. Apprentices are frequently encouraged to meditate upon myths with several layers of interpretation: historical events, references to the cycles of nature, teachings about Eana, etc. Some of the greatest secrets of druids are hidden inside legends that many bards know and sing to whoever wants to hear them. However, whoever hasn't mastered Druidic will be unable to grasp their full meaning.
To understand the secrets of a myth, poem, or tale newly created in accordance with the codes of druids, someone who speaks Druidic can make an Intelligence (Religion) check. The DC depends on how concentrated and concealed the information is, and can range from 15 to 30.

Reading and Writing

By default, all characters can read and write the languages they are proficient in. This is certainly the most convenient way to handle things, but you may want to use different rules if you wish to depict a universe where the written word is rare and precious. To that effect, you can use the following optional rule:

- You can speak, but not write in the languages you are proficient in, unless you are *learned*.
- You are considered to be learned if you are proficient in at least one of the following skills or tools: Arcana, History, Investigation, Nature, Religion, calligrapher's supplies, forgery kit.
- If you are learned, write "Learned" next to the list of languages you are proficient in.
- If you are learned and proficient in the Performance skill or in a musical instrument, you can read sheet music. Otherwise, you can only learn a tune if you hear it. Write "Sheet music" next to your list of languages if you can read and write music.

Your character can be learned from 1st level or acquire it later by becoming proficient in one of the relevant skills. The phase of your life during which you became learned (whether due to your species, background, or class) will give you an idea of how old you were when you learned to read and write. The skill or tool through which you became learned will also provide context and background information: learning the alphabet from a master forger is not the same as learning it in the course of studious religious classes in a monastery. You can draw from these elements to imagine snippets of your past.

Customization Options

As your character goes on adventures and overcomes challenges, they gain experience, represented by experience points. A character who reaches a specified experience point total advances in capability. This advancement is called **gaining a level**.

When your character gains a level, their class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can't increase an ability score above 20. In addition, every character's proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained. For example, when an 8th-level character increases their Constitution score from 17 to 18, their Constitution modifier increases from +3 to +4. As a consequence, their hit point maximum increases by 8.

The **Character Advancement table** summarizes the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character's class description to see what other improvements you gain at each level.

Character Advancement

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Multiclassing

Multiclassing allows you to gain levels in multiple classes. Doing so lets you mix the abilities of those classes to realize a character concept that might not be reflected in one of the standard class options. With this rule, you have the option of gaining a level in a new class whenever you advance in level, instead of gaining a level in your current class. Your levels in all your classes are added together to determine your character level. For example, if you have three levels in wizard and two in fighter, you're a 5th-level character.

As you advance in levels, you might primarily remain a member of your original class with just a few levels in another class, or you might change course entirely, never looking back at the class you left behind. You might even start progressing in a third or fourth class. Compared to a single-class character of the same level, you'll sacrifice some focus in exchange for versatility.

If your new class gives you access to magic powers, keep in mind that you will only be able to use them if your character has Awakened. Make sure you know what your leader has decided concerning magic and Awakening in their campaign.

Prerequisites

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the **Multiclassing Prerequisites table**. For example, a barbarian who decides to multiclass into the druid class must have both Strength and Wisdom scores of 13 or higher. Without the full training that a beginning character receives, you must be a quick study in your new class, having a natural aptitude that is reflected by higher-than-average ability scores.

Multiclassing Prerequisites

Class	Ability Score Minimum
Barbarian	Strength 13
Bard	Charisma 13
Cleric	Wisdom 13
Druid	Wisdom 13
Fighter	Strength 13 or Dexterity 13
Monk	Dexterity 13 and Wisdom 13
Paladin	Strength 13 and Charisma 13
Ranger	Dexterity 13 and Wisdom 13
Rogue	Dexterity 13
Scholar	Intelligence 13
Sorcerer	Charisma 13
Warlock	Charisma 13
Wizard	Intelligence 13

Planning Your Next Level

To become a wizard, you have to study magical arts; to become a monk, you have to learn meditation, etc. If you use the optional rule, you must let your leader know in advance of your plans for your character's next level. This will determine what your character will train for and what they will dedicate themselves to. Accordingly, your leader will be able to make your projects part of your party's overall adventure, in the form of dramatic events that will contribute to the atmosphere of the game.

Jasna is a 1st-level fighter. For Jasna's 2nd level, her player wishes for her to become a 1st-level cleric of Blacksmith, Awakening to newfound divine powers. From Jasna's creation, her player tells the leader about her intent. She does so secretly, as she wants to keep it a surprise for her fellow players.

The player and leader review the prerequisites for multiclassing into a cleric and agree on a setup for the adventuress's epiphany. Jasna having a Wisdom of 14, she qualifies for multiclassing into a cleric. Every day, the fighter prays to Blacksmith, dedicating her battles to him and striving to abide by his tenets. Finally, the player prepares her list of cleric spells in advance, for convenience.

Meanwhile, the leader is planning the next steps of her players' adventures, taking into account the upcoming divine intervention. The goal here is to surprise the other players with the sudden revelation that Jasna is able to use magic. Since the leader has opted to have the PCs be Awakened from creation, Jasna will be able to use her powers as soon as she gains her first cleric level.

During a particularly dangerous fight, the leader describes the fighter's sudden exalted look, the powerful aura that seems to surround her like the blast of a furnace... The player casts her first spell, striking down a powerful monster in front of her puzzled comrades who immediately start conjecturing about what has happened. Has she multiclassed into a wizard? A cleric? Most likely a cleric, but of which divinity and which domain? All these questions and guesses highlight Jasna's multiclassing and give her some time in the spotlight, stressing the importance of her vocation.

Experience Points

As shown in the **Character Advancement table** at the beginning of this chapter, the experience point cost to gain a level is always based on your total character level, not your level in a particular class. So, if you are a cleric 6/fighter 1, you must gain enough XP to reach 8th level before you can take your second level as a fighter or your seventh level as a cleric.

Hit Points and Hit Dice

You gain the hit points from your new class as described for levels after 1st. You gain the 1st-level hit points for a class only when you are a 1st-level character.

You add together the Hit Dice granted by all your classes to form your pool of Hit Dice. If the Hit Dice are the same die type, you can simply pool them together. For example, both the fighter and the paladin have a d10, so if you are a paladin 5/fighter 5, you have ten d10 Hit Dice. If your classes give you Hit Dice of different types, keep track of them separately. If you are a paladin 5/cleric 5, for example, you have five d10 Hit Dice and five d8 Hit Dice.

Proficiency Bonus

As shown in the **Character Advancement table** at the beginning of this chapter, your proficiency bonus is always based on your total character level, not your level in a particular class. For example, if you are a fighter 3/rogue 2, you have the proficiency bonus of a 5th-level character, which is +3.

Proficiencies

When you gain a level in a class other than your first, you gain only some of that class's starting proficiencies, as shown in the **Multiclassing Proficiencies table**.

Multiclassing Proficiencies

Class	Proficiencies Gained
Barbarian	Shields, simple weapons, martial weapons
Bard	Light armor, one skill of your choice, one musical instrument of your choice
Cleric	Light armor, medium armor, shields
Druid	Light armor, medium armor, shields (druids will not wear armor or use shields made of metal)
Fighter	Light armor, medium armor, shields, simple weapons, martial weapons
Monk	Simple weapons, shortswords
Paladin	Light armor, medium armor, shields, simple weapons, martial weapons
Ranger	Light armor, medium armor, shields, simple weapons, martial weapons, one skill from the class's skill list
Rogue	Light armor, one skill from the class's skill list, thieves' tools
Scholar	—
Sorcerer	—
Warlock	Light armor, simple weapons
Wizard	—

Class Features

When you gain a new level in a class, you get its features for that level. You don't, however, receive the class's starting equipment, and a few features have additional rules when you're multiclassing: Channel Divinity, Extra Attack, Unarmored Defense, and Spellcasting.

Channel Divinity

If you already have the Channel Divinity feature and gain a level in a class that also grants the feature, you gain the Channel Divinity effects granted by that class, but getting the feature again doesn't give you an additional use of it. You gain additional uses only when you reach a class level that explicitly grants them to you. For example, if you are a cleric 6/paladin 4, you can use Channel Divinity twice between rests because you are high enough level in the cleric class to have more uses. Whenever you use the feature, you can choose any of the Channel Divinity effects available to you from your two classes.

Extra Attack

If you gain the Extra Attack class feature from more than one class, the features don't add together. You can't make more than two attacks with this feature unless it says you do (as the fighter's version of Extra Attack does). Similarly, the warlock's eldritch invocation Thirsting Blade doesn't give you additional attacks if you also have Extra Attack.

Unarmored Defense

If you already have the Unarmored Defense feature, you can't gain it again from another class.

Spellcasting

Your capacity for spellcasting depends partly on your combined levels in all your spellcasting classes and partly on your individual levels in those classes. It also depends on whether your character is Awakened. Once you have the Spellcasting feature from more than one class, use the rules below. If you multiclass but have the Spellcasting feature from only one class, you follow the rules as described in that class.

Spells Known and Prepared. You determine what spells you know and can prepare for each class individually, as if you were a single-classed member of that class. If you are a ranger 4/wizard 3, for example, you know three 1st-level ranger spells based on your levels in the ranger class. As 3rd-level wizard, you know three wizard cantrips, and your spellbook contains ten wizard spells, two of which (the two you gained when you reached 3rd level as a wizard) can be 2nd-level spells. If your Intelligence is 16, you can prepare six wizard spells from your spellbook.

Each spell you know and prepare is associated with one of your classes, and you use the spellcasting ability of that class when you cast the spell. Similarly, a spellcasting focus, such as a holy symbol, can be used only for the spells from the class associated with that focus.

Cantrips become more powerful at certain levels. This progression is based on your total character level, not your level in a particular class.

Spell Slots. You determine your available spell slots by adding together all your levels in the bard, cleric, druid, sorcerer, and wizard classes, and half your levels (rounded down) in the paladin and ranger classes. Use this total to determine your spell slots by consulting the **Multiclass Spellcaster table**. If you have more than one spellcasting class, this table might give you spell slots of a level that is higher than the spells you know or can prepare. You can use those slots, but only to cast your lower-level spells. If a lower level spell that you cast, like *burning hands*, has an enhanced effect when cast using a higher-level slot, you can use the enhanced effect, even though you don't have any spells of that higher level.

For example, if you are the aforementioned ranger 4/ wizard 3, you count as a 5th-level character when determining your spell slots: you have four 1st-level slots, three 2nd-level slots, and two 3rd-level slots. However, you don't know any 3rd-level spells, nor do you know any 2nd-level ranger spells. You can use the spell slots of those levels to cast the spells you do know—and potentially enhance their effects.

Multiclass Spellcaster: Spell Slots per Spell Level

Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	2	—	—	—	—	—	—	—	—
2nd	3	—	—	—	—	—	—	—	—
3rd	4	2	—	—	—	—	—	—	—
4th	4	3	—	—	—	—	—	—	—
5th	4	3	2	—	—	—	—	—	—
6th	4	3	3	—	—	—	—	—	—
7th	4	3	3	1	—	—	—	—	—
8th	4	3	3	2	—	—	—	—	—
9th	4	3	3	3	1	—	—	—	—
10th	4	3	3	3	2	—	—	—	—
11th	4	3	3	3	2	1	—	—	—
12th	4	3	3	3	2	1	—	—	—
13th	4	3	3	3	2	1	1	—	—
14th	4	3	3	3	2	1	1	—	—
15th	4	3	3	3	2	1	1	1	—
16th	4	3	3	3	2	1	1	1	—
17th	4	3	3	3	2	1	1	1	1
18th	4	3	3	3	3	1	1	1	1
19th	4	3	3	3	3	2	1	1	1
20th	4	3	3	3	3	2	2	1	1

Pact Magic. If you have both the Spellcasting class feature and the Pact Magic class feature from the warlock class, you can use the spell slots you gain from the Pact Magic feature to cast spells you know or have prepared from classes with the Spellcasting class feature, and you can use the spell slots you gain from the Spellcasting class feature to cast warlock spells you know.

Feats

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Gladiator feat requires you to have a Constitution of 13 or higher. If your Constitution is reduced below 13 somehow—perhaps by a withering curse—you can't benefit from the Gladiator feat until your Constitution is restored.

Certain feats require your character to be Awakened to use them. Such feats are prefaced with the following symbol:

Planning Your Feats

The optional rule on Planning Your Next Level can also apply to feats: you can take note of the feats you are most likely to acquire and give the resulting list to your leader. Then, as you portray your character, you can give them habits and attitudes that will match the feat's description and will justify your character acquiring it. This will put the gained feat in a particular light, tying it all the more strongly to your character and resulting in engaging scenes in the course of the game.

If you want to gain the Talent feat to become proficient in social skills like Deception, Insight, and Persuasion, you might show your character's interest in these domains by having them spend time in taverns or by portraying them attempting to seduce NPCs that you meet. As such, the Talent feat becomes related to societal ease, making it a sort of "Smooth Talker" variant feat, which will certainly be very different from another version of the Talent feat taken by another character.

Ambidextrous

Prerequisite: Extra Attack class feature

When you fight with two weapons, your martial skill enables you to perform deadly maneuvers, relentlessly assaulting your opponents. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- **Extra Strike.** When you are wielding a light melee weapon in each hand and take the Attack action, you can use a bonus action to attack twice with your second weapon instead of once (see the **Combat chapter: Making an Attack**).
- **Double Strike.** When you are wielding a light melee weapon in each hand and have advantage on your attack rolls against a creature, if you make a successful weapon attack against this creature and the lower of the two dice would have been sufficient to hit, you can immediately use your reaction to add the damage of your second weapon to your attack. Your ability modifier does not apply to this additional damage unless you have the Two-Weapon Fighting class feature.

Your character is wielding a scimitar and a shortsword and is making a scimitar attack with advantage. You need to roll 12 or more to hit. You roll 17 and 14, meaning that in addition to your scimitar's damage, you can use your reaction to deal the damage of your shortsword.

Animal Companion

Prerequisite: proficiency in the Animal Handling skill

You can forge a deep bond with an animal, to the point that it will be ready to die for you.

You can lure an animal from the following list: ape, black bear, boar, panther, or wolf. Your leader can authorize other creatures, but they must be small or medium beasts with a challenge rating of 1/2 or lower. You must be in an environment suitable to the chosen animal. Unless circumstances do not permit it, the animal behaves toward you in a friendly manner and follows you curiously. If you treat it well for one week, it draws closer to you, faithfully accompanying you and obeying your instructions like a very well trained dog.

Your contact with your animal companion makes it better, increasing its Intelligence to 4 if it was initially lower. Its maximum hit points become equal to half of yours, unless they are higher. Any change to your maximum hit points is reflected on your animal companion, in accordance with the same formula.

In combat, the animal follows your instructions (provided they remain simple and understandable for a highly intelligent animal) and has its own initiative. As long as you are conscious, you can see it, and it can see you, you decide how your animal companion uses its movement, action, and reaction. Otherwise, it acts in the manner most appropriate to its nature and to the circumstances. Since it must dedicate part of its attention to your commands, it cannot make more than one attack on its game turn.

You cannot have more than one animal companion at the same time. If your animal companion dies or runs away because you treat it poorly or stop paying attention to it, you can start the bonding process again with another suitable animal.

Archivist

You have learned to organize your notes and data in very ingenious ways, granting you the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check, you have advantage on this check if you spend at least 1 minute reading your notes and gathering your memories. You can use this benefit only once on the same subject, and only if you haven't already used the benefit below on this subject.
- Whenever you make an Intelligence (Arcana, History, Nature, or Religion) check during a short rest, you can forsake your roll to instead resolve your check as if you had rolled a 15. You can use this benefit only once on the same subject.

Barfly

As someone used to the rowdiness of nocturnal life and drinking establishments, you have developed the following benefits:

- When you are **poisoned**, you do not have disadvantage on attack rolls, and you have advantage on saving throws against being **frightened**.
- You have advantage on ability checks associated with gambling games.
- Mist and fog, magical or not, hamper your vision less than normal. You suffer no negative effects from a lightly obscured area, and a heavily obscured area only gives you disadvantage on Wisdom (Perception) checks that rely on sight.
- You are a veritable night owl, with the vision to match. You gain darkvision out to a range of 30 feet. If you already have darkvision, its range increases by 30 feet.
- You have advantage on Wisdom (Perception) checks contested by a Dexterity (Sleight of Hand) or Dexterity (Stealth) check.

Breather

Whether out of a survival instinct, personal pride, or desperate strength, you can find renewed energy when you are on the ropes.

Whenever your current hit points are below half your maximum, you gain the following benefits when you take the Dodge action, in addition to the normal effects:

- You can immediately spend any number of Hit Dice and regain hit points in accordance with the short rest rules (see the **Adventuring chapter**).
- You have advantage on all your saving throws (not just Dexterity saving throws) until the start of your next turn.
- You have resistance against all damage until the start of your next turn.
- You can take the Search action (see the **Combat chapter: Actions in Combat**) at no cost.

Devastating Criticals

Whenever you score a critical hit, remove one die from the total damage and instead add the maximum result of the removed die.

If you score a critical hit with a two-handed sword, instead of rolling 4d6, you roll 3d6 and add 6.

Additionally, whenever you score a critical hit, roll on the following table. The effect is added to the normal effects of the critical hit.

d20	Additional effect
1-5	None.
6	Every friendly creature that can see you can use their reaction to make a melee attack.
7	Your target is **stunned** until the end of your next turn.
8	Your target is **blinded** until the end of your next turn.
9	Your target falls **prone**.
10	Your target is **frightened** of you until the end of your next turn.
11	Every ally of your target that can see you is **frightened** of you until the end of your next turn.
12	Your target is **paralyzed** until the end of your next turn.
13	Your speed is doubled until the end of your next turn.
14	Your target takes additional damage equal to a successful hit from your weapon.
15	Your target is **restrained** until the end of your next turn.
16	Your target is **unconscious** until the end of your next turn.
17	Your target is **incapacitated** until the end of your next turn.
18	You have advantage on attack rolls, saving throws, and ability checks until the end of your next turn.
19	You gain 10 temporary hit points.
20	You immediately gain the effects of a short rest, including the possibility to spend Hit Dice.

Elemental Inurement

Prerequisite: Constitution or Charisma 13 or higher

For a long time, you have been exposed to a hostile element, for example by living in a polar region. After years of enduring this element, you have become exceptionally—and perhaps supernaturally—resistant to it.

- Increase your Constitution or Charisma score by 1, to a maximum of 20.
- Choose a type of damage from the following: acid, cold, fire, lightning, or thunder. You have resistance against this type of damage.

You can take this feat several times, with a different type of damage every time.

Fast as Lightning

Your reflexes are exceptionally sharp and quick, granting you the following benefits:

- You can use two reactions between the start of your turn and the start of your next turn. However, these two reactions cannot be used to activate the same effect twice. For example, you cannot make two opportunity attacks within the same round, and a rogue with Uncanny Dodge cannot use it more than once within the same round.
- Whenever you fail a Dexterity saving throw, you can immediately use a reaction to reroll this saving throw. The result of the second roll replaces the first.

Fate Nudge

You have a particular connection with the moon Eternity, allowing you to alter a being's fate to a limited extent:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- **Prognostication.** At the start of your turn, you can roll a d20 and designate a creature. Until the start of your next turn, the next time the targeted creature rolls a d20, no die is rolled, and the result of your initial roll is used instead. If no roll has been made when the start of your next turn comes, this benefit has no effect. Once you have used this benefit, you cannot use it again until you finish a short or long rest.

Ghastly Vigor

Prerequisite: The ability to cast at least one spell

The presence of death focuses your abilities. You gain the following benefits:

- Increase the score of your spellcasting ability by 1, to a maximum of 20.
- **Necromantic Surge.** Whenever a creature of at least small size that you can see is reduced to 0 hit points within 30 feet of you, you can immediately use your reaction to either cast a cantrip you know or recover a number of hit points equal to triple your proficiency bonus. This does not apply if the creature reduced to 0 hit points is undead or a construct.

Gladiator

Prerequisite: Constitution 13 or higher

You have fought for years and endured your fair share of punishment, making you tough as nails.

- Increase your Constitution score by 1, to a maximum of 20.
- Choose a type of damage from the following: bludgeoning, piercing, or slashing. You have resistance against this type of damage.

You can take this feat several times, with a different type of damage every time.

Hardy

Your uncommon vitality grants you the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You have a +2 bonus to Constitution checks and Constitution saving throws.
- Your death saving throws are successful on a roll of 8 or higher.

Harpooner

You can add a rope to your throwing weapons to recover them on the battlefield and make particularly vicious attacks.

When you make a ranged attack using a weapon with the thrown property and without the finesse property, you can add your Dexterity modifier to the damage roll in addition to your Strength modifier. Moreover, as a bonus action, you can bring the weapon back to your hand.

Alternatively, if your thrown weapon deals piercing damage, you can use your bonus action to harpoon your target instead of recovering your weapon. The target of your harpooning must be no more than one size larger than you. Make a Strength check contested by the target's Strength or Dexterity (target's choice). If you succeed, the target is **grappled** (see the **Conditions chapter**). The target can escape the grapple as normal (see the **Grappling section of the Combat chapter: Making an Attack**). The rope can also be attacked (AC 12; hp 5; immunity to bludgeoning, poison, and psychic damage) to end the grapple. As long as a creature is harpooned and you hold the strap tied to the weapon's rope, you can automatically make a successful harpoon attack as an action. Finally, instead of using the normal rules for moving a grappled creature, you can forsake your movement to draw a harpooned creature toward you up to half your speed.

Herbalist

You gain proficiency with the herbalism kit. You have advantage on ability checks associated with the herbalism kit and on any check to find or gather plants that can be used to concoct medicinal or magic potions.

In addition, you are able to prepare special brews, similar to magic potions with a limited duration. To find the necessary plants and ingredients, you must spend an hour in nature and make a Wisdom (Survival) or Intelligence (Nature) check (your choice). The DC for this check is included in the table below, which lists the brews you can make. To be suitable for the brew, the plants must have been freshly picked (less than 8 hours ago).

Preparing the brew requires 1 hour and a herbalism kit check (see the DC below). If you fail, the ingredients are lost. If you succeed, you obtain the equivalent of the chosen magic potion, with the exception that it must be drunk within the next 24 hours or lose its potency.

Equivalent potion	DC to find the plants	DC to make the brew
Potion of Climbing	10	12
Potion of Greater Healing	12	15
Potion of Growth	12	15
Potion of Healing	10	12
Potion of Invisibility	18	25
Potion of Mind Reading	15	20
Potion of Resistance*	15	20
Potion of Superior Healing	15	20
Potion of Water Breathing	12	15

* You must decide the type of damage the potion will grant resistance to (see the **description of this potion in ARCANA**) from the moment you start gathering the necessary ingredients. Ask your leader for more information concerning the listed potions. In addition, your leader may allow you to prepare other brews replicating the effects of other potions. The associated DC can be determined with the following scale as a basis: *common potions*: 10 to find and 12 to prepare; *uncommon potions*: 12 and 15; *rare potions*: 15 and 20; *very rare potions*: 18 and 25; *legendary potions*: 20 and 30.

Heroic

When push comes to shove, you can draw from your innermost resources, pushing yourself beyond your ordinary limits.

You have **3 heroism points**. You can spend them at any time to gain the following benefits:

- When you make an ability check, saving throw, or attack roll, instead of rolling the d20, spend 1 heroism point to resolve the roll as if you had rolled a 12. Alternately, spend 2 heroism points to resolve the roll as if you had rolled a 15. At an additional cost of 1 heroism point, you can use either of these benefits after you have rolled the d20, thus replacing your initial roll.
- Spend 2 heroism points to turn a successful attack roll into a critical hit.
- Spend 1 heroism point to give disadvantage to all attacks against you for 1 round.
- Spend 1 heroism point to make a creature reroll an attack against you, then choose which roll applies.
- Spend 1 heroism point to double your speed for 1 round.
- Spend 1 heroism point to gain proficiency in a skill or tool for 1 round. You can spend 1 additional point to extend that duration to 1 minute.
- Spend 1 heroism point to immediately spend 1 Hit Die and regain hit points in accordance with the short rest rules (see the **Adventuring chapter**).
- Spend 2 heroism points to remove a level of exhaustion. You regain your expended heroism points when you finish a long rest.

Invigorating Abjuration

Prerequisite: The ability to cast at least one spell

You are able to mold the essence of your protective spells to fill yourself with vigor.

- Increase the score of your spellcasting ability by 1, to a maximum of 20.
- Whenever you cast an abjuration spell of 1st level or higher, you gain a number of temporary hit points equal to twice the level of the spell slot used.

Irrepressible

You are not one to be deterred by adversity. On the contrary, ordeals steel your resolve.

- Increase your Wisdom score by 1, to a maximum of 20.
- Whenever you roll a 1 on an attack roll or saving throw, and whenever a creature scores a critical hit against you, you immediately gain a number of temporary hit points equal to your level. This can only apply in stressful situations. If this occurs when you are in absolutely no danger (such as when training or partaking in friendly competition), the leader can veto the use of this benefit.

Knife Thrower

Your ease and accuracy with small projectiles is such that you gain the following benefits when you make a ranged attack using a weapon with the finesse and thrown properties:

- As a bonus action, you can make another ranged attack using a weapon with the finesse and thrown properties.
- Your attacks ignore half cover and three-quarters cover.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

Magical Reminiscence

Prerequisite: The ability to cast at least one spell

In a pinch, you can strain yourself to recall one of your latent spells to your mind. You gain the following benefits:

- Increase the score of your spellcasting ability by 1, to a maximum of 20.
- At any time, you can add a spell to your list of prepared spells (no action required). This spell must be among the spells you know (spellbook for wizards, class list for other classes). You can then cast the added spell normally, by spending the necessary casting time, components, and spell slot. This benefit lasts until you finish a long rest. Every time you use this benefit, you take a level of exhaustion.

Magic Catalyst

Prerequisite: The ability to cast at least one spell

You have learned to harness hostile magical energies to fuel your own spells.

Whenever you take damage from a spell, you can recover a spell slot of a level equal to or below one tenth of the effective damage taken (rounded down). If you have no spell slot to recover, you gain no benefit.

Magic Collector

You can attune to a maximum of five magic items instead of three. In addition, you are not restricted by the conditions of magic items in regard to class, species, and level.

Marksman

As a condition for making use of this feat, you must forsake your movement on this turn. Whenever you take the Attack action with a ranged weapon against a target that you can see, you can use a bonus action to gain one of the following benefits:

- **Focus:** You cannot have disadvantage to your attack, unless you have disadvantage from multiple sources at the same time. Additionally, your attack ignores half cover and three-quarters cover.
- **Take Aim:** If your attack is successful, add a +2 bonus to the damage. In addition, your attack scores a critical hit on a roll of 19 or 20.

Master Poisoner

Your expertise in toxicology grants you the following benefits:

- Increase your Dexterity or Intelligence score by 1, to a maximum of 20.
- You gain proficiency with the poisoner's kit. You have advantage on ability checks associated with the poisoner's kit.
- As an action, you can automatically detect the presence of any nonmagical poison within 5 feet of you that you can see or smell.
- You can dedicate 1 hour to improving an existing poison. This requires you to have a poisoner's kit and to spend 10% of the poison's initial value in special ingredients. Improving a poison increases its DC by your proficiency bonus. You can improve the same poison only once.
- When you fail a saving throw against a poison, you can use your reaction to reroll it. The result of the second roll replaces the first.

Mixed Success

You can snatch success from the jaws of failure, though not without risk.

Whenever you make an attack with disadvantage and miss, but the result of the higher die would have been sufficient to hit your target, you can turn this failed attack into a successful one. However, you suffer a consequence. Resolve the successful attack normally, then roll on the following table. If, for any reason, the consequence cannot apply, nothing happens:

d10	Consequence
1	You deal yourself as much damage as your target.
2	All creatures within 5 feet of you can make an opportunity attack against you.
3	You take a level of exhaustion.
4	Your weapon drops from your hands, falling in a randomly determined space within 10 feet of you.
5	You fall **prone**.
6	You are **restrained** for 1 round.
7	You are **incapacitated** for 1 round.
8	You lose your concentration.
9	You cry out.
10	No consequence this time!

Nimble Fingers

You are particularly quick and skilled with your hands, granting you the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- You gain a +2 bonus to Dexterity (Sleight of Hand) checks, as well as to checks to pick locks, craft, arm, or disarm a trap, tie up a creature or object, and any other non-combat action that calls upon your fine motor skills (at the leader's discretion).

Ogre Grip

Prerequisites: Strength 15 or higher, medium size or higher

The tremendous strength of your grip grants you the following benefits:

- You have advantage on Strength checks to grapple or shove a creature (see the **Grappling and Shoving a Creature sections from the Combat chapter: Making an Attack**).
- Any weapon that does not have the heavy property has the light property when you wield it.
- You can wield a weapon with the two-handed property in one hand, in which case you must apply a -1 penalty to the damage of this weapon.
- Whenever you wield a weapon with the two-handed or versatile property in two hands, you add a bonus equal to half your Strength modifier (rounded down) to the damage of this weapon.

Opportunist

You can take advantage of the slightest diversion in the midst of action. When a creature that you can see within 30 feet of you is reduced to 0 hit points or takes a critical hit, you can use your reaction to move up to your speed and take an action from the following: Dodge, Help, Hide, Search, or Use an Object.

Paragon

You are a source of inspiration to your comrades in arms.

- Increase an ability score of your choice by 1, to a maximum of 20.
- When you score a critical hit or reduce a creature to 0 hit points, all friendly creatures who can see you within 30 feet of you immediately gain temporary hit points equal to your proficiency bonus + your Charisma modifier (minimum of 1).

Pincer Attack

You know how to take advantage of your allies' presence to hit your enemies where they least expect it.

On your turn, whenever you make a melee attack against a creature and a non-**incapacitated** ally of yours is within 5 feet of your target, you can use a bonus action to gain advantage on the attack roll. If this attack is successful, add your proficiency bonus to the damage.

Protective Transmutation

Prerequisite: The ability to cast at least one spell

You are able to use your magic to bolster yourself against assaults. You gain the following benefits:

- Increase the score of your spellcasting ability by 1, to a maximum of 20.
- **Reactive Shell.** When you are about to take damage, you can use your reaction before the damage is rolled to expend a spell slot and gain resistance to the type of the incoming damage until the start of your next turn. If you expend a spell slot of 5th level or higher, you instead gain immunity to this type of damage until the start of your next turn.

Rampage

Hordes of enemies fall before you like bowling pins. When you reduce a creature to 0 hit points with a weapon melee attack, you gain one extra attack until the end of your turn. You cannot gain a number of extra attacks from this feat higher than your proficiency bonus on the same turn.

Rescuer

You are extensively trained in battlefield medicine, capable of administering healing with speed and aplomb. You gain the following benefits:

- On your turn, whenever you provide medical care to a creature other than yourself, your movement does not provoke opportunity attacks and you gain temporary hit points equal to your proficiency bonus. This benefit only applies once per turn.
- Whenever a friendly creature takes a critical hit or is reduced to 0 hit points, you can use your reaction to move up to your speed toward this creature. This movement does not provoke opportunity attacks.
- Whenever you use a healer's kit or make a Wisdom (Medicine) check to stabilize a creature, you can do so with a bonus action instead of an action.
- You have advantage on Wisdom (Medicine) checks to stabilize a creature.

Scorching Sun Warrior

You have learned to fight in a country where the weather is so hot that wearing armor can be not only unpleasant, but even life-threatening.
You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain proficiency with shields.
- You gain the Unarmored Defense feature: while you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.

Shield Bearer

You are a fearsome foe with a shield, capable of skillfully protecting yourself and striking back at your enemies.
As long as you are equipped with a shield, you gain the following benefits:

- If you do not move during your turn, you gain half cover (see the **Combat chapter: Cover**) until the start of your next turn. This benefit does not apply if you are **incapacitated**.
- Whenever a creature misses you with a melee attack, you can use your reaction to automatically deal your attacker bludgeoning damage equal to 1d6 + your Strength modifier.

Slippery

You can duck and weave between blows and obstacles, granting you the following benefits:

- When you are the target of an opportunity attack, you have resistance against the resulting damage.
- You have advantage on rolls to escape being **grappled** or **restrained** by a creature.
- When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn.
- You can squeeze into a smaller space (see the **Combat chapter**) with no ill effects.
- Moving through a nonhostile creature's space costs you no extra movement.
- You can attempt to move through the space of a creature whose size should normally prevent you from doing so. Make a contested Dexterity (Acrobatics) check. If you are successful, you can move through the creature's space (it is still considered difficult terrain) and your movement does not provoke opportunity attacks from that creature until the end of your turn.

Smooth Grappler

Your knowledge of leverage and pressure points enables you to take advantage of your opponents' weight and momentum to efficiently wrestle them and throw them down, granting you the following benefits:

- You can make a Dexterity (Athletics) check instead of a Strength (Athletics) check when grappling or shoving a creature (see the **Grappling and Shoving a Creature sections from the Combat chapter: Making an Attack**).
- Once per turn, when you make a successful unarmed strike, you can immediately use your reaction to attempt to grapple or shove the target of your attack.

Staggering Strikes

The blows you deal are so spectacular that they can overpower your enemies.

Whenever you make a weapon attack with advantage and the result of the lower die would have been sufficient to hit your target, or you score a critical hit with a weapon attack, the target suffers one of the following effects, depending on the weapon's damage type:

- Bludgeoning: the target is pushed 10 feet away from you or falls **prone** (your choice).
- Piercing: the target is **restrained** until the start of your next turn.
- Slashing: the target is **incapacitated** until the start of your next turn.

Steadfast

Thanks to your experience, faith, or self-confidence, you are able to overcome ordeals that would break a weaker mind.

You have advantage on saving throws against attempts to **charm** or **frighten** you, and against effects that might result in madness or corruption.

Swift

Your astounding alacrity and fluid movements grant you the following benefits:

- Your speed increases by 10 feet.
- Drinking the contents of a vial costs you no action (this benefit can be used only once per round, and only on your turn).
- You ignore the loading property of weapons.
- When you are **prone**, standing up uses only 5 feet of your movement.

Talent

When you select this feat, you get 4 points, which you must spend to purchase the benefits of your choice (see below). This feat can be chosen multiple times. 1-point benefits can be purchased multiple times, while the same 2-point benefit can be purchased only twice. Unspent points are lost: they cannot be kept in anticipation of another acquisition of this feat. The purchase of any benefit must be approved by your leader, who may require your character to train accordingly, for example with a mentor.

1-point benefits:

- Proficiency in 1 skill.
- Proficiency in 1 tool.
- 2 standard languages.
- Proficiency with 1 type of weapon (must be a precise category: "shortswords" or "two-handed swords" is valid, but "swords" isn't).

2-point benefits:

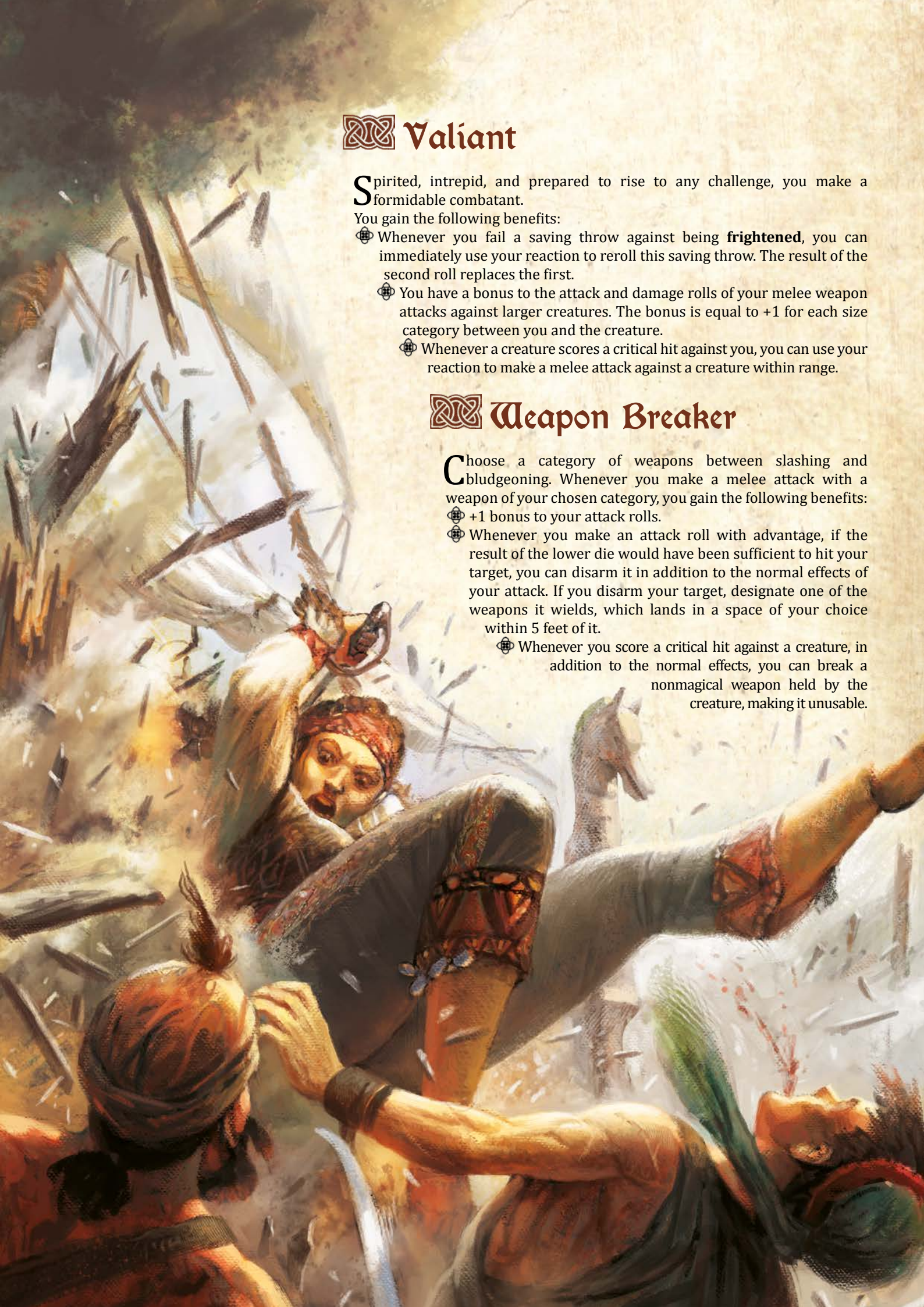
- Proficiency in 1 type of saving throw.
- 1 exotic language.
- Increase an ability score of your choice by 1, to a maximum of 20.
- Proficiency with 1 type of armor (light, medium, or heavy). Gaining proficiency with medium armor requires you to be proficient with light armor, and gaining proficiency with heavy armor requires you to be proficient with medium armor. Proficiency with medium armor includes proficiency with shields.
- 1 expertise: choose a skill or tool you are proficient in. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.
- +1 bonus to attack rolls with a type of weapon (must be a precise category: "shortswords" or "two-handed swords" is valid, but "swords" isn't).
- Learn 2 cantrips of your choice from any class. Your spellcasting ability for these cantrips is that of the related class (see the **Classes chapter**), and their spell save DC and spell attack modifier are calculated accordingly.

Unrelenting Caster

Prerequisite: The ability to cast at least one spell

Whoever resists your spell is in for a demonstration of your tenacity.

- Increase the score of your spellcasting ability by 1, to a maximum of 20.
- Whenever you cast a spell of 1st level or higher and fail to affect any creature, you can immediately cast a cantrip you know. This benefit does not apply if a target makes a successful saving throw but still takes damage, a condition, or any other negative effect from your spell.



Valiant

Spirited, intrepid, and prepared to rise to any challenge, you make a formidable combatant.

You gain the following benefits:

- Whenever you fail a saving throw against being **frightened**, you can immediately use your reaction to reroll this saving throw. The result of the second roll replaces the first.
- You have a bonus to the attack and damage rolls of your melee weapon attacks against larger creatures. The bonus is equal to +1 for each size category between you and the creature.
- Whenever a creature scores a critical hit against you, you can use your reaction to make a melee attack against a creature within range.

Weapon Breaker

Choose a category of weapons between slashing and bludgeoning. Whenever you make a melee attack with a weapon of your chosen category, you gain the following benefits:

- +1 bonus to your attack rolls.
- Whenever you make an attack roll with advantage, if the result of the lower die would have been sufficient to hit your target, you can disarm it in addition to the normal effects of your attack. If you disarm your target, designate one of the weapons it wields, which lands in a space of your choice within 5 feet of it.
- Whenever you score a critical hit against a creature, in addition to the normal effects, you can break a nonmagical weapon held by the creature, making it unusable.

Part Two

Daily Life

Trading goods, spending one's hard-earned coin, tending to one's needs, and gearing up in preparation for the next expedition are part of the daily lives of all adventurers. The second part of **Adventurers** *covers these everyday aspects.*

- **Trade.** This chapter details the main three currencies used in Eana: barter goods, coins, and jewels.
- **Lifestyle.** Your character's daily expenses define their lifestyle, which determines the extent of their amenities and their social standing.
- **Resources.** This chapter covers the various ways your character can earn money to finance their projects, buy equipment, acquire rare or expensive reagents, etc.
- **Services.** Your character may require the services of NPCs to carry out their plans. This chapter details a few of the services accessible to your character.
- **Equipment.** This chapter lists the equipment your character may obtain or find in the course of their adventures.

Trade

In Eana, trade used to be traditionally based on barter but, over centuries, a monetary system took shape. Essentially divided into three types of coin, this system spread and became the norm in most of Cyfandir. In other parts of the world, gemstones and jewels remain the most common currency.

Bartering

In regions where coin is uncommon, the dominant trade system is barter, which can take two forms:

- **Systematic Negotiation.** The law of supply and demand in its purest expression: "I have an earthenware set and you have fox pelts. How much do I need your furs? How much do you need my crockery?" The value of the goods varies depending on the buyer's need and urgency. Natives from uncivilized lands sometimes get swindled by adventurers, but most often, the latter find themselves dealing with patient negotiators who know what their wares are worth and drive a hard bargain.

- **Reference Good.** A reference good is a sort of proto-currency, a semi-nonperishable commodity whose value is commonly recognized. It can be precious seashells, salt blocks (of about one pound), or cattle. In regions where such references are used, it is possible to roughly determine exchange rates. For example, a sword may be worth 300 pounds of salt, 15 precious seashells, or 1 ox. For adventurers, the difficulty will then lie in finding suitable commodities to use as references, not to mention having the time to negotiate deals that are halfway between pure bartering and trade with reference goods being used as standards.

  The **Equipment chapter** provides indicative prices for common commodities (see the **Overview of the Price of Trade Goods section**). The listed prices are those in use in the region of the Free City. Keep in mind that these numbers can vary greatly from one region to another, depending on how rare the merchandise is and on how much value the local populations give it.

Setting Foot in the World-City

A group of armed young ones walked into the Free City, entering from the Great Wyrm's Gate located at the north of the town. They could not help but look everywhere above and around them, turning their heads this way and that and, on more than one occasion, coming close to colliding with the denizens of the suburbs who had no time to squander marveling at things they were already familiar with. The Drakenbergen's highway connected the World-City with the dwarven kingdoms, and the bustling metropolis stood in stark contrast to the quiet countryside.

Travelers who had ventured into the mountains usually came back this way. They could have piled into the heavy flat-bottomed barges that floated in from the Oozing Gate, but most of them didn't, which suited Baldine perfectly, as this location was a much more pleasant one to wait for clients. She left a copper on the counter, waved the other patrons goodbye, and promptly hailed her clients—even if they didn't know it yet.

"Greetings, adventurers! I am Baldine, guide to the Free City, at your service! I can see that you are in need of skilled assistance. Allow me to introduce you to the secrets of our fair capital, filled with good folks, rumors, and treasures!" she finished with a stylish bow.

The halfling clad in red did not falter in the face of the newcomers' reluctance. A glance at their equipment was enough to give her an idea of the kind of people they were. Towering above the rest of the group stood a hulking barbarian from the Septentrion, sporting a fur cloak that she had most probably earned herself. She was watching the others, as if to communicate that situations like this were outside her skill set. Their guide through the wild lands was a brown-haired human, not unpleasant to look at, but obviously as untalkative as most rangers. Then there was a very dignified red-haired dwarf with a clasp bearing the symbol of Maker. A cleric? A paladin? Either way, as long as he didn't get it into his head that Baldine was a thief, this wouldn't be a problem. And hey, to be fair, without the help of shrewd, well-informed rogues, how would honorable adventurers manage, hm? That left a gnome wizard, identifiable from the wand she used as an arcane focus and the small bag in which she had carefully packed her spellbook. The dwarf opened his mouth, but the spellcaster interjected:

"We come from the Dragon Mountains and we have business in the Free City. For starters, we are looking for a room in a good inn. We also have a few items to sell and errands to run..."

The barbarian sighed, clearly wondering if it was really necessary to have someone lead them around... and of course, they would have to pay the halfling girl, since you had to pay for everything in "civilization."

Baldine smiled. "I hear you and I know exactly where you'll find everything you need. Follow me!"

Onward to her brother-in-law's cousin's inn, The Merry Countess*, with the perspective of a cut of the bill the adventurers would pay for their stay.*

Coinage

Common coins come in several different denominations based on the relative worth of the metal from which they are made. This norm was gradually enforced by the merchants of the Free City and dwarven kingdoms. Today, it is widely and internationally followed. Regions that are not part of the related trade network may refuse foreign coin or only accept barter—to their advantage.

The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp). A standard coin weighs a little less than a fifth of an ounce for a diameter of about an inch, so a hundred coins weigh approximately a pound.

The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A laborer (representative of a "poor" lifestyle) earns between two and three silver pieces for a day's work. One silver piece is worth ten copper pieces, the lowest coin in use, common among laborers and beggars.

In addition, unusual coins made of other precious metals sometimes appear in ancient treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces.

Standard Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

The Weight of Gold

"Oh yeah, just so you savvy: in the Free City, innkeepers usually ask for payment in advance. So many crooks try to pull the wool over your eyes, I tell you... The point is: you got gold? And I don't mean the gold that you'll potentially get from cashing in your loot... since I gather that's what you're here for?"

Half of the party was having a hard time keeping up with Baldine, who kept peppering her Cyfand with thieves' cant. The barbarian scowled when she mentioned payment in advance:

"How're we supposed to pay in advance when we're looking for work and we haven't been paid yet, huh?"

Baldine shrugged. That wasn't her problem, and neither was it the merchants'. However, she was starting to wonder if she hadn't made a mistake when she had approached these fellows... the idea of a day's work going up in smoke was beginning to gnaw at her mind.

Fortunately, the dwarf—an upstanding gent, that one!—took out a handful of good, solid dwarf gold, nothing in common with the worthless scrap from Lothrienne that the big woman's pockets were probably filled with. Sure, Baldine would have been all the happier with gemstones from Shi-huang, but that would do! For the time being, the matter of their lodging was well and truly resolved.

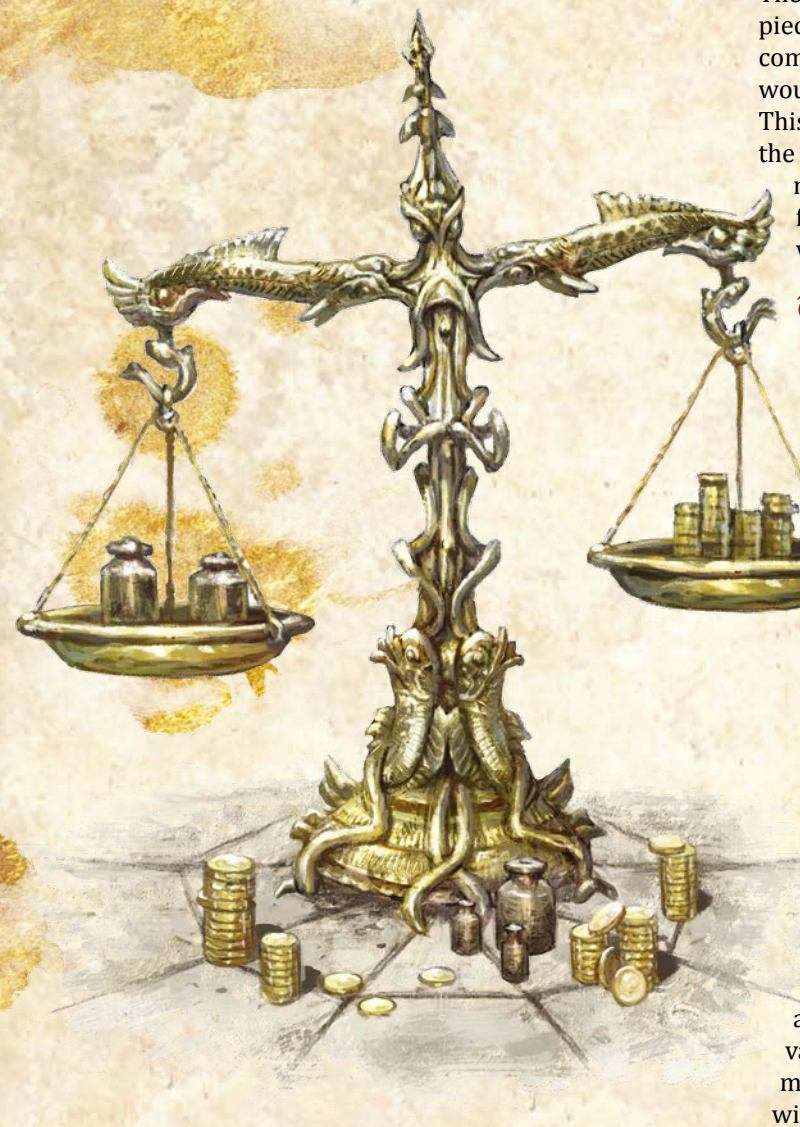
"Will it be enough for all of us, at least to begin with?" he inquired.

Baldine's smile immediately returned. She nodded and promised the newcomers a pleasant stay.

Coinage and Politics

The terminology "gold piece," "silver piece," and "copper piece" is partially symbolic, since these pieces are actually composed of alloys. Coins made of pure precious metal would be wholly impractical for several reasons.

This section details several optional rules to make the management of the value of the adventurers' loot more realistic, all the while confronting them with a few complications specific to conversion rates and variations in the worth of coin.



The Weighing of Coin

In accordance with the Weighing Agreement, which most of the Free City's trading partners have respected for more than a century, the proportion of precious metal must be the same in every piece. By the terms of this agreement, one silver piece from the Free City is worth one silver piece from Arolavia, or one silver piece from the Kaani Empire.

In practice, however, things don't work as smoothly. A nation in difficulty, whose reserves of precious metal are becoming insufficient, will usually have no choice but to reduce the amount of gold, silver, or copper in every coin. This "lesser" money is usually accepted by local workers and artisans, but is certain to meet the disapproval of international traders, who increase their selling prices to compensate for the devaluation. This may lead the country to become increasingly shunned by foreigners, or even isolated in the most extreme cases.

Additionally, when traveling to another country, adventurers should keep in mind that the prices may vary greatly from what they are used to. Imported goods may be up to 50% more expensive, while local products will nominally cost the same price as in the Free City.

Playing Money-Related Inconveniences

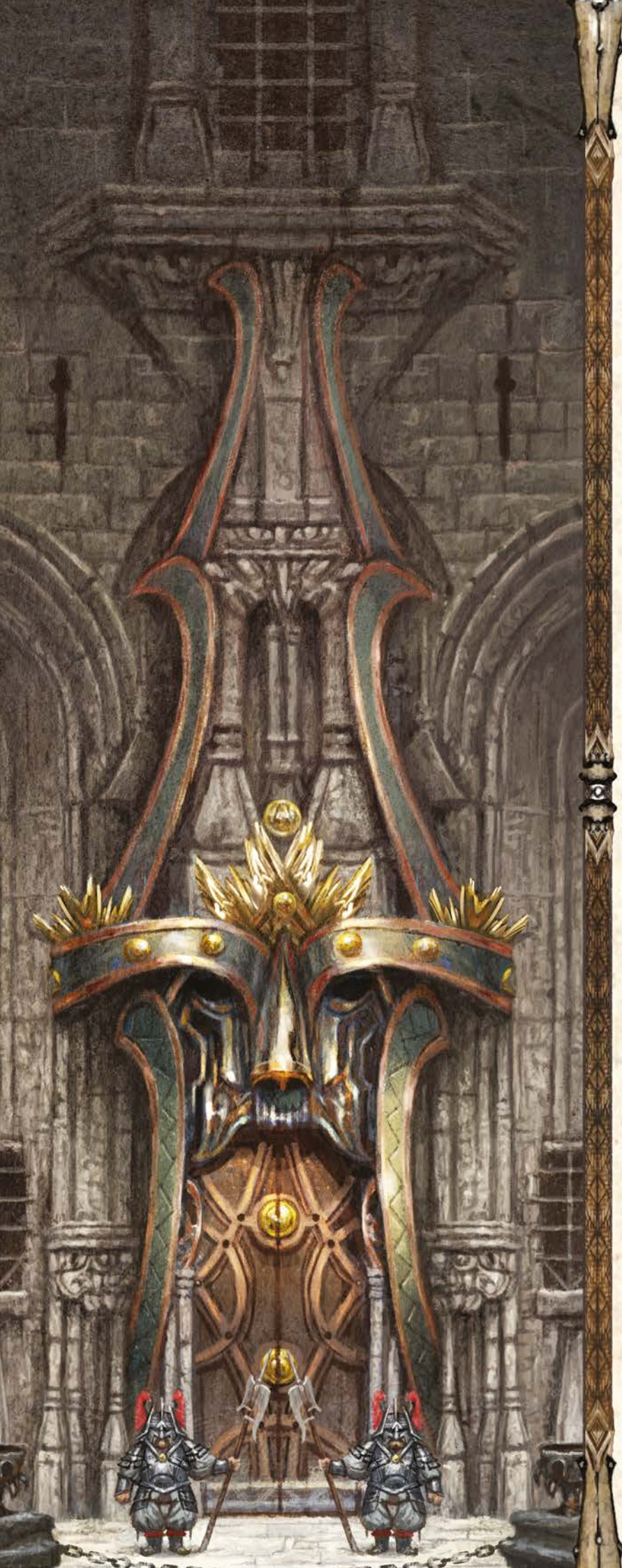
By default, the variation in the worth of coin depending on the country is not a matter that will come up during play. A party of adventurers who have earned 100 gold pieces in Kaan will be able to purchase 100 gold pieces worth of material in the Free City.

However, the leader might want to confront the PCs with money-related complications, to throw them a curveball or make for a more down-to-earth experience. This optional rule can be applied in the following fashions:

- **Preliminary Negotiations.** The PCs must first make a DC 15 Intelligence (History) check to realize that the money of the country they are in might be undervalued. If they want to be appropriately paid, they will have to stress that they do not want to be the victims of unfavorable exchange rates and negotiate accordingly, requiring a DC 15 Charisma (Persuasion) check. If they succeed, they (or the person they are dealing with) will be able to go through the necessary procedure to get their money's worth. In other words, passing both checks neutralizes the issue.

- **Taking Stock.** In the case where the PCs' adventure has taken them through several different countries, the PC who has been most involved with the party's logistics must make a retroactive DC 10 Intelligence check at the conclusion of the adventure. A failure means that they have been unable to keep track of exchange rates and to anticipate the matter of devaluation, meaning that the party is poorer than they thought. The value of the money they have earned in the course of their adventure is reduced by 10 x 1d4% (for a net loss of 10 to 40%).

- **Dedicated Scenes.** The leader can also play out such occurrences in detail, devoting dedicated scenes to negotiations, interactions with dishonest gold weighers, the necessity of changing pieces when entering and leaving a country, or the refusal of merchants to accept coin they do not trust. Gaming experiences of this kind will lead to situations that will give an acute representation of corruption, fraudulence, or poverty. They will, however, be ill-suited to an epic gaming style.



Fake Money

Coins are minted by countries and their representatives (princes, dukes, free cities, etc.) The origin and date of a coin can be inferred from the motifs engraved on it. Money from relatively poor countries like Lothrienne is regarded with suspicion by merchants of the Free City, whereas coin minted in the Free City or in the dwarven kingdoms is sure to be universally accepted. Of course, counterfeiters quickly sought to take advantage of this, making copies of reputable coinage in order to fool people all the more easily. There are mainly two types of fake money:

- **Clipped Coins.** Consists in taking a genuine piece and shaving metal from its circumference, the purpose being to gather gold and silver dust from pieces made of precious metals. For the purpose of their operations, coin clippers associate with traders such as dockside innkeepers. With the large amount of coinage flowing in and out, it is relatively easy to conceal an operation of that kind over an extended period of time.

- **Counterfeiting.** Counterfeiters make use of an alloy that looks as much like the genuine article as possible. Most fakes are crude, requiring a successful DC 10 Intelligence (Investigation) check to spot them. However, some counterfeiters are veritable artists, capable of making copies that look every bit like the original. Should such individuals manage to fill a market with fake gold or silver pieces, the reputation and value of the counterfeited coin is sure to crumble as soon as the truth outs.

- **"Official" Counterfeiting.** A state in financial difficult may stoop to secretly reducing the proportion of gold or silver in its coinage. It may even go so far as to make fake money in its workshops, copying pieces that are deemed trustworthy by foreign merchants in order to make strategic purchases (a large order to the gnome engineers of the Eolian, for example). Obviously, reporting the circulation of fake money to the government is then a fruitless endeavor… Those seeking to bring the matter to light might even suddenly disappear!

The Steinbanken

Builder dwarves have put together networks of highly secured, highly reputable banks known as steinbanken (pronounced shta-EEN-ban-ken-nuh; singular: steinbank). This name means "stone bank" in Dwarvish, referring to the reliability and durability of rock.

Slang and Colloquialisms

Apart from dwarves, few are able to correctly pronounce this name. The well-to-do speak of the "stone bank," or simply "the bank." The everyday man uses more varied and colorful designations, resulting in many different expressions in the parlance of the Free City, such as "visiting the stonies," "going rock-climbing," or "scratching the slab." The bankers themselves are called "stonies," "iron men," or, more respectably, the "Inflexible." Their black uniforms contribute to the feeling of austerity that is sure to strike anyone who sets foot inside their buildings.

Trading Posts

Dwarves have trading posts in every large city doing business with the Free City. Visitors can expect a chilly welcome, the bankers there being infamous for their complete lack of sense of humor. Nevertheless, they are the only ones who can guarantee a working system of letters of credit no matter the place, even in troubled regions like Cyrillane, currently in the throes of civil war.

Letters of Credit

To avoid transporting large quantities of gold and attracting unwanted attention, merchants regularly make use of letters of credit. They entrust an amount of gold to a bank, pay a transaction fee, and obtain in exchange a document that entitles them to withdraw the same sum from any bank belonging to the same network. Said banks can deliver the withdrawn sum in several forms: Free City coin, local coin, jewels, etc. Of course, the choices available depend on what the concerned bank has in stock.

Transaction Fee

All transactions at steinbanken levy a steep 5% fee, but seasoned travelers know that it is a small price to pay for the safety these establishments offer.

Gemstones

Several regions of the world make partial or exclusive use of gemstones as a currency. The elven kingdoms, Shi-huang, and Rachamangekr are the most notable regions in this regard. Almost everywhere in Eana, gemstones are considered with as much regard as coin minted in the Free City or in the dwarven kingdoms.

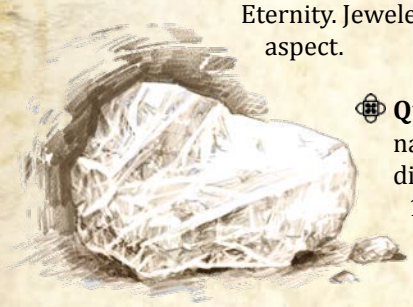
As several issues with the use of coin made themselves apparent in the course of the latest decades (counterfeiting, clipping, fraudulent alloys, etc.) gemstones have enjoyed renewed popularity among prosperous merchants and wealthy people. This evolution has led the masters of the Free City to establish reference values for each gemstone, in order to facilitate exchanges.

Type of stone	Base value
Ornamental (centime)	1 sp
Ornamental (decime)	1 gp
Ornamental (full)	10 gp
Semi-precious	100 to 500 gp
Organic	100 to 500 gp
Gemstone	1,000 gp and +

Ornamental Stones

Ornamental stones are the ones most commonly used in everyday trade and jewelry. Opaque or translucent, they are divided into three categories of size: full, decime, and centime. Full ornamental stones usually fit in the palm of the hand while centime stones are the size of a large pinhead. The hue or purity of an ornamental stone can also influence its value.

- **Moonstone.** These crystals of silvery or blueish hues are reminiscent of the shine of the moon Eternity. Jewelers commonly cut them in the shape of spheres to give them a pearl-like aspect.

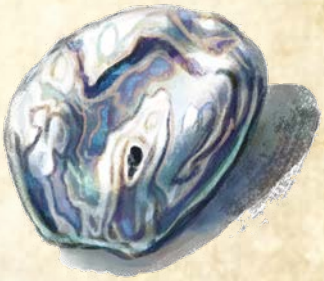


- **Quartz.** A rather common mineral. Only its purest form, known under the name “rock crystal” or “dragonite,” which is transparent and can be of different colors, is used as a currency. A dragonite is usually worth about 10 gp, while a quartz crystal is worth 1 gp, and a quartz shard 1 sp.
- **Topaz.** Translucent, with a yellow or golden color, this relatively common stone is popular among jewelers and merchants. An imperial topaz is worth 10 gp, while more ordinary ones can be worth 1 gp, or even as little as 1 sp. The value of a topaz is not dependent on its size, but on the intensity of its color: the most expensive ones have translucent corners, while duller ones are cheaper, being called dull topazes (1 gp) or dead topazes (1 sp).

- **Turquoise.** With its characteristic blue hue, this stone is quite common, but widely appreciated.

Semiprecious Stones

Fine stones, also called semiprecious stones, are a category incorporating several dozen different stones. Their value can range from 100 gp to 500 gp. Here are four of the most common semiprecious stones in Eana:

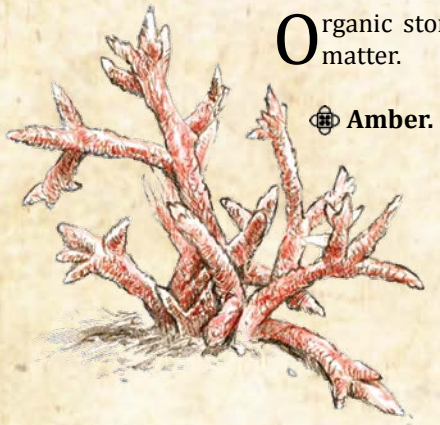


- **Agate.** A translucent stone, the agate can be of different colors. Legend has it that this stone comes from the River Agata, where it can be found in abundance. Today, this river has dried up, and agates have become rarities. The purest and largest of them can fetch as much as 500 gp.
- **Amethyst.** Translucent mythic stones of mauve or purple hue, amethysts can only be found in the depths of the Netherworld. This precious stone is particularly popular among the civilizations of the world below.

Jade. A splendid stone with a subtle green hue, this stone originates from the region of Shi-huang. Considered to be holy, it is said to repel evil spirits. White jades are regarded as the purest and can be worth 500 gp.

Obsidian. These black stones are generally opaque, but can sometimes be translucent. Obsidians are the result of volcanic activity and are said to be infused with the essence of Blacksmith. Regarded as sacred by worshipers of this divinity, they are also highly sought-after among dwarves.

Organic Stones

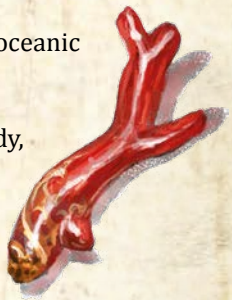


Organic stones include all precious stones issued from organic and non-mineral matter.

Amber. Gold-colored and translucent, these precious stones are the result of the fossilization of several resinous bodies. A single amber can easily be worth 100 gp. The purest of these stones, called elenion ambers, come from the essence of the millennial trees of the elven forests, and reach prices up to 500 gp.

Coral. Corals are marine animals with a color ranging between red and white and a value from 100 to 500 gp. Most of them are from the region of Torea, where they are rarities due to their sacred nature.

Jet. This opaque, black precious stone is the result of the action of oceanic forces on fossilized trees. Jet stones are usually worth about 100 gp.



Pearl. Produced by shelled mollusks in reaction to the intrusion of a foreign body, pearls are made of nacre. The most common are worth 100 gp, while the purest and largest can be valued at 500 gp, if not more. The people of Torea make massive use of this precious stone as a currency, and pearls of all sizes and purity, worth between 1 and 10 gp, can be found in this region.

Gemstones

Mythic, highly-prized precious stones, often associated with legendary tales, gemstones can be classified into four main families: diamonds, emeralds, rubies, and sapphires. Of an extreme rarity, every specimen of these gemstones has a minimum value of 1,000 gp. The term "jewel" usually describes an exceptional gemstone, whose value will never go below 5,000 gp. Some of them are even considered priceless. Gemstones and jewels are often used to craft powerful magic items.

Diamond. A mythical precious stone called "gods' tear," diamond is the hardest material that exists in Eana. Diamonds are most often colorless and transparent, more rarely golden or blue. Mauve diamonds are extremely rare and prized by the lords of the Netherworld.

Emerald. A deep-green, transparent stone with hypnotic reflections, the emerald is the most highly valued gemstone among dwarven civilizations, where it is called the "queen gem."

Ruby. Dazzlingly red and transparent, the ruby is called the "stone heart." Used in clockmaking, rubies are highly esteemed by the inventors of the Eolian Isles, and are said to be part of the secret of their creations.

Sapphire. A sapphire is usually of an intense blue, but its orange-colored variant, called "lotus blossom," is certainly the rarest and most prized. An unscratchable material, sapphire is appreciated by the mighty of Eana as much as by wizards and gnome engineers who make great use of its extraordinary natural properties.

Lifestyle

How much money your character spends on a daily basis will define their lifestyle (ranging from wretched to aristocratic), which will influence both their comfort level and how they are perceived by other people. Lifestyle expenses provide you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

Lifestyle Expenses

At the start of each week or month (your choice), choose a lifestyle from the **Expenses table** and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you have at your disposal, or you might maintain the same lifestyle throughout your character's career.

The table below will give you an idea not only of how much it costs to maintain a given lifestyle, but also of the average daily income associated with it.

Lifestyle Expenses and Average Income in the Free City

Lifestyle	Price/Day	Daily Income
Self-Sufficient	0	0
Wretched	1 cp	1d10 cp
Squalid	1 sp	1d4 sp
Poor	2 sp	2 + 1d8 sp
Modest	1 gp	1d4 gp
Comfortable	2 gp	4 + 1d10 gp
Wealthy	5 gp	13 + 2d10 gp
Aristocratic	15 gp	30 + 4d20 gp

Making a Good Impression

Baldine had taken the adventurers to The Merry Countess, a decent establishment with three types of rooms. The dormitories were for the more modest clients, most of whom were laborers who needed a place to stay between days of working. Travelers, for their part, usually rented one of the rooms with a large bed, which two or three people could share. Finally, there was one bedroom for the wealthier visitors, with fresh sheets and complementary baths.

When she heard the prices, the barbarian complained, claiming that she would rather pick a vacant lot on the outskirts of the city and sleep under their tent. Baldine held back a sigh. There was always an adventurer to say that they would prefer being damp, cold, and exposed over paying a fair price for comfort. Listening in on their exchanges, the diminutive guide understood that her clients were back from a mission in some mountain ruins and that they were soon to meet with someone from the high society of the Free City. The gnome and dwarf looked decent, but the ranger and barbarian would likely have a hard time being let into a posh, respectable house.

The newcomers were going on and on, and they kept talking in circles. The topic was dragging on, particularly considering that the dwarf had already paid for everyone. But the barbarian stood her ground: she was adamant about not owing anyone anything and not getting stiffed.

Baldine interjected: "I don't want to stick my nose where it doesn't belong, but if you're dealing with the upper crust, you're gonna have to fancy up. If you look like something the cat's dragged in, you'll get sent packing."

That got their attention, but their scowls and frowns showed that this was going over their heads.

"Your lifestyle gives a good or bad image of you. First impressions are everything, you know? Most people won't look past that. You're gonna have to fit the mold, and that takes a bit of dough. You can't be buddy-buddy with fancy pants if you don't look and speak proper. The watch protects citizens and travelers who have money... and who don't look for trouble. Sure, the more you'll show off, the more you'll attract thieves, but what you gonna do?"

Apparently, the business they had in town was important enough to make them agree on the necessity of making some concessions.

Self-Sufficient

Price per day: free
You have renounced civilized life, preferring to eke out a living in wild lands. This means that you cannot rely on shops and services to get what you need, but also that you don't need to spend money on food or lodging. In contrast to the other lifestyles, the quality of a self-sufficient life is not dependent on your financial means, but essentially on your proficiencies in skills and tools. To solve problems related to a skill or tool you are not proficient in, you may need to seek help from civilization.
The following list provides examples of useful proficiencies for a self-sufficient life:

- **Animal Handling.** This skill also covers animal husbandry and livestock farming. You can use it to shear sheep, milk cows, direct a plowhorse, or manage a chicken coop or rabbit hutch.
- **Carpenter's Tools.** As an able woodworker, you can build a sturdier, larger, safer, and more comfortable home than a simple shack or hut, along with actual furniture.
- **Cook's Utensils.** Knowing how to cook is a very valuable asset in the wild, not only to make your fare more pleasant, but also to make full use of what your environment has to offer.
- **Farmer's Tools.** Even hermits usually maintain a vegetable garden, or even a small orchard for easier and more reliable access to food. If you are not proficient with farmer's tools, you will be unable to efficiently cultivate a patch of land.
- **Leatherworker's Tools.** With such know-how, you can live like a trapper, hunting furry animals and curing their pelts to sell or exchange them. Keep in mind that an untanned skin is likely to quickly rot and become unusable.
- **Smith's Tools.** The repair and maintenance of weapons and armor requires specialized knowledge. Without it, you will occasionally have to rely upon the services of an artisan to sharpen your weapons or fix them.
- **Survival.** This skill enables you to track, hunt, trap, fish, forage, make fire, and build a makeshift shelter. You can also make crude repairs and patch-ups.
- **Weaver's Tools.** With this proficiency, you can spin wool (or hemp or nettle fiber), weave it, sew it, and embroider it, which means that you can make your own clothes and bedding.

Wretched

Price per day: 1 cp
You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid

Price per day: 1 sp
You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor

Price per day: 2 sp
A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest

Price per day: 1 gp
A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable

Price per day: 2 gp
Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and petty military officers.

Wealthy

Price per day: 5 gp
Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic

Price per day: 15 gp or more
You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Long-Term Activities Influencing Lifestyle

In addition to maintaining your ordinary lifestyle, you can undertake particular activities. Such projects will require time and money, but will bear fruit in the long run. You can only focus on a maximum of two of such activities at a time. Each of these activities can be the occasion for role-playing or action scenes, which will involve ability checks or similar challenges.

Also refer to the **Adventuring chapter: Between Adventures** to learn more about researching and recuperating after a debilitating injury or poisoning.

Dependent

You have close friends or relatives that you must support. They are vulnerable and cannot survive without your attention. You must run errands for them, feed them, care for them, and help them when they need it. Your reason for becoming an adventurer might actually be to earn the necessary money to pay for the studies or training of a younger sibling, or the medical fees of aging parents.
For each dependent in your care, you must pay a daily fee equal to half that of the lifestyle you want to provide for them. This is added to your regular lifestyle expenses.

If you have a child, you can provide them with a poor lifestyle for 1 sp per day, a modest one for 5 sp per day, a comfortable one for 1 gp per day, etc. As a point of reference, studies in a prestigious academy will require additional daily expenses of 2 or 3 gp.

Information Network

You dedicate part of your time to keeping yourself informed about what is happening in the region or in a particular environment. For this purpose, you pay drinks to the right people, give generous tips to waiters and grooms, or give alms to beggars who keep an eye out and tell you about what they notice. Your network of informants is neither as efficient nor as loyal as a firmly implanted and structured network of spies. In particular, your contacts will not take big risks for you.
Maintaining an information network gives you advantage on Charisma checks to know about the latest local rumors and events. Your leader may also have one of your agents contact you spontaneously to tell you about news that might be of interest to you.
Every day of maintaining an information network costs you 1 gp, in addition to your regular lifestyle expenses.

Making Yourself Known

You devote time to increasing your reputation and tending to your public image in order to attract the locals' notice, earn their trust, and become accepted into select society. For this purpose, you attend celebrations, donate money to temples, patronize certain shops, secure invitations to high-class events, etc.
Every day dedicated to making yourself known costs you 1 gp, in addition to your regular lifestyle expenses.

Studying

You are looking for an obscure piece of information, for rare and forgotten knowledge (such as deciphering an ancient language), or seek to invent a new alchemical recipe or spell. Unlike an apprentice or student (see **Training** below), you work autonomously.
Your leader determines how much time your study requires. They may also ask for ability checks or set up particular challenges. At the end of your study, you reap the fruits of your labor.
Every day of studying costs you 1 gp, in addition to your regular lifestyle expenses. Studying also requires suitable accommodation and working material, equivalent to an at least modest lifestyle

Taming

You have adopted an animal or monstrosity, and wish to tame and train it. The creature can be a baby wyvern, wolf pup, bear cub, etc. You need a budget for food, toys, and repairs, and must spend time with your pet to make it used to your presence and teach it tricks.
Every day spent taming a creature costs you 1 gp, in addition to your regular lifestyle expenses.

Therapy

You have contracted a serious disease, or worse, have been corrupted by Canker. Or maybe you are plagued by horrific nightmares? In any case, such a situation saps your strength and causes you trouble: damaged belongings, regular purchases of medicine or drugs to soothe the pain, etc.
Every day spent undergoing a therapy for severe ailments costs you 1 gp, in addition to your regular lifestyle expenses. This covers professional help, the price of the various treatments you must acquire (medicine or drugs), as well as compensation for damages (such as broken or destroyed objects during your crises).

Training

You can enroll at an academy, be apprenticed to a master craftsman, tutored by a wyvern-rider, etc. Under the guidance of your mentor, you spend time learning, experimenting, and practicing on your own to perfect your skills in a domain.
The standard training duration is 250 days. At the end of this period, you become proficient in a new language, tool, vehicle, or rare technique (like wyvern-riding, for example).
Every day of training costs you 1 gp, in addition to your regular lifestyle expenses.

Resources

To prepare a costly expedition or purchase quality equipment, you must secure the necessary resources. Will you work, sell loot, or borrow?

Working

You can seek and pursue a professional occupation between adventures. The tools and skills you are proficient in will give you an idea of your qualifications.

Crafting

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 gp, you make progress every day in 5-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value 1,500 gp) takes 300 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 100 days, at a total cost of 750 gp.

Guild Control

In many towns, guilds and corporations regulate the market. Thieves' guilds, orders of physicians, societies of alchemists, etc. follow approximately the same principles, resulting in a system that is both protective and restrictive.

- **Right to Exercise.** Every artisan must obtain the authorization of the appropriate guild to exercise their profession and must pay a tax on their benefits. Attempting to evade these regulations exposes the culprit to punishment: fine, confiscation, banishment, etc. Obviously, crossing a guild of thieves or assassins will have much more brutal consequences than engaging in a conflict with the local bakers' guild.

- **Protection of Local Interests.** Guilds are associations that uphold the interests of a group of people who pursue a common activity. Such professions are passed down among families, sometimes forming veritable dynasties. Their members seek personal enrichment, but most are also aware of the merits of strength in numbers and playing the long game. As a result, guilds prioritize the protection of established members, and frown upon newcomers and on the importation of low-cost merchandise, such as objects made by slaves. This can pit importing merchants against local craftsmen, due to divergent interests.

- **Judges.** Guilds always include some kind of internal tribunal tasked with judging offenders. Thieves' guilds, for example, may arbitrate cases of unfairly shared loot, or pass judgment on the violation of certain local taboos, such as the interdiction by guild leaders to harm pregnant women, children, and old people.

- **Guarantee of Quality.** Guilds see to it that their members respect standards of quality in regard to the chosen materials, crafting methods, and skill level.

Employment

The wage you earn depends on your experience, of course, but also on the local economical context. Note that some professions include room and board. For example, apprentice artisans and laborers are fed, respectively by their master or employer.

Daily wage	Examples in the Free City
0	Slave or volunteer.
Less than 1 sp	Beggar, gofer.
From 1 to 3 sp	Laborer, docker, porter, unqualified worker, beginner pickpocket.
From 4 sp to 1 gp	Domestic, apprentice artisan, prostitute.
From 1 to 3 gp	Qualified worker, journeyman artisan, scribe.
From 4 to 15 gp	Teacher, master artisan, talented thief or smuggler.
From 15 to 40 gp	Physician, judge, lawyer, merchant, officer, courtesan, famous artist, leader of a major guild.
40 gp and more	High-ranking politician, noble scion, dwarf banker.

An Artist's Life

If you have proficiency in the Performance skill and put your performance skill to use during your downtime, you can make a Charisma (Performance) check every week. In impoverished or troubled regions, this check may receive a penalty ranging from 5 to 10.
Unlike wage-earning employment, you are paid irregularly, with dry spells, windfalls, and unplanned expenses.

Weekly check	Earnings	Weekly gains (average value)
Less than 5	Nothing	Nothing
5-9	Squalid fee	3d4 sp (8 sp)
10-14	Poor fee	3d8 + 2 sp (16 sp)
15-19	Modest fee	3d4 gp (8 gp)
20-24	Comfortable fee	3d8 + 2 gp (16 gp)
25-29	Wealthy fee	3d20 + 10 gp (42 gp)
30 and more	Aristocratic fee	5d20 + 70 gp (123 gp)

Selling Loot

Opportunities abound to find treasure, equipment, weapons, armor, and more in the dungeons you explore. Normally, you can sell your treasures and trinkets when you return to a town or other settlement, provided that you can find buyers and merchants interested in your loot.

Arms, Armor, and Other Equipment

As a general rule, undamaged weapons, armor, and other equipment fetch half their cost when sold in a market.

Magic Items

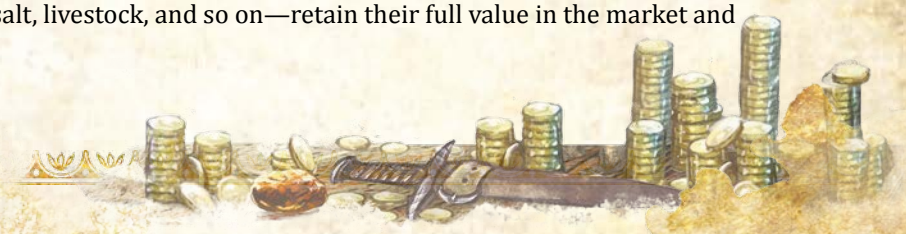
Selling magic items is problematic. Finding someone to buy a potion or a scroll isn't too hard, but other items are out of the realm of most but the wealthiest nobles. Likewise, aside from a few common magic items, you won't normally come across magic items or spells to purchase. The value of magic is far beyond simple gold and should always be treated as such.

Gems, Jewelry, and Art Objects

These items retain their full value in the marketplace, and you can either trade them in for coin or use them as currency for other transactions. For exceptionally valuable treasures, the leader might require you to find a buyer in a large town or larger community first.

Trade Goods

On the borderlands, many people conduct transactions through barter. Like gems and art objects, trade goods—bars of iron, bags of salt, livestock, and so on—retain their full value in the market and can be used as currency.



Borrowing

You may have a project, but not the necessary funds to perform the exploits that will make you rich or allow you to help someone dear, in which case you may have to borrow money. There are three types of moneylending individuals and institutions: patrons, banks, and usurers. Only in large towns are all three of these options available. In other places, you will have to make do with a patron or usurer, depending on the type of lender available.

- **Rates.** Interest rates are high. In the best cases, the rate is 10% per year, but they can be as high as 10% per month if the person you have to borrow from is a loan shark. This means that if you borrow 1,000 gp, after one month, you will have to pay back 1,100 gp. If, after two months, you still haven't made good on your debt, it rises to 1,100 + 110 = 1,210 gp, then 1,210 + 121 = 1,331 gp after three months, and so on. Delays can therefore quickly result in ruinous fees.

- **Non-Payment.** All moneylenders have their own methods to recover their money, and they can be very persuasive. It is in the interest of lenders that their clients do not get the idea to borrow money and make a run for it. In the case of particularly reluctant or elusive clients, lenders sell back the debt to individuals who make a specialty of tracking down deadbeats. In exceptional cases, assassins' guilds may be called upon. The ensuing death is generally advertised to ensure that other borrowers get the message.

My Cousin

The adventurers were starting to get used to their new environment. At one point, the gnome wizard mentioned that she would be better prepared for their next mission if she had specific—and highly expensive—reagents and components at her disposal. A few calculations quickly led the party to realize that acquiring these would get in the way of other purchases. It was then that the question of borrowing was raised.

"Borrowing?" Baldine repeated, perplexed. "Not sure that's such a great idea. Quite the opposite, actually."

All eyes were on her, waiting for an explanation.

"If you want to borrow, there's three solutions: the big guy, the steinbank, and my cousin. The big guy, that means a guild leader, a lord, or any other sort of bigwig. Basically, a fellow who's on top and only lends money if there's something in it for them… and no offense, but you don't really fit the bill.

"The steinbank, well, it's not a charity, y'see. They lend money as an… investment of sorts. They'll only bring out the cheddar if they think they can trust you. Like, if you look like you're about to make it big. And, er, again, I don't mean no disrespect, but I don't think they'll take a shine to you.

"Then there's my cousin… well, they're not actually my cousin. It's just a name for usurers. They're usually willing to lend money, but that's only because they count on the fact that most of their clients will never be able to pay them back. They often have contacts among the underworld, and they like to make it a point that they have you under their thumb. If you can't or won't pay, there's three possibilities. They can make an example out of you, like by sending thugs to bust your kneecaps or something of the sort. Or they think you might be useful and then you'd better do what they tell you, even if that means turning on your father and mother! And finally, they might just sell you to slave merchants, and that's the beginning of a long journey…"

Services

Adventurers can pay nonplayer characters to assist them or act on their behalf in a variety of circumstances. Most such hirelings have fairly ordinary skills, while others are masters of a craft or art, and a few are experts with specialized adventuring skills.

Some of the most basic types of hirelings appear on the **Services table**. Other common hirelings include any of the wide variety of people who inhabit a typical town or city, when the adventurers pay them to perform a specific task. For example, a wizard might pay a carpenter to construct an elaborate chest (and its miniature replica) for use in the *secret chest* spell. A fighter might commission a blacksmith to forge a special sword. A bard might pay a tailor to make exquisite clothing for an upcoming performance in front of the duke.

Other hirelings provide more expert or dangerous services. Mercenary soldiers paid to help the adventurers take on a hobgoblin army are hirelings, as are sages hired to research ancient or esoteric lore. If a high-level adventurer establishes a stronghold of some kind, he or she might hire a whole staff of servants and agents to run the place, from a castellan or steward to menial laborers to keep the stables clean. These hirelings often enjoy a long-term contract that includes a place to live within the stronghold as part of the offered compensation.

Wages for Common Services

Services

Service	Pay
Hireling:	
- Untrained	2 sp per day
- Skilled	2 gp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Coach cab:	
- Between towns	3 cp per mile
- Within a city	1 cp
Ship's passage	1 sp per mile

- Skilled hirelings include anyone hired to perform a service that involves a proficiency (including weapon, tool, or skill): a mercenary, artisan, scribe, and so on. The pay shown is a minimum; some expert hirelings require more pay.

- Untrained hirelings are hired for menial work that requires no particular skill and can include laborers, porters, maids, and similar workers.

Spellcasting Services

People who are able to cast spells don't fall into the category of ordinary hirelings. Whether such services are even available to begin with depends on the leader's choice regarding how common magic and the Awakening are. Depending on this premise, spellcasting services can range from wholly nonexistent to readily available. Here is an overview of three possible levels.

Rare Magic and Awakening

Spellcasting services do not exist. Magic is too mysterious and precious to be treated like a commodity. Anyone would be hard-pressed to find an authority in such a domain, having only legends and vague rumors to follow. Spellcasters are so rare that charlatans and hedge wizards can pass for dangerous sorcerers. Even cantrips and spells of 1st and 2nd level seem extraordinary in the eyes of the common folk, who regard fireballs and teleportation as pure flights of fancy.

Moderate Magic and Awakening

In rural areas, magic is by and large the object of ignorance and superstition. However, spellcasters are not necessarily feared, depending on their attitude toward other people. Enough spellcasters congregate in Eana's larger towns to bring forth a fledgling magic economy. Apothecaries, in particular, commonly sell spellcasting components in addition to remedies and concoctions.

Most magic users are in the service of a patron (merchant guild, crime boss, noble lord, temple, etc.) that sees to their needs, but also monitors their actions. As a consequence, obtaining the assistance of such gifted individuals will require the approval of the organization that watches over them.

Independent spellcasters exist, but their situation can be very precarious. Either they are adventurers themselves, or they pursue an activity on their own account. In the latter case, it is likely that powerful people offered them a position and did not take kindly to their refusal. Such a desire for freedom can seem suspect, to the point that some governments purely and simply forbid the free practice of magic, coercing spellcasters into enrolling in a faction that can watch them and keep their powers under control.

Frequent Magic and Awakening

Magic is so common that an economy has developed around it. Spells are commodities like any other, with average fees and legislated use. For example, combat and area-of-effect spells may be forbidden in town due to how much damage they can cause; mind-controlling spells may be the purview of law enforcers; using spells of 5th level or higher may require proper authorization from a competent authority, etc.

Equipment

All adventurers own starting equipment that they will make ample use of as they perform memorable deeds and fight the many dangers they will certainly face in the course of their undertakings. Equipment is classified into four major categories: armory, tools, provisions, and traveling.

Starting Equipment

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Hucksters

Baldine had taken her clients to a terrace from which they could see the channeled river flow through the entire lower city and out past the docks to the sea. There was a pleasant breeze from the sea, which tousled the guide's curly mahogany hair. Ships laden with wares came and went from the sea and river, while caravans crisscrossed the roads and a few balloon-like bloatships landed and floated away throughout the day. In the Free City, one could find the best wares from all of Eana. The halfling showed them the various districts and their specialties, then asked:
"So, my pretties, what shall we start with? First things first: what's your budget?"
"Well... That is to say..."
Of course. After all, it was newcomers to the world-city she was dealing with. What did she expect?
"Alright, alright. Let's do this the usual way, then. First weapons and armor, then tools. We'll take care of the rest as we go."
"What about getting secondhand goods?" one of them suggested.
"Going to a huckster?" Baldine replied incredulously. "No way! Sure, it's half as expensive, sometimes even less, but that's a fool's bargain. The weapons and armor there are almost always rubbish, no matter what they tell you. Believe me, you don't want a sword that'll snap in half as soon as you swing it a little too hard! Not to mention that half the hucksters sell smuggled or stolen items. And as if that wasn't bad enough, the other half will try to palm off cursed stuff found in Canker-infested ruins. Hah, of course, you'll always find someone who'll claim they made the deal of the century, but buying ten things at half-price and ending up with only one in working condition, that just means paying five times the price for decent material, and spending ten times as much time on it. Got it? No? Then don't worry and just trust me: let's go to real professionals."

Equipment Packs

Burglar's Pack

Price: 20 gp. Total weight: 60 lb. Availability: Uncommon.
A backpack, a bag of 1,000 ball bearings, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a hooded lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Diplomat's Pack

Price: 39 gp. Total weight: 36 lb. Availability: Uncommon.
A chest, 2 cases for maps and scrolls, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Dungeoneer's Pack

Price: 12 gp. Total weight: 47 lb. Availability: Common.
A backpack, a crowbar, a hammer, 10 pitons, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Entertainer's Pack

Price: 40 gp. Total weight: 27 lb. Availability: Uncommon.
A backpack, a bedroll, 2 costumes, 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack

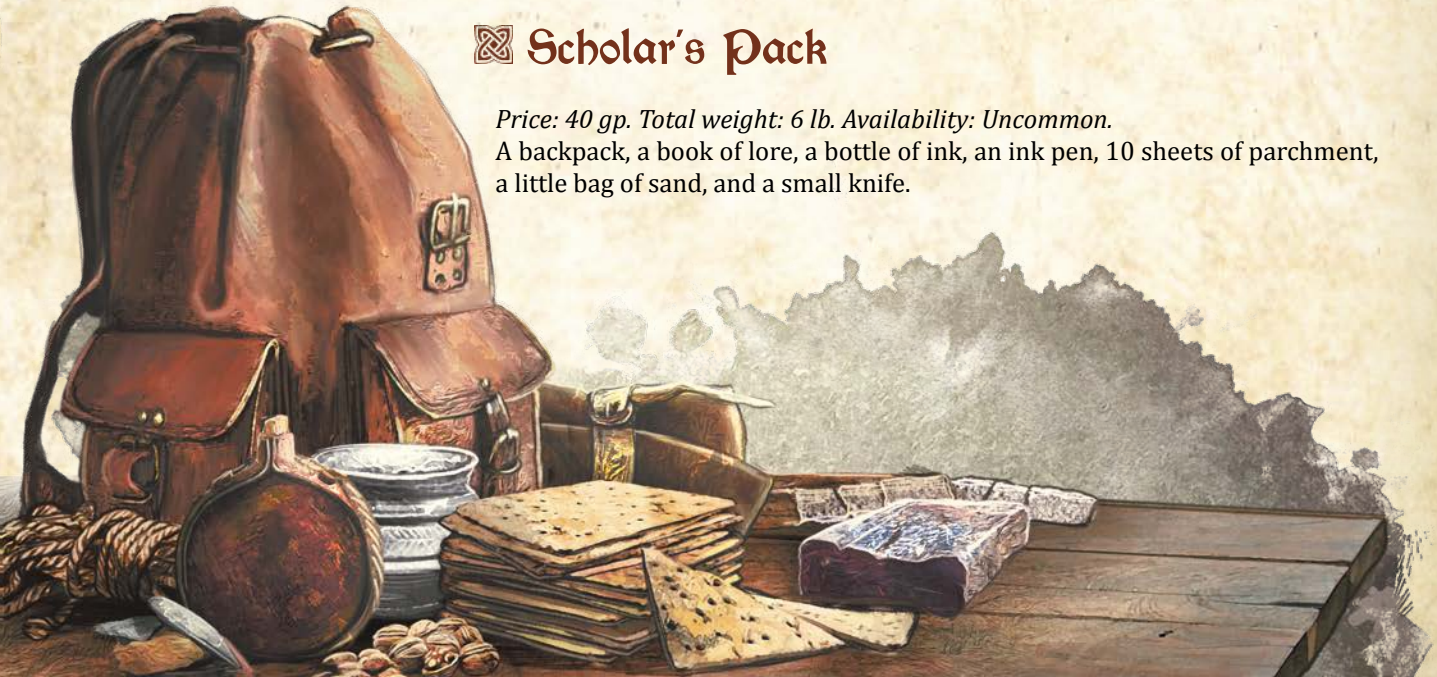
Price: 12 gp. Total weight: 47 lb. Availability: Common.
A backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side of it.

Priest's Pack

Price: 22 gp. Total weight: 20 lb. Availability: Uncommon.
A backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack

Price: 40 gp. Total weight: 6 lb. Availability: Uncommon.
A backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.



Objects

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's success at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

Statistics for Objects

When time is a factor, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The **Object Armor Class table** provides suggested AC values for various substances.

Hit Points. An object's hit points measure how much damage it can take before losing its structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The **Object Hit Points table** provides suggested hit points for fragile and resilient objects that are Large or smaller.

Object Armor Class

Substance	AC
Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
Mithral	21
Adamantine	23

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit points if you like, or you can simply decide how long the object can withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. Objects are immune to poison and psychic damage. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

Quality, Availability, and Price

Using the optional rules related to availability will complicate the adventurers' lives, requiring them to go to pains to find a particular object and to replace lost or broken material. Faced with such complications, players will have to make choices based on the urgency of the circumstances, their resources, and the dangers they may face. Will they make do with poor quality equipment, even if it means greater danger? Will they refuse to work for someone honorable, but of little means? Would they rather pursue more questionable, but more lucrative endeavors?

Item's Availability

Shops will not always have what the PCs need in stock. The table below details various degrees of availability. All the items listed in this chapter come with an indication of their standard availability.

Availability	Description
Very Common	This concerns vital goods, which can be expected to be available among any humanoid community, including hamlets, isolated farmsteads, and nomad caravans.
Common	Items used in daily life, readily available in villages or fortified places.
Uncommon	Items only available at specialized craftsmen or providers, as well as those exclusively used by experts in a profession or by notables, such as certain spices and perfumes. Can only be found in towns or in the castles of powerful families.
Rare	Highly refined products or unique pieces that require very specific know-how. Only available in world-cities (like the Free City) or dedicated sites (like a dwarven forge).

A commodity can be Common in certain regions and Rare elsewhere, in which case your leader will let you know.

Indicative Prices

The listed prices are representative of an item of average quality sold at a shop in the Free City. The cost and availability of merchandise can vary depending on which country the adventurers go to. Additionally, the quality of the item (poor or, on the contrary, excellent) can influence its value. Here are examples of such considerations:

Factor	Influence on the Cost
Secondhand, damaged, used	Divide by 2 to 10
Artistic embellishments	Multiply by 2 to 10
Import, order	At least +20%

Orders are frequent. Customers of general stores in the countryside make them for all sorts of Uncommon or Rare commodities. In Cyfandir, goods are usually imported from the Free City or from one of the major merchant ports, and the transportation fee depends on how long the journey is from the location in question.

Armory

The armory details the characteristics of the core equipment of most adventurers: weapons and armor.

Rare Materials and Forging Techniques

Here is a list of notable materials and crafting methods that influence the properties of weapons and armor. These are the most famous in Eana, but you may discover others in the course of your adventures.

Forging Superior-Quality Equipment Yourself

Each of the techniques described below necessitates specific training, which requires several months of effort and the tutoring of a master (see the **Lifestyle chapter**). Once you have mastered a technique, you can apply it.

Chitin (Armor Material)

- **Qualities:** Weight divided by 3 compared to regular armor made of steel; no disadvantage on Strength (Athletics) checks for swimming and on Dexterity (Acrobatics and Stealth) checks
- **Flaw:** Fragile
- **Cost:** The cost of the raw material can vary greatly, with an average of about 1,000 gp in the Free City

Chitin is the material that makes up the shell of arthropods. Light and sleek, it can be of various colors and hues, resulting in unique and visually striking armor. Since the shell does not have to be forged, the crafting process is half as long compared to armor made of steel: 40 days for a breastplate, 75 days for half plate, and 150 days for plate. However, chitin is not without its downsides. First, the creatures from which workable chitin can be extracted are dangerous, which is why it is so expensive. In addition, unlike metal, it cannot be smelted and reworked, so that an error in the crafting process ruins part or all of the organic plate. Finally, the biggest flaw of chitin is its flimsiness, as it easily cracks and breaks under particularly strong blows. It suffers from the fragile property, meaning that every time the wearer of chitin armor takes a critical hit, the armor's AC bonus drops by one point. Such damage can be repaired at the cost of 10% of the armor's base price for each point of AC lost.
In practice, chitin armor is almost exclusively used in the Netherworld and in regions with enough giant arthropods to supply the necessary material. The wearers of such armor are often monster hunters themselves.

Dwarven (Forging Technique)

- **Qualities:** The armor is resistant to the emanations of Canker and corrosion, as well as to acid and fire damage
- **Cost:** Multiplied by 3

Dwarven forging techniques answer the needs of front-line tunnel fighters. The primary purpose of these warriors is to fight Canker and, to that effect, they need weapons that will not come apart after the first fight. Dwarven-forged metal has a dark, dull aspect that doesn't reflect light as much as ordinary steel, giving dwarf troops an austere, if not downright disquieting, appearance.

Elven (Forging Technique)

- **Qualities:** Normal weight reduced by 20%; scale mail and ring mail give no disadvantage on Dexterity (Stealth) checks; the armor is resistant to acid damage and corrosion
- **Cost:** Multiplied by 3

Elven forging techniques are famed for their elegance. The expertise and meticulousness of elven artisans are such that they can make armor lighter at no sacrifice to its strength and grant the resulting suit of armor the aspect of precious clothing. These craftsmen are particularly famed for scale mail and ring mail that neither chafe nor clink, enabling elven shock troops to move in silence while remaining protected.

Silvered (Weapon Material)

- **Qualities:** Counters the resistance or immunity of some creatures against nonmagical attacks
- **Flaw:** The plating erodes with time, making it necessary to regularly re-silver the weapon
- **Cost:** +100 gp to silver a single weapon or ten pieces of ammunition

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. The cost indicated above represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Damaged Weapons and Armor

In the course of your adventures, your weapons might end up chipped and your armor dented. This optional rule takes such degradations into account.

Price Variations Based on Quality

The table below covers three degrees of quality for weapons and armor, along with the price variations these categories entail.

Quality	Description	Influence on the Cost
Fragile	The AC bonus of fragile armor drops by 1 point every time its wearer takes a critical hit. The damage of a fragile weapon drops by 1 point every time its user scores a Wound* or a critical hit.	Divide by 2 to 10 (depending on how damaged the equipment is)
Sturdy	The standard quality of any weapon or armor in proper condition.	Normal cost
Exceptional	Exceptional equipment is protected against certain causes of deterioration. For example, it can be resistant to acid, cold, or Canker.	Multiply by 3

* "Wound" with a capital "W" does not refer to a loss of hp but to an optional rule detailed in the **Health chapter**.

How Can an Object Become Fragile?

A character who is proficient with a piece of equipment knows how to maintain it between fights, so that it doesn't deteriorate with time. In other words, the quality of your weapons and armor will only degrade in dramatic circumstances. When this occurs, your leader will secretly take note of it. Realizing that a piece of equipment has become fragile requires a DC 13 Intelligence (smith's tools) check. A fragile weapon or armor can still be used as normal, and you may actually notice its decreased efficiency as you fight with it.

The following causes can give the fragile property to a weapon:

- **Decrepitude.** Weapons and armor found in forgotten ruins are likely to be fragile.
- **Destructive Energy.** Exposure to destructive substances (a rust monster's "Rust Metal" power, Canker's miasma, massive acid damage, liquid metal, etc.) This is the most common situation in which a weapon or armor may become fragile.
- **Destruction.** Many legends make mention of weapons that break against formidable opponents in the course of epic battles. More practically, your weapon may be damaged if it strikes a hard surface like an anvil, wall, stone, etc.

Repairing Fragile Equipment

Fragile equipment can be repaired, and even broken equipment may be salvageable, though the process will most likely be longer, harder, and more expensive.

Tool Proficiency

Repairing a piece of equipment requires proficiency with smith's tools or whatever tool that has been used to craft it.

Repair DC

The DC to repair armor is equal to the armor's base AC, while the DC to repair a weapon is equal to 8 + the weapon's maximum damage (not including the ability modifier or critical hits). For example, repairing a normal longsword with a damage of 1d8 will require a DC 16 check. In the case of a magic +1 longsword, the DC will be 17, since the base damage is 1d8+1.

Every day of work restores the AC or damage by 1 point. If you call upon a professional to repair your weapon or armor, the standard price will be 10% of the base price for each point restored.

Restoring Broken Equipment

Restoring a broken weapon or armor may require gathering all of its pieces or obtaining suitable replacements for missing parts. Compared to a repair, a restoration increases the DC by 5.

Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Weapon Proficiency

Your species, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is close at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Proficiency Bonus and Improvised Weapons

In many cases, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the leader's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

If the improvised weapon you're using is a tool you are proficient with, you can add your proficiency bonus to the attack roll.

Damage

An object that bears no resemblance to a weapon deals 1d4 damage (the leader assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.
If the improvised weapon you're using is an objectively dangerous tool (like a pickaxe or burning torch), or even a very dangerous one (such as a sharp scythe), the leader may up the damage to 1d6 or 1d8 respectively.

Properties of an Improvised Weapon

Improvised weapons can also have properties (see **Weapon Properties** on the following page), which the leader can assign on a case-by-case basis.

A scythe is a farming tool designed to mow grass and grain, made of a large blade affixed to a long handle. It is usually kept very sharp, meaning that it can prove as dangerous as a weapon, as unwieldy as it may be. Its properties are: fragile (since it is not designed to strike at bodies), heavy, reach, two-handed. A scythe deals 1d8 slashing damage. Should a character decide to design a war scythe, it might lose its fragile property and its damage might rise to 1d10, making it equivalent to a halberd.

Never Underestimate Commoners

The visitors were passing by a fencing school. The plaque at the entrance said that it taught the use of the rapier. Echoes of the ongoing class could be heard from the open windows on the first floor. Judging by the sounds, it was taking place in a large room with a wooden floor. The instructor was drilling the students through sequences of movements, beating time and regularly correcting postures: slouching, poorly-balanced, too forward…
"Where you're from, there aren't too many rapiers, I suppose?" Baldine inquired. It came as no surprise that only the gnome wizard knew about them. The others looked upon this thin blade with a certain disdain, at best.
"Figures: it's a city weapon, after all. Since it's pretty light, you can wear it at all times without being too encumbered, which certainly played a part in its success: even a teen can show off with one, and it's rather more impressive than a dagger. It's become the weapon of choice for high-class militia, along with polearms like the halberd, the gisarme and what-have-you… but these are pretty cumbersome, hence why you'll generally see them with spears and rapiers."
Some distance away, at a crossroads, two cart drivers were arguing about priority. In the absence of traffic laws, such cases were usually solved by whoever would push the hardest, and in the present situation, both drivers had decided to show the other up. Since neither of the two was relenting, threats and insults were starting to fly and a crowd was starting to form, mixing rubberneckers and slowed-down people trying to circumvent the growing traffic jam.
Seeing this, Baldine assumed a slower pace and kept the conversation going to buy time. Arguably, she could have taken her clients through other streets and shortcuts, but such a route wouldn't have shown the Free City in its best light.
"Most fencing classes focus on duels between rapier users. Naturally, you'll tell me that it's all well and good, but that you don't always have the luxury of fighting someone with the same weapon as you. And you'd be right! So there's also lessons on fighting someone armed with a scythe, or a pitchfork, or a grain flail… What? Did you expect them to be trained to face a battleaxe? The first worry of burghers and nobles, y'see, it's usually not war, but rather riots, revolts, and the like. And an angry boor, ooh, that's a dangerous one, particularly when he's not alone. A good swing from a lumberjack's axe, that leaves a mark! Those who use them are tough guys, the kind who's used to felling trees and splitting logs… and it carries over well to bodies and skulls.
"Point is, if you get on a laborer's bad side, he's more likely to knock you out with his tools than with a club."
The altercation between the cart drivers was still going on and growing, now extending to porters and handcart pullers who joined in on the contention. Finally, roused by the noise, the local guard intervened and wasted no time in restoring order and proper traffic, not without punishing the offenders with a symbolic fine.

Weapon Properties

Many weapons have special properties related to their use, as shown in the **Weapons table**.

Ammunition

You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.
If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see **Improvised Weapons on the previous two pages**). A sling must be loaded to deal any damage when used in this way.

Finesse

When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Fragile

This weapon has been damaged or isn't designed for combat, making it less efficient (see the **Damaged Weapons and Armor section of this chapter**). This property isn't always obvious, requiring a DC 13 Intelligence (smith's tools) check to become apparent.

Heavy

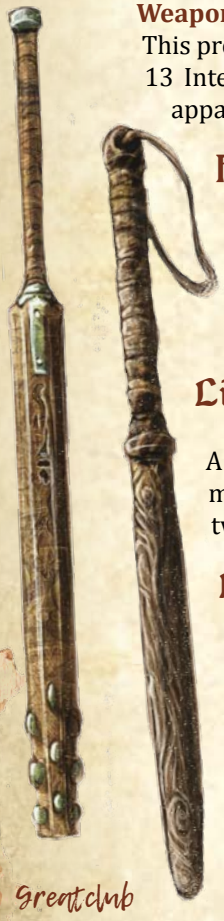
Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.



Greatclub

Club

Range

A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach

This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special

A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see **Special Weapons on the next page**).

Thrown

If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed

This weapon requires two hands when you attack with it.

Versatile

This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Light crossbow

Quarterstaff

Special Weapons

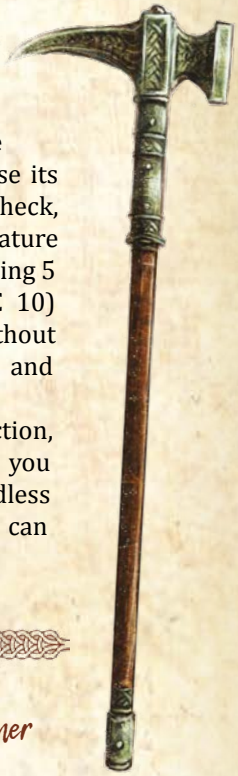
Cestus. A cestus is affixed to your fist, meaning that you cannot be disarmed. When you wear a cestus, you get a +1 bonus to the damage of your unarmed strikes. However, as long as you wear it, a cestus hinders you when undertaking actions that require manual precision, resulting in disadvantage to such actions.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Spear-Thrower. You can use a spear-thrower to throw javelins with greater strength and accuracy, increasing the base range and damage of the javelin, as shown in the table on the following page.

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

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.



Light hammer

Handaxe

Spear Javelin Halberd Pike Glaive Lance

Weapons Tables

The tables below show the most common weapons, their price and weight, the damage they deal when they hit, and any special properties they possess.

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

Mace Whip

Simple Ranged Weapons

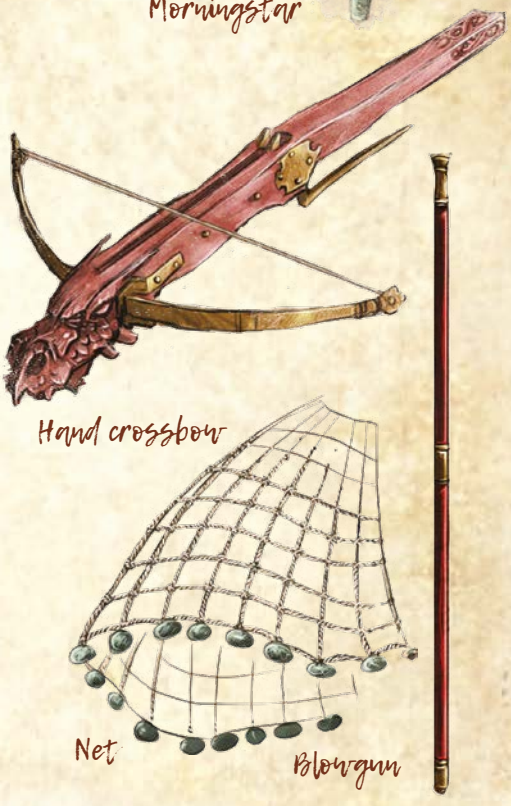
Name	Cost	Damage	Weight	Properties
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	¼ lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120)

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Cestus	5 gp	Special	1 lb.	Light, special
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 slashing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)
Spear-thrower	3 gp	1d8 piercing	1 lb.	Ammunition (range 80/320), loading, special



Weapons and Civilizations

People make a display of their cultural roots through their mores, clothing, and language, but also through their weaponry. All the weapons listed in the previous pages are on sale in the cosmopolitan Free City, but such is not the case everywhere else. If you elect to take a culturally marked weapon, you will have a hard time finding skilled smiths to repair it if you move away from the related civilization. In the case of specific ammunition, being able to craft it yourself will probably be a necessity.
Below are a few examples of such situations. Keep in mind that this list is non-exhaustive and that you may face other unexpected complications of this nature:

- **Blowgun.** The blowgun finds its origin in dense equatorial forests and is designed to shoot darts accurately and stealthily in this environment. Outside of these regions, it is practically unknown. Among surefoot tribes, blowguns are Common weapons and almost everyone knows how to use one and, usually, how to make one, this being the consequence of small communities never having specialized weapon-makers.

- **Crossbows.** The dwarves are the inventors of the crossbow, which can conveniently be used in tunnels. From the point of view of elves, such a weapon is just a bastardized, mechanized bow. It is very unlikely that you will find anyone selling crossbows or crossbow bolts in elf-centric regions. Conversely, your odds of finding someone making or selling bows and arrows among dwarves are slim.

- **Rapier.** This weapon is only produced in the Eolian Isles and in the Free City, though it also enjoys some popularity in the Barbary Islands. Prized by thieves and city-dwellers in general, it also sees use in Cyrillane or Arolavian towns.

- **Saber.** In Shi-huang, sophisticated forging techniques and fighting styles have been developed around sabers—that is, single-edged blades. Rules-wise, sabers have the same traits as swords: 1d6 for short ones, 1d8 (versatile: 1d10) for long ones, and 2d6 for two-handed ones. Blacksmiths of Shi-huang will find it awkward to work on other types of swords, and vice-versa.

- **Spear-Thrower.** Spear-throwers are exclusively used among tribes of hunter-gatherers in warm or cold countries. Every hunter decorates their spear-thrower with unique patterns and trinkets. In other countries, such an object can be regarded as archaic, or exotic in the best of cases. It may adorn cabinets of curiosities, exhibited as a work of art. If you seek to acquire a spear-thrower in the Free City, you will have better luck among collectors of "primitive art" than among weapon sellers.

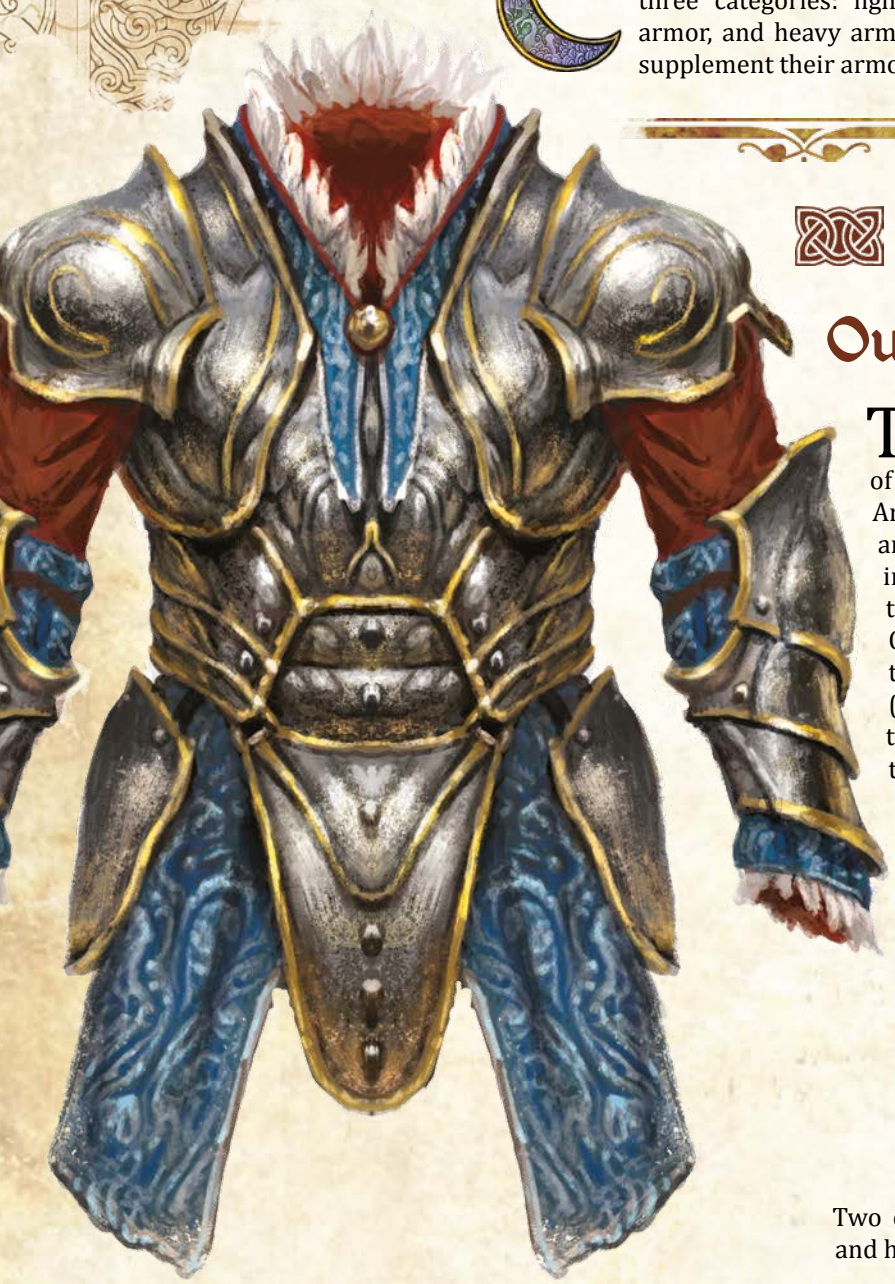
Accessories

Owning weapons is one thing, but accessories are often necessary to use them, maintain them, or transport them in proper conditions.

Item	Cost	Weight
Arrows (20)	1 gp	1 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolt case (20)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Quiver (20)	1 gp	1 lb.
Scabbard	5 gp	1 lb.
Sling bullets (20)	4 cp	1½ lb.
Whetstone	1 cp	1 lb.

Armor

The **Armor table** collects the most commonly available types of armor found in the game and separates them into three categories: light armor, medium armor, and heavy armor. Many warriors supplement their armor with a shield.



Half plate

Getting Into and Out of Armor

The time it takes to don or doff armor depends on the armor's category, as well as on certain of its characteristics. If you use the Realistic Armor Use option, certain complex suits of armor can only be donned and doffed with help, in which case this is specified on the table on the following page.

Concerning barding, riders generally equip their mount at the same time as they care for it (brushing it, cleaning its hooves, etc.), meaning that in practice, putting a mount's barding on or taking it off typically takes twice as much time as indicated on the table.

- **Don.** This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor. If you are not proficient with the type of armor being donned, you need twice as much time to put it on.
- **Doff.** This is the time it takes to take off armor. If you have help, reduce this time by half.

Two options are available for armor use: realistic and heroic.

Breastplate

Realistic Armor Use

If you use this option, PCs will find it difficult to remain perfectly equipped at all times, due to lack of money, time, or help. They will have to be more careful, and may have to fight in suboptimal conditions, which may give them a hard time even against weaker opponents that might have posed no threat in normal circumstances.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium and Heavy Armor	10 minutes	5 minutes
Half plate, Splint, Plate	25 minutes with help (necessary)	10 minutes with help (necessary)
Shield	1 action	1 action
Barding	20 minutes (does not take daily care into account)	20 minutes (does not take daily care into account)

Leather

Heroic Armor Use

Using this option will make armor use much easier, meaning that PCs will be able to quickly gear up and be at their best in prevision of a fight.

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action
Barding	10 minutes	5 minutes

Chain Shirt

Armor Table

The Armor table shows the cost, weight, and other properties of the common types of armor.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Stealth. If the **Armor table** shows a mark in the Disadvantage: Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Chain mail

Plate

The following optional rules can also be used for a more realistic or difficult game style. Ask your leader whether they intend to use them.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the **Armor table** shows "Str 11," "Str 13," or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Athletics and Acrobatics. If the **Armor table** shows a mark in the Disadvantage: Athletics (swimming) and Acrobatics column, the wearer has disadvantage on Strength (Athletics) checks to swim and on Dexterity (Acrobatics) checks.

Armor

Armor	Cost	Armor Class (AC)	Strength	Disadvantage: Stealth	Disadvantage: Athletics (swimming) and Acrobatics	Weight
			Light Armor			
Padded	5 gp	11 + Dex modifier	—	X	—	8 lb.
Leather	10 gp	11 + Dex modifier	—	—	—	10 lb.
Studded leather	45 gp	12 + Dex modifier	—	—	—	13 lb.
			Medium Armor			
Hide	10 gp	12 + Dex modifier (max 2)	—	—	—	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	X	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	Str 11	X	X	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	X	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	Str 11	X	X	40 lb.
			Heavy Armor			
Ring mail	30 gp	14	Str 11	X	X	40 lb.
Chain mail	75 gp	16	Str 13	X	X	55 lb.
Splint	200 gp	17	Str 15	X	X	60 lb.
Plate	1 500 gp	18	Str 15	X	X	65 lb.
			Shield			
Shield	10 gp	+2	—	—	X	6 lb.

Padded

Light Armor

Made from supple and thin materials, light armor favors agile adventurers since it offers some protection without sacrificing mobility. If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

Padded

Padded armor consists of quilted layers of cloth and batting.

Leather

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Studded Leather

Made from tough but flexible leather, studded leather is reinforced with close-set rivets or spikes.

Studded leather

Hide

Medium Armor

Medium armor offers more protection than light armor, but it also impairs movement more. If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

Hide

This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Chain Shirt

Made of interlocking metal rings, a chain shirt is worn between layers of clothing or leather. This armor offers modest protection to the wearer's upper body and allows the sound of the rings rubbing against one another to be muffled by outer layers.

Scale mail

Scale Mail

This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Breastplate

This armor consists of a fitted metal chest piece worn with supple leather. Although it leaves the legs and arms relatively unprotected, this armor provides good protection for the wearer's vital organs while leaving the wearer relatively unencumbered.

Half Plate

Half plate consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Heavy Armor

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk. Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

Ring Mail

This armor is leather armor with heavy rings sewn into it. The rings help reinforce the armor against blows from swords and axes. Ring mail is inferior to chain mail, and it's usually worn only by those who can't afford better armor.

Chain Mail

Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Splint

This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Splint

Plate

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Tools

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your species, class, background, feats, or training give you proficiency with certain tools.

- Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool.
- Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the leader might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

In the following pages, you will find descriptions of common tools, as well as the prices they are usually sold at in the Free City.

Artisan's Tools

Artisan's tools include the items needed to pursue a craft or trade. The **Artisan's Tools table** shows examples of the most common types of tools in the Free City. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.
Due to how similar certain techniques can be, several professions have larger applications than their names might lead one to believe. The leader is advised to be liberal concerning the limits of a profession. The table below provides examples of comparable professions.

Personal Tools and Workshops

In practice, most professions cannot be exercised without a properly stocked workshop. The tools you acquire and carry with you (such as your awls, mortar, or quill) are first and foremost personal tools.
Moreover, the tools required to practice a profession depend on the techniques used. For example, a grill cook will not use the same material as a baker. As long as the tools required for a profession can conceivably be loaded on a mount (and thus can be brought by the concerned adventurer), what they include exactly can be handwaved.

Artisan's tools	Similar professions	Cost	Weight	Availability
Alchemist's supplies	Apothecary	50 gp	8 lb.	Rare
Brewer's supplies	Distiller, winemaker	20 gp	9 lb.	Uncommon
Calligrapher's supplies	Copier, scribe	10 gp	5 lb.	Uncommon
Carpenter's tools	Cabinetmaker, joiner	8 gp	6 lb.	Common
Cartographer's tools	Architect, mapmaker	15 gp	6 lb.	Uncommon
Cobbler's tools	Bootmaker, shoemaker	5 gp	5 lb.	Uncommon
Cook's utensils	Baker, piemaker, roaster, saucier, etc.	1 gp	8 lb.	Common
Glassblower's tools	Glassmaker, glazier	30 gp	5 lb.	Uncommon
Jeweler's tools	Goldsmith	25 gp	2 lb.	Uncommon
Leatherworker's tools	Furrier, tanner	5 gp	5 lb.	Common
Mason's tools	Architect, builder, engineer	10 gp	8 lb.	Uncommon
Painter's supplies	Illustrator, portraitist	10 gp	5 lb.	Uncommon
Potter's tools	Ceramist, enameler	10 gp	3 lb.	Common
Smith's tools	Armorer	20 gp	8 lb.	Common
Tinker's tools	Inventor, mender	50 gp	10 lb.	Uncommon
Weaver's tools	Embroiderer, lacemaker, tailor	1 gp	5 lb.	Common
Woodcarver's tools	Several variants: bone-sculpting, ivory-sculpting, etc., bas-reliefs	1 gp	5 lb.	Common

Disguise Kit

Cost: 25 gp. Weight: 3 lb. Availability: Uncommon (circuses, towns).
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Farmer's Tools

Cost: 1 gp min. Weight: 20 lb. Availability: Common.
Farmer's tools include everything required to grow a vegetable garden and raise cattle: spade, hoe, scythe, sickle, pitchfork, axe, etc. Additionally, seeds to sow and small livestock (chickens, rabbits, etc.) will be required for proper farming.
Part of the farmer's tools can be used as weapons, sometimes to unexpectedly great effect. Among certain cultures, weapons have thus been designed and perfected from such tools.

Forgery Kit

Cost: 15 gp. Weight: 5 lb. Availability: Uncommon (illegal).
This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set

This item encompasses a wide range of game pieces, including dice and decks of cards. A few common examples appear on the **Gaming Set table**, but other kinds of gaming sets exist. Strategy games like chess or go are often part of a noble's education. Knucklebones, dice games, and card games are very commonly played in taverns and military camps, and often involve gambling. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Gaming Set	Cost	Weight	Availability
Chess set	1 gp	½ lb.	Uncommon
Dice set	1 sp	—	Common
Go set	1 gp	½ lb.	Uncommon
Knucklebones set	1 cp	—	Common
Playing card set	5 sp	—	Uncommon

Playing and Cheating

Here are a few possibilities and suggestions if you want to simulate the PCs playing card or dice games in the course of a session.

Gambling

At the beginning of each round, the players must put on the table a starting ante in order to participate. If they stop anteing before the end of the game, they lose the invested sum, but also limit any potential loss.

Gaming Rounds

Determine in advance the number of gaming rounds: 1, 3, or 5. Each round is resolved with an Intelligence (Gaming Set) check: whoever rolls highest is the winner. At the end of the game, each player's wins are totaled, and the one with the most wins gains all the invested antes. In the case of a draw, the gains are shared equally.

Cheating

A player can attempt a Sleight of Hand check to cheat without being noticed. The Dexterity (Sleight of Hand) check must be made before the Intelligence (Gaming Set) one and is contested by Wisdom (Insight or Perception) checks by all the witnesses. A regular failure means that the would-be cheater was not able to find an opening, while a failure with a margin of 5 or more means that whoever beat the Sleight of Hand check by 5 or more caught them in the act. Of course, they may turn a blind eye, perhaps the better to confront them later... Finally, if the cheater rolls a natural 1, they are caught by everyone present.

Certain cheaters have accomplices who assist them, for example by distracting the other participants, granting the cheater advantage on their Dexterity (Sleight of Hand) check.

If they have managed to cheat successfully, the cheater can choose one of the following benefits for the upcoming round:

- Advantage on the Intelligence (Gaming Set) check.
- Disadvantage on the Intelligence (Gaming Set) check of their opponents. This benefit can only be chosen if the cheater is the one distributing the cards or can tamper with their opponents' game in any way.
- If they are proficient with the gaming set involved, double their proficiency bonus on the Intelligence (Gaming Set) check.

Herbalism Kit

Cost: 10 gp. Weight: 3 lb. Availability: Uncommon.

This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument

Several of the most common types of musical instruments in the Free City are shown on the following table as examples. Their availability may be different in other parts of the world, at the leader's discretion. If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Proficiency with a musical instrument or with the Performance skill means your character can read sheet music, provided they are learned (see the **Languages chapter: Reading and Writing**).

Musical instrument	Cost	Weight	Availability
Bagpipes	30 gp	6 lb.	Uncommon
Drum	6 gp	3 lb.	Common
Dulcimer	25 gp	10 lb.	Uncommon
Flute	2 gp	1 lb.	Uncommon
Horn	3 gp	2 lb.	Uncommon
Lute	35 gp	2 lb.	Uncommon
Lyre	30 gp	2 lb.	Uncommon
Pan flute	12 gp	2 lb.	Common
Shawm	2 gp	1 lb.	Uncommon
Viol	30 gp	1 lb.	Uncommon

Navigator's Tools

Cost: 25 gp. Weight : 2 lb. Availability: Uncommon.
This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit

Cost: 50 gp. Weight: 4 lb. Availability: Uncommon (illegal).
A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons. A list of poisons and ways to procure illegal ingredients through guilds of thieves or poisoners are included in **Bestiary**.
A poisoner's kit has many similarities with a herbalism kit or alchemist's supplies. Indeed, only the user's knowledge and its application are truly different.

Thieves' Tools

Cost: 25 gp. Weight: 1 lb. Availability: Rare (illegal).
This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Vehicles

There are three different types of vehicles: air, land, and sea. All three are listed in the **Mounts and Vehicles section** of this chapter.

Provisions

The items listed below are commonly used by adventurers. As before, the tables in the following pages include the items' average cost in the Free City, their standard weight, their availability, and where to find them.

- Certain items (such as lighting sources) are useful in themselves, while others facilitate an action, granting advantage on the related ability check (such as a portable ram used to break down a door).

- Items are categorized into shops, so that the leader can easily adjudicate if an item is available depending on whether the associated type of shop is present or not. Each type of shop has its own particularities.

General Store

A general store is the first type of business that appears in a community, and may be the only trading location within several dozens of miles. It can double as an inn, guesthouse, tavern, farm, or workshop. It essentially sells basic necessities, which are imported or made locally. In stores located on busy roads, local specialties are certain to be largely present among the wares. General store managers also take orders and can thus obtain rarer commodities in a matter of weeks or months, the delivery speed depending on the isolation of the store and the skillfulness of its manager.
Certain shopkeepers are former thieves or smugglers who have decided to retire peacefully. However, they still have their old contacts and may agree to procure illegal merchandise such as poison or thieves' tools.

Overview of the Price of Trade Goods

Here is an overview of the average prices at general stores near or inside the Free City.
This first table aims at providing a price scale, with various commodities sorted by cost.

Cost	Goods
1 cp	1 lb. of wheat
2 cp	1 lb. of flour
5 cp	1 lb. of salt or 1 salt block
1 sp	1 lb. of iron or 1 sq. yd. of canvas
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat or 1 precious seashell
2 gp	1 lb. of cinnamon or pepper, or one sheep
3 gp	1 lb. of cloves or one pig
5 gp	1 lb. of silver or 1 sq. yd. of linen
10 gp	1 sq. yd. of silk or one cow
15 gp	1 lb. of saffron or one ox
50 gp	1 lb. of gold
500 gp	1 lb. of platinum

The table below lists all kinds of commodities one may acquire at a general store. If it is located in a village, all Very Common and Common wares will be available, while a general store in a town will also include Uncommon items. If you wish to acquire an Uncommon or Rare item in a village, you will have to order it, which will involve paying half the price in advance. Remember that the prices are only indicative, representing the average costs in the Free City.
For more specialized goods, you will need to go to an apothecary, tailor, or temple.

Item	Cost	Weight	Availability
Abacus	2 gp	2 lb.	Uncommon
Backpack (see Containers)	2 gp	5 lb.	Uncommon
Ball bearings (bag of 1,000)	7 gp	14 lb.	Uncommon
Barrel (see Containers)	2 gp	70 lb.	Common
Basket (see Containers)	4 sp	2 lb.	Common
Bedroll	1 gp	7 lb.	Uncommon
Bell	1 gp	—	Uncommon
Blanket	5 sp	3 lb.	Common
Block and tackle	1 gp	5 lb.	Uncommon
Bottle, glass (see Containers)	2 gp	2 lb.	Uncommon
Bucket (see Containers)	5 cp	2 lb.	Very Common
Caltrops (bag of 20)	1 gp	2 lb.	Uncommon
Candle (see Light Sources)	5 cp	—	Uncommon
Chain (10 feet)	5 gp	10 lb.	Uncommon
Chalk (box of 10)	1 cp	—	Common
Chest (see Containers)	5 gp	25 lb.	Common
Climber's kit	25 gp	12 lb.	Uncommon
Crowbar	2 gp	5 lb.	Uncommon
Fishing tackle	1 gp	8 lb.	Common
Flask or tankard (see Containers)	2 cp	1 lb.	Very Common
Grappling hook	2 gp	4 lb.	Uncommon
Hammer	1 gp	3 lb.	Common
Hammer, sledge	2 gp	10 lb.	Uncommon
Hunting trap	5 gp	25 lb.	Uncommon
Jug or pitcher (see Containers)	2 cp	4 lb.	Very Common
Ladder (10 feet)	1 sp	25 lb.	Common
Lamp (see Light Sources)	5 sp	1 lb.	Common
Lamp, ceramic (see Light Sources)	5 cp	½ lb.	Common
Lantern, bullseye (see Light Sources)	10 gp	2 lb.	Rare
Lantern, hooded (see Light Sources)	5 gp	2 lb.	Uncommon
Lock	10 gp	1 lb.	Uncommon
Manacles	2 gp	6 lb.	Uncommon
Mess kit	2 sp	1 lb.	Common
Mirror, steel	5 gp	½ lb.	Uncommon
Oil (flask) (see Light Sources)	1 sp	1 lb.	Very Common
Pick, miner's	2 gp	10 lb.	Uncommon
Piton	5 cp	¼ lb.	Uncommon
Pole (10-foot)	5 cp	7 lb.	Common
Pot, copper	2 gp	10 lb.	Common
Pouch (see Containers)	5 sp	1 lb.	Common
Ram, portable	4 gp	35 lb.	Uncommon
Rations (2 days)	5 sp	2 lb.	Common
Rope, hempen (50 feet)	1 gp	10 lb.	Common
Rope, silk (50 feet)	100 gp	2 lb.	Rare
Sack (see Containers)	1 cp	½ lb.	Common
Scale, merchant's	5 gp	3 lb.	Uncommon
Shovel	2 gp	5 lb.	Common
Signal whistle	5 cp	—	Uncommon
Soap	2 cp	—	Common
Spikes, iron (10)	1 gp	5 lb.	Uncommon
Tent, two-person	2 gp	20 lb.	Uncommon
Tinderball	5 sp	1 lb.	Uncommon
Tinderbox	5 sp	1 lb.	Very Common
Torch (see Light Sources)	1 cp	1 lb.	Common
Vial (see Containers)	1 gp	—	Uncommon
Waterskin (see Containers)	2 sp	5 lb. (full)	Very Common
Whetstone	1 cp	1 lb.	Very Common

Ball Bearings

Cost: 7 gp (bag of 1,000). Weight: 14 lb. Availability: Uncommon.
As an action, you can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area must succeed on a DC 10 Dexterity saving throw or fall **prone**. A creature moving through the area at half speed doesn't need to make the saving throw.

Block and Tackle

Cost: 1 gp. Weight: 5 lb. Availability: Uncommon.
A set of pulleys with a cable threaded through them and a hook to attach to objects, a block and tackle allows you to hoist up to four times the weight you can normally lift.

Caltrops (20)

Cost: 1 gp. Weight: 2 lb. Availability: Uncommon.
As an action, you can spread a single bag of caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

Chain (10 feet)

Cost: 5 gp. Weight: 10 lb. Availability: Uncommon.
A chain has 10 hit points. It can be burst with a successful DC 20 Strength check.

Climber's Kit

Cost: 2 gp. Weight: 12 lb. Availability: Uncommon.
A climber's kit includes special pitons, boot tips, gloves, and a harness. You can use the climber's kit as an action to anchor yourself; when you do, you can't fall more than 25 feet from the point where you anchored yourself, and you can't climb more than 25 feet away from that point without undoing the anchor.

Containers

Below, you will find the characteristics of common receptacles in the region of the Free City. The Capacity column shows how much liquid volume they can hold and how much weight they can bear without suffering damage.

Container	Capacity	Cost	Weight	Availability
Backpack	1 cubic foot/30 pounds of gear	2 gp	5 lb.	Uncommon
Barrel	40 gallons liquid, 4 cubic feet solid	2 gp	70 lb.	Common
Basket	2 cubic feet/40 pounds of gear	4 sp	2 lb.	Common
Bottle, glass	1 ½ pints liquid	2 gp	2 lb.	Uncommon
Bucket	3 gallons liquid, ½ cubic foot solid	5 cp	2 lb.	Very Common
Chest	12 cubic feet/300 pounds of gear	5 gp	25 lb.	Common
Flask or tankard	1 pint liquid	2 cp	1 lb.	Very Common
Jug or pitcher	1 gallon liquid	2 cp	4 lb.	Very Common
Pot, copper	1 gallon liquid	5 gp	10 lb.	Uncommon
Pouch**	1/5 cubic foot/6 pounds of gear	5 sp	1 lb.	Common
Sack	1 cubic foot/30 pounds of gear	1 cp	½ lb.	Common
Vial	4 ounces liquid	1 gp	—	Uncommon
Waterskin	4 pints liquid	2 sp	5 lb. (full)	Very Common

* You can also strap items, such as a bedroll or a coil of rope, to the outside of a backpack.
** A cloth or leather pouch can hold up to 20 sling bullets or 50 blowgun needles, among other things. A compartmentalized pouch for holding spell components is called a component pouch (described later in this section).

Crowbar

Cost: 2 gp. Weight: 5 lb. Availability: Uncommon.
Using a crowbar grants advantage to Strength checks where the crowbar's leverage can be applied.

Fishing Tackle

Cost: 1 gp. Weight: 4 lb. Availability: Common.
This kit includes a wooden rod, silken line, corkwood bobbers, steel hooks, lead sinkers, lures, and narrow netting. Fishing tackle is Common or even Very Common among seaside, lakeside, or riverside populations. Rangers and inhabitants of wild lands are usually capable of putting together everything they need, adapting their gear to the local fish species. Designing and crafting a creel requires a day's work and a successful DC 15 Wisdom (Survival) check.

Hunting Trap

Cost: 5 gp. Weight: 25 lb. Availability: Uncommon.
When you use your action to set it, this trap forms a saw-toothed steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a DC 13 Dexterity saving throw or take 1d4 piercing damage and stop moving. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet long). A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Each failed check deals 1 piercing damage to the trapped creature.
Hunting traps are used to catch foxes, wolves, lynxes, bears, and other dangerous animals. Druids, aldaron, and most rangers disapprove of such contraptions and may seek to punish whoever makes use of them.

Light Sources

Lighting is a very expensive luxury for most commoners, which is why lower-class districts and villages are in full darkness after nightfall. This has a strong influence on habits. In winter, households gather around the flickering light of the hearth and go to bed very early. Often, people wake up in the middle of the night and spend a moment together to chat, tell each other stories, or play a game to kill time before going back to sleep. The lifestyle of wealthy districts is much different: those who can afford lighting around-the-clock can stay active and entertain guests throughout the night.

Item	Cost	Weight	Availability
Candle	5 cp	—	Uncommon
Lamp	5 sp	1 lb.	Common
Lamp, ceramic	5 cp	½ lb.	Common
Lantern, bullseye	10 gp	2 lb.	Rare
Lantern, hooded	5 gp	2 lb.	Uncommon
Oil (flask)	1 sp	1 lb.	Common
Torch	1 cp	1 lb.	Common

Candle

For 1 hour, a candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet.

Oil

Oil usually comes in a clay flask that holds 1 pint. As an action, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make a ranged attack against a target creature or object, treating the oil as an improvised weapon. On a hit, the target is covered in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage from the burning oil. You can also pour a flask of oil on the ground to cover a 5-foot-square area, provided that the surface is level. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn in the area. A creature can take this damage only once per turn.

Lamp

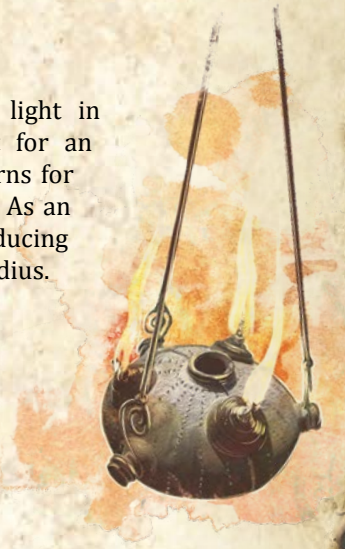
A lamp casts bright light in a 20-foot radius and dim light for an additional 20 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Lamp, Ceramic

The most common source of light in Eana is this model of oil lamp. It is very basic, consisting of a ceramic pot filled with oil in which a wick is dipped. This lamp gives off barely more light than a candle, casting bright light in a 10-foot radius and dim light for an additional 10 feet.

Lantern, Hooded

A hooded lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil. As an action, you can lower the hood, reducing the light to dim light in a 5-foot radius.



Lantern, Bullseye

A bullseye lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

Torch

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage. Commoners seldom use torches, as they burn quickly and can be a hazard. They are primarily used for military or ceremonial purposes. Their Common availability is due to how easily they can be put together on demand.

Lock

Cost: 10 gp. Weight: 1 lb. Availability: Uncommon.
A key is provided with the lock. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Your leader may decide that better locks are available for higher prices.

Manacles

Cost: 2 gp. Weight: 6 lb. Availability: Uncommon.
These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 hit points.

Mess Kit

Cost: 2 sp. Weight: 1 lb. Availability: Common.
This tin box contains a cup and simple cutlery. The box clamps together, and one side can be used as a cooking pan and the other as a plate or shallow bowl.
In certain countries, for example in Lothrienne or Arolavia, it is customary to bring your cutlery with you and to use it even in inns. Spoons, knifes, and forks then have the status of personal effects and can be the object of special care and monetary investment, with handles made of carved bone, enamel, or semiprecious stone. Of course, the cost of such luxury items rises accordingly.

Miner's Pick

Cost: 2 gp. Weight: 10 lb. Availability: Uncommon.
Also called a pickaxe, this tool has a sturdy steel head, pointed at one end and flat at the other, used to break or dislodge rock. It is Very Common in mines and Common in building or demolition sites.

Portable Ram

Cost: 4 gp. Weight: 35 lb. Availability: Uncommon.
A portable ram is a destructive item with a very niche client base: only elite guards, raiders, and dungeon explorers make use of it. Troops who need such equipment during military campaigns often put it together on the spot, felling a tree and calling upon a smith to reinforce it with metal and add handles. No more than three days are usually necessary to craft an improvised ram. A successful DC 10 Intelligence (Smith's tools) check is also required.
You can use a portable ram to break down doors. When doing so, you gain a +4 bonus on the Strength check. One other character can help you use the ram, giving you advantage on this check.

Making Spider Silk Rope

What's this, then? You shop at my competitors, with their heavy hempen rope, and turn up your nose at my silk ones? I say, look at this splendid material, feel this exquisite softness! The cost, you say? It is costly, that I cannot deny... but let me explain.
The silk you hold in your hands is not that of a silkworm, no sir! This is spider silk, yes sir. Giant spider silk, to be more precise. Only these particular specimens produce enough silk. And as you won't be surprised to learn, sir, these nasty creatures are ferocious as you wouldn't believe, so you can't just milk them like cows, if you'll permit me the simile, sir.
Brave adventurers venture into foreboding forests, hunting down the ettercaps who raise spiders of all sizes. Every corner of their lair is filled with silk... But finding the stuff is only the first step; then you have to gather the thread. And as you certainly know, sir, spiders capture their prey with their sticky web, so spider silk must be promptly treated to rid it of its adhesiveness. Even then, you are far from done, very far indeed!
You have to wind the silk into nice, proper spools, which takes a looong time! Only then can you finally braid the thread into rope, guaranteed finer, lighter, and sturdier than common hempen rope!
... Come again? Oh yes, I've heard the rumors of Netherworld craftsmen and spider breeders... But first, if I may speak frankly, sir, you would do well not to take such stories for granted... And second, if you want a merchant who deals with the depths, look elsewhere, for I only sell good, clean, reliable wares from the surface!

Speech by Amandine, halfling merchant of the Free City and a cousin of Baldine

Rations (2 days for 1 person)

Cost: 5 sp. Weight: 2 lb. Availability: Common.
Rations consist of dry foods suitable for extended travel, including jerky, dried fruit, hardtack, and nuts. They are more expensive and less readily available than other, more perishable kinds of food.

Rope (50 feet)

Hempen. Cost: 1 gp. Weight: 10 lb. Availability: Common.
Silk. Cost: 100 gp. Weight: 2 lb. Availability: Rare.
The standard length of a coil of rope is 50 feet. Rope is typically made of either silk or hemp, with the latter being the most common material. Hempen rope is one-inch thick and can bear a weight of 3 tons before it breaks, while silk rope is half as thick and can bear a weight of 5 tons before it breaks. Rope only has 5 hp, and though it is very resistant to shocks and pulling, it will quickly break if subjected to slashing or fire damage.

Tinderball

Cost: 5 sp. Weight: 1 lb. Availability: Uncommon.
A tinderball is a relatively light ball filled with various substances. There are two main models of tinderballs:

- **Fire Tinderball.** It is designed to create a fire and is filled with resin, grease, and kindling. Small models are used to get a fire going even in bad atmospheric conditions. Larger models are veritable portable fireballs and require a catapult to be launched.
- **Smoke Tinderball.** As its name indicates, the purpose of a smoke tinderball is to give off abundant smoke as it burns, with effects depending on its contents. The smoke can be hallucinatory, asphyxiating, or simply hamper vision.

To make a proper tinderball, a successful DC 15 Wisdom (Survival) or Intelligence (alchemist's supplies) check is required.

Tinderbox

Cost: 5 sp. Weight: 1 lb. Availability: Very Common.
This small container holds flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Tailor's Shop

Your clothes say a lot about yourself: your origins, your civilization, your habits, and many other details. The price of clothing can vary enormously depending on the required ornaments, dyes, and fiber quality. In some countries, wearing certain hues is the privilege of precise categories of the population, such as carmine red or purple for royalty, and other shades of red for nobility. Likewise, the length of a train or the wearing of certain accessories can be regulated by sumptuary or discriminatory laws. For example, lepers are sometimes obligated to wear clothes that cover their entire bodies, faces included, so that everyone might be aware of their condition at first glance.
Since adventurers are constantly on the move and exposed to very harsh living conditions, their equipment is designed to last and to protect them against the hardships they face. This leaves little room for the fancy trappings of high society.

Clothes	Minimum cost (in the Free City)	Weight	Availability
Clothes, common	5 sp	3 lb.	Common
Clothes, costume	5 gp	4 lb.	Uncommon
Clothes, fine	15 gp	6 lb.	Uncommon
Clothes, traveler's	2 gp	4 lb.	Uncommon
Robes	1 gp	4 lb.	Uncommon

The Price of Clothing

"What do you mean too expensive!?" Baldine exclaimed in reaction to the barbarian's remark. The ranger kept silent, but it was obvious he thought the same. The halfling harrumphed. "You spending your time fighting and making a mess of your threads doesn't make them any less worth their price!"
Really, implying that she had taken them to some sort of crook when the tailor was precisely a pretty honest professional with a nice price-quality ratio, it was... it was...
She took a deep breath to calm down and resumed in a more level tone:
"Hear me out. First, to make clothes, you need fiber. Here, you have wool, linen, cotton, and silk. For starters, the thread's quality influences the final cost. Then there's the weaving. To make soft, fine, comfortable clothing that properly catches the light—and lasts a good while—you need a good weaver with proper tools. Next, if you want colored clothing, you must add dyes. And to obtain nice colors, you'd better use the right stuff. Oh, you'll find garish reds and yellows at a bargain, yes, but the dyes won't bear the light of the sun and the color will fade after a few hours."
She sniffed. "If you just want to grab one-use togs to spend an evening with the bigwigs, yeah, you can get some cheap duds that'll fall apart after two days. But remember that though it may not make one bit of difference to you, the real old money, the ones who grew up in brocaded silk, they'll be on to you sure as eggs. You can try, and maybe you'll even get invited to a ball, but the big cheeses will know that you're cheap adventurers who give themselves airs but don't know the first thing about decorum."
Meaningfully, she concluded. "It all depends on how you want to appear. It's up to you."

Apothecary

Apothecaries are generally located in urban areas. Some also exist as part of a monastery's infirmary or a wealthy castle's staff. More rarely, some set up shop in villages located on well-traveled roads.

Apothecaries are herbalists or alchemists, sometimes physicians and spellcasters. They sell a wide array of products: spell components, rare ingredients, potions, cosmetics, herbal teas, perfumes, essential oils, hydrolats, remedies, and a few aesthetic curios such as crystals, semiprecious stones, or fossils. In certain countries, the trade of apothecaries is strictly regulated, as they are suspected of selling poisons and spellcasting components to necromancers or warlocks.

Here is a non-exhaustive list of items available at an apothecary:

Item	Cost	Weight	Availability
Abacus	2 gp	1 lb.	Uncommon
Acid (vial)	25 gp	1 lb.	Uncommon
Alchemist's fire (flask)	50 gp	1 lb.	Uncommon
Antitoxin (vial)	50 gp	—	Uncommon
Arcane focus (see below)	—	—	Rare
Bell	1 gp	—	Uncommon
Component pouch	25 gp	2 lb.	Uncommon
Cosmetic (1 jar)	5 gp	1 lb.	Uncommon
Essential oil (vial)	5 gp	1 lb.	Rare
Healer's kit (10 uses)	5 gp	3 lb.	Uncommon
Herbal tea (jar of 20)	5 sp	½ lb.	Common
Hourglass	25 gp	1 lb.	Uncommon
Magnifying glass	100 gp	—	Rare
Perfume (vial)	5 gp (min)	—	Uncommon
Poison, basic (vial)	80 gp	—	Uncommon
Potion of healing	50 gp	½ lb.	Uncommon
Scale, merchant's	5 gp	3 lb.	Uncommon
Spyglass	1,000 gp	1 lb.	Rare
Vial	1 gp	—	Uncommon

Acid

Cost: 25 gp (vial). Weight: 1 lb. Availability: Uncommon.
As an action, you can splash the contents of this vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case, make a ranged attack against a creature or object, treating the acid as an improvised weapon. On a hit, the target takes 2d6 acid damage. On a critical hit, the victim suffers strong burns that will leave nasty scars.

Gnomish Acids

Gnomish acids are rare, but highly esteemed. Indeed, gnomish alchemists and artificers have made a specialty of concocting particularly strong acids, with unique and devastating effects. The following modifiers can be added to the basic acid vial, each representing an extra cost of 15 gp:

- **Highly Concentrated.** Such powerful acid deals an extra 1d6 acid damage, for a total of 3d6 acid damage. Some expert chemists are even capable of making acid dealing 4d6 acid damage.
- **Throwing Vial.** The acid's container is designed to be thrown, increasing its range to 40 feet.
- **Adhesive.** The acid is mixed with a sticky substance, so that the mixture adheres to tissues and metal, gnawing at the victim's equipment. The AC bonus of the target's armor drops by one point, and it gains the fragile property at the conclusion of the fight.

Alchemist's Fire

Cost: 50 gp. Weight: 1 lb. Availability: Uncommon.
This sticky, adhesive fluid ignites when exposed to air. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Antitoxin

Cost: 50 gp (vial). Weight: Negligible. Availability: Uncommon.
Also known under the name of universal antidote, antitoxins are imbibed preemptively during epidemics. Popular suspicion has it that in such times, instead of taking measures against the disease, elites would rather hole up inside their homes with stores of antitoxin and wait for the destitute to die.

A creature that drinks this vial of liquid gains advantage on saving throws against poison and disease for 1 hour. It confers no benefit to undead or constructs.

Arcane Focus

An arcane focus is a special item—an orb, a crystal, a rod, a specially constructed staff, a wand-like length of wood, or some similar item—designed to channel the power of arcane spells. A sorcerer, warlock, or wizard can use such an item as a spellcasting focus.

Arcane Focus	Cost	Weight	Availability
Crystal	10 gp	1 lb.	Rare
Orb	20 gp	3 lb.	Rare
Rod	10 gp	2 lb.	Rare
Staff	5 gp	4 lb.	Rare
Wand	10 gp	1 lb.	Rare

Component Pouch

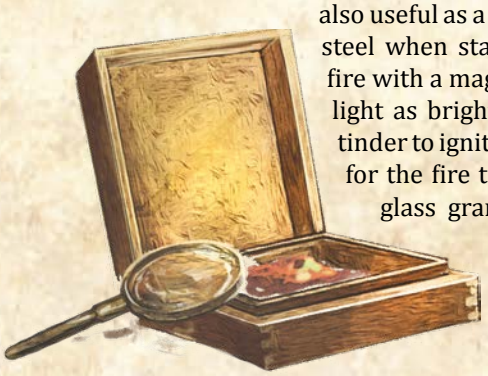
Cost: 25 gp. Weight: 2 lb. Availability: Uncommon.
A component pouch is a small, watertight leather belt pouch that has compartments to hold all the material components and other special items you need to cast your spells, except for those components that have a specific cost (as indicated in a spell's description).

Healer's Kit (10 uses)

Cost: 5 gp. Weight: 3 lb. Availability: Uncommon.
This kit is a leather pouch containing bandages, salves, and splints. The kit has ten uses. As an action, you can expend one use of the kit to stabilize a creature that has 0 hit points, without needing to make a Wisdom (Medicine) check.

Magnifying Glass

Cost: 100 gp. Weight: Negligible. Availability: Rare.
This lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and about 5 minutes for the fire to ignite. A magnifying glass grants advantage on any ability check made to appraise or inspect an item that is small or highly detailed.



Perfume

Cost: 5 gp (minimum). Weight: Negligible. Availability: Uncommon.
Perfumes are luxuries, with some of them fetching astronomical prices. There are two major categories of perfumes: those with an oily or greasy base, and those with an alcoholic base, the latter being the more complex to make. To create delicate scents, perfumers mix essences of spices, flowers, and fruits from faraway countries. The most sought-after of perfumes include more than twenty components, including exotic—and therefore staggeringly expensive—ones.
The most affordable perfumes are made of sweet almond oil perfumed with drops of essential oil from plants cultivated near the Free City, such as citruses.

Poison, Basic

Cost: 80 gp (vial). Weight: Negligible. Availability: Uncommon (illegal).
You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.
The excessively high cost of basic poison in the Free City is mostly due to its illegal nature. Objectively speaking, the ingredients and processes involved in its making do not justify more than a tenth of its price. In certain regions of Eana, deadly poisons (the venom of certain frogs, for example) are so easily available that such a comparatively harmless substance would be worthless.

Potion of Healing

Magic Item. Cost: 50 gp. Weight: ½ lb. Availability: Uncommon.
A character who drinks the magical red fluid in this vial immediately regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.

Scale, Merchant's

Cost: 5 gp. Weight: 3 lb. Availability: Uncommon.
A scale includes a small balance, pans, and a suitable assortment of weights up to 2 pounds. With it, you can measure the exact weight of small objects, such as raw precious metals or trade goods, to help determine their worth.

Spyglass

Cost: 1,000 gp. Weight: 1 lb. Availability: Rare.
Objects viewed through a spyglass are magnified to twice their size.

Bookseller and Papermaker

Most written works are manuscripts, painstakingly made by copyists employed in workshops. Recently, however, the gnomes of the Eolian Isles have come up with a revolutionary invention: the printing press. It has begun to spread in forward-thinking towns like the Free City and allows for the production of books at lower prices.

Depending on the region, different materials are used:

- **Paper.** It is made from pulped rags in factories that look like watermills.
- **Parchment.** Vellum is obtained from calf skin. One of its most notable advantages is that it is very resistant to humidity, which is the reason why spellbooks are made of parchment instead of paper.
- **Papyrus.** This type of sheet is obtained from a species of plant that grows in warm, shallow water.
- **Wax Tablet.** A wooden support is covered with a layer of wax on which the text is carved. It is very popular in northern regions (Arolavia and Lothrienne) for written communication, one of its advantages being that an obsolete message can be erased, leaving room for a new one.
- **Bark Sheets.** Paper and papyrus are uncommon in the north. Instead, the locals commonly make use of sheets crafted from tree bark following a local artisanal process.

Overview of the Prices in the Free City

Item	Cost	Weight	Availability
Book	1 gp (min)	½ lb. (min)	Uncommon
Case, map or scroll	1 gp	1 lb.	Uncommon
Chalk (box of 10)	1 cp	—	Common
Ink (2 ounce bottle)	1 gp	—	Uncommon
Notebook (120 pages, good quality paper)	5 sp	½ lb.	Uncommon
Paper (20 sheets, good quality)	1 sp	—	Uncommon
Parchment (5 sheets)	1 sp	—	Uncommon
Quill	2 cp	—	Uncommon
Sealing wax	5 sp	—	Uncommon
Signet ring (or any other sealing item)	5 gp	—	Uncommon
Spellbook (350 vellum pages)	50 gp	2 lb.	Uncommon

Book

Cost: 1 gp (minimum). Weight: ½ lb (minimum). Availability: Uncommon.
A book might contain poetry, historical accounts, information pertaining to a particular field of lore, diagrams and notes on gnomish contraptions, or just about anything else that can be represented using text or pictures. A book of spells is a spellbook.

Case, Map or Scroll

Cost: 1 gp. Weight: 1 lb. Availability: Uncommon.
This cylindrical leather case can hold up to ten rolled-up sheets of paper or five rolled-up sheets of parchment.

Spellbook

Cost: 50 gp. Weight: 2 lb. Availability: Uncommon.
Essential for wizards, a spellbook is a leather-bound tome with 100 blank vellum pages suitable for recording spells.

Temple and Druidic Circle

Holy items related to religious practice are never for sale. To obtain such an object, one must make a request before a temple or druidic circle, sometimes along with a donation or the promise of a service in return.

Item	Cost	Weight	Availability
Druidic focus (see below)	—	—	Rare
Holy symbol (see below)	—	—	Rare
Holy water (flask)	25 gp	1 lb.	Rare

Druidic Focus

A druidic focus might be a sprig of mistletoe or holly, a wand or scepter made of yew or another special wood, a staff drawn whole out of a living tree, or a totem object incorporating feathers, fur, bones, and teeth from sacred animals. A druid can use such an object as a spellcasting focus.

Druidic focus	Cost	Weight	Availability
Sprig of mistletoe	N.A.	—	Rare
Totem	N.A.	—	Rare
Wooden staff	N.A.	4 lb.	Rare
Yew wand	N.A.	1 lb.	Rare

Holy Symbol

A holy symbol is a representation of a god or pantheon. It might be an amulet depicting a symbol representing a deity, the same symbol carefully engraved or inlaid as an emblem on a shield, or a tiny box holding a fragment of a sacred relic. A cleric or paladin can use a holy symbol as a spellcasting focus. To use the symbol in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

Holy symbol	Cost	Weight	Availability
Amulet	N.A.	1 lb.	Rare
Emblem	N.A.	—	Rare
Reliquary	N.A.	2 lb.	Rare

Holy Water

Cost: 25 gp. Weight: 1 lb. Availability: Rare.
Holy water cannot be bought off-the-shelf. To obtain a flask, one must petition a temple or sanctuary. It is customary to thank the priests with a donation in proportion to one's means. Whoever abstains from doing so will find the priests more reluctant to answer their requests in the future.

As an action, you can splash the contents of this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. In either case, make a ranged attack against a target creature, treating the holy water as an improvised weapon. If the target is a fiend or undead, it takes 2d6 radiant damage.

A cleric or paladin may create holy water by performing a special ritual. The ritual takes 1 hour to perform, uses 25 gp worth of powdered silver, and requires the caster to expend a 1st-level spell slot.

Inn

Food, Drink, and Lodging

The **Food, Drink, and Lodging table** gives prices for individual food items and a single night's lodging in the Free City. These prices are included in your total lifestyle expenses.

Food

Item	Cost
Bread, loaf	2 cp
Cheese, hunk	1 sp
Meat, chunk	3 sp

Drink

Ale	
Gallon	2 sp
Mug	4 cp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

Lodging

Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Banquet (per person)	10 gp

Misadventures at Inns and Roadhouses

Excluding very high quality establishments, which are few outside of major cities and trade routes, the level of comfort of an inn is often a matter of chance. Memorable stays (for better or for worse!) are the occasions of incidents and anecdotes that inspire many a bard's song. Whenever you stay at an inn of debatable quality and repute, roll 1d20. On a roll of 10 or less, the establishment leaves you with a long-lasting memory... and not a pleasant one. Roll on the following table:

d20	Incident	Description
1	Poor quality bedding	The bed you have been given has been built with bad materials or is poorly maintained: it smells, the blankets scratch or haven't been washed, the straw is moldy, it is rickety, it squeaks and groans horribly at the slightest movement, etc. This results in such unpleasant conditions that, unless your exhaustion level is 3 or more, you must make a DC 11 Constitution saving throw to gain the benefits of a long rest. If you fail the saving throw, you spend the night tossing and turning, never finding sleep for long.
2	Not enough salt	The fare is bland and tasteless. Customers keep asking for salt, which may be sold as a supplement at an outrageous price.
3	Too much salt	Yuck, the cook must have dropped the whole shaker in the pot! And don't hope for a second, better helping. Most diners attempt to drown the taste in beverages, usually drinking more than their fill.
4	Infection	Whether the establishment's hygiene is lamentable or one of the customers is seriously ill, you have a rough night ahead of you: stomach cramps, nausea, diarrhea... You can forget about getting a pleasant sleep.

5	Awful cook	Disgusting! Only someone exhausted and starving who has had nothing to eat for days would deign to force this vile substance down their throat. Most diners spit back their first bite and demand to be either reimbursed or served another dish. If the innkeeper doesn't relent, things may go south.
6	Bed bugs	Obviously, the bedsheets weren't boiled the last time they were washed… or maybe the mattress itself is infested with the vermin? Either way, sleep won't come easy, and those who manage to find it will wake up covered with small, itchy bites… which may also carry serious diseases.
7	Draft	The establishment is poorly insulated, and blankets are sparse. You will have to come up with a solution of your own if you don't want to spend the night shivering in bed.
8	Dormitory	It's either a dormitory or nothing! Of course, some of the occupants snore like an owlbear in heat, while others stink up the place something fierce, to make no mention of those who have gas.
9	A bed for four	There is no single bed here: they have all been made for four people, and the innkeeper intends to make the most of them. And it's a full house today, so paying extra for a whole bed is out of the question.
10	Soaked equipment	It has been raining—or snowing—throughout the day, and everyone is soaked to the bone. Seats close to the fireplace are harshly disputed. Many have taken off layers, the better to dry their equipment. Amidst the hustle and bustle, some ne'er-do-wells might be tempted to rifle through pockets or help themselves to unwatched belongings.
11	Leak	There is a hole in the roof or a fault between the tiles… and it's raining. A lot. Throughout the night, water filters through, resulting in puddles and in constant dripping noises.
12	Noisy neighbors	The people in the room next to yours snore, speak in their sleep, or have hired a prostitute with whom they are spending a very demonstrative evening. In any case, you can clearly hear them, to your considerable annoyance.
13	Empty!	Apart from you, the establishment is entirely devoid of customers. You have the strange feeling that something is watching your every move. Is it just you, or is something up?
14	Domestic troubles	You are treated properly, but the owner of the place keeps berating, humiliating, or beating their employees (or children). You are spending the night under the roof of a veritable tyrant, a witness of the hell the pale, bruised victims are made to suffer. The atmosphere is heavy.
15	Occasional prostitution	It seems that part of the personnel moonlight as prostitutes, selling their charms… and making no secret of it to seemingly wealthy clients. Anyone who employs their services might be in for an unpleasant surprise. Roll 1d6: on a 1, the prostituting employee suffers from scratches (see the **Diseases chapter**).
16	Broken	An object (possibly of poor quality) breaks as you were using it. You lose 1d4-2 hp (minimum of 0) and the innkeeper demands compensation. Judging by their behavior, this may be a common gimmick of theirs…
17	Brawl	Some of the customers are restless, drunk, or simply ill-tempered. Whatever the reason, a fight breaks out in the common room. Will the guards intervene? Will it end in tragedy?
18	Thieves	The establishment is the prey of thieves. They may steal horses, help themselves to the guest's saddlebags, or even rob the customers.
19	Canine din	The inn has a dog, and it barks and howls throughout the night. No matter what is done to quiet it, it goes at it again a few minutes later. It may be answering other dogs, or a pack of wolves… or it may have noticed a threat invisible to its masters. After all, aren't animals said to be capable of perceiving the presence of invisible beings such as ghosts, specters, and shadows?
20	Shortage	The inn has run into supply troubles and is currently lacking many items. The cause may be a group of previous customers who ate and bought everything, or an actual state of scarcity in the region. The latter might be due to bad crops, excessive taxes and confiscations, or brigands who have been harassing the locals.

Mounts and Vehicles

A good mount can help you move more quickly through the wilderness, but its primary purpose is to carry the gear that would otherwise slow you down. The **Mounts and Other Animals table** shows each animal's speed and base carrying capacity.

An animal pulling a carriage, cart, chariot, sled, or wagon can move weight up to five times its base carrying capacity, including the weight of the vehicle. If multiple animals pull the same vehicle, they can add their carrying capacity together.

Mounts other than those listed here are available in Eana, but they are rare and not normally available for purchase. These include flying mounts (pegasi, griffons, hippogriffs, and similar animals) and even aquatic mounts (giant sea horses, for example). Acquiring such a mount often means securing an egg and raising the creature yourself, making a bargain with a powerful entity, or negotiating with the mount itself.

- **Barding.** Barding is armor designed to protect an animal's head, neck, chest, and body. Any type of armor shown on the Armor table in this chapter can be purchased as barding. The cost is four times the equivalent armor made for humanoids, and it weighs twice as much.

- **Saddles.** A military saddle braces the rider, helping you keep your seat on an active mount in battle. It gives you advantage on any check you make to remain mounted. An exotic saddle is required for riding any aquatic or flying mount.

- **Vehicle Proficiency.** If you have proficiency with a certain kind of vehicle (land or water), you can add your proficiency bonus to any check you make to control that kind of vehicle in difficult circumstances.

- **Rowed Vessels.** Keelboats and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores. A rowboat weighs 100 pounds, in case adventurers carry it over land.

Mounts and Vehicles

Animal	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lb
Donkey or mule	8 gp	40 ft.	420 lb
Elephant	200 gp	40 ft.	1,320 lb
Horse, draft	50 gp	40 ft.	540 lb
Horse, riding	75 gp	60 ft.	480 lb
Mastiff	25 gp	40 ft.	195 lb
Pony	30 gp	40 ft.	225 lb
Warhorse	400 gp	60 ft.	540 lb

Tack, Harness, and Drawn Vehicles

Item	Cost	Weight
Barding	x 4	x 2
Bit and bridle	2 gp	1 lb.
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Chariot	250 gp	100 lb.
Feed (per day)	5 cp	10 lb.
Saddle		
Exotic	60 gp	40 lb.
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddlebags	4 gp	8 lb.
Sled	20 gp	300 lb.
Stabling (per day)	5 sp	—
Wagon	35 gp	400 lb.

Waterborne Vehicles

Vehicle	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1 ½ mph
Sailing ship	10,000 gp	2 mph
Warship	25,000 gp	2 ½ mph

Airborne Vehicles

Airborne vehicles are creations of the gnomes of the Eolian Isles. Some are also seen in the Free City, though more rarely.

Vehicle	Cost	Speed
Bloatship	10,000 gp	10 mph
Nefelytron	3,000 gp	20 mph

Part Three

Game Rules

Fully equipped and raring to go, the adventurers are ready to come into their own and face the perils that will lead them to glory or to a tragic end.

- **Ability Scores.** Most of your in-game actions will involve one of your character's six fundamental abilities: Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma.
- **Adventuring.** In this chapter, you will find the rules related to movement, rests (short and long), light, falls, suffocation… in short, all the ordeals, accidents, and complications you will encounter in your daily life of adventure.
- **Combat.** This chapter covers the rules related to fighting, initiative and surprise, actions and reactions, cover, damage types, and the three possible ways to handle victory.
- **Health.** Health can be threatened by exhaustion, wounds, and disease. If underestimated or left unchecked, these perils can spell the death of any adventurer.
- **Conditions.** This chapter details all the unpleasant conditions—temporary or not—that may affect adventurers in the course of combat or in other circumstances.

Abilities

Six abilities provide a quick description of every creature's physical and mental characteristics:

- **Strength**, measuring physical power
- **Dexterity**, measuring agility
- **Constitution**, measuring endurance
- **Intelligence**, measuring reasoning and memory
- **Wisdom**, measuring perception and insight
- **Charisma**, measuring force of personality

The three main rolls of the game—the **ability check**, the **saving throw**, and the **attack roll**—rely on the six ability scores.

This chapter is split into two parts. The first describes how to resolve actions based on these ability scores, while the second provides an overview of the game's sixteen skills, including examples of what these abilities and skills can be used for.

This chapter also includes several optional rules to orient your game toward the atmosphere and playstyle you favor.

Resolution

One of the most basic mechanics of role-playing is to determine what happens when the protagonists attempt something, whether it is to attack an opponent, pick a lock, climb a wall, dodge a triggered trap, or resist a mind-bending spell. When the result of the attempt is uncertain, the players roll a 20-sided die (abbreviated as "d20"), add the appropriate modifiers to the result, and compare the total to a target number in order to determine whether the attempt is a failure or a success.

There are three main categories for such rolls:

- **Attack rolls**, which are used in combat, to establish whether the attacker hits their target.
- **Saving throws**, which are generally used to resist or avoid a threat or danger.
- **Ability checks**, which are used when a character calls upon their skills to overcome a challenge. Note that although it might seem like attack rolls are a type of ability check, the two belong to explicitly distinct categories.

In any of these cases, the participant who controls the player character (PC), or the leader if the character in question is a nonplayer character (NPC), does the following:

- Rolls a d20.
- Adds the modifier of the relevant ability.
- Adds the character's **proficiency bonus**, if applicable (in specific cases, it may be halved or doubled).
- Adds other possible modifiers (bonuses or penalties) related to the circumstances.

The result is then compared to a target number. In the case of an attack, it will be the opponent's Armor Class (**AC**). In the case of saving throws and most ability checks, it will be a Difficulty Class (**DC**) determined in advance. If several characters are competing, the target number will be the result of the ability check of one or several opposing characters.

If the final result is equal to or above the target number, the attempt is a success. Otherwise, it is a failure. The rule is slightly different in the case of **contests**. Within this context, a tie means a status quo: things remain how they were. The rules for contests are detailed in the **Ability Checks section** of the present chapter.

In certain circumstances, the character may have **advantage** or **disadvantage**, in which case the player rolls the d20 twice and only keeps one of the rolls—the highest in the case of advantage, the lowest in the case of disadvantage. Advantage and disadvantage are also expanded upon further into this chapter.

Optional Rules for d20 Rolls

If you want to make the action more dramatic and colorful, you can give additional effects to rolling a 1 or 20 on a d20. Here are three optional rules in that regard:

Critical Failure on a Natural 1

This happens whenever you roll a 1 on the d20. Normally, this only results in automatic failure in the case of attack rolls, with no effect on other rolls. If you use this optional rule, rolling a 1 on the d20 will always result in automatic failure. It will also add a complication: an unlikely and unexpected turn of events that will produce a negative impact.

A critical failure is an opportunity to spice up your adventure. Interpret it as more than an absence of success: it is a manifestation of bad luck, an adverse twist of fate that may turn the situation on its head.

Your leader can decide what happens or leave things to chance by letting you roll an incident on the table below. An example is provided for every situation, but feel free to let your imagination speak!

d20	Situation	Example
1-4	You are **blinded** until the start of your next turn.	The wind rose and blew dust into your eyes at the worst moment. You can't see a thing!
5-9	You fall **prone**.	The surface was more treacherous than you thought!
10	Your speed is halved until the start of your next turn.	In the heat of battle, you slammed your knee against a sharp surface, resulting in a momentary hobble.
11-13	You let go of an item you were holding.	As you were climbing a cliff, you were distracted by falling debris. In a moment of panic, your fingers slip and you fall.
14-16	An enemy creature has advantage on its attack rolls against you until the end of its next turn. If you were making a saving throw, the resulting damage increases by 50% or a condition is added (**paralyzed**, **stunned**, etc.), at the leader's discretion. If you are not in combat and were making a skill check, the DC increases by 5 until the end of your next turn.	You move clumsily, exposing yourself.
17-18	Accident: you suffer damage equal to your level. If the action was not physically dangerous, apply the "14-16" effect instead.	In the confusion, you made a blunder, resulting in injury.
19	Accident: you harm a creature within range, inflicting damage equal to your level. If there are several creatures within range, roll the target randomly. If the action was not physically dangerous, apply the "20" effect instead.	Someone got too close to you. You did not see that person coming and mistakenly hit them.
20	A piece of equipment breaks under the strain, such as your weapon if you were attacking or your tool if you were using one.	In the middle of an attempt to pick a lock, you break your tools.

Tiebreak

If you use this optional rule, any tie will become a struggle to gain the upper hand. This modifies the standard rule and may influence the balance of the game, both in your favor and in your disfavor. This rule applies to all ties: attack (against the AC), saving throw (against the DC), and ability checks (against the contested check).

- The tied opponents secretly take note of how many hit points they are ready to sacrifice to prevail. They can bid 0. The bidden hit points represent the creature's survival instinct, vital energy, grit, and willpower.
- The bids are revealed and compared. The highest bidder wins and spends the bidden hit points. The lowest bidder does not spend the bidden hit points.
- In case of a tie, both bidders spend the bidden hit points and a new bid takes place.
- The loss of hit points is immediately incorporated to the action. Lost hit points are interpreted as the result of overexertion, or the damage is simply added to a previous attack.

Aleksandr the wizard casts a spell on a brigand, but his attack roll reaches exactly the bandit's AC. It's a tie! The brigand bids 3 hp not to suffer the deleterious effects of the spell and Aleksandr bids 3 hp as well. A tie again! They both lose 3 hp and must bid anew. The two opponents grimace painfully under the effort, connected by a thread of fluctuating magic. The brigand bids 3 hp again, whereas Aleksandr bids 4 hp this time. The wizard gains the upper hand and the brigand suffers the damage of the spell, in addition to a loss of 3 hp (3 + 0), dropping him below 0 hp. Aleksandr exults, but the exertion has taken its toll on him, resulting in a loss of 7 hp (3 + 4).

Critical Success on a Natural 20

The effect of rolling a natural 20 when making an attack is detailed in the **Combat chapter**. Normally, this only applies to attack rolls, but by using this optional rule, you can give special effects to natural 20s on any kind of roll.
Rolling a natural 20 on a saving throw or ability check reveals the adventurer's talent, heroism, and panache. The player is invited to describe their character's spectacular action. In addition, the leader can grant the character inspiration or advantage on their next action.

Ability Scores and Modifiers

Each of a creature's abilities has a score, a number that defines the magnitude of that ability. An ability score is not just a measure of innate capabilities, but also encompasses a creature's training and competence in activities related to that ability.
A score of 10 or 11 is the normal human average, but adventurers and many monsters are a cut above average in most abilities. A score of 18 is the highest that a person usually reaches. Adventurers can have scores as high as 20, and monsters and divine beings can have scores as high as 30.
Each ability also has a modifier, derived from the score and ranging from -5 (for an ability score of 1) to +10 (for a score of 30). The **Ability Scores and Modifiers table** notes the ability modifiers for the range of possible ability scores, from 1 to 30.

Ability Scores and Modifiers

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30	+10

To determine an ability modifier without consulting the table, subtract 10 from the ability score and then divide the total by 2 (round down).

Because ability modifiers affect almost every attack roll, ability check, and saving throw, ability modifiers come up in play more often than their associated scores.

Advantage and Disadvantage

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

If you have disadvantage and roll a 17 and a 5, you use the 5. If you instead have advantage and roll those numbers, you use the 17.

- If multiple situations affect a roll and each one grants advantage or imposes disadvantage on it, you don't roll more than one additional d20. If two favorable situations grant advantage, for example, you still roll only one additional d20.

- If circumstances cause a roll to have both advantage and disadvantage, you are considered to have neither of them, and you roll one d20. This is true even if multiple circumstances impose disadvantage and only one grants advantage or vice versa. In such a situation, you have neither advantage nor disadvantage.

- When you have advantage or disadvantage and something in the game, such as the halfling's Lucky trait, lets you reroll or replace the d20, you can reroll or replace only one of the dice. You choose which one. For example, if a halfling has advantage on an ability check and rolls a 1 and a 13, the halfling could use the Lucky trait to reroll the 1.

You usually gain advantage or disadvantage through the use of special abilities, actions, or spells. Inspiration can also give a character advantage on checks related to the character's personality, ideals, or bonds. The leader can also decide that circumstances influence a roll in one direction or the other and grant advantage or impose disadvantage as a result.

Having lived in a location for a long time, you have developed in-depth knowledge of the local anecdotes, rumors, historical facts, and geography. Accordingly, the leader may grant you advantage on Intelligence (History) or Wisdom (Survival) checks related to that location. Your comrades will certainly rely on you to guide them and help them uncover the truth about the mysteries of this region!

Traditionally, dragonborn are the devoted servants of dragons, in particular those of the same color as themselves. This may grant them advantage on Charisma (Deception and Persuasion) checks to interact with these powerful creatures.

Tieflings are infamous for colluding with fiends and warlocks and for being wholly untrustworthy. This may give them disadvantage on Charisma (Persuasion) checks to convince superstitious villagers that their intentions are good.

Proficiency Bonus

Characters have a proficiency bonus determined by level. Monsters also have this bonus, which is incorporated in their stat blocks. The bonus is used in the rules on ability checks, saving throws, and attack rolls.

- Your proficiency bonus can't be added to a single die roll or other number more than once. For example, if two different rules say you can add your proficiency bonus to a Wisdom saving throw, you nevertheless add the bonus only once when you make the save.

- Occasionally, your proficiency bonus might be multiplied or divided (doubled or halved, for example) before you apply it. For example, the rogue's Expertise feature doubles the proficiency bonus for certain ability checks. If a circumstance suggests that your proficiency bonus applies more than once to the same roll, you still add it only once and multiply or divide it only once.

- By the same token, if a feature or effect allows you to multiply your proficiency bonus when making an ability check that wouldn't normally benefit from your proficiency bonus, you still don't add the bonus to the check. For that check your proficiency bonus is 0, given the fact that multiplying 0 by any number is still 0.

A character who is not proficient in the History skill will gain no benefit from a feature that doubles their proficiency bonus for Intelligence (History) checks.

In general, you don't multiply your proficiency bonus for attack rolls or saving throws. If a feature or effect allows you to do so, these same rules apply.

Saving Throws

A saving throw—also called a save—represents an attempt to resist a spell, a trap, a poison, a disease, or a similar threat. You don't normally decide to make a saving throw; you are forced to make one because your character or monster is at risk of harm.

To make a saving throw, roll a d20 and add the appropriate ability modifier. For example, you use your Dexterity modifier for a Dexterity saving throw.

A saving throw can be modified by a situational bonus or penalty and can be affected by advantage and disadvantage, as determined by the leader.

Each class gives proficiency in at least two saving throws. The wizard, for example, is proficient in Intelligence and Wisdom saves. As with skill proficiencies, proficiency in a saving throw lets a character add their proficiency bonus to saving throws made using a particular ability score. Some monsters have saving throw proficiencies as well.

The Difficulty Class for a saving throw is determined by the effect that causes it. For example, the DC for a saving throw allowed by a spell is determined by the caster's spellcasting ability and proficiency bonus.

The result of a successful or failed saving throw is also detailed in the effect that allows the save. Usually, a successful save means that a creature suffers no harm, or reduced harm, from an effect.

Ability Checks

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The leader calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

To make an ability check, roll a d20 and add the relevant ability modifier. As with other d20 rolls, apply bonuses and penalties, and compare the total to the DC. If the total equals or exceeds the DC, the ability check is a success—the creature overcomes the challenge at hand. Otherwise, it's a failure, which means the character or monster makes no progress toward the objective or makes progress combined with a setback determined by the leader.

For every ability check, the leader decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC. The **Typical Difficulty Classes table** shows the most common DCs.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Contests

Sometimes one character's or monster's efforts are directly opposed to another's. This can occur when both of them are trying to do the same thing and only one can succeed, such as attempting to snatch up a magic ring that has fallen on the floor. This situation also applies when one of them is trying to prevent the other one from accomplishing a goal—for example, when a monster tries to force open a door that an adventurer is holding closed. In situations like these, the outcome is determined by a special form of ability check, called a contest.

- Both participants in a contest make ability checks appropriate to their efforts. They apply all appropriate bonuses and penalties, but instead of comparing the total to a DC, they compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding.
- If the contest results in a tie, the situation remains the same as it was before the contest. Thus, one contestant might win the contest by default. If two characters tie in a contest to snatch a ring off the floor, neither character grabs it. In a contest between a monster trying to open a door and an adventurer trying to keep the door closed, a tie means that the door remains shut.

Skills

Strength
- Athletics

Dexterity
- Acrobatics
- Sleight of Hand
- Stealth

Intelligence
- Arcana
- History
- Investigation
- Nature
- Religion

Wisdom
- Animal Handling
- Insight
- Medicine
- Perception
- Survival

Charisma
- Deception
- Intimidation
- Performance
- Persuasion

Each ability covers a broad range of capabilities, including skills that a character or a monster can be proficient in. A skill represents a specific aspect of an ability score, and an individual's proficiency in a skill demonstrates a focus on that aspect. A character's starting skill proficiencies are determined at character creation, and a monster's skill proficiencies appear in the monster's stat block.

For example, a Dexterity check might reflect a character's attempt to pull off an acrobatic stunt, to palm an object, or to stay hidden. Each of these aspects of Dexterity has an associated skill: Acrobatics, Sleight of Hand, and Stealth, respectively. So a character who has proficiency in the Stealth skill is particularly good at Dexterity checks related to sneaking and hiding.

The skills related to each ability score are shown in the following list. (No skills are related to Constitution.) See an ability's description in the later sections of this chapter for examples of how to use a skill associated with an ability.

Sometimes, the leader might ask for an ability check using a specific skill—for example, "Make a Wisdom (Perception) check." At other times, a player might ask the leader if proficiency in a particular skill applies to a check. In either case, proficiency in a skill means an individual can add their proficiency bonus to ability checks that involve that skill. Without proficiency in the skill, the individual makes a normal ability check.

If a character attempts to climb up a dangerous cliff, the leader might ask for a Strength (Athletics) check. If the character is proficient in Athletics, the character's proficiency bonus is added to the Strength check. If the character lacks that proficiency, they just makes a Strength check.

Variant: Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the leader might ask for a check using an unusual combination of ability and skill, or you might ask your leader if you can apply a proficiency to a different check.

If you have to swim from an offshore island to the mainland, your leader might call for a Constitution check to see if you have the stamina to make it that far. In this case, your leader might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check

When your half-orc barbarian uses a display of raw strength to intimidate an enemy, your leader might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma

Passive Checks

A passive check is a special kind of ability check that doesn't involve any die rolls. Such a check can represent the average result for a task done repeatedly, such as searching for secret doors over and over again, or can be used when the leader wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.
Here's how to determine a character's total for a passive check:

10 + all modifiers that normally apply to the check

If the character has advantage on the check, add 5. For disadvantage, subtract 5. The game refers to a passive check total as a score.

For example, if a 1st-level character (with a proficiency bonus of +2) has a Wisdom of 15 (a +2 modifier) and proficiency in Perception, they have a passive Wisdom (Perception) of 14.

The rules on hiding, found in the **Dexterity section** further into this chapter, rely on passive checks, as do the exploration rules.

Working Together

Sometimes two or more characters team up to attempt a task. The character who's leading the effort—or the one with the highest ability modifier—can make an ability check with advantage, reflecting the help provided by the other characters. In combat, this requires the Help action.
A character can only provide help if the task is one that they could attempt alone. For example, trying to open a lock requires proficiency with thieves' tools, so a character who lacks that proficiency can't help another character in that task. Moreover, a character can help only when two or m ore individuals working together would actually be productive. Some tasks, such as threading a needle, are no easier with help.

Group Checks

When a number of individuals are trying to accomplish something as a group, the leader might ask for a group ability check. In such a situation, the characters who are skilled at a particular task help cover those who aren't.
To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.
Group checks don't come up very often, and they're most useful when all the characters succeed or fail as a group.

When adventurers are navigating a swamp, the leader might call for a group Wisdom (Survival) check to see if the characters can avoid the quicksand, sinkholes, and other natural hazards of the environment. If at least half the group succeeds, the successful characters are able to guide their companions out of danger. Otherwise, the group stumbles into one of these hazards.

Using Each Ability

Every task that a character or monster might attempt in the game is covered by one of the six abilities. This section explains in more detail what those abilities mean and the ways they are used in the game.

The Importance of Diverse Skills Among a Party

Every adventurer is a hero-to-be, but to overcome ordeals and intrigues, they will need their companions' expertise and support. Each class has a list of skills to choose from. Feel free to brainstorm with your fellow players to give your group as wide a range of proficiencies as possible from the following categories:

- **Improve the Odds.** The Deception, Intimidation, and Persuasion skills will help in influencing other people, whether to secure precious information or to avoid serious trouble. A character proficient in Intimidation can use it to drive away cowardly opponents and thus reduce the difficulty of a fight. Should the adventurers get overwhelmed, flattery or bluff can lead to them being taken prisoner instead of summarily executed. A group entirely devoid of social skills will (too) often have to resort to solving problems by strength of arms, thereby multiplying risks and probably rushing toward a premature end, whether at the hand of an opponent or that of the law.

- **Obtain Clues.** To unravel dastardly schemes, adventurers must often gather information to identify the source of the problem and track it down. Arcana, History, Investigation, and Religion are the most relevant skills in that regard. A group unskilled in these domains will constantly be forced to request the help of expert NPCs, resulting in loss of precious time, not to mention the compensation these NPCs may ask for.

- **Follow a Trail.** To catch their quarry, adventurers must be capable of finding and following its tracks. Investigation and Survival can both serve such a purpose, facilitating the chase and limiting the risk of losing the trail entirely.

- **Take Unexpected Routes.** One may not wish to enter through the front door, particularly if it is well guarded. Acrobatics, Athletics, and Stealth will allow a character entry through unorthodox methods and paths, whether by climbing, swimming, or sneaking in. Additionally, magic, proficiency with thieves' tools, and information regarding the layout of the location will serve an enterprising infiltrator well.

- **Know Your Enemy.** By collecting intelligence concerning their opponents' resources (number and nature of the troops, spellcasting abilities, etc.) and strategy (terrain, maneuvers, covert action, etc.), adventurers will dramatically increase their chances of success. To this end, Arcana, Insight, Nature, and Perception will be the most appropriate skills.

- **Rest and Recovery.** Getting wounded, ill, poisoned, drenched, frozen, hungry, or lost in unknown regions is part of the dangers of being an adventurer. In such situations, the Medicine, Nature, and Survival skills will be invaluable assets.

Making up for Lack of Proficiency

Up to 5th level, you will easily be able to make up for a lack of proficiency in a given skill or tool with a high ability score. Past 5th level, being proficient in the concerned domains will gradually become a necessity to keep up with the higher stakes. To that effect, you can either take the Talent feat or follow the teachings of a master in the desired tool or language. Becoming proficient in a tool or language requires 250 days of intensive study, whereas learning a skill takes at least a year. Your leader is free to set particular training conditions and restrictions in accordance with the premises they have established for their campaign.

Strength

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force.

Strength Checks

A Strength check can model any attempt to lift, push, pull, or break something, to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics

Your Strength (Athletics) check covers difficult situations you encounter while climbing, jumping, or swimming. Examples include the following activities:

- You attempt to climb a sheer or slippery cliff, avoid hazards while scaling a wall, or cling to a surface while something is trying to knock you off.
- You try to jump an unusually long distance or pull off a stunt midjump.
- You struggle to swim or stay afloat in treacherous currents, storm-tossed waves, or areas of thick seaweed. Or another creature tries to push or pull you underwater or otherwise interfere with your swimming.

You will find details about climbing, jumping, and swimming in the **Adventuring chapter**.

Other Strength Checks

The leader might also call for a Strength check when you try to accomplish tasks like the following:

- Force open a stuck, locked, or barred door
- Break free of bonds
- Push through a tunnel that is too small
- Hang on to a wagon while being dragged behind it
- Tip over a statue
- Keep a boulder from rolling

Attack Rolls and Damage

You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon such as a mace, a battleaxe, or a javelin. You use melee weapons to make melee attacks in hand-to-hand combat, and some of them can be thrown to make a ranged attack.

Lifting and Carrying

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity

Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift

You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength

Larger creatures can bear more weight, whereas Tiny creatures can carry less (see the **Combat chapter: Creature Size**). For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

Encumbrance

The rules for lifting and carrying are intentionally simple. Here is an optional rule if you are looking for more detailed rules for determining how a character is hindered by the weight of equipment. When you use this variant, ignore the Strength column of the **Armor table**.

If you carry weight in excess of 5 times your Strength score, you are **encumbered**, which means your speed drops by 10 feet.

If you carry weight in excess of 10 times your Strength score, up to your maximum carrying capacity, you are instead **heavily encumbered**, which means your speed drops by 20 feet and you have disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution.

Dexterity

Dexterity measures agility, reflexes, and balance.

Dexterity Checks

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics

Your Dexterity (Acrobatics) check covers your attempt to stay on your feet in a tricky situation, such as when you're trying to run across a sheet of ice, balance on a tightrope, or stay upright on a rocking ship's deck. The leader might also call for a Dexterity (Acrobatics) check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand

Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity (Sleight of Hand) check. The leader might also call for a Dexterity (Sleight of Hand) check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth

Make a Dexterity (Stealth) check when you attempt to conceal yourself from enemies, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

Other Dexterity Checks

The leader might call for a Dexterity check when you try to accomplish tasks like the following:

- Control a heavily laden cart on a steep descent
- Steer a chariot around a tight turn
- Pick a lock
- Disable a trap
- Securely tie up a prisoner
- Wriggle free of bonds
- Play a stringed instrument
- Craft a small or detailed object

Attack Rolls and Damage

You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon, such as a sling or a longbow. You can also add your Dexterity modifier to your attack roll and your damage roll when attacking with a melee weapon that has the finesse property, such as a dagger or a rapier.

Armor Class

Depending on the armor you wear, you might add some or all of your Dexterity modifier to your Armor Class.

Initiative

At the beginning of every combat, you roll initiative by making a Dexterity check. Initiative determines the order of creatures' turns in combat.

Hiding

The leader decides when circumstances are appropriate for hiding. When you try to hide, make a Dexterity (Stealth) check. Until you are discovered or you stop hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for signs of your presence.

You can't hide from a creature that can see you clearly, and you give away your position if you make noise, such as shouting a warning or knocking over a vase.

An **invisible** creature can always try to hide. Signs of its passage might still be noticed, and it does have to stay quiet.

In combat, most creatures stay alert for signs of danger all around, so if you come out of hiding and approach a creature, it usually sees you. However, under certain circumstances, the leader might allow you to stay hidden as you approach a creature that is distracted, allowing you to gain advantage on an attack roll before you are seen.

Passive Perception

When you hide, there's a chance someone will notice you even if they aren't searching. To determine whether such a creature notices you, the leader compares your Dexterity (Stealth) check with that creature's passive Wisdom (Perception) score, which equals 10 + the creature's Wisdom modifier, as well as any other bonuses or penalties. If the creature has advantage, add 5. For disadvantage, subtract 5.

What Can You See?

One of the main factors in determining whether you can find a hidden creature or object is how well you can see in an area, which might be **lightly** or **heavily obscured**, as explained in the **Adventuring chapter**.

Constitution

Constitution measures health, stamina, and vital force.

Constitution Checks

Constitution checks are uncommon, and no skills apply to Constitution checks, because the endurance this ability represents is largely passive rather than involving a specific effort on the part of a character or monster. A Constitution check can model your attempt to push beyond normal limits, however.

The leader might call for a Constitution check when you try to accomplish tasks like the following:

- Hold your breath
- March or labor for hours without rest
- Go without sleep
- Survive without food or water
- Quaff an entire stein of ale in one go

Hit Points

Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

If your Constitution modifier changes, your hit point maximum changes as well, as though you had the new modifier from 1st level.

If you raise your Constitution score when you reach 4th level and your Constitution modifier increases from +1 to +2, you adjust your hit point maximum as though the modifier had always been +2. So you add 3 hit points for your first three levels, and then roll your hit points for 4th level using your new modifier. Or if you're 7th level and some effect lowers your Constitution score so as to reduce your Constitution modifier by 1, your hit point maximum is reduced by 7.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Intelligence Checks

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The Arcana, History, Investigation, Nature, and Religion skills reflect aptitude in certain kinds of Intelligence checks.

Failing a Knowledge-Related Skill Check

The rarer, better guarded, or more obscure a piece of information is, the higher the DC to know it will be. Failing an Intelligence check means either that you cannot remember this piece of information or that you never learned it to begin with. Such a check can be attempted again, provided you have an opportunity to gather extra data or refresh your memory, whether by consulting archives, visiting a library, or asking experts.

Arcana

Your Intelligence (Arcana) check measures your ability to recall lore about spells, magic items, eldritch symbols, magical traditions, the planes of existence, and the inhabitants of those planes. If you are not proficient in Arcana, you will struggle with esoteric texts, which are often fraught with metaphoric turns of phrase and allusions.

History

In addition to history, this skill covers knowledge of similar disciplines: diplomacy, economics, geography, geopolitics, law, literature, and politics. Your Intelligence (History) check measures your ability to recall lore about historical events, legendary people, ancient kingdoms, past disputes, recent wars, and lost civilizations. You can use History to know and understand the rules of a judicial system as well as its limits, or gauge the power relationship between noble houses, guilds, churches, etc.

Investigation

When you look around for clues and make deductions based on those clues, you make an Intelligence (Investigation) check. This skill also enables you to notice anomalies or connect pieces of information to see the big picture. You might deduce the location of a hidden object, discern from the appearance of a wound what kind of weapon dealt it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through ancient scrolls in search of a hidden fragment of knowledge might also call for an Intelligence (Investigation) check.

Nature

Your Intelligence (Nature) check measures your ability to recall lore about terrain, plants and animals, the weather, and natural cycles. Compared to Survival, Nature is more scientifically inclined: it relates to natural sciences and can be used for everything related to astronomy (celestial navigation, predicting an eclipse…), geology (evaluating the risk of volcanic or seismic activity…), meteorology (forecasting weather, spotting the clues that signal the imminence of a storm…), etc.

Religion

Your Intelligence (Religion) check measures your ability to recall lore about deities, rites and prayers, religious hierarchies, holy symbols, and the practices of secret cults. Metaphysics is another application of this skill, providing insight into the cycle of souls, the motivations and methods of action of fiends, the conditions for the appearance of undead, etc.

Other Intelligence Checks

The leader might call for an Intelligence check when you try to accomplish tasks like the following:

- Communicate with a creature without using words
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill

Spellcasting Ability

Wizards use Intelligence as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Wisdom

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition.

Wisdom Checks

A Wisdom check might reflect an effort to read body language, understand someone's feelings, notice things about the environment, or care for an injured person. The Animal Handling, Insight, Medicine, Perception, and Survival skills reflect aptitude in certain kinds of Wisdom checks.

Animal Handling

When there is any question whether you can calm down a domesticated animal, keep a mount from getting spooked, or intuit an animal's intentions, the leader might call for a Wisdom (Animal Handling) check. You also make a Wisdom (Animal Handling) check to control your mount when you attempt a risky maneuver, or to raise or train an animal.

Insight

Your Wisdom (Insight) check decides whether you can determine the true intentions of a creature, such as when searching out a lie or predicting someone's next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Medicine

A Wisdom (Medicine) check lets you try to stabilize a dying companion, diagnose an illness, or heal wounds. For more information, see the **Health chapter**.

Perception

Your Wisdom (Perception) check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses. For example, you might try to hear a conversation through a closed door, eavesdrop under an open window, or hear monsters moving stealthily in the forest. Or you might try to spot things that are obscured or easy to miss, whether they are orcs lying in ambush on a road, thugs hiding in the shadows of an alley, or candlelight under a closed secret door.

Survival

The leader might ask you to make a Wisdom (Survival) check to follow tracks, hunt wild game, guide your group through frozen wastelands, identify signs that owlbears live nearby, predict the weather, or avoid quicksand and other natural hazards. You can also use Survival for small DIY tasks and patch-up jobs, or to put together basic tools or shelter.

Other Wisdom Checks

The leader might call for a Wisdom check when you try to accomplish tasks like the following:

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead

Spellcasting Ability

Clerics, druids, and rangers use Wisdom as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Charisma

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

Charisma Checks

A Charisma check might arise when you try to influence or entertain others, when you try to make an impression or tell a convincing lie, or when you are navigating a tricky social situation. The Deception, Intimidation, Performance, and Persuasion skills reflect aptitude in certain kinds of Charisma checks. For players who wish to perform an investigation or partake in intrigue, Charisma is of prime importance (see the **Adventuring chapter**).
Charisma is paramount in investigation and intrigue (see the **Adventuring chapter**).

Deception

Your Charisma (Deception) check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies. Typical situations include trying to fast-talk a guard, con a merchant, earn money through gambling, pass yourself off in a disguise, dull someone's suspicions with false assurances, or maintain a straight face while telling a blatant lie.

Intimidation

When you attempt to influence someone through overt threats, hostile actions, and physical violence, the leader might ask you to make a Charisma (Intimidation) check. Examples include trying to pry information out of a prisoner or convincing street thugs to back down from a confrontation. Intimidation is not necessarily violent: it can be full of subtle and chilling innuendo.

Performance

Your Charisma (Performance) check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion

When you attempt to influence someone or a group of people with tact, social graces, or good nature, the leader might ask you to make a Charisma (Persuasion) check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette. Examples of persuading others include convincing a chamberlain to let your party see the king, negotiating peace between warring tribes, or inspiring a crowd of townsfolk.

Other Charisma Checks

The leader might call for a Charisma check when you try to accomplish tasks like the following:

- Find the best person to talk to for news, rumors, and gossip
- Blend into a crowd to get the sense of key topics of conversation

Spellcasting Ability

Bards, paladins, sorcerers, and warlocks use Charisma as their spellcasting ability, which helps determine the saving throw DCs of spells they cast.

Adventuring

Adventure awaits in thriving towns and noble courts as much as in the depths of the wilderness. Whether you seek to unmask a conniving politician in the Free City or to unearth a powerful relic in a lost temple, reaching your objective will require much effort and invite much danger. The life of your character will involve both times of intense action and quieter periods focused on long-term projects.

Time

In situations where keeping track of the passage of time is important, the leader determines the time a task requires. The leader might use a different time scale depending on the context of the situation at hand. In a dungeon environment, the adventurers' movement happens on a scale of **minutes**. It takes them about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the heart of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road from the Free City to the foothills of the Drakenbergen, the adventurers spend four uneventful days before a goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, a 6-second span of time.

Movement

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in fantasy adventures.

The leader can summarize the adventurers' movement without calculating exact distances or travel times: "You travel through the forest and find the dungeon entrance late in the evening of the third day." Even in a dungeon, particularly a large dungeon or a cave network, the leader can summarize movement between encounters: "After killing the guardian at the entrance to the ancient dwarven stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

Sometimes it's important, though, to know how long it takes to get from one spot to another, whether the answer is in days, hours, or minutes. The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

Speed

Every character and monster has a speed, which is the distance in feet that the character or monster can walk in 1 round. This number assumes short bursts of energetic movement in the midst of a life-threatening situation.

The following rules determine how far a character or monster can move in a minute, an hour, or a day.

Travel Pace

While traveling, a group of adventurers can move at a normal, fast, or slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time and whether the pace has any effect. A fast pace makes characters less perceptive, while a slow pace makes it possible to sneak around and to search an area more carefully.

Forced March. The **Travel Pace table** assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion (see the **Conditions chapter**).

Mounts and Vehicles. For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Characters in wagons, carriages, or other land vehicles choose a pace as normal.

Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a *carpet of flying*, allow you to travel more swiftly.

Travel Pace

	Distance per...			
Pace	**Minute**	**Hour**	**Day**	**Effect**
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

Difficult Terrain

The travel speeds given in the **Travel Pace table** assume relatively simple terrain: roads, open plains, or clear dungeon corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

Special Types of Movement

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the leader's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) or Dexterity (Acrobatics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Climbing Complications

Depending on the type of terrain and circumstances, climbing can be more or less difficult.

An experienced and well-equipped, but heavily-loaded group climbing a vertical surface (like the tepuis of Bandiko-Mibu) will move at a daily pace of 650 feet at most. One of the party members must lead the way at great risk, tasked with hammering in pitons to secure ropes and limit damage in case of a fall. Certain environments require specific equipment. The Hevitur Mountains in Septentrion are known to be particularly cold on their northern face. Enterprising climbers must sometimes scale frozen cascades with the help of studded shoes and ice axes.

DC	Context
5	Climb a knotted rope or a tree with large branches.
10	Climb a rope or a wall with many handholds.
15	Climb a wall with few handholds.
20	Climb a wall with almost no handholds.
+5	**Wet Surface.** Amidst clouds or mist, after rainfall or near the sea, the environment is wet and slippery.
+5	**Fragile Surface.** Certain rocks and types of ice are brittle and break unpredictably. Whole chunks can come off, throwing the climber off balance or falling on unfortunate comrades below.
+5	**Windy.** Whether it blows in gusts or steadily, wind is always a force that complicates a climb.
+5	**Rainy.** In addition to making surfaces slippery, rain hampers the sight of climbers and can damage equipment.
+5	**Extreme Cold.** Great cold damages equipment, numbs limbs, and decreases sensitivity and alertness, complicating maneuvers.

Jumping

Your Strength determines how far you can jump.

Long Jump. When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump costs a foot of movement.

This rule assumes that the height of your jump doesn't matter, such as a jump across a stream or chasm. At your leader's option, you must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land **prone**.

High Jump. When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear on the jump costs a foot of movement. In some circumstances, your leader might allow you to make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1 ½ times your height.

Interacting with Objects

A character's interaction with objects in an environment is often simple to resolve in the game. The player tells the leader that their character is doing something, such as moving a lever, and the leader describes what, if anything, happens.

For example, a character might decide to pull a lever, which might, in turn, raise a portcullis, cause a room to flood with water, or open a secret door in a nearby wall. If the lever is rusted in position, though, a character might need to force it. In such a situation, the leader might call for a Strength check to see whether the character can wrench the lever into place. The leader sets the DC for any such check based on the difficulty of the task.

Characters can also damage objects with their weapons and spells. Objects are immune to poison and psychic damage, but otherwise they can be affected by physical and magical attacks much like creatures can. The leader determines an object's Armor Class and hit points, and might decide that certain objects have resistance or immunity to certain kinds of attacks. (It's hard to cut a rope with a club, for example, see the **Equipment chapter: Objects, Statistics for Objects**) Objects always fail Strength and Dexterity saving throws, and they are immune to effects that require other saves. When an object drops to 0 hit points, it breaks. A character can also attempt a Strength check to break an object. The leader sets the DC for any such check.

Vision and Light

The most fundamental tasks of adventuring—noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

A given area might be lightly or heavily obscured.

- In a **lightly obscured** area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.
- A **heavily obscured** area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the **blinded** condition (see the **Conditions chapter**) when trying to see something in that area.

The presence or absence of light in an environment creates three categories of illumination: bright light, dim light, and darkness.

- **Bright light** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.
- **Dim light**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.
- **Darkness** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

Blindsight

A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision

Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in dim light as if it were bright light, and in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight

A creature with truesight can, out to a specific range, see in normal and magical darkness, see **invisible** creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane.

The Environment

By its nature, adventuring involves delving into places that are dark, dangerous, and full of mysteries to be explored. The rules in this section cover some of the most important ways in which adventurers interact with the environment in such places.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

A creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

Falling

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands **prone**, unless it avoids taking damage from the fall.

Food and Water

Characters who don't eat or drink suffer the effects of exhaustion (see the **Conditions chapter**). Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without food.

A character can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1). This is known as the character's fasting limit. When they reach that limit, the character automatically suffers one level of exhaustion, then the days are counted down anew until the character reaches their fasting limit again or satiates their hunger.

Your Constitution modifier is +3 and your companion's is +0. Therefore, your fasting limit is 3 + 3 = 6 days whereas your companion's is 3 + 0 = 3 days. You take a level of exhaustion every 6 days and they take one every 3 days.

To recover from lack of food, you must eat properly for a number of days depending on your situation. The rule of thumb is that it takes an entire day of resting and eating in good conditions to remove a food-related level of exhaustion.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. In general, most of one's daily water absorption comes from food (fruits, soups, and pretty much any other food). A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Resting

Heroic though they might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest—time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

Adventurers, as well as other creatures, can take short rests in the midst of an adventuring day and a long rest to end the day.

Short Rest

A short rest is a period of downtime, at least 1 hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds.

A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice, which is equal to the character's level. For each Hit Die spent in this way, the player rolls the die and adds the character's Constitution modifier to it. The character regains hit points equal to the total (a minimum of 0). The player can decide to spend an additional Hit Die after each roll. A character regains some spent Hit Dice upon finishing a long rest, as explained below.

Long Rest

A long rest is a period of extended downtime, at least 8 hours long, during which a character sleeps for at least 6 hours and otherwise only performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity—at least 1 hour of walking, fighting, casting spells, or similar adventuring activity—the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them (minimum of one die). For example, if a character has eight Hit Dice, they can regain four spent Hit Dice upon finishing a long rest. A character can't benefit from more than one long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Resting Hardships

Implementing these optional rules will make it much harder for adventurers to enjoy a long rest in the middle of an expedition. As a result, using limited powers, losing hp, and accumulating levels of exhaustion will have much more severe consequences. Making use of all three of the rules below will tremendously increase the difficulty of adventures and will make the players think twice before expending any of their limited-use features.

Safety

A long rest necessitates a safe, familiar environment, such as your own inn room or the home of a friend willing to shelter and protect you. The leader adjudicates whether an environment is safe enough for a long rest to be possible. This optional rule will result in a decisively harsher, more realistic gaming style, since it will make it impossible to take a long rest in most adventuring conditions.

Recovery Time

This optional rule sets the duration of a long rest to one fifth of the time since the last long rest, with a minimum of one entire day and a maximum of one month.

If you have spent 30 days adventuring without ever getting to take a long rest, you will need to rest for 6 days to gain the benefits of a long rest.

Additional Options for Short Rests

Using this rule without the aforementioned ones will favor an epic playstyle. By contrast, using it in conjunction with the restrictions on long rests will give extra importance to short rests and will require players to make calculated choices.

- You can take a maximum of three short rests per day.
- When you finish a short rest, you can regain a number of feature uses that you can normally only regain with a long rest. The number of regained feature uses is equal to your proficiency bonus. If you choose to regain spell slots, they cannot be of a level higher than your proficiency bonus.

At 5th level, with a proficiency bonus of 3, a barbarian can regain 3 uses of rage, while a sorcerer can regain 3 spell slots or 3 sorcery points.

Between Adventures

Between trips to dungeons and battles against ancient evils, adventurers need time to rest, recuperate, and prepare for their next adventure. Many adventurers also use this time to perform other tasks, such as crafting arms and armor, performing research, or spending their hard-earned gold.

In some cases, the passage of time is something that occurs with little fanfare or description. When starting a new adventure, the leader might simply declare that a certain amount of time has passed and allow you to describe in general terms what your character has been doing. At other times, the leader might want to keep track of just how much time is passing as events beyond your perception stay in motion.

Lifestyle Expenses

Between adventures, you choose a particular quality of life and pay the cost of maintaining that lifestyle. Living a particular lifestyle doesn't have a huge effect on your character, but your lifestyle can affect the way other individuals and groups react to you. For example, when you lead an aristocratic lifestyle, it might be easier for you to influence the nobles of the city than if you live in poverty.

Downtime Activities

Between adventures, the leader might ask you what your character is doing during their downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

The costs associated with downtime activities are detailed in the **Lifestyle chapter**, where you will also find a list of long-term activities: caring for a dependent, maintaining an information network, making yourself known, studying, taming a beast, undergoing therapy, or training (in a language, tool, vehicle, or rare technique). Keep in mind that this list is non-exhaustive: if the activity you envision for your character doesn't match any of the provided examples, discuss it with your leader.

Crafting items and exercising a profession are detailed in the **Resources chapter**.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison. After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to perform research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the leader determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The leader might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available.

Combat

The Order of Combat

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

1. Determine surprise. The leader determines whether anyone involved in the combat encounter is surprised.

2. Establish positions. The leader decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the leader figures out where the adversaries are—how far away and in what direction.

3. Roll initiative. Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.

4. Take turns. Each participant in the battle takes a turn in initiative order.

5. Begin the next round. When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A gelatinous cube glides down a dungeon passage, unnoticed by the adventurers until the cube engulfs one of them. In these situations, one side of the battle gains surprise over the other.

The leader determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the leader compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends. A member of a group can be surprised even if the other members aren't.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The leader makes one roll for an entire group of identical creatures, so each member of the group acts at the same time.

- The leader ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the initiative order) in which they act during each round. The initiative order remains the same from round to round.

- If a tie occurs, the leader decides the order among tied leader-controlled creatures, and the players decide the order among their tied characters. The leader can decide the order if the tie is between a monster and a player character. Optionally, the leader can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can **move** a distance up to your speed and **take one action**. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet.
The most common actions you can take are described in the **Actions in Combat section** later in this chapter. Many class features and other abilities provide additional options for your action.
The **Movement and Position section** later in this chapter gives the rules for your move. You can forgo moving, taking an action, or doing anything at all on your turn. If you can't decide what to do on your turn, consider taking the Dodge or Ready action, as described in the **Actions in Combat section**.

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. You otherwise don't have a bonus action to take.
You can take only one bonus action on your turn, so you must choose which bonus action to use when you have more than one available. Note that no matter the circumstances, you can only take a bonus action on your turn, not at any time during a round.
You choose when to take a bonus action during your turn, unless the bonus action's timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move.
You can communicate however you are able, through brief utterances and gestures, as you take your turn.
You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could draw your weapon as part of the same action you use to attack.
If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions.
The leader might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the leader could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

Interacting with Objects Around You

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's. The opportunity attack, described later in this chapter, is the most common type of reaction.

When you take a reaction, you can't take another one until the start of your next turn. If the reaction interrupts another creature's turn, that creature can continue its turn right after the reaction.

Movement and Position

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand.

On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here.

Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you're moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move.

For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the fly spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain.
Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain.
Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are **prone**, a condition described in the **Conditions chapter**.

- You can **drop prone** without using any of your speed. **Standing up** takes more effort; doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0.

- To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Moving Around Other Creatures

You can move through a nonhostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you.
Whether a creature is a friend or an enemy, you can't willingly end your move in its space.
If you leave a hostile creature's reach during your move, you provoke an opportunity attack, as explained later in the chapter.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked **prone**, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

Creature Size

Each creature takes up a different amount of space. The **Size Categories table** shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Size Categories

Size	Space
Tiny	2 ½ by 2 ½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium hobgoblin stands in a 5-foot-wide doorway, other creatures can't get through unless the hobgoblin lets them.

A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one.

Because larger creatures take up more space, fewer of them can surround a creature. If four Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing Into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

Actions in Combat

Your action is what you dedicate most of your turn to. It can be swinging your sword, activating a magic item, rushing toward an enemy, or helping an ally.

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks.

When you describe an action not detailed elsewhere in the rules, the leader tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists.

With this action, you make one melee or ranged attack. See the **Making an Attack section** for the rules that govern attacks.

Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses their action in combat to cast such a spell.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are **incapacitated** (see the **Conditions chapter**) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.
Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the **Unseen Attackers and Targets section** later in this chapter.

Incite

When you take the Incite action, you attempt to influence any number of creatures that you designate within 30 feet of you. The creatures must be able to hear you and understand you.

This action has many possible applications, such as deterring a discouraged opponent from fighting on, convincing indecisive creatures to join your side, unsettling enemies after a particularly impressive feat of arms, befuddling a suggestible person, pleading for mercy, etc. The incitement must be phrased in such a way that the course of action sounds reasonable within the current context. Asking a creature to stab itself, jump off a cliff, throw itself into a fire, or harm itself in any other way is not possible.

Each targeted creature must make a Wisdom saving throw with a DC of 8 + your Charisma modifier. In addition, the leader associates a skill with your incitement, choosing from Deception, Intimidation, or Persuasion in accordance with the purpose of your attempt. If you are proficient in the skill at hand, your proficiency bonus is added to the DC. Targeted creatures have advantage on the saving throw if they are immune to being **charmed**, if you have targeted several creatures, or if the circumstances make it very unlikely that you can influence them (for example if they are fanatics or have been put in a trance), at the leader's option.

Conversely, the leader can give disadvantage to the creature if they deem it fitting, for example if you attempt to discourage a creature whose leader has just been defeated.

If the target fails the saving throw, it has disadvantage on any action that goes against your incitement until the start of your next turn. If the target fails the saving throw with a margin of 5 or more, it cannot take any action that goes against your incitement until the start of your next turn. A target that succeeds on the saving throw is immune to your incitement attempts for 10 minutes.

Note: The Incite action is intended to be used in the heat of combat, hence the brevity of its effects. A character who wishes to deceive, intimidate, or persuade other creatures in the long term will have to make use of Charisma checks related to the appropriate skills (see the **Contests and Charisma sections of the Abilities chapter**), class features, or spells.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn.

- First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the goblin steps next to me, I move away."
- When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round.
- When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration. If your concentration is broken, the spell dissipates without taking effect.

If you are concentrating on the web spell and ready magic missile, your web spell ends, and if you take damage before you release magic missile with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the leader might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

Making an Attack

Whether you're striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The leader determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there's ever any question whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

- **Ability Modifier.** The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule.
  Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.
- **Proficiency Bonus.** You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss.

- If the d20 roll for an attack is a 20 (this is called a natural 20), the attack hits regardless of any modifiers or the target's AC. This also results in a critical hit, which is explained later in this chapter.
- If the d20 roll for an attack is a 1 (this is called a natural 1), the attack misses regardless of any modifiers or the target's AC. If your leader uses the optional rule on critical failures, you also suffer a complication (see the **Abilities chapter: Optional Rules for d20 Rolls**).

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness.

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the leader typically just says that the attack missed, not whether you guessed the target's location correctly.

When a creature can't see you, you have advantage on attack rolls against it. If you are **hidden**—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Hiding

You are considered to be hidden from a creature if it can neither see nor hear you.
In case of doubt, the leader can ask for a Dexterity (Stealth) check contested by the passive Perception of present creatures if they are not looking for you and are not on alert. If the creatures are on the lookout, your Dexterity (Stealth) check is contested by a Wisdom (Perception) or Intelligence (Investigation) check on their part, depending on the circumstances (see the **Abilities chapter**).

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range.

- If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range.
- Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't **incapacitated**.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack.
Most creatures have a 5-foot **reach** and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions.
Instead of using a weapon to make a melee weapon attack, you can use an **unarmed strike**: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an opportunity attack.

You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach.

You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grapple. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you subject the target to the **grappled** condition (see the **Conditions chapter**). The condition specifies the things that end it, and you can release the target whenever you like (no action required).

- **Escaping a Grapple.** A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

- **Moving a Grappled Creature.** When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Contests in Combat

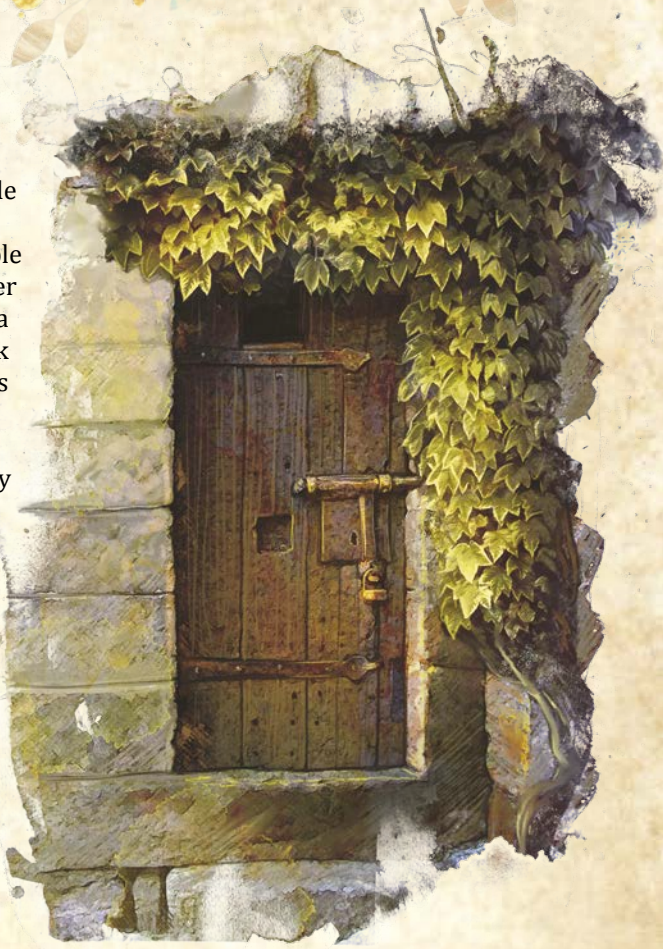
Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The leader can use these contests as models for improvising others.

Shoving a Creature

Using the Attack action, you can make a special melee attack to shove a creature, either to knock it **prone** or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them.

The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target **prone** or push it 5 feet away from you.

Cover



Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

- A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.
- A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.
- A target with **total cover** can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

Damage

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a *fireball* spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile.

A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing.

Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points (see **Monsters and Death** later in this chapter for NPCs, and the **Health chapter** for PCs).

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage.

- When attacking with a **weapon**, you add your ability modifier—the same modifier used for the attack roll—to the damage. A **spell** tells you which dice to roll for damage and whether to add any modifiers.
- If a spell or other effect deals damage to **more than one target** at the same time, roll the damage once for all of them. For example, when a wizard casts *fireball* or a cleric casts *flame strike*, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once.
For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice, such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types.
The damage types follow, with examples to help the leader assign a damage type to a new effect.

Damage Type	Example
Acid	The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
Bludgeoning	Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.
Cold	The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.
Fire	Red dragons breathe fire, and many spells conjure flames to deal fire damage.
Force	Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including *magic missile* and *spiritual weapon*.
Lightning	A *lightning bolt* spell and a blue dragon's breath deal lightning damage.
Necrotic	Necrotic damage, dealt by certain undead and a spell such as *chill touch,* withers matter and even the soul.
Piercing	Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.
Poison	Venomous stings and the toxic gas of a green dragon's breath deal poison damage.
Psychic	Mental abilities, such as the Psychic Drain of some aboleths, deal psychic damage.
Radiant	Radiant damage, dealt by a cleric's *flame strike spell* or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.
Slashing	Swords, axes, and monsters' claws deal slashing damage.
Thunder	A concussive burst of sound, such as the effect of the *thunderwave* spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage.

- If a creature or an object has **resistance** to a damage type, damage of that type is halved against it. If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.
- Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage.
- Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all nonmagical damage, the damage of a nonmagical fire is reduced by half against the creature, not reduced by three-quarters.

Monsters and Death

Most leaders have a monster die the instant it drops to 0 hit points, rather than having it fall **unconscious** and make death saving throws.

Mighty villains and special nonplayer characters are common exceptions; the leader might have them fall unconscious and follow the same rules as player characters.

Choosing Your Victory

At the conclusion of a fight, defeated combatants are at the mercy of the winning side. The victors may have succeeded in repelling the intruders or, on the contrary, in forcing their way in. At this stage, killing your opponents, letting them flee, or forcing them to surrender are three possible options. In the long run, your decisions may alter the course of history, for better or for worse.

This optional rule details the possibilities available to you when you reduce your opponent's hp to 0: killing, letting flee, or capturing. This choice has no influence on how many experience points your character earns, as these are acquired as a result of victory, regardless of how it is obtained. Below, you will find an overview of the three aforementioned options and the consequences they may have:

Killing

- **Situation.** The creature reduced to 0 hp dies. If it had a soul, it detaches from its body and wanders the Ethereal Plane for a time.
- **Consequences.** Killing an opponent may bring a definite end to a problem, but it might also inspire friends or family of the victim to seek revenge, sometimes after several years. If the adventurers make a habit of this, they will progressively earn a reputation for bloodthirstiness that may grant them advantage on Charisma (Intimidation) checks against those who know of them. As a result, even neutral or good opponents will give the characters no quarter and will only attempt to make them prisoners if absolutely necessary. Systematic killing is the hallmark of evil and may lead to madness (see GRIMOIRE).

Letting Flee

- **Situation**. The creature reduced to 0 hp has narrowly escaped death. It is actually brought to 1 hp and clearly understands that you are giving it a chance to save itself. It can accept or refuse this offer. If it accepts, it must take the Dash action on each of its turns for 1 minute and is **frightened** of you for the same duration. If you or one of your allies attack it or otherwise attempt to do it harm, these restrictions no longer apply. If it refuses your implied offer, it is free to act as it wishes.
- **Consequences**. An opponent who has been allowed to flee may warn its allies and therefore be a source of future danger. Conversely, if it has a sense of honor, it may be grateful and seek to repay the favor.

Capturing

- **Situation**. The creature reduced to 0 hp is unable to keep fighting or flee. You can choose between knocking it out (see **Knocking a Creature Out** below) or putting it at your mercy. If you put the creature at your mercy, it is brought to 1 hp and is **stunned** for 1 minute, leaving you the time to put a blade to its throat and make it understand that it had better obey your orders, for example.

- **Consequences**. A captive creature can be used as a human shield during combat. Capturing an opponent can also have its uses in extracting information out of it or ransoming it. However, a feisty prisoner can also be a liability, whether it constantly seeks to escape or has friends willing to rescue it. Having a reputation for taking prisoners and treating them well will make the adventurers' enemies more inclined to surrender, or more likely to show them mercy if the adventurers are on the losing end.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls **unconscious** and is stable.

The Art of Rendering Unconscious

Using this optional rule will make it harder to knock out an enemy. Indeed, by more realistic standards, knocking out a creature is not easy, as it requires applying well-calculated force on a precise point of the opponent's anatomy. As described above, this is only possible with a melee attack, though the leader might allow it for other types of attacks, such as ranged bludgeoning weapons or spells that deal thunder or psychic damage. In addition to this prerequisite, you must declare your intent to knock out your target before you make the attack roll, which gives you disadvantage on your attack. If the attack is successful and the damage reduces the creature to 0 hit points, it doesn't die and is instead rendered **unconscious** and stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points; they are a buffer against damage, a pool of hit points that protect you from injury.

- When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage.
- Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can, therefore, be at full hit points and receive temporary hit points.
- Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22.
- If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you.
- Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

Mounted Combat

A knight charging into battle on a warhorse, a wizard casting spells from the back of a griffon, or a cleric soaring through the sky on a pegasus all enjoy the benefits of speed and mobility that a mount can provide. A willing creature that is at least one size larger than you and that has an appropriate anatomy can serve as a mount, using the following rules:

Mounting and Dismounting

Once during your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0.

- If an effect moves your mount against its will while you're on it, you must succeed on a DC 10 Dexterity saving throw or fall off the mount, landing **prone** in a space within 5 feet of it.
- If you're knocked **prone** while mounted, you must make the same saving throw.
- If your mount is knocked **prone**, you can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall **prone** in a space within 5 feet of it.

Controlling a Mount

While you're mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.

- You can control a mount only if it has been trained to accept a rider. Domesticated horses, donkeys, and similar creatures are assumed to have such training. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it.
- An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. It might flee from combat, rush to attack and devour a badly injured foe, or otherwise act against your wishes.

In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

Underwater Combat

When adventurers pursue sahuagin back to their undersea homes, fight off sharks in an ancient shipwreck, or find themselves in a flooded dungeon room, they must fight in a challenging environment. Underwater the following rules apply.

When making a **melee weapon attack**, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

Health

This chapter outlines the situations in which adventurers become diminished, weakened and, as a result, more dependent on the support of others.

Healing Hit Points

Hit points stand for a combination of endurance and will to survive. Damage taken by the characters is subtracted from their hit points, representing an accumulation of exhaustion, bruises, superficial wounds, and weariness. Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic.

- When a character finishes a long rest, they recover the entirety of their hit points.
- Magical methods such as a cure wounds spell or a potion of healing can remove damage in an instant. When a creature receives healing of any kind, hit points regained are added to its current hit points.
- A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8.
- A creature that has died can't regain hit points until magic such as the *revivify* spell has restored it to life.

Exhaustion

Exhaustion is a condition that is accrued and cured over time. The leader can use it to reflect a variety of situations, ailments, and hardships in the course of the game. Exhaustion is measured in six levels. An effect (illness, cold, thirst, exertion, etc.) can give a creature one or more levels of exhaustion, as specified in the effect's description. The effects of exhaustion are gradual and cumulative. If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved (rounded up)
5	Speed reduced to 0
6	Death—the character drops to 0 hit points (see **Death** later in this chapter)

Causes of Exhaustion

It would be impossible to list all possible causes of exhaustion, given how varied and circumstantial they can be. However, here are a few examples:

- A person trapped inside a burning building might take a level of exhaustion every 5 minutes from inhaling smoke.
- Someone shipwrecked in northern seas, drenched and caught in a freezing blizzard, might take a level of exhaustion every 15 minutes.
- A desert traveler directly exposed to the sun, without water or protective clothes, might take a level of exhaustion every hour.
- A hapless soul lost in the Netherworld without water might take a level of exhaustion every 6 hours.
- A tortured, mistreated prisoner might take a level of exhaustion every day.
- Soldiers who have to fight right after a forced march might take a level of exhaustion.
- Miners are trapped in underground tunnels. They can find water, but have no food, which might result in them taking a level of exhaustion every 3 days.

Constitution Saving Throw

At the leader's option, a character may make a Constitution saving throw to (temporarily) resist taking a level of exhaustion. The DC of such a saving throw can range from 10 (easy) to 20 (hard) depending on the cause of exhaustion. A successful saving throw means that the character is able to gather their strength for an extra push while others lose steam.

Removing Exhaustion

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

As a general rule, to recover from exhaustion, one must remedy its cause: curing the disease, ending the mistreatment, sleeping soundly, eating and drinking one's fill, etc. In these conditions only, a long rest reduces a creature's exhaustion level by 1.

Illnesses require specific treatment to be cured: without appropriate medical care, one cannot recover from the associated level of exhaustion.

Undergoing Ordeals and Overcoming Pain

Your character is a hero, a chosen one blessed by the moon Eternity. Should your leader decide to make use of some of this chapter's optional rules, your character's universe will be a violent, merciless one where arrogance and overconfidence can easily spell a cocky adventurer's doom.

Overcoming exceptional ordeals is an opportunity to go beyond one's limits. Such scenes will create unique challenges and serve the growth of your character, bringing forth new aspects of their personality. Illnesses and grievous wounds will complicate your adventures, forcing you to seek remedies and assistance, possibly entrusting your life and safety to strangers. Situations of this kind will be rich in tension and suspense, testing your character's mettle and willpower. Such is the path of true heroes.

Below, you will find food for thought related to the context of a character in danger of death due to injury, sickness, or poison. The aim here is to make these in-between moments as narratively meaningful and gripping as the fiercest fights. Some of the scenes described below can segue to the PC gaining a level in a different class, such as druid or warlock. Letting the leader know about such wishes in advance will allow them to better introduce the transition.

Mercy

As the patient's situation seems all but hopeless, against all expectations, the party is helped by someone from the enemy side.

Revelations

The patient's family and close friends are persuaded that the adventurer will die soon, or are still in shock over the fear of their loved one's premature end. This can lead to unexpected behaviors: heartfelt professions of love or friendship, expressions of regret, interventions of long-forgotten allies, etc.

The Report of My Death

As the patient is struggling against the evil that plagues them, rumors of their death are already spreading. Family, friends, officials… everyone is reacting to the news. People look for the adventurer's last will, plan their succession, some rejoice, others mourn… When the adventurer recovers and makes a public appearance, everyone believes them to be a revenant or a doppelganger. Life ends up being much more complicated than death!

A Silver Lining

The party is postponing their departure toward the next step of their journey to take care of their afflicted companion. During this lull, they hear a rumor: another group of adventurers attempted the same journey but was annihilated by an evil the PCs had no knowledge of. It could be a dragon, a band of particularly dangerous brigands, or some extraordinary phenomenon. In any case, this unexpected peril would certainly have been the death of the party. This information will put a twist on the ongoing story and let the PCs react to it: they can gear up more carefully, take a safer path, investigate, etc. What initially was a tedious delay turned out to have a silver lining… Unless it is only a herald of greater troubles?

A Mystical Experience

In the throes of a fever, the patient grows so weak that people fear the poor soul won't make it through the night. Their friends are at their side, desperately watching them rave. The adventurer is actually wandering through the Astral Plane, experiencing a dream that puts them to the test. If they can overcome it, they may get to multiclass as a cleric, druid, or paladin, struck by an epiphany that changes their life.

The trials of many mystics includes a raging sickness in the midst of which they experience dreams that they describe as journeys through the spirit world and the initiation of a stronger bond with these entities. Such a sequence can actually take place as a ritual healing session inside a medicine man's tent to the beating of drums. Mysterious, wild dreams would fit a prospective druid, while a cleric-to-be could receive visions related to their future divine patron.

The Pact

As they feel death closing in, struggling to remain half-conscious, the patient hears the voice of a power that offers them a pact: their life for a mission in its service. A diabolic hospodar or demon prince may have an interest in saving an adventurer. Exceptionally, such an entity may even invest considerable means in sparing a person's life. In this fashion, the leader can rescue a PC if it serves the campaign's story.

A New Perspective

So far, the patient had always thought themselves indefatigable and had unquestioningly followed their own principles. Ending up in a situation where they are vulnerable and dependent on the help of others may lead them to reevaluate their morals. Will they take on a more benevolent outlook or, on the contrary, be consumed by a grudgeful hate? This experience may lead them to change their ideal or flaw.

Wounds

Using the rules on Wounds will make hazards and combat more dangerous. Combining these optional rules with the ones on short and long rests (see the Adventuring chapter) will make the game more dangerous than ever, meaning that you will have to think twice before getting into a fight. Leaders who wish for a realistic, dark fantasy-like style can use all of these rules together.

What Qualifies as a Wound?

Most of the damage adventurers take are just bruises and superficial cuts. Though momentarily painful, they are not debilitating. Wounds, however, are violent blows that cause the adventurer more lasting harm.
Whenever you take a Wound, you also take a level of exhaustion.

Wound Threshold

Whenever you lose a number of hit points equal to or higher than your Wound threshold, you take a Wound.
Your Wound threshold is equal to the highest of:

- a quarter of your maximum hit points (rounded up)
- 4 + your Constitution modifier

Whenever your maximum hit points or Constitution modifier changes, your Wound threshold is recalculated accordingly. Only creatures with maximum hit points equal to or higher than 4 have a Wound threshold.

Wound Location

Determining the location of Wounds is optional. It adds more negative effects to the Wounds characters may incur. Whenever you take a Wound, you roll a corresponding disability whose effects can only be healed with time or through the use of magic.
Roll 1d10 to determine which part of the body has been hit and what penalties the character thus suffers from.

The exact nature of the Wound is at the leader and player's discretion, in accordance with the context (source of the damage, weapon used, anatomy of the victim, etc.) If the result rolled does not make sense (for example, if you roll a lower limb when only your upper body was sticking out from behind a wall), you can roll again or simply be winded (equivalent to the **poisoned** condition). In any case, the effect remains until you return to your hit point maximum.

d10	Localization and effects
1	**Face.** You are **blinded** for 1 minute. Afterward, you have disadvantage on ability checks based on sight and on attack rolls.
2-3	**Back.** You are **paralyzed** for 1d4 rounds. Afterward, you have disadvantage on ability checks and on attack rolls based on Strength or Dexterity.
4-5	**Lower Limb.** Your speed is halved and you have disadvantage on ability checks and attack rolls that require the use of the Wounded limb (at the leader's discretion).
6-7	**Upper Limb.** You cannot hold two-handed items and have disadvantage on ability checks and attack rolls that require the use of the Wounded limb (at the leader's discretion).
8-9	**Torso.** You are winded (equivalent to the **poisoned** condition).
10	**Head.** You are **stunned** for 1d4 rounds. Afterward, you have disadvantage on ability checks and attack rolls based on Intelligence, Wisdom, or Charisma.

Dressing a Wound

If left untreated, Wounds can cause infections and lead to an untimely demise. Moreover, even a properly dressed Wound will take time to heal.

- When you take a Wound, it must be dressed or it will never heal (see **Recovery** below). Each Wound requires a Wisdom (Medicine) check. The standard DC is 13, but it can be higher in difficult circumstances. If the check is successful, the Wound is dressed and can now heal; on a failure, no further check can be attempted until the next day.
- If you bear Wounds in particularly unhygienic conditions (for example, if you're in the middle of sewers and covered in filth), your leader can ask for a daily Constitution saving throw against blacking (see the **Diseases section: Blacking**).

Recovery

To recover from a Wound, you must either wait for it to heal naturally or use magic.

- Once your Wound has been dressed, it heals with long rests. When you finish a long rest, you can choose either to remove a Wound (and the corresponding level of exhaustion) or to recover your maximum hit points.
- Magic can heal a Wound. For this purpose, the magic effect (spell, potion, etc.) must heal hit points. Compare the amount of hit points healed to your Wound threshold: if it is equal to or higher than your Wound threshold, the effect removes a Wound and the corresponding level of exhaustion instead of healing hit points.
  Magic effects that remove exhaustion (like the *greater restoration* spell) also remove any corresponding Wounds. A *regeneration* spell removes all Wounds in 2 minutes, while a *ring of regeneration* lets you remove all Wounds (and all related levels of exhaustion) while recovering your maximum hit points when taking a long rest.

Diseases

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of *lesser restoration*. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

Disease Rules

In the following pages, you will find a list of the most infamous diseases in Eana. However, these are not the only ones adventurers will face: they may be exposed to many other afflictions in the course of their journeys. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched. It all depends on the story you want to tell.

A disease is defined by six criteria:

- **Knowledge.** The disease's profile starts with a description of common or more obscure knowledge concerning the disease. A successful DC 15 Intelligence (Medicine) check provides information about the history of the illness, its symptoms, and possibly the means to cure it.
- **Incubation Period.** This is the time between contracting the disease and showing symptoms. A short incubation period will spread the disease more rapidly, but may also cause it to die out quickly.
- **Contamination.** Details how the disease can be contracted, which generally involves failing a Constitution saving throw.
- **Exhaustion.** All diseases inflict at least one level of exhaustion, which can only be removed by recovering from the disease.
- **Symptoms.** A disease can have three different degrees of severity depending on the margin of failure on the Constitution saving throw: critical (natural 1 on the saving throw), serious (margin of failure greater than 5), or simple (margin of failure equal to or below 5). The effects of a degree stack with those of lesser severity: for example, the effects of a disease's critical degree stack with those of the serious degree and simple degree.
- **Recovery.** The required steps for the patient to recover naturally, without the intervention of magic.

Disease-Related Exhaustion

As the disease progresses, the patient grows increasingly weaker. To recover, the character must succeed on Constitution saving throws to remove the disease-related levels of exhaustion and fight off the affliction. The assistance of someone proficient in Medicine can grant advantage on these saving throws. If the patient's current exhaustion level gives them disadvantage on saving throws, this applies to the Constitution saving throws to fight off the disease.

The Powerlessness of Heroes Before Epidemics

Some adventurers are powerful spellcasters capable of using their magic to protect their companions or heal them. They may be inclined to extend this benevolence to others, curing afflicted souls here and there… But what happens when a disease affects an entire region and people hear about the heroes' powers? Soon, they are harassed by unceasing pleas for help.

Countless suppliants come to them, begging them to heal their loved ones. To set themselves apart from the rest of the petitioners, some bring money and presents, hoping to curry favor with the gods. Notables take it a step further, as only they can make high-stake promises, such as ennoblement or far-reaching support on a quest.

In such an explosive context, rumors spread quickly. Anger brews against the wealthy and all the preexisting, repressed resentment erupts in full force. Riots may occur. To make things even worse, disease-carriers are among the crowds, facilitating the contagion and causing the epidemic to spread even more quickly than before.

Even a devoted cleric can only cure so many people every day. No matter what choices they make, they will suffer the blame of those they had to turn down. And in a scathingly ironic twist, the adventurers may be perceived as responsible for the accelerated propagation of the disease. All it would take then is a little push from charlatans, rabble-rousers, or demonic agents for the bearers of hope to become scapegoats.

A Few of Eana's Diseases

The diseases here illustrate some of the afflictions that plague the population of Eana. Feel free to alter the saving throw DCs, incubation periods, symptoms, and other characteristics of these diseases to suit your campaign.

Blacking

- **Knowledge.** How many victorious warriors have laughed at their deceased victims on the battlefield before limping back to their camp to tend to their wounds, nursing a birthing fever with wine, and then collapsing in a state of absolute weakness, their limbs bloated and blackened, wracked by terrible pain? Blacking, also called black blood, is an infection of poorly dressed wounds, though many see in it a form of revenge from the dead, who seek to drag their killer into the grave. Burning and delirious, the victims are sometimes plagued with hallucinations and complain of grim specters watching them, waiting for their passing. Blacking is the most common form of infection caused by poorly tended wounds. This disease is particularly prevalent and devastating in times of war, rife after grueling battles or during long sieges, but it can also be caught in swamps or sewers.
- **Incubation Period.** 1 day.
- **Exhaustion.** 1 level of exhaustion.
- **Symptoms.** Blackened blood, high fever, increased exhaustion leading to death.
- **Contamination.** Caused when suffering a wound in conditions of poor hygiene. The creature must succeed on a DC 13 Constitution saving throw or become infected.
- **Recovery.** Whenever they finish a long rest, the patient must make a DC 13 Constitution saving throw. On a failure, they take one level of exhaustion. On a success, their exhaustion level decreases by 1. If the patient has no levels of exhaustion left, they recover from blacking.

Cankering

- **Knowledge.** Cankering is a grievous disease that afflicts people who have been in close contact with Canker, for example when fighting its minions or when venturing into a Cankerous nest. For this reason, people nurture a healthy fear of such places of corruption, and few are willing to set foot inside them. The inherent resistance of guardian dwarves against the evils of Canker extends to cankering, this subspecies being apparently immune to it.
- **Incubation Period.** 1d12 days following exposure.
- **Contamination.** Exploring a Cankerous nest, being wounded by a weapon infected with Canker, eating contaminated flesh. The creature must succeed on a DC 15 Charisma saving throw or become infected.
- **Exhaustion.** You suffer from 1 level of exhaustion that remains as long as you resist the call of Canker. If you give in, you take 3 temporary corruption points.
- **Symptoms.** *Critical degree:* hideous deformities, 3 temporary corruption points, an indefinite madness (see **Grimoire**). *Serious degree:* 1 temporary corruption point, leprous growths on the skin. *Simple degree:* a leprous-like aspect on parts of the skin, which may be concealable depending on their location.
- **Recovery.** No known cure.

Confusion with Leprosy

The term leprosy is actually a broad designation for a variety of skin diseases. Some are benign and generally noncontagious, while others are extremely severe, causing deformities, mutilations, and ultimately, death. Cankering is often confused with leprosy, resulting in tragic situations:

- **Leper Hunt.** When lepers are mistaken for agents of Canker, they are often accused of poisoning wells and fountains, hunted down as members of evil sects, and burned alive.
- **Hidden Evil.** Agents of Canker, bent on working toward their master's corrupting ends, sometimes hide among leper colonies and take advantage of the kindness they are shown to act covertly. The revelation of crimes committed by a single patient can bring infamy upon the rest of these outcasts who subsist on charity.

Gutroar

- **Knowledge.** This disease is caught by eating poor quality food and causes great abdominal pains. Several types exist, meaning that one can only develop an immunity to the local variant of gutroar.
- **Incubation Period.** The pains appear 1d6 hours after the meal.
- **Contamination.** After eating a contaminated meal, the creature must succeed on a DC 11 Constitution saving throw or become infected.
- **Exhaustion.** 1 level of exhaustion.
- **Symptoms.** *Critical degree:* pains, vomiting, diarrhea; you take 1 addition level of exhaustion and are **incapacitated**. *Serious degree:* pains, vomiting; you take 1 additional level of exhaustion. *Simple degree:* nausea, diarrhea (equivalent to the **poisoned** condition).
- **Recovery.** A long rest with healthy food is enough to recover. You are hereafter immune to this variant of gutroar.

Plague

- **Knowledge.** Plague is the nightmare of long-distance navigators. Traders buy precious merchandise in faraway countries, not realizing that it is contaminated with the disease. During the voyage, one sailor, then another, falls ill and passes away. The ship finally reaches its destination, its hold filled with cloth and spice of wondrous value, yet no one will enjoy them. The plague will spread to the docks and then the rest of the town, bringing suffering and horror. Wealth and death: to some, the plague is a divine punishment for greed.
- **Incubation Period.** 1d8 days. The exhaustion symptoms then appear progressively.
- **Exhaustion.** Levels of exhaustion depending on the degree: critical degree = 4 levels, serious degree = 3 levels, simple degree = 2 levels.
- **Symptoms.** At a simple or serious degree, the disease starts with symptoms easily mistaken for the flu (fever and aches). The pain quickly concentrates on the ganglia (groin, armpits, neck), which become very sensitive. At a serious degree, black buboes appear. At a critical degree, no buboes or swelling appear, but the patient violently coughs blood and the disease progresses at striking speed.
- **Contamination.** Contagion occurs through exposure to bodily fluids, bloody phlegm, and contact with contaminated textiles. Lice (carried by humans or rats) can also be vectors. Exposed creatures must succeed on a DC 15 Constitution saving throw or become infected.
- **Recovery.** Particularly afflicted patients suffer from severe exhaustion and become unable to eat or drink by themselves, which results in their condition growing worse due to lack of care. To recover, the patient must succeed on a DC 10 Constitution saving throw two days after the manifestation of the symptoms. On a success, the evolution of the disease stops and the patient can recover. On a failure, the patient takes 1 additional level of exhaustion. The same saving throw is repeated every two days.

Scratches

- **Knowledge.** The mildly named scratches is a disease commonly caught in brothels, seedy joints, and other houses of ill repute. Some moralists see in it a righteous punishment for a licentious existence.
- **Incubation Period.** 1d12 months.
- **Exhaustion.** 1 level of exhaustion every year following the first manifestation of the symptoms.
- **Symptoms.** Scratches starts with unpleasant itching feelings in the groin. Irritated areas appear and may, in time, evolve into small open wounds and purulent scabs. Despite these discomforts, patients seem to initially feel an increased inclination for intimate relationships, making them more promiscuous and impulsive. The infection spreads progressively, with itches and unhealthy wounds appearing on other parts of the body: armpits, neck, joints, breasts, etc. In the later stages of the disease, patients are afflicted with a form of hemophilia: their wounds fail to close and they suffer from blood loss.
- **Contamination.** In case of sexual intercourse with a contaminated person, a DC 13 Constitution saving throw must be made not to catch the disease.
- **Recovery.** To recover naturally and spontaneously, the patient must succeed on a yearly DC 15 Constitution saving throw. With a success margin of at least 10, the recovery occurs with no side effects. In the case of a lower success margin, the patient is cured, but sterile—and impotent in the case of male patients.

Some physicians subscribe to the idea that scratches is divine retribution toward sinners. As thus, they apply treatments akin to a form of punishment, such as cutting off the root of the evil while the disease has yet to spread, which means emasculation or excision. Since the cure sounds worse than the disease—which is initially just a minor cause of annoyance—many patients refrain from seeking help or turn toward quacks and other merchants of false hope. Chiefly, they seek to hide their affliction, hoping to find a cure through means of their own. The wantonness of afflicted persons at the onset of the infection makes them all the more dangerous, leading to the construction of hospitals to house them, which look more like prisons than places of healing.

Sewer Bile

- **Knowledge.** Sewer bile is a generic term for a broad category of illnesses that incubate in brackish waters (sewers, refuse heaps, stagnant swamps, etc.) and which are sometimes transmitted by creatures that dwell in those areas, such as mosquitoes, rats, and otyughs.
- **Incubation Period.** It takes 1d4 days for sewer bile's symptoms to manifest in an infected creature.
- **Contamination.** When a humanoid creature is bitten or stung by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the creature must succeed on a DC 11 Constitution saving throw or become infected.
- **Exhaustion.** 1 level of exhaustion.
- **Symptoms.** Fatigue and cramps. The patient regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.
- **Recovery.** At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Death

A creature that drops to 0 hit points or less is dying. They are now a hair's breadth from death. There is no notion of negative hit points: a dying creature has 0 hit points, and once it has died, there is no reason to keep track of its hit points anymore. Death has both a physical and a spiritual aspect that may result in mystical experiences.

Exhaustion and Agony

If you use this optional rule, a creature that drops to 0 hit points immediately takes 6 levels of exhaustion. Once the creature is stable (see **Stabilizing** on the next page), it is brought back to an exhaustion level of 5. The levels of exhaustion must then be removed normally.

In the Heat of Battle

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall **unconscious**. This unconsciousness ends if you regain any hit points. If you use the optional rule of Prolonged Unconsciousness (see below), you remain unconscious until your leader informs you otherwise. If you don't make use of this optional rule, you return to consciousness and can act normally as soon as you return to at least 1 hp.

Prolonged Unconsciousness

The leader determines how long the character remains **unconscious**, either in accordance with the circumstances or by rolling on the table to the right. The average duration is a few dozen minutes, but it can be as long as several hours, if not days. Unconsciousness can be convenient to fast-forward the story. A warrior is brought down in the course of a battle and wakes up after nightfall, left alone amidst a sea of corpses. A thief, sentenced to death by hanging, wakes up lying in a bed inside a cabin in the heart of a forest she is unfamiliar with. What happened? What are the motivations of those who rescued her?

3d6	Duration of unconsciousness
3	1d10 rounds
4-5	1d20 minutes
6-8	2d4 x 15 minutes
9-12	1d4 hours
13-15	3d6 hours
16-17	4d12 hours
18	1d4 days

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw.

Roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see on the next page). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

- **Damage at 0 Hit Points.** If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw.

You can use your action to administer first aid to an **unconscious** creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A **stable** creature doesn't make death saving throws, even though it has 0 hit points, but it does remain **unconscious**. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

A cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

Sudden Death

The optional rule of Sudden Death increases the likelihood of taking a killing blow in battle. It is intended for leaders who wish to make fights and accidents more dangerous, particularly at medium and high levels. The leader can pick either of the two options below:

- **Constitution Score**. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your Constitution score.
  Let's say the aforementioned cleric has a Constitution score of 11 and 4 hp left. If she takes 15 damage from an attack, she is reduced to 0 hit points, but 11 damage remains. Because the remaining damage equals her Constitution score, the cleric suffers instant death.

- **Lethal Threshold.** When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds 10.
  The cleric is at her maximum hp: 12. If she takes 22 damage from an attack, she is reduced to 0 hit points, but 10 damage remains, resulting in instant death.

Post Mortem

The leader can choose to treat death as a dark well from which no memories are kept, or they can make this experience part of the character's journey.

Reality from the Ethereal Plane

When a humanoid dies or is about to die, their soul floats toward the Ethereal Plane. They see the material world as if through a fog or a frost-covered window. If the PC wants to act from beyond the grave, they are given the departed soul archetype (see **Bestiary**). Caught in this new reality, the deceased can experience unique situations:

- Being harassed by the entities that lurk there (specter, vrock, etc.)
- Being captured by Melancholia
- Being carried to Furnace due to having signed a pact with a representative of a diabolic hospodar
- Meeting a dead enemy
- Perceiving the party's situation from a new perspective and finding a way to help their comrades from the other side
- Being summoned by their divinity, a powerful angel, etc.

A Distorted Perception of the Flow of Time

There is no hard-set rule concerning the perception of the flow of time from the Ethereal Plane, and if the character is taken to Melancholia or the Astral Plane, things become even more muddled. As such, it is entirely possible to play a few scenes or a complete adventure with a dying or dead PC, without concern for how much time elapses before they are eventually brought back to life.

Becoming a Revenant

By virtue of an unshakeable will, a person can become a revenant, driven by the imperative of completing a mission… or by dark passions. Should the leader consider it fitting for your character, you can rise again as a greater undead. The revenant archetype is detailed in **Bestiary**.

Appendix

Conditions

Conditions alter a creature's capabilities in a variety of ways and can arise as a result of a spell, a class feature, a monster's attack, or other effect. Most conditions, such as blinded, are impairments, but a few, such as invisible, can be advantageous.

A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition. If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't.

The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

Exhaustion is covered in more detail in the **Health chapter**.
Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1st	Disadvantage on ability checks
2nd	Speed halved
3rd	Disadvantage on attack rolls and saving throws
4th	Hit point maximum halved
5th	Speed reduced to 0
6th	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.
A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.
An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.
Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is **incapacitated** (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave spell.*

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is **incapacitated** (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is **incapacitated** (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is **incapacitated** (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is **incapacitated** (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls **prone**.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Appendix
Technical Glossary

Abbreviations

AC. Armor Class
CR. Challenge rating
DC. Difficulty Class
HD. Hit Di(c)e
hp. Hit point(s)
NPC. Nonplayer character
PC. Player character
Save. Saving throw
XP. Experience Point(s)

Modular System

Modular stamps indicate optional rules and variants associated with a particular atmosphere.

Action. This icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.

Awakening. To be able to call upon their spells and magical abilities, a character must have experienced the Awakening. All powers and abilities related to the Awakening are preceded by this icon. (see **page 116**)

Dark. The optional rules indicated by this icon are all related to horror, madness, or corruption.

Elusive Magic. If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor. (see **page 116**)

Gritty. Use these options if you want harsher and generally more realistic gameplay.

Intrigue. Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.

Mystery. This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.

Technical Terms

A term that is underlined has its definition included in this glossary.

Ability. All creatures have a score in each of the game's six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. These scores range from 3 to 20 for PCs, and can be as high as 30 in the case of certain monsters. Each ability also has a modifier derived from its score, which is used for most rolls (including but not limited to attack rolls, saving throws, damage rolls, and ability checks). (see **page 332**)

Ability check. A d20 roll made for actions that are not attacks, such as climbing a wall, remembering a historical fact, hiding, or foraging. The roll is adjusted by the relevant ability modifier and may be associated with a skill. For the attempted action to be successful, the result of the check must be equal to or above the DC determined by the leader. (see **page 336**)

Ability modifier. A modifier directly derived from an ability score, and which is used much more often than the ability score proper. The modifier is added to dice rolls that rely upon the ability in question.

Action. In normal conditions, a creature can take a single action on its turn. A list of possible actions is included in the **Combat chapter**. (see **page 360**)

Advantage. When you have advantage on a roll, you roll two d20s and keep the higher of the two. (see **page 335**)

Alignment. A creature's moral orientation along two axes: Good/Evil and Law/Chaos. Creatures that lack the capacity for rational thought are unaligned. (see **page 114**)

Arcane magic. Magic that consists of directly manipulating magical energies in a more or less empirical fashion.

Archetype. One of the possible paths of a class, which the character must choose at a low level (1st, 2nd, or 3rd depending on the class). Each archetype gives access to specific features.

Area of effect. The area covered by the effects of a spell or feature. It can take many shapes (cone, cube, line, sphere, etc.) and spreads from a point of origin. (see **Grimoire**)

Armor Class (AC). A creature's degree of physical protection, measured by the armor it wears, its agility, and its natural defenses (if any). When an attack roll is made against a creature, the roll must equal or exceed the creature's armor class to hit and inflict damage. Without a shield or armor, your AC is equal to 10 + your Dexterity modifier. (see **pages 309, 341**)

Attack roll. A modified d20 roll compared to the target's armor class to determine whether the attack is successful. (see **page 363**)

Background. What a character did before they took up a career as an adventurer. A character's background covers their past, origins, and part of their culture. It also determines the adventurer's character traits and background feature.

Background feature. A minor feature associated with your character's background, which may give them an edge in social or traveling situations. (see **page 90**)

Bond. A trait associated with a character's background, usually the mark of a major preoccupation. (see **page 93**)

Bonus. (see **Modifier**)

Bonus action. Certain specific abilities (feature, spell, feat, or particular circumstances) can be activated with a bonus action. You can only take a single bonus action per round, and only on your turn. (see **page 355**)

Cantrip. A minor spell that can be cast without expending a spell slot.

Carrying capacity. The weight (in pounds) that you can carry, equal to your Strength score multiplied by 15. (see **page 340**)

Challenge rating (CR). A measure of a monster's might, roughly equivalent to that of a party of characters of the same level.

Charisma. One of the six abilities, measuring force of personality.

Class. A character's class represents the path they have dedicated themselves to. **Fateforge** includes 13 classes, among which are the fighter, the wizard, the cleric, the druid, the scholar, etc. Your class grants you a range of features whose number and power depend on your level in said class (from 1 to 20).

Combat. A fighting situation in the course of which several creatures trade blows, spells, and other hostile effects. Such phases follow specific rules, which are detailed in the **Combat chapter**.

Concentration. Some spells and effects require you to maintain concentration in order to keep them active. If you lose concentration, the effect ends. Taking damage, for example, may break your concentration. (see **Grimoire**)

Condition. A special state affecting a creature. Most conditions are impairments, but a few can be advantageous. "Unconscious," "incapacitated," "poisoned," "charmed," "blinded," "paralyzed," and "prone" are examples of conditions. (see **page 382**)

Cone. The area of effect of certain spells and powers. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Constitution. One of the six abilities, measuring endurance.

Contest. Certain ability checks have two or more creatures in direct opposition (arm-wrestling, a character attempting to sneak past another, etc.) In this case, each creature makes an appropriate ability check (Strength in the case of arm-wrestling, for example) and the results are compared, with the higher roll gaining the upper hand. (see **page 336**)

Corruption. *Optional rule:* When you take corruption points, you become more exposed to the influence of Canker, and may ultimately be dominated by it. (see **GRIMOIRE**)

Cover. An obstacle between an attacker and its target. There are three degrees of cover, depending on how much of the target the cover protects: half cover, three-quarters cover, and total cover. (see **page 366**)

Creature. A creature is any being with six ability scores, as opposed to the environment and inanimate objects. Monsters, PCs, and NPCs are creatures.

Creature type. All creatures in **FATEFORGE** have an associated type, which defines how they interact with certain game mechanics (namely specific spells, magic items, features, and other effects). There are 14 creature types, including dragon, elemental, humanoid, fiend, giant, undead, etc.

Critical hit. When an attack roll's die shows a 20, the attack is automatically successful and all the resulting damage dice are doubled. Certain features grant a critical hit on a result of 19 or even 18 on the die. (see **pages 363, 367**)

Cube. The area of effect of certain spells and powers. A cube's size is expressed as the length of each side.

Cylinder. The area of effect of certain spells and powers. A cylinder is defined by its radius and height. It is always vertical.

amage. When a target suffers damage, said damage is subtracted from its hit points (also see Damage type).

Damage roll. A dice roll whose number depends on the source of the damage (weapon, spell, trap, etc.), and which may be modified by the relevant ability modifier of the attacker. After resistance or vulnerability has been taken into account, the resulting damage is subtracted from the hit points of the target. (see **page 367**)

Damage type. All damage has a type: slashing for a longsword, bludgeoning for a club, fire for a *scorching ray*, poison for a giant spider's venom, etc. It is possible to have vulnerability, resistance, or immunity against one or several types of damage. (see **page 367**)

Darkvision. Within a specified range, a creature with darkvision can see in dim light as if it were bright light, and in darkness as if the darkness were dim light. However, the creature can't discern color in darkness, only shades of gray. (see **page 349**)

Death saving throw. A special type of saving throw made when a character has been reduced to 0 hit points and is dying. To become stable, the character must receive healing or accumulate three successes on their death saving throws before they accumulate three failures (which results in death). (see **page 380**)

Dexterity. One of the six abilities, measuring agility.

Difficult terrain. Difficult terrain halves movement. Certain features enable their user to move through certain types of difficult terrain without penalty. (see **page 357**)

Difficulty Class (DC). Saving throws and most ability checks have an associated Difficulty Class, which is a score between 5 and 30 (usually between 10 and 20) that determines how challenging the action is. The roll is a success if the result is equal to or higher than the DC; otherwise, it is a failure. (see **page 336**)

Disadvantage. When you have disadvantage on a roll, you roll two d20s and keep the lower of the two. (see **page 335**)

Divine magic. Magic granted by a divine entity to some of their believers.

Dying. When a PC is reduced to 0 hit points, they are dying. They are now at death's door and must make death saving throws. (see **page 380**)

xhaustion. Taking levels of exhaustion results in penalties that last until the levels are removed. The higher your exhaustion level is (from 1 to 6), the more severe the effects are, ultimately leading to death. Finishing a long rest removes one level of exhaustion. (see **pages 372, 384**)

Experience points (XP). Experience points represent your character's growth and advancement. Throughout your adventures, you will be awarded XP for defeating monsters, completing quests, and overcoming challenges. Once you have earned enough XP, you gain a level, thus becoming more powerful and acquiring new features. (see **page 260**)

eat. A special aptitude that you can gain in the course of your character's evolution, provided your leader has authorized this option. (see **page 264**)

Feature. A special ability granted by virtue of a creature's species, subspecies, class, archetype, feat, or any other game mechanic.

Flaw. An embarrassing, unpleasant, or burdensome trait associated with a character's background. (see **page 94**)

Focus. Most spellcasters make use of a focus, which they can substitute for material spell components. It is a portable object of mystical significance such as a wand, sprig of mistletoe, holy amulet, or shield decorated with a religious symbol. (see **pages 322, 325, GRIMOIRE**)

Grapple. A special fighting situation in which a creature attempts to wrestle with another instead of hitting it. (see **page 365**)

Hit Die (HD). All creatures have at least 1 Hit Die. Hit Dice determine how many hit points you have. They can also be used to heal during short rests or to activate certain effects.

Hit points (hp). Hit points measure the robustness of a creature, how much damage it can take, both physical and psychic. The more hp a creature has, the harder it is to kill. Losing hp is not necessarily equivalent to taking wounds. Rather, it represents a general diminution of the creature's vitality. The structural integrity of objects is represented with hp as well. (see **pages 296, 366**)

Ideal. A trait associated with a character's background, which drives them forward. (see **page 92**)

Immunity. A creature with immunity against a damage type or condition suffers absolutely no effect from it. For example, it is impossible to deal fire damage to a fire elemental or to **petrify** a stone golem. (see **page 368**)

Initiative. Initiative is rolled at the start of a combat encounter. Every participant makes a Dexterity check to determine their place in the initiative order for the duration of the fight. The participant with the highest initiative acts first (provided they are not surprised), then the one below them in the initiative order acts, and so on until everyone has acted, at which point the round ends and another begins. Every ensuing round takes place in the same order. This goes on until the encounter has been resolved. (see **page 355**)

Inspiration. When you have inspiration, you can spend it to have advantage on a single roll. You can only have one inspiration at a time. Typically, it is awarded by your leader when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way. (see **page 115**)

Intelligence. One of the six abilities, measuring reasoning and memory.

Leader. A player tasked with acting as a referee and with orchestrating the game's plot. The leader also portrays the game's NPCs, describes the environment, and narrates most scenes.

Level. In **FATEFORGE**, this term refers to two separate concepts: a PC's level and a spell's level. All PCs have levels in one or more classes, whose total determines their character level: an overall measure of their might as an adventurer. You typically start at 1st level, then gain additional levels in the course of your adventures. A spell's level also relates to a degree of power: that of the spell at hand. However, these two subjects are entirely distinct and should not be confused.

Light. Light in an area can be bright, dim, or absent (resulting in darkness). Light conditions influence Wisdom (Perception) checks and the possibility of hiding. Certain creatures are gifted with senses that enable them to see better than others in areas of darkness and dim light (see **Darkvision**). (see **page 349**)

Line. The area of effect of certain spells and powers. A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Line of sight. For something to be in your line of sight, you must be able to see it, which means that there are no obstacles between you and your target that conceal it completely and that there is enough light for you to see it.

Madness. An event can unsettle a character so much that they crack under the pressure and develop a mental disorder. Madness can be short-term (a few minutes), long-term (a few hours), or indefinite. (see **GRIMOIRE**)

Martial weapons. A category of weapons whose use is relatively complex. (see **page 304**)

Melee attack. An attack on a target within your reach, made with a melee weapon, an unarmed strike, a spell, or other means. Involves an attack roll. (see **page 364**)

Modifier. Any number that is added to a dice roll to determine the final result. This number can be positive (a bonus), null, or negative (a penalty).

Movement. In normal circumstances, creatures can move on their turn. A creature can move up to its speed, but certain conditions can limit this number or even reduce it to 0. (see **pages 347, 356**)

Multiclassing. A character can gain levels in different classes by multiclassing. An example of multiclassing is a 5th-level fighter taking a rogue level, thus becoming a 5th-level fighter/1st-level rogue instead of a 6th-level fighter. Multiclassing follows dedicated rules. (see **page 260**)

Nonplayer Character (NPC). A nonplayer character is a creature played by the leader. This includes monsters.

Opportunity attack. A melee attack made when a creature moves out of your reach. It requires you to use your reaction. (see **page 365**)

Passive check. A special kind of ability check that doesn't involve any die rolls, generally used when a creature is not actively focusing on the task at hand. The creature is automatically considered to have rolled a 10, to which the relevant modifiers are added as normal. Passive checks are often used for Wisdom (Insight or Perception) checks, when something occurs without the character specifically paying attention to it. (see **page 338**)

Penalty. (see **Modifier**)

Personality trait. A characteristic associated with a character's background and representative of their behavior. Such a trait can be more or less eccentric and be assimilable to a tic or quirk. (see **page 92**)

Plane. Planes of existence are separate worlds that can normally be accessed only through magic or supernatural means. Most adventures take place in the Material Plane, which is the world the PCs grew up in. (see **Arcana**)

Player Character (PC). A player character is a character played by a player other than the leader.

Point of origin. A virtual point in space from which the area of effect of a spell or other effect originates, within the limit of a specified range.

Proficiency. Being proficient in a skill, weapon, type of armor, type of tools, or saving throw means that you are particularly able in that regard. This means that you can add your proficiency bonus to the relevant d20 rolls.

Proficiency bonus. A bonus that increases as you gain levels and which is added to certain rolls, in particular when you use weapons, skills, or saving throws you are proficient with. (see **page 335**)

Range. The maximum distance from which a spell can be cast or from which a ranged attack can be made. Ranged weapons have two ranges: normal and long. Attacking at long range with a ranged weapon gives disadvantage on the attack roll. (see **pages 302, 364**)

Ranged attack. An attack on a distant target, made with a projectile, spell, or any other kind of missile. Involves an attack roll. (see **page 364**)

Reach. The range at which a creature can make melee attacks. A creature's reach is generally 5 feet, but this can vary based on its size and the weapon it uses. (see **page 364**)

Reaction. A special effect that you can only make use of in response to predefined triggers. Opportunity attacks are an example of reaction, and many spells and features use a reaction. You only have one reaction: once you have used it, you cannot use another before the start of your next turn. (see **page 356**)

Repress. Repressing an effect makes it temporarily inactive, but does not remove it. As soon as it is no longer repressed, the effect becomes active again, provided its duration has not expired during that time.

Resistance. If a creature or an object has resistance to a damage type, damage of that type is halved against it, rounded down. For example, a raging barbarian only takes half damage from bludgeoning, piercing, and slashing sources. (see **page 368**)

Rest. A period of relative inactivity during which you can eat, tend to your wounds, and relax. Mechanics-wise, there are two types of rests: short rests, which take at least 1 hour, and long rests, which take at least 8 hours. Many in-game effects are related to short and long rests, such as the replenishment of features, the recovery of hit points, the removal of exhaustion, the preparation of spells, etc. (see **page 351**)

Ritual. A special method of spellcasting that greatly increases the spellcasting time but doesn't require the caster to expend a spell slot. Only certain spells can be cast in this fashion. (see **Grimoire**)

Round. Combat and action scenes are handled as a cyclic succession of 6-second time units called rounds. In the course of a round, all participants act one after the other according to the initiative order. Once everyone has acted, another round begins, and so on until the encounter has been resolved. (see **page 354**)

Saving throw. A saving throw occurs when a creature is attempting to avoid the effects of something other than an attack roll (spell, trap, disease, poison, etc.) A saving throw is a modified d20 roll compared to a Difficulty Class. (see **page 336**)

School of magic. Each spell is associated with a specific school of magic. The eight schools of magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. (see **page 182**, **Grimoire**)

Simple weapons. A category of weapons whose use is less complex than that of martial weapons. (see **page 303**)

Size. Provides an approximation of a creature's dimensions and of the space it occupies. Also determines the creature's reach. In ascending order, the sizes are as follows: tiny, small, medium, large, huge, and gargantuan. (see **page 358**)

Skill. Whenever you attempt a challenging task, you make an appropriate ability check. This check may be associated with a skill, representing a more precise field of expertise. **Fateforge** includes 18 skills, among which are Athletics, Deception, Religion, Survival, etc. You add your proficiency bonus to any roll that involves a skill you are proficient in. (see **page 337**)

Species. A character's species grants them certain traits and features. **Adventurers** includes nine different species: dragonborn, dwarves (or dvaergen), elves, gnomes, halflings, half-elves (or melessë), half-orcs (or merosi), humans, and tieflings. Some have different ethnicities, which are called subspecies.

Speed. Your speed is the distance in feet that you can move on your turn in normal conditions. (see **page 356**)

Spell. A magical effect resulting from spellcasting.

Spell attack. An attack made within the context of a spell. Involves an attack roll.

Spellbook. Wizards have a spellbook in which they transcribe the spells they learn. In this fashion, they build their own repertoire of spells, which enables them to better face a variety of obstacles and dangers. (see **page 180**)

Spellcasting. The act of casting a spell by means of chanting, arcane gestures, specific ingredients, or some combination of these components. (see **Grimoire**)

Spell component. Casting a spell usually involves chanting mystical words, executing complicated gestures, and/or manipulating or consuming special—and possibly expensive—ingredients. The aforementioned requirements are called the verbal, somatic, and material components of a spell. If you cannot provide one of the components of a spell, you cannot cast it.

Spell slot. Spellcasters can only cast a limited number of spells each day. As such, a spellcasting character has a daily allocation of spells, and every time they cast a spell, they must expend a slot of the corresponding level. Once they have expended all their slots of a given level, they cannot cast spells of that level until they have recovered their spell slots (usually by means of a long rest). (see **Grimoire**)

Sphere. The area of effect of certain spells and powers. A sphere is defined by its radius.

Stable. When a character is dying, they can be stabilized with first aid or an appropriate spell. Barring such help, they can only become stable with favorable death saving throws. A stable character remains **unconscious**, but they no longer make death saving throws. (see **page 381**)

Strength. One of the six abilities, measuring physical power.

Surprise. At the start of a combat encounter, the leader determines which creatures are surprised, if any. A surprised creature cannot act on its first turn. Creatures that are aware of danger or already fighting cannot be surprised. (see **page 354**)

arget. When you make an attack or use certain spells and features, you must designate one or more targets. Depending on the power you are using, these targets can be objects, creatures, or both. (see **pages 296, 363, 367**)

Temporary hit points. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. Temporary hit points do not stack and, unless otherwise specified, last until you finish a long rest. (see **page 369**)

Tools. In game terms, tools are similar to skills. When a character uses a tool, they make an appropriate ability check, to which they add their proficiency bonus if they are proficient in the tool. (see **page 312**)

Turn. On every round of combat encounters, each participant acts in accordance with the initiative order: they are said to take their turn. In normal circumstances, in the course of a turn, a character can take an action, move up to their speed, and take a bonus action (if they have one to take). (see **page 355**)

ulnerability. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it. (see **page 368**)

eapon attack. An attack made with a weapon (also includes unarmed strikes).

Weapon property. A quality associated with a weapon, which conveys an effect or restriction. (see **page 302**)

Wisdom. One of the six abilities, measuring perception and insight.

Wound. *Optional rule:* When a creature takes damage that reaches a certain threshold, that creature suffers a Wound, causing exhaustion and possibly other effects. (see **page 375**)

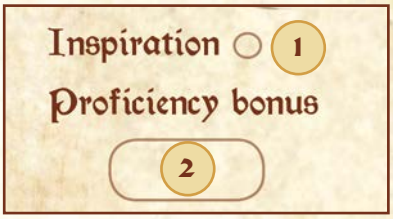
Appendix

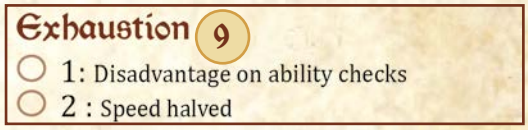
Filling out Your Character Sheet

This appendix reviews the main sections of the character sheet and goes over how to fill them out. Technical terms used here are defined in the glossary (see the **previous pages**).

Page 1: Abilities

The first page of the character sheet gathers the information you will need most frequently during play. Here is an explanation for a few of these sections:



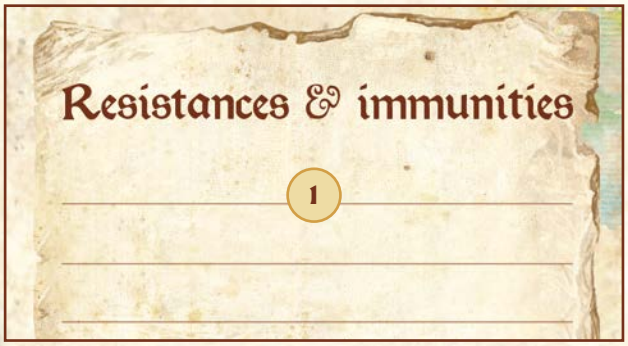


1. **Inspiration.** Tick this box when you have inspiration. Alternatively, you can put a token or die on this spot or in front of you to show that you have inspiration. You will frequently tick and untick this box.
2. **Proficiency bonus.** Take note of your proficiency bonus here. It will increase as you gain levels.
3. **Ability score.** Take note of the listed ability score here.
4. **Ability modifier.** Here, take note of the modifier derived from the associated ability score.
5. **Proficiency and expertise.** If you are proficient in the listed skill, tick or fill one of the boxes next to it. If you have expertise (doubled proficiency bonus) in the listed skill, tick or fill both boxes.
6. **Protection.** Here, indicate what type of armor you are wearing (if any) and whether you are carrying a shield.
7. **Conditions.** This space is intended to take note of conditions, in particular long-lasting ones. You can also write down diseases you are afflicted by.
8. **Speeds and jumping.** Here, take note of your walking, climbing, swimming, and flying speed, as well as your jumping height and length.
9. **Exhaustion.** Exhaustion is progressive. As you gain levels of exhaustion, tick the corresponding boxes, reflecting your worsening condition. A reminder of the effects of each exhaustion level is provided. Keep in mind that these effects stack.

Page 2: Features

This page sums up everything your character is capable of. Features are sorted in accordance with how often they can be used, in descending order: Unlimited, Regained with a short rest, Regained with a long rest. You can draw boxes indicating how many times you can use each of your features (rage, ki, sorcery points, etc.), which you will tick as you expend them. This way, you will have a handy overview of your character's capabilities and of their current condition. Whether you will be thrifty or go all-out is up to you.

1. **Resistances & immunities.** To take note of your resistances and immunities in a convenient manner, you can write them down in different colors or draw a vertical line under the ampersand to split this box in two (with resistances on the left and immunities on the right).



2. **Spell slots.** Depending on your class, you may earn spell slots as you gain levels. When this happens, fill in the dotted circle to draw a box that you can check whenever you cast a spell of that level.

Page 3: Identity and Secrets

This page is used to record information concerning your character's background and psyche. As such, you can keep it private, so that your fellow players do not know about your character's past and secrets.

1. **Awakening.** You can color or circle this icon if your character is Awakened.
2. **Soul.** The Soul column lists everything related to your character's psychology. The items are listed according to their positivity: the top ones will usually drive your character to greatness, whereas the bottom ones are likely to lead them to their downfall.
3. **Description.** What does your character look like?
4. **Story.** Here you can keep track of your adventures, the places you visit, the characters you meet, etc.
5. **Corruption.** Being exposed to the corruption of Canker results in corruption points. Corruption can be permanent (fill the box) or temporary and curable (tick the box). When you start filling boxes on the 2nd, 3rd, and 4th lines, you undergo special changes. If you take more corruption points than there are boxes, you become a ravager of Canker.

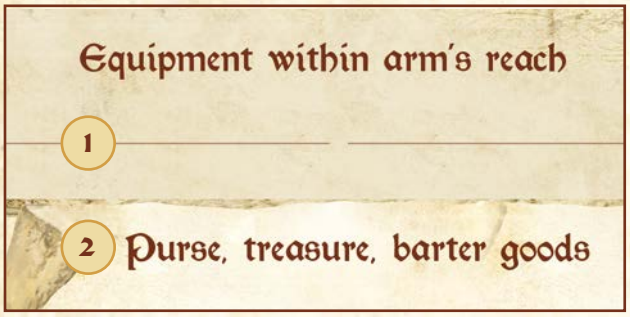
Page 4: Possessions

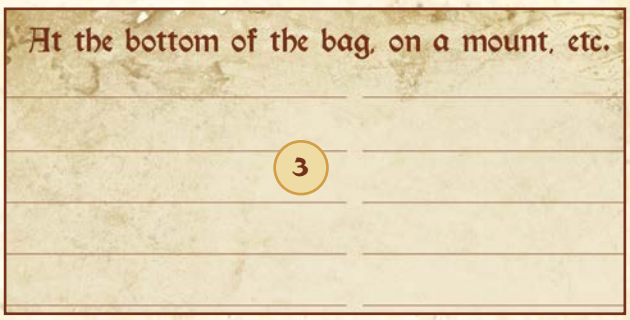
On this page, you can record your equipment, which is classified into three categories depending on what you use it for and where you keep it. You can write down your total load (in pounds) in the box on the upper right corner. Dedicated entries are also provided to take note of the loads at which you are encumbered and heavily encumbered.

1. Equipment within arm's reach. During combat, you can take the Use an Object action to grab any one of the objects listed here. To be within arm's reach, an object must be stored in a pocket, belt pouch, quiver, etc.

2. Purse, treasure, barter goods. This is the category for objects whose sole purpose is to be traded or sold.

3. At the bottom of the bag, on a mount, etc. Objects belonging to this category are stored in such a fashion that you cannot take them out at a moment's notice. Therefore, it is impossible to make use of them in the middle of combat or in similar rushed situations. However, provided your pack is sturdy and closed tight, such objects will be protected from most damage.





Page 5: Spellbook

You can use several copies of this page as your spellbook. A warlock, ranger, paladin, etc. will likely only need one page, whereas a wizard will require several.

1. **Level.** Here, write down the level of the spells shown in front of this stamp.
2. **Prepared spells.** Most spellcasters must prepare their spells before they can cast them. Tick the box next to a spell to show that you have prepared it.
3. **Name.** Record the spell's name here.
4. **Effects.** Write down a summary of the spell's effects or simply take note of its page number in **Grimoire**.

Name _____ Class(es) _____

Species _____ _____

Civilization _____ Experience _____

Inspiration ○ Hp _____ Hit Dice _____

Proficiency bonus _____ _____

Temporary hp _____ Max hp _____ Wound threshold _____

Strength _____ ○

○ Saving throw

○○ Athletics

Dexterity _____ ○

○ Saving throw

○○ Acrobatics

○○ Sleight of Hand

○○ Stealth

Constitution _____ ○

○ Saving throw

Intelligence _____ ○

○ Saving throw

○○ Arcana

○○ History

○○ Investigation

○○ Nature

○○ Religion

Wisdom _____ ○

○ Saving throw

○○ Animal Handling

○○ Insight

○○ Medicine

○○ Perception

○○ Survival

Charisma _____ ○

○ Saving throw

○○ Deception

○○ Intimidation

○○ Performance

○○ Persuasion

Initiative _____ AC _____

Protection _____

Conditions

_____

_____

Speed Walking _____ Climbing _____

Swimming _____ Flying _____

Jumping: height _____ length _____

Passive Perception _____

Exhaustion

○ 1: Disadvantage on ability checks

○ 2: Speed halved

○ 3: Disadvantage on attack rolls and saving throws

○ 4: Disadvantage on attack rolls and saving throws

○ 5: Speed reduced to 0

○ 6: Death (hp reduced to 0 and death saving throws)

Failures ○○○

Successes ○○○

Attacks and spells

Spellcasting ability: _____ *Spell save DC:* _____

Spell attack modifier: _____

Name	Attack bonus	Damage/Type

Ammunition

_____ ○○○○○ ○○○○○

_____ ○○○○○ ○○○○○

_____ ○○○○○ ○○○○○

Notes

Actions

Attack, Cast a Spell, Dash, Disengage, Dodge, Help, Hide, Incite, Ready, Search, Use an Object

Bonus actions

Two-weapon attack

Reactions

Opportunity attack

Features

Armor

Weapons

Resistances & immunities

Unlimited use

Tools & vehicles

Languages

Regained with a short rest

Regained with a long rest

Spells

1st ○○○○

2nd ○○○

3rd ○○○

4th ○○○

5th ○○○

6th ○○

7th ○○

8th ○

9th ○

Description

Background

Background feature & Feats

Story

Soul

Awakening

Ideal

Personality traits

Alignment

Bond

Flaw

Handicaps

Madnesses

Corruption

1st ○○○○○
2nd ○○○○○
3rd ○○○○○
4th ○○○○○

Possessions

Total load _____

○ Encumbered _____

- Speed reduced by 10 feet

○ Heavily encumbered

_____

- Speed reduced by 20 feet; disadvantage on ability checks, attack rolls, and saving throws that use Strength, Dexterity, or Constitution

Carrying capacity

_____

Equipment within arm's reach

Purse, treasure, barter goods

At the bottom of the bag, on a mount, etc.

Spellbook

Level	Prepared	Name	Effects
	○		
	○		
	○	

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Discover the universe of Eana and its many unique civilizations, battle the loathsome forces of Canker, find the lost portals of the Travelers, and ascend the stairs of the Fateforge!

ADVENTURERS is the core rulebook of the **FATEFORGE** series. It is intended for the use of both players and leaders, and is composed of three parts:

Character Creation

In conjunction with your game leader, determine the conditions in which your character may Awaken to magic, and choose from a plethora of options: nine playable species, eighteen civilizations, a step-by-step guide to creating your very own background, thirteen classes—including the scholar, a resourceful savant capable of contributing in every situation, even in regions devoid of magic—and many more archetypes, as well as a list of original feats to enhance the evolution of your hero.

Daily Life

Discover the mythic Free City and a body of dedicated rules to spice up the daily lives and journeys of adventurers. Mystery, exploration, and discovery form the core of the gaming experience. Answer the call of adventure and travel to faraway lands, whether by foot, by boat, or by nefelytron!

Game Rules

The game mechanics are organized into four categories: abilities, adventuring, combat, and health. Many optional rules are included, following a modular system that lets each leader define their own gaming style.

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