

# **D20 Fantasy Adventure**

## **Basic Rules**

*The game you are holding started out as an ever-growing set of house rules for Dungeons and Dragons, in order to accommodate a setting with slightly different magic, politics, and history than the “stock game” normally accommodates.*

*As such, this work includes material taken and modified from the System Reference Document 5.1 (“SRD 5.1”) by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>.*

*The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.*

*It has since evolved into this tome, a blending of B/X and 5th Edition rules with minor-but-pervasive changes to various classes, spells, action economy, and other systems. You will likely recognize concepts and mechanics from various other D20 gaming systems; we all stand on the shoulders of giants, after all.*

*I hope you enjoy it.*

## Basic Introduction

The D20 Fantasy Adventure Game is a roleplaying game. In it, you play an adventurer in a fantasy world, where magic is real and heroes venture forth on dangerous quests for fortune and fame. Characters gain experience by overcoming danger and recovering treasure, growing in power and ability as they do so.

You need at least two people to play this game, although the game is far more enjoyable with a troupe of four to eight people. The game does not need a playing board or playing pieces to play (although some players find them useful) - all that is needed are these rules, a set of multi-sided dice, pencil and paper, some graph paper, and your imagination.

## Definitions

You should **READ THIS SECTION CAREFULLY**. It will define terms that will be used throughout the rest of this document. When you set up to play this game, one person will be designated as the **referee**. Each of the other people plays the role of a fantasy character, designated a **player character (PC)**. The person assigned to play that player character is their **player**. You can think of a player as an actor in a partially improvisational theatre performance, and the referee as the director. A group of player characters adventuring together are called a **party**.

It's the referee's job to prepare the setting for each adventure before it begins. They will create **maps**, **monsters**, and **non-player characters (NPCs)** for the party to interact with. Traditionally, the setting for an adventure is often called a **dungeon**, because most early games were set exploring vast underground caverns or stone rooms beneath ancient castles. Modern adventures might be set in the wilderness, at sea, or in a bustling city, but the term 'dungeon' remains as a legacy of those first days. A dungeon might be purchased or designed by the referee from scratch, but in either case the referee is expected to spend a lot more time in preparation than the players. The referee's job takes the most time, but is also the most creative and rewarding.

The next few pages will explain **character creation**, which is the process a player uses to create the details of their player character. Your player character will have **abilities** that define their core talents and weaknesses, a fantasy **race** (such as human, elf, dwarf, or halfling) that makes them part of the setting, and a **class** (essentially a profession) that gives them the skills and competencies that they will rely on to survive the adventure.

When the referee has created their dungeon and all the players have created their characters, the game is ready to begin! One session of the game is called an **adventure**, and might last only an hour or might stretch to fill an entire weekend. An adventure begins when the party enters the dungeon, and ends when they return home and divide up their treasure. The amount of time that this takes depends on the players and the referee. Several related adventures (one leading to another, often with the same player characters) are called a **campaign**.

## Sequence of Play

At the start of the game, the players enter the dungeon and the referee describes what they see. Players can (and probably should) draw a map based on the DM's description; as the players move forward through the dungeon, more and more of the dungeon will be mapped. Eventually, the referee's map and the players' map will look more or less alike.

As details of the dungeon are revealed, the player characters will meet NPCs and monsters that they must avoid, talk to, or fight. NPCs are humans (or demihumans) like the player characters, that are "played" by the referee while the players are interacting with them. Monsters are any other creatures, whether natural or supernatural; the referee will also control these creatures and describe their actions. Finally, various parts of the environment may provide hazards or opportunities for interaction; traditionally, these features are called **traps**. The referee controls all of a dungeon's traps, just like they control the NPCs and monsters. Each meeting between the party and a group of NPCs, monsters, or traps is called an **encounter**.

Some encounters move at the pace of dialog or exploration, and are called **non-combat encounters**, or sometimes **exploration encounters**. Others are much more fast-paced and have more dire stakes; these are, naturally enough, called **combat encounters**. Non-combat encounters proceed at the pace of 10 minutes per **exploration round**, while combat encounters proceed at the pace of 6 seconds per **combat round**. Whatever time scale is being used, during a round each player, monster, NPC, or trap that is capable of acting gets to perform one **action**, and sometimes might possibly perform one or more **bonus actions** or **reactions**.

Once the encounter is finished, the player characters divide up their treasure as they see fit, and reflect on the experiences they gained. Whenever a player character survives an adventure that has provided them with significant challenges and opportunities for growth, the referee will inform them that they have reached an **experience milestone**. When that happens, the character gains a **class level** in their character class, increasing in skill and competence. **All players characters begin play at the first level of experience**, and will gain class levels through adventure.

## Dice

This game uses six different kinds of dice, called the **d4**, **d6**, **d8**, **d10**, **d12**, and **d20**. Each die is named for the number of sides it has; for example, the d12 is a 12-sided die that will produce numbers between 1 and 12 when rolled. Often, the game will ask you to roll a certain number of dice and add the results together - for example, "5d8". This means to roll five eight-sided dice, and add the number on each die together into a single total, which would range from 5 to 40.

## How to "Win"

"Winning" and "Losing" are not the right way to think about a D20 Fantasy Adventure game. While the referee controls monsters and traps that might threaten the player characters, the referee should not be seen as playing "against" the players - they are a guide and a referee, whose primary job is to keep the action flowing and present the adventure to the party in a neutral manner. They are not "on the players' side", but they are equally not "on the monsters' side"; their job is to create and present an exciting adventure.

## Creating a Player Character

1. On a blank sheet of paper, write down the names of the six player **Abilities**: **Strength**, **Dexterity**, **Constitution**, **Charisma**, **Intelligence**, and **Wisdom**.
2. For each of these Abilities, roll **3d6**, and write the result in pencil next to the name of that Ability.
3. Read the next section on **Ability Scores**, and write the appropriate **Ability Modifier** in parentheses next to each Ability Score, also in pencil.
4. Read the following section on **Race**, and choose a character race. If you choose a non-human, adjust the appropriate Ability Modifiers.
5. Read the section on **Character Class**, and choose a class that best suits your character. Write this down at the top of the character sheet, and note that they are **Level 1**.
6. Write down any special **Class Features** that your character has because of their character class, keeping in mind that your character is first level.
7. Determine the number of **maximum hit points** that your character has by adding your **Constitution** score to your **hit points gained per class level**, remembering that your character is first level. Write this down at the top of your sheet, then write down the same number in pencil next to it. This second number is your **current hit points**, and might change as your character is harmed or healed.
8. Determine the maximum number of grievous **wounds** that your character can withstand before dying. This is equal to 5 + your Constitution modifier. There is a set of checkboxes under your **hit points** that tracks your wounds; cross out any boxes in excess of this number.
9. Note your character's **starting equipment** and **gold**, and make any equipment and magic choices that are appropriate for your character.
10. Note your character's armor, and determine their **defense** based on the type of armor they are wearing. Write down this number below your character's maximum hit points, and write the type of armor they're wearing in parentheses next to it.
11. Note your character's **attack proficiency** and **proficiency die**, writing them down below your character's defense.
12. Below your ability scores and modifiers, write down your character's **starting skills** based on their character class. For each skill, note its **proficiency** and **proficiency die** (usually **+2** and **d4**).
13. Pick a **name** for your character and write it on top of the character sheet, then write down any description or details that you feel are appropriate on the back of the character sheet.

Name Noric The Brave Class Fighter Level 1

### Abilities

- Strength 14 (+1)  
 - Dexterity 13 (+1)  
 - Constitution 15 (+2)  
 - Charisma 9 (+0)  
 - Intelligence 7 (-1)  
 - Wisdom 8 (-1)

Hit Points: 22 / Max: 22

Wounds:

Defense: 15 (chainmail)

Stamina

Base Attack: +3 (d6)

Weapon: Greataxe (+1)

Damage: d12+d6+1 slashing

### Skills

- |   |   |
|---|---|
| <input checked="" type="checkbox"/> Athletics (Str) <u>+2</u> (d <u>4</u> <u>+1</u> / DC <u>13</u><br><u>10</u> ) | <input type="checkbox"/> Deception (Cha) <u>   </u> (d <u>   </u> <u>+0</u> / DC                      |
| <input checked="" type="checkbox"/> Acrobatics (Dex) <u>+2</u> (d <u>4</u> <u>+1</u> / DC <u>13</u> )             | <input type="checkbox"/> Performance (Cha) <u>   </u> (d <u>   </u> <u>+0</u> / DC <u>10</u> )        |
| <input checked="" type="checkbox"/> Endurance (Con) <u>+2</u> (d <u>4</u> <u>+2</u> / DC <u>14</u> )              | <input type="checkbox"/> Persuasion (Cha) <u>   </u> (d <u>   </u> <u>+0</u> / DC <u>10</u> )         |
| <input checked="" type="checkbox"/> Presence (Cha) <u>   </u> (d <u>   </u> <u>+0</u> / DC <u>10</u> )            | <input type="checkbox"/> Arcana (Int) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )              |
| <input type="checkbox"/> Investigation (Int) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )                   | <input checked="" type="checkbox"/> Crafting (Int) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> ) |
| <input checked="" type="checkbox"/> Insight (Wis) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )              | <input checked="" type="checkbox"/> Lore (Int) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )     |
| <input checked="" type="checkbox"/> Perception (Wis) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )           | <input checked="" type="checkbox"/> Animal Ken (Wis) <u>+2</u> (d <u>4</u> <u>-1</u> / DC <u>11</u> ) |
| <input type="checkbox"/> Sleight of Hand (Dex) <u>   </u> (d <u>   </u> <u>+1</u> / DC <u>11</u> )                | <input checked="" type="checkbox"/> Nature (Wis) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )   |
| <input type="checkbox"/> Stealth (Dex) <u>   </u> (d <u>   </u> <u>+1</u> / DC <u>11</u> )                        | <input type="checkbox"/> Medicine (Wis) <u>   </u> (d <u>   </u> <u>-1</u> / DC <u>9</u> )            |

### Class Features

1 Combat Superiority, Guardian

2 \_\_\_\_\_

3 \_\_\_\_\_

4 \_\_\_\_\_

5 \_\_\_\_\_

6 \_\_\_\_\_

7 \_\_\_\_\_

8 \_\_\_\_\_

9 \_\_\_\_\_

10 \_\_\_\_\_

**Equipment:** 50' rope, backpack, 10 days' rations, 3 torches

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Name \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_

**Abilities**

- Strength \_\_\_\_\_ (\_\_\_\_)
- Dexterity \_\_\_\_\_ (\_\_\_\_)
- Constitution \_\_\_\_\_ (\_\_\_\_)
- Charisma \_\_\_\_\_ (\_\_\_\_)
- Intelligence \_\_\_\_\_ (\_\_\_\_)
- Wisdom \_\_\_\_\_ (\_\_\_\_)

Hit Points: \_\_\_\_\_ / Max: \_\_\_\_\_

Wounds:

Defense: \_\_\_\_\_ (\_\_\_\_\_)

\_\_\_\_\_

Base Attack: +\_\_\_\_\_ (d\_\_\_\_)

Weapon: \_\_\_\_\_ (+\_\_)

Damage: \_\_\_\_\_

**Skills**

- |  |   |
|--|---|
| <input type="checkbox"/> <b>Athletics</b> (Str) __ (d____ / DC ____)     | <input type="checkbox"/> Deception (Cha) __ (d____ / DC ____)   |
| <input type="checkbox"/> <b>Acrobatics</b> (Dex) __ (d____ / DC ____)    | <input type="checkbox"/> Performance (Cha) __ (d____ / DC ____) |
| <input type="checkbox"/> <b>Endurance</b> (Con) __ (d____ / DC ____)     | <input type="checkbox"/> Persuasion (Cha) __ (d____ / DC ____)  |
| <input type="checkbox"/> <b>Presence</b> (Cha) __ (d____ / DC ____)      | <input type="checkbox"/> Arcana (Int) __ (d____ / DC ____)      |
| <input type="checkbox"/> <b>Investigation</b> (Int) __ (d____ / DC ____) | <input type="checkbox"/> Crafting (Int) __ (d____ / DC ____)    |
| <input type="checkbox"/> <b>Insight</b> (Wis) __ (d____ / DC ____)       | <input type="checkbox"/> Lore (Int) __ (d____ / DC ____)        |
| <input type="checkbox"/> <b>Perception</b> (Wis) __ (d____ / DC ____)    | <input type="checkbox"/> Animal Ken (Wis) __ (d____ / DC ____)  |
| <input type="checkbox"/> Sleight of Hand (Dex) __ (d____ / DC ____)      | <input type="checkbox"/> Nature (Wis) __ (d____ / DC ____)      |
| <input type="checkbox"/> Stealth (Dex) __ (d____ / DC ____)              | <input type="checkbox"/> Medicine (Wis) __ (d____ / DC ____)    |

**Class Features**

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_

Equipment: \_\_\_\_\_

## Ability Scores

All characters have six Abilities, each of which ranges from 3 to 18. They are:

- Strength
- Dexterity
- Constitution
- Charisma
- Intelligence
- Wisdom

You create a character by rolling 3d6 and adding the dice together, then assigning it to your Strength score. Then you roll again, assigning the second roll to your Dexterity score, and so on, until you have all six ability scores assigned.

## Ability Modifiers

Each Ability score has a corresponding Ability modifier, which determines your character's natural talent with various skills and other tasks. Your Ability modifier is determined from your Ability score:

Ability Score	Modifier
3	-3
4, 5	-2
6, 7, 8	-1
9, 10, 11, 12	+0
13, 14, 15	+1
16, 17	+2
18	+3

If the total of all six of your Ability modifiers is less than +0, or if none of your Abilities have a modifier greater than +0, then you should give up on this character and start over - they are simply unsuited to a life of adventuring.

## Race

A character can be human, or any of the following demihuman races. Each demihuman race adjusts two of your Ability modifiers upwards by +1 each. Halflings gain an additional +1 to their Dexterity modifier and -1 to their Strength and Constitution modifiers on account of their small size.

Race	Racial Ability Modifiers
Human	None
Elf	+1 to Wisdom, +1 to Dexterity
Dwarf	+1 to Constitution, +1 to Strength
Halfling	+2 to Dexterity, +1 to Charisma, -1 to Strength, -1 to Constitution, small size



## Proficiencies

Next, you will choose a character class. This class determines your combat and skill *proficiencies*, which measure how talented and trained you are at various tasks. As you gain experience, you will increase in *class level*, which is a measure of your general competence in that class. At each class level increase, you will have the opportunity to increase one or more proficiencies, and will also gain various *class features* unique to that class.

## Proficiency Levels

Each Proficiency ranges from +2 to +6, limited by your class and level. In addition to the proficiency level itself, each of your proficiencies has a die and a static value (called a DC) associated with it. The DC for each of your proficiencies is equal to 10 + the Proficiency level + your associated Ability modifier. Each proficiency die is based on your proficiency level: +2 is a d4, +3 is a d6, +4 is a d8, +5 is a d10, and +6 is a d12.

## Attack Proficiency

When fighting, your character's attack proficiency is based on their class level. This value is used to determine your character's skill at hitting an opponent with a weapon. Melee weapons usually use your attack proficiency + your Strength modifier, while ranged weapons usually use your attack proficiency + your Dexterity modifier.

## Skill Proficiencies

While attack proficiency determines your talent at swinging a weapon, skill proficiencies measure everything else. Various skills are used to defend against attacks, maneuver in difficult terrain, notice and react to your surroundings, or recall important information. Each skill uses a different Ability modifier to determine its base talent, adding its proficiency to that value. Certain skills are also used to make **saving throws**, which defend you against various attacks.

### Saving Throw Skills

Acrobatics (Dex)  
Athletics (Str)  
Endurance (Con)

### Other Skills

Sleight of Hand (Dex)

Stealth (Dex)

Presence (Cha)

Deception (Cha)

Performance (Cha)

Persuasion (Cha)

Investigation (Int)

Arcana (Int)

Crafting (Int)

Lore (Int)

Insight (Wis)

Animal Ken (Wis)

Nature (Wis)

Medicine (Wis)

Perception (Wis)

## Saving Throws

The following saving throws are managed by your skills:

Skill	Linked Saving Throws
Acrobatics	<b>dodge</b> an attack or explosion
Athletics	<b>brace</b> against being knocked down or moved against your will
Endurance	<b>resist</b> an effect as it happens, <b>shrug off</b> an effect after it's started affecting you, or <b>cling to life</b> if you are dying.
Presence	<b>deny</b> an illusion that is controlling or limiting your actions
Investigation	<b>disbelieve</b> an illusion that is manipulating your senses
Insight	<b>snap out of</b> an illusion that is manipulating your beliefs or feelings
Perception	roll <b>initiative</b> when combat begins to not get caught by surprise

## Rolling Proficiencies

The purpose of proficiencies and proficiency dice is to roll them, to determine the outcome of your actions. The process for rolling your proficiencies depends on the circumstances of each roll - actions in a combat encounter are much more chaotic than actions made during exploration, so the range of outcomes is wider.

### While Exploring

Outside of the frantic pace of an encounter, all proficiency rolls are made by rolling your Proficiency die (if you have Proficiency) + an Ability modifier, vs. a **threshold number (TN)** set by the circumstances or the referee. If you match or exceed the TN, you succeed; otherwise, you fail. Sometimes, the referee will determine that you have **advantage** or **disadvantage** for a particular roll - if you have advantage, the TN will be set higher, and if you have disadvantage, the TN will be set lower. If you don't have Proficiency, you can still roll a d4 + your Ability modifier, but you will have **disadvantage**. If you surpass the TN by a sufficiently large amount, you might achieve an **exceptional success** or even a **critical success**. In any case, the referee will describe the results of your success or failure.

Sometimes you will need to perform a **skill contest** against an NPC or monster. The referee will determine what skill you and your opponent need to roll against each other (these may even be different skills); each of you rolls your Proficiency die + your Ability modifier, and the creature with the higher roll wins. Surpassing your opponent's roll by 2 or more results in an **exceptional success** for the winner, while surpassing it by 5 or more results in a **critical success**. On a draw, neither side succeeds against the other. If one side or the other has advantage, the side with advantage gains +2 to their roll.

### In An Encounter

When you are in an encounter, all proficiency rolls are made by rolling a d20 + a Proficiency die (if you have Proficiency) + an Ability modifier, vs. a **difficulty class (DC)** set by the circumstances or the referee. If you match or exceed the DC, you succeed; otherwise, you fail. Sometimes, the referee will determine that you have **advantage** or **disadvantage** for a particular roll - if you have advantage, you roll two d20s and choose the higher number before adding your Proficiency die and Ability modifier; if you have disadvantage, you roll two d20s and choose the lower number before adding your Proficiency die and Ability modifier.

## Character Class

After you determine your base abilities and your race, you can pick your character class. Each character class has a base requirement in one of its ability scores, called its *prime requisite*. If your ability score in a class's prime requisite is less than 12, you cannot choose that class.

*Optional rule* - if you had your heart set on playing a particular character class, but your prime requisite Ability for that class isn't your highest Ability score, you can optionally swap your highest Ability score with your prime requisite Ability score. You should check with the referee to see if they are using this rule.

When you choose a class, you gain +1 to your prime requisite Ability score, and base proficiency (+2) in three different skills. One or two of these skills will be fixed, while the remainder can be any skill you choose.

Then, each time you gain a class level, you may increase one of your class skills by one, or gain a new class skill at +2 if you are not already trained in it. The Expert may choose two different skills to increase at levels 1, 3, 5, 7 and 9. Each skill's proficiency is capped by your level, as shown in your class level chart.

## Multiclassing

Humans, and only humans, may choose two character classes, splitting their experience between them. A human may only choose one magic-user class to multiclass into; the different forms of divine, primal and arcane magics are too complex for anyone to master more than one of them in a lifetime. Each multi-class option has its own class names:

<b>Multiclass Combination</b>	<b>Class Name</b>
Fighter/Expert	Scout
Fighter/Cleric	Paladin
Fighter/Wizard	Warmage
Fighter/Druid	Barbarian
Expert/Cleric	Bard
Expert/Druid	Ranger
Expert/Wizard	Alchemist

A multi-classed human's hit die size is the better of their two base classes. They count as both classes for all purposes - a human fighter/cleric counts as a fighter for wearing heavy armor or wielding non-simple weapons, and counts as a cleric for performing miracles, regaining faith, and so on.

Whenever a multi-classed human reaches an experience milestone, they raise their lower class by 1 level. If both classes are at the same level, the referee determines which of their character classes they gain a level in, based on which of their class features they used more of during the preceding adventure. The class that they are gaining a level in determines the hit points they gain for that level, which class skill they can improve and how high they can raise it, and what class features they gain. Their total character level equals the sum of their class levels.

For example, a level 5 Bard (Expert 3/Cleric 2) will raise their Cleric class by 1 at their next experience milestone. When they do, they will be able to pick one of their Cleric class skills that is below +3 and raise its proficiency by 1, increase their maximum hit points by 3 + their Constitution modifier, and then gain the Divine Healing class feature. They will then be a level 6 Bard (Expert 3/Cleric 3).

## Non-Human Multiclassing

If the referee allows it, certain multiclass options can be made available to non-human races. These are:

Elf - Barbarian, Ranger, or Bard

Dwarf - Alchemist, Paladin, or Barbarian

Halfling - Scout, Bard, or Ranger

**Fighter****Prime Requisite:** Strength**Starting Skills:** Athletics, and any two Skills of your choice**Class Skills:** Acrobatics, Animal Ken, Athletics, Crafting, Endurance, Insight, Lore, Nature, Perception, Presence**Hit Dice:** d10. A Fighter gains (5 + Constitution modifier) hit points per fighter level.**Starting Equipment:** Chainmail, one ranged weapon, and your choice of a heavy melee weapon, a medium melee weapon and a shield, or a medium melee weapon and a light melee weapon.**Starting Gold:** (2d6 + Charisma modifier) x 10**Fighter Class Levels**

<b>Level</b>	<b>Attack</b>	<b>Skills Gained</b>	<b>Class Features</b>
1	+3 (d6)	1 (max +2 / d4)	Combat Superiority, Guardian
2	+3 (d6)	1 (max +2 / d4)	Action Surge
3	+3 (d6)	1 (max +2 / d4)	Stamina, Superior Athlete
4	+3 (d6)	1 (max +2 / d4)	Ability Score Increase (2)
5	+4 (d8)	1 (max +3 / d6)	Extra Attack (2 total)
6	+4 (d8)	1 (max +3 / d6)	Improved Critical
7	+4 (d8)	1 (max +3 / d6)	Indomitable
8	+4 (d8)	1 (max +3 / d6)	Ability Score Increase (2)
9	+5 (d10)	1 (max +4 / d8)	Extra Attack (3 total)
10	+5 (d10)	1 (max +4 / d8)	Superior Critical

## **Fighter Class Features**

*Combat Superiority* - When you hit with a weapon attack, you add your combat proficiency die to the damage roll.

*Guardian* - You may use your bonus action to Guard. If you do, you may perform one opportunity attack on each provoking creature's turn, if your reaction is available to do so.

*Action Surge* - Once per day, you can perform two actions during a combat turn.

*Stamina* - At level 3, you gain a reserve of stamina that you can tap into to enhance your prowess on the battlefield. You may spend one stamina at any time in combat to add an additional attack proficiency die to an attack roll or damage roll, or to roll a d10 + your Constitution modifier and regain that many hit points. Once you use it, you must rest for one hour before you regain it. You have a total Stamina equal to half your Athletics proficiency; resting for one hour restores all Stamina.

*Superior Athlete* - At level 3, you gain 1 skill level in each of Acrobatics, Athletics, and Endurance, and your maximum skill level in those skills increase by 1 each. You can Dash, Climb, Swim, or Jump as a bonus action, instead of your main action.

*Ability Score Increase* - At levels 4 and 8, increase your Strength score and one other Ability score by +1 each (to a maximum of 18). If your Strength is already 18, choose a different ability to increase instead.

*Extra Attack* - At level 5, when you perform the attack action, you can make two separate attacks. This increases to 3 separate attacks at level 9. Each attack can be vs the same creature or a different creature.

*Improved Critical* - At level 6, you achieve a critical hit on a weapon attack when your d20 rolls a 19 or 20.

*Indomitable* - At level 7, you can spend one stamina to add it to an additional attack proficiency die to any dodge, parry, or saving throw that you make. You choose whether to spend stamina and add the additional die after you make the rest of the roll.

*Superior Critical* - At level 10, you achieve a critical hit on a weapon attack when your d20 rolls an 18, 19 or 20.

**Expert****Prime Requisite:** Dexterity**Starting Skills:** Acrobatics, Sleight of Hand, and any one Skill of your choice**Class Skills:** Any.**Hit Dice:** d8. An Expert gains (4 + Constitution modifier) hit points per expert level.**Starting Equipment:** Jack vest, one ranged weapon, and your choice of a a medium melee weapon and a shield, a medium melee weapon and a light melee weapon, or a second ranged weapon.**Starting Gold:** (2d6 + Charisma modifier) x 10**Expert Class Levels**

<b>Level</b>	<b>Attack</b>	<b>Skills Gained</b>	<b>Class Features</b>
1	+2 (d4)	2 (max +3 / d6)	Expertise (2), Sneak Attack (1 die)
2	+3 (d6)	1 (max +3 / d6)	Cunning Action
3	+3 (d6)	2 (max +3 / d6)	Reliable Talent (1), Sneak Attack (2 dice)
4	+3 (d6)	1 (max +4 / d8)	Ability Score Increase (2)
5	+3 (d6)	2 (max +4 / d8)	Uncanny Dodge
6	+3 (d6)	1 (max +4 / d8)	Assassinate
7	+3 (d6)	2 (max +5 / d10)	Evasion, Reliable Talent (2), Sneak Attack (3 dice)
8	+3 (d6)	1 (max +5 / d10)	Ability Score Increase (2)
9	+3 (d6)	2 (max +5 / d10)	Expertise (2)
10	+4 (d8)	1 (max +6 / d12)	Poison Strike

## Expert Class Features

*Expertise* - Choose two skills that you are proficient in; you double your effective proficiency bonus for those skills. When you roll proficiency dice for those skills as part of a skill test or saving throw, roll two proficiency dice and add them together. You may pick two additional skills at level 9.

*Sneak Attack* - When you hit a creature that isn't aware of your presence, or when you hit with an attack when you have advantage, if you hit with a finesse or ranged weapon you can add a Sneak Attack die to the damage roll. This die is the same size as your Sleight of Hand proficiency die. You get an additional die to add to the roll at level 3, and again at level 7.

*Cunning Action* - You can Dash, Evade, or Hide as a bonus action.

*Reliable Talent* - At level 3, if you make a Skill roll and don't like the result, you can either replace the d20 part of the roll with the skill's linked Ability score, or replace any proficiency dice rolled with their maximum amounts. Once you use this feature, you must rest for one hour before you regain it. You gain a second use of this feature at level 7; resting for one hour restores both uses.

*Ability Score Increase* - At levels 4 and 8, increase your Dexterity score and one other Ability score by +1 each (to a maximum of 18). If your Dexterity is already 18, choose a different ability to increase instead.

*Uncanny Dodge* - At level 5, when you Dodge an attack or area effect, you also subtract your Acrobatics proficiency die result from the damage whether it hits or misses.

*Assassinate* - At level 6, when you hit with a sneak attack, each damage die that rolls '6' or higher is a critical hit that deals 1 wound.

*Evasion* - At level 7, when you succeed at Dodging an area attack, you can move a number of paces equal to your Acrobatics die result as part of your reaction. If this moves you out of the attack's area, it does not affect you at all.

*Poison Strike* - At level 10, when you use your sneak attack on a creature, you may expend one use of your Reliable Talent to coat your weapon with poison. If it hits, the creature continues to take poison damage on each of its following rounds until it succeeds at an Endurance saving throw vs. your Medicine DC. Roll your 3 sneak attack dice each round to determine the damage.



## Magic-User

There are many strange magics in the world. While fighters dedicate themselves to combat, and experts dedicate themselves to mastery of their skills, magic-users dedicate their lives to the mystic arts. There are three different kinds of magic-user presented here: the Cleric, the Druid, and the Wizard. Each wields a different kind of magic - Clerics perform divine miracles in the name of their faith, Druids command the forces of nature and the spirit world to do their bidding, and Wizards directly manipulate arcane principles unknown to science to produce unnatural effects.

Each type of magic-user is a unique class, with its own class features, skill proficiencies, and list of magics that they can perform.

### Performing Magic

Each spell or miracle describes how it is cast. Most magics require your action to perform, while a few can be performed with your bonus action or even your reaction. Some magics require that you touch a target, while others have a range listed in five-foot **paces**.

### Concentration

Some spells or miracles require *concentration* to maintain; while you are concentrating on a magical effect, you cannot perform any other magic, but can perform weapon attacks and most other tasks without penalty. If you lose hit points while you are concentrating on a magical effect, you must make an Endurance saving throw vs. 10 + the amount of hit points you lost. If you fail, your concentration is broken and the magical effect ends.

### Performing Rituals

Certain spells and prayers have the *ritual* tag; a ritual takes too long to perform during an encounter, but may be performed without the need for preparation if you have the time and access to the correct prayer or spellbook for the duration of the ritual. (Druid rituals do not require a book.) Some magics may be performed either in an encounter or as a ritual, while certain other magics may *only* be performed as rituals. A ritual takes one hour to perform, during which your character can perform no other actions. Each other player character in the party can therefore perform six exploration actions while you perform the ritual. If an encounter interrupts the ritual, it fails and the time already spent is wasted.

**Cleric****Prime Requisite:** Charisma**Starting Skills:** Presence, and any two Skills of your choice**Class Skills:** Insight, Lore, Medicine, Persuasion, Presence**Hit Dice:** d6. A Cleric gains (3 + Constitution modifier) hit points per cleric level.**Starting Equipment:** Jack vest, holy symbol, prayer book, and your choice of a simple medium melee weapon and a shield, or a simple heavy melee weapon.**Starting Gold:** (2d6 + Charisma modifier) x 10**Cleric Class Levels**

<b>Level</b>	<b>Attack</b>	<b>Skills Gained</b>	<b>Class Features</b>
1	+2 (d4)	1 (max +3 / d6)	Prayer Book, Divine Miracles
2	+2 (d4)	1 (max +3 / d6)	Faith
3	+2 (d4)	1 (max +3 / d6)	Divine Healing
4	+2 (d4)	1 (max +3 / d6)	Ability Score Increase (2)
5	+2 (d4)	1 (max +4 / d8)	Second-Circle Miracles
6	+2 (d4)	1 (max +4 / d8)	Second-Circle Divine Healing
7	+2 (d4)	1 (max +4 / d8)	Moral Guidance
8	+2 (d4)	1 (max +4 / d8)	Ability Score Increase (2)
9	+2 (d4)	1 (max +5 / d10)	Third-Circle Miracles
10	+2 (d4)	1 (max +5 / d10)	Third-Circle Divine Healing

## Cleric Class Features

*Prayer Book* - You have a book of prayers and miracles that contains three first-circle prayers, two second-circle prayers, and one third-circle prayer. You may choose which prayers you have written in your prayer book when you create your character, subject to approval from the referee. Whenever you come across a prayer scroll or prayer book of another cleric that contains prayers that you do not know, you may copy those prayers into your prayer book during a one-hour rest that you spend doing nothing else.

*Divine Miracles* - At dawn on the beginning of each day of an adventure, you can prepare divine miracles from your prayer book that you believe will be useful throughout the day. You can prepare a number of first-circle miracles each day equal to your Presence proficiency. Each prayer is prepared onto a prayer strip, which is a small piece of paper that affixes to the target of your miracle when you perform it, then burns with a ghostly light until it is consumed. You may prepare multiple copies of the same miracle if you believe you might need to perform it twice or more, or you can prepare different miracles, up to the limit of your Presence proficiency.

*Faith* - At level 2, you find sufficient faith in your deity to hold the forces of evil at bay. As an action during a combat encounter, you can flourish a holy symbol of your faith to rebuke any undead or infernal monsters that you encounter. Each infernal or undead creature that can see or hear you within 5 paces of you must make an Insight saving throw. If the creature fails its saving throw, it is repelled until it snaps out of it or until it takes any damage. A repelled 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 5 paces 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 Evade action. You can use your Faith a number of times equal to half your Presence proficiency level before you must take a one-hour rest to replenish it; during that rest, you can perform no actions other than prayer and fasting.

*Divine Healing* - At level 3, you can use your Faith to cast Cure Minor Wounds without having prepared it.

*Ability Score Increase* - At levels 4 and 8, increase your Wisdom score and one other Ability score by +1 each (to a maximum of 18). If your Wisdom is already 18, choose a different ability score and increase it by +1.

*Second Circle Divine Miracles* - At level 5, you learn to perform more powerful second-circle miracles. You can still prepare your first-circle miracles, and can also simultaneously prepare a number of second-circle miracles from your prayer book equal to half your Presence proficiency (round down), plus 1.

*Second-Circle Divine Healing* - At level 6, you can use your Faith to cast Cure Major Wounds or Remove Curse without having prepared them.

*Moral Guidance* - at level 7, your contact with the Divine allows you to counsel others away from the darkness. Whenever you or an ally would perform an action that goes against their inner moral code, you may say a few words of inspired counsel. If there is any unnatural influence on their actions that is affecting the decision, they may immediately make a saving throw to break that influence, with an Inspiration bonus equal to your Presence proficiency die. If they succeed but the influence cannot be broken, they may still ignore that influence for their current action.

*Third Circle Divine Miracles* - At level 9, you learn to cast even more powerful third-circle miracles. You can still prepare your full set of first- and second-circle miracles, and can also simultaneously prepare a number of third-circle miracles from your prayer book equal to half your Presence proficiency (round down).

*Third-Circle Divine Healing* - At level 10, you can use your Faith to cast Cure Critical Wounds or Aura of Life without having prepared them.

**Druid****Prime Requisite:** Wisdom**Starting Skills:** Nature, and any two Skills of your choice**Class Skills:** Animal Ken, Crafting, Insight, Lore, Nature, Medicine, Perception**Hit Dice:** d8. A Druid gains (4 + Constitution modifier) hit points per druid level.**Starting Equipment:** Hide armor, medicine bag, light melee weapon, and your choice of a simple heavy melee weapon or a simple medium melee weapon and a medium shield.**Starting Gold:** (2d4 + Charisma modifier) x 10**Druid Class Levels**

<b>Level</b>	<b>Attack</b>	<b>Skills Gained</b>	<b>Class Features</b>
1	+2 (d4)	1 (max +3 / d6)	Primal Spellcasting
2	+2 (d4)	1 (max +3 / d6)	Wellspring, Wild Shape (0 hd only)
3	+3 (d6)*	1 (max +3 / d6)	Aquatic Wild Shapes (up to 1 hd)
4	+3 (d6)*	1 (max +3 / d6)	Ability Score Increase (2)
5	+4 (d8)*	1 (max +4 / d8)	Second-Circle Primal Spells
6	+4 (d8)*	1 (max +4 / d8)	Flying Wild Shapes (up to 2 hd)
7	+4 (d8)*	1 (max +4 / d8)	Improvise Alchemy
8	+4 (d8)*	1 (max +4 / d8)	Ability Score Increase (2)
9	+5 (d10)*	1 (max +5 / d10)	Third-Circle Primal Spells
10	+5 (d10)*	1 (max +5 / d10)	Fey Wild Shapes (up to 3 hd)

\*This represents your attack bonus in any Wild Shape form; when in your (demi)human form your attack bonus is always +2 (d4) unless you are casting a spell.

## Druid Class Features

*Primal Spellcasting* - At dawn on the beginning of each day of an adventure, you can prepare primal spells that you believe will be useful throughout the day. You can prepare a number of first-circle Druid spells each day equal to your Nature proficiency. Each spell is prepared into a small medicine bag full of sacred herbs and materia harvested from the wilds; casting the spell causes the bag to glow with a ghostly flame as the materia is consumed. Unlike Clerics and Wizards, you do not need a book to remember your spells; while druid spells are less powerful than wizard spells or cleric miracles, they are much more flexible and much easier to remember. You may prepare multiple copies of the same spell if you believe you might need to cast it twice or more, or you can prepare different spells, up to the limit of your Nature proficiency.

*Wild Shape* - at second level, you learn to transform yourself into various animal forms. You can learn to transform into any 0 hit die natural animal, as long as it doesn't have a swimming or flying speed. You know a number of shapes equal to your Nature proficiency, and may learn a new shape whenever you increase your Nature proficiency. When you transform, your racial ability modifiers are replaced with those of the animal you transform into, and you gain its size, speed, defense, and any special movement types that it has. You cannot cast spells while you are transformed. If the animal has a Constitution modifier of +1 or greater, you also gain hit points equal to your level x its Constitution modifier, adjusting your maximum hit points by the same amount. When you transform back, you lose half of those hit points if your current hit points (before transforming back) are more than half your transformed maximum. While transformed, your attack proficiency becomes the value listed for your class level, instead of your base (demi)human attack proficiency of +2 (d4); you may use this attack proficiency to attack with any of the animal's natural weapons, such as fangs or claws. If your animal form has any natural skill proficiencies, you make all rolls for those skills with advantage while in its form.

At level 3, you can learn to transform into any species of natural animal with up to 1 hit die, and can choose creatures that can swim and breathe underwater. At level 6, you can learn to transform into any species of natural animal with up to 2 hit dice, and can choose creatures that can fly. At level 10, you can learn to transform into any species of natural animal or fey monster with up to 3 hit dice, and can use your Wellspring to power any special supernatural ability that a fey beast might have.

*Wellspring* - at second level, you tap into a wellspring of primal power, which allows you to heal yourself while in wild shape. You may use your bonus action during a combat round to roll a Nature proficiency die, add your Wisdom modifier, and add the wild shape's Constitution modifier, then heal yourself for that many hit points.

*Ability Score Increase* - At levels 4 and 8, increase your Wisdom score and one other Ability score by +1 each (to a maximum of 18). If your Wisdom is already 18, choose a different ability to increase instead.

*Second Circle Primal Spells* - At level 5, you learn to cast more powerful second-circle Druid spells. You can still prepare your first-circle spells, and can also simultaneously prepare a number of second-circle Druid spells equal to half your Nature proficiency (round down), plus 1.

*Improvise Alchemy* - At 7th level, you may use your action and spend one use of your Wellspring to create a highly volatile Common or Uncommon elixir immediately from materia on hand. When you reach 9th level, you can also brew Rare elixirs. This consumes 1sp worth of appropriate materia per rarity level, and must be immediately fed to the target (who must be adjacent) as part of the same action. Targeting an unwilling creature with an elixir brewed from this spell requires a grab attack roll as part of the same action. If you miss, the elixir evaporates harmlessly within seconds.

*Third Circle Primal Spells* - At level 9, you learn to cast even more powerful third-circle primal spells. You can still prepare your full set of first- and second-circle spells, and can also simultaneously prepare a number of third-circle Druid spells equal to half your Nature proficiency (round down).

**Wizard****Prime Requisite:** Intelligence**Starting Skills:** Arcana, and any two Skills of your choice**Class Skills:** Arcana, Investigation, Lore, Medicine, Nature**Hit Dice:** d6. A Wizard gains (3 + Constitution modifier) hit points per wizard level.**Starting Equipment:** Jack vest, spellbook, and your choice of a simple medium or light melee weapon.**Starting Gold:** (2d8 + Charisma modifier) x 10**Wizard Class Levels**

<b>Level</b>	<b>Attack</b>	<b>Skills Gained</b>	<b>Class Features</b>
1	+2 (d4)	1 (max +3 / d6)	Spellbook, Arcane Spellcasting
2	+2 (d4)	1 (max +3 / d6)	Cantrips
3	+2 (d4)	1 (max +3 / d6)	School of Magic
4	+2 (d4)	1 (max +3 / d6)	Ability Score Increase (2)
5	+2 (d4)	1 (max +4 / d8)	Second-Circle Arcane Spells
6	+2 (d4)	1 (max +4 / d8)	Second-Circle School Spells
7	+2 (d4)	1 (max +4 / d8)	Arcane Recovery
8	+2 (d4)	1 (max +4 / d8)	Ability Score Increase (2)
9	+2 (d4)	1 (max +5 / d10)	Third-Circle Arcane Spells
10	+2 (d4)	1 (max +5 / d10)	Third-Circle School Spells

## Wizard Class Features

**Spellbook** - You have a spellbook that contains three first-circle Arcane spells, two second-circle Arcane spells, and one third-circle Arcane spell. You may choose which spells you have written in your spellbook when you create your character, subject to approval from the referee. Whenever you come across a spell scroll or spellbook of another wizard that contains spells that you do not know, you may copy those spells into your spellbook during a one-hour rest that you spend doing nothing else.

**Arcane Spellcasting** - At dawn on the beginning of each day of an adventure, you can prepare arcane spells from your spellbook that you believe will be useful throughout the day. You can prepare a number of first-circle Wizard spells each day equal to your Arcana proficiency. Each spell is prepared onto an arcane symbol taken from your spellbook, which is painted somewhere on your body with magic ink. Casting the spell causes the spell to ignite into a ghostly flame, then harmlessly burn off your body. You may prepare multiple copies of the same spell if you believe you might need to cast it twice or more, or you can prepare different spells, up to the limit of your Arcana proficiency.

**Cantrips** - at second level, you learn to pull minor acts of magic from your prepared spells without expending them. Each arcane spell has a so-called *cantrip* effect, which you may perform at will so long as the main spell remains prepared.

**School of Magic** - At level 3, you choose to focus your studies on a single school of magic. Choose one: **Abjuration, Evocation, Conjuration, Transmutation, Aetherics, Elemental Magics, or Illusions**. You may choose one such Wizard spell from each circle (first, second, and third), pending approval from the referee, and add them to your spellbook. As part of your training, you learn to prepare your school's spells more quickly. Whenever you take a one-hour rest, if you do nothing else, you can re-prepare one of your expended first-circle arcane spells if it matches your chosen school of magic. You may re-prepare the same spell, or choose a different first-circle arcane spell of the same school from your spellbook to replace it.

**Ability Score Increase** - At levels 4 and 8, increase your Intelligence score and one other Ability score by +1 each (to a maximum of 18). If your Intelligence is already 18, choose a different ability to increase instead.

**Second Circle Arcane Spells** - At level 5, you learn to cast more powerful second-circle versions of your arcane spells. You can still prepare your first-circle spells, and can also simultaneously prepare a number of second-circle Wizard spells from your spellbook equal to half your Arcana proficiency (round down), plus 1.

**Arcane Recovery** - at seventh level, when you use an hour rest to re-prepare an expended arcane spell, you may re-prepare one second-circle spell or two first-circle spells that match your chosen school of magic, or one first-circle spell from any school.

**Third Circle Arcane Spells** - At level 9, you learn to cast even more powerful third-circle arcane spells. You can still prepare your full set of first- and second-circle spells, and can also simultaneously prepare a number of third-circle Wizard spells from your spellbook equal to half your Arcana proficiency (round down).

## Armor and Weapons

### Armor

Armor provides creatures with a Defense value, which determines how difficult they are to injure with weapon attack. In addition to Defense, different armor types provide resistances to various types of damage. Certain armor is encumbering, however, inflicting disadvantage to Stealth and Acrobatics tests and saving throws while wearing it. Armor always includes an Ability modifier in its Defense calculation. For Light armor, this is your Dexterity modifier. For Heavy armor, this is your Constitution modifier.

Heavy armor can only be worn by Fighters, who train in it extensively; without this training, you have Disadvantage to all attacks, physical skill rolls, and saving throws while wearing it. Even with this training, a fighter wearing heavy armor has disadvantage to all Stealth rolls.

Armor	Type	Defense	Resistance
Cloth	Light	10+Dex	None
Leather	Light	11+Dex	None
Jack Vest	Light	12+Dex	None
Hides	Light	12+Dex	None
Scale Mail	Heavy	13+Con	Halve all slashing damage
Chainmail	Heavy	14+Con	Halve all slashing damage
Splint Mail	Heavy	15+Con	Halve all slashing damage
Plate Mail	Heavy	16+Con	Halve all slashing & bashing damage

### Shields

All shields provide +1 to Defense, and allow you to use your reaction to parry incoming melee attacks. If you do, you roll your attack proficiency die and retroactively add it and the shield's parry bonus to your defense vs. the attack you are parrying.

If you took the Guard action on your last turn, you can also attempt to parry incoming ranged and area attacks with your shield that you can see coming. If your character is wearing a heavy shield and took the guard action during their last turn, you can attempt to hide behind your shield to block an area attack in lieu of making a dodge saving throw. This follows the same rules for a dodge saving throw, except that you use your attack proficiency die instead of your acrobatics proficiency die, and you cannot use your die result to move as part of your reaction.

Shield	Parry Bonus
Buckler	-1
Light Shield	+0
Medium Shield	+1
Heavy Shield	+2

A shield built for a human-sized creature counts as one size larger when wielded by a halfling or other small creature, so a Buckler would gain the stats of a Light Shield, and so on.



## Weapons

A weapon always deals a single die of damage, with the character's Strength modifier added directly to the weapon's damage die roll (to a minimum of 1 damage). These weapons are scaled to small- and medium-sized creatures; a Large creature wielding a weapon proportional to its size rolls two dice of damage and adds their Strength modifier, while a Huge creature would roll three dice of damage.

Weapon	Type	Accuracy	Damage	Size	Properties
Dagger	Blade	Dex+0	d4 slash or pierce	Light	Thrown 3, Simple
Rapier	Blade	Dex+0	d6 piercing	Light	Parry +1
Shortsword	Blade	Str or Dex+1	d6 slash or pierce	Light	Parry +1, Simple
Longsword	Blade	Str+1	d8 slashing	Medium	Parry +1
Greatsword	Blade	Str+1	d12 slashing	Heavy	Parry +0
Handaxe	Axe	Str-1	d8 slashing	Light	Thrown 1, Simple
Axe	Axe	Str-1	d10 slashing	Medium	Parry -1
Battleax	Axe	Str-1	d12 slashing	Heavy	Parry -1
Sap	Bludgeon	Str+0	d4 bashing	Light	Thrown 1, Simple
Club	Bludgeon	Str+0	d6 bashing	Light	Simple
Mace	Bludgeon	Str+0	d8 bashing	Medium	Parry -1, Simple
Warhammer	Bludgeon	Str+0	d12 bashing	Heavy	Parry -1
Whip	Flail	Dex-1	d4 bashing	Light	Reach 2
Flail	Flail	Str-1	d6 bashing	Light	Parry +1
Morningstar	Flail	Str-1	d8 bashing	Versatile	Parry +1
Chain Whip	Flail	Dex-1	d10 bashing	Heavy	Reach 2
Javelin	Polearm	Str+0	d6 piercing	Medium	Parry +0, Reach, Thrown 5
Quarterstaff	Polearm	Str+0	d6 bashing	Medium	Parry +1, Reach, Simple
Spear	Polearm	Str+0	d8 piercing	Medium	Parry +0, Reach, Simple
Pike	Polearm	Str-1	d10 piercing	Heavy	Reach 2
Glaive	Polearm	Str+1	d10 slashing	Heavy	Parry +0, Reach
Halberd	Polearm	Str+0	d12 slashing	Heavy	Reach
Lance	Polearm	Str+0	d12 piercing	Heavy	Reach
Shortbow	Bow	Dex+1	d6 piercing	Medium*	Range 15
Longbow	Bow	Dex+1	d8 piercing	Heavy	Range 25
Greatbow	Bow	Dex+1	d10 piercing	Heavy	Range 40

\* A shortbow must still be fired 2-handed, even though it counts as a Medium weapon in other respects.

Lt Crossbow	Crossbow	Dex+0	d6 piercing	Light	Range 10, Simple
Crossbow	Crossbow	Dex-1	d8 piercing	Medium	Range 15, Simple
Hv Crossbow	Crossbow	Dex+0	d10 piercing	Heavy	Range 20, Simple

## Accuracy

When you attack with a weapon, you roll a d20, add your attack proficiency die, then add an Ability modifier (either Dexterity or Strength) plus any inherent accuracy bonus of the weapon. Ranged weapons adjust their accuracy based on the range to the target, as follows.

## Range

Ranged weapons have a Range or Thrown value, which is measured in paces. When attacking out to this distance, the weapon uses its base accuracy. For each additional multiple of this value, the weapon's effective accuracy is reduced by -2. For example, a hand crossbow has an accuracy of +0 and a range of 10 paces. An attack made out to that range will have an accuracy of +0, while an attack made out to 20 paces will have an accuracy of -2, an attack made out to 30 paces will have an accuracy of -4, and so on. Making a ranged attack provokes opportunity from anyone whose melee weapon can reach you.

## Size

All weapons have a Size, which approximately tracks the weapon's weight, length, and heft.

## Light

Light weapons may be wielded in your off hand, if your main hand is wielding a light or medium weapon. If you wield two weapons, use your main hand weapon's accuracy to make the damage roll; if you hit, you add your off-hand weapon's damage die to the roll (but do not add your Strength modifier again).

## Medium

Medium weapons may be wielded in one hand by medium creatures, leaving your other hand free to wield an off-hand light weapon, a shield, or to perform other tasks. Halflings must wield medium weapons two-handed, and so cannot pair them with a shield or an off-hand weapon. You can hold a two-handed weapon with one hand to perform actions or bonus actions that require a free hand, but attacking requires that you have both hands available to direct the weapon.

## Heavy

A heavy weapon requires both your hands to wield, and so cannot be used with an off-hand weapon or a shield. Halflings are too small to wield Heavy weapons without disadvantage. You can hold a two-handed weapon with one hand to perform actions or bonus actions that require a free hand, but attacking requires that you have both hands available to direct the weapon.

## Other Properties

### Parry

Some melee weapons allow you to use your reaction to parry incoming melee attacks with them. To make a parry, roll your attack proficiency die, then add it and the weapon's parry bonus to your Defense vs. the attack you are reacting to.

### Reach

Some melee weapons allow you to attack creatures further away than normal. A weapon with Reach can attack creatures up to an additional pace away, while a weapon with Reach 2 can attack creatures up to 2 paces away. You may also use Reach weapons to make opportunity attacks at the same distance.

### Simple

Simple weapons may be wielded by any class without penalty; a weapon without the Simple tag can only be used by a fighter or expert without disadvantage.

## Exploring the Dungeon

A party of adventurers explores a dungeon in ten-minute rounds, called **exploration rounds**. During an exploration round, each player describes to the referee what action their character is performing, then the referee has each character roll whichever of their character's Skill proficiency the referee deems most appropriate, against a TN determined by the difficulty of the task being attempted. This continues until each player character has performed their action, and then the referee describes the results of the party's actions and a new exploration round begins.

## Resting and Healing

A character in an exploration round may choose to take a breather, instead of performing an action. If they do, they roll one of their hit dice, add their Constitution modifier, and regain that many hit points.

A character may also decide to take an **hour-long rest**, skipping the next six rounds of exploration in order to replenish some of their resources. Fighters regain their Stamina, Experts regain their Reliable Talent, Druids refresh their Wellspring, Clerics replenish their Faith, and Wizards can re-prepare a few of their spells during this time. They also roll one hit die and regain hit points exactly as if they had taken a breather.

If the party must camp in the dungeon overnight, they regain all of their resources at dawn as if they had taken an hour-long rest, and may roll one hit die and regain hit points. If their sleep was not interrupted by an encounter, they may roll one additional hit die for every 4 of their class levels (round up), adding their Constitution modifier to each hit die and regaining that many hit points, and also regain all resources that their class gains at dawn if they are a magic-user.

Each day that a character cannot get clean water, a full meal, and 6 hours of sleep without being interrupted, they suffer one **wound** the next morning. A wounded character whose wounds exceed their Constitution modifier is **slowed** and **dazed**, reducing their speed by half and preventing them from taking reactions. If a character's wounds ever exceed 5 + their Constitution modifier, they die.

A resting or sleeping character that is wounded cannot heal hit point damage using their hit dice; instead, they make an Endurance test vs. a TN equal to the number of wounds they have received. If they succeed, they heal one wound; on an exceptional success, they heal two wounds. A sleeping character makes this check once for each of their hit dice.

## Combat Encounters

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 combat round represents about 6 seconds in the game world. During a combat 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.

## Actions

On your turn, you can move up to 5 paces, then take one action. You decide whether to move first or take your action first. The most common actions you can take are described in the following section. Certain class features and other abilities provide additional options for your action. 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 Evade or Ready action, as described in the next section.

## Bonus Actions

Bonus actions are simpler actions that you can perform in addition to your normal action, such as drinking a potion. Various class features, spells, and other abilities also let you take a bonus action during your turn. The Cunning Action feature, for example, allows an Expert to take a bonus action to Dash, Hide, or Evade.

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. 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

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. Keep in mind that your entire communication must reasonably fit within the 6 seconds that a combat round represents.

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 or bonus action to use, as stated in their descriptions. The referee 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 referee could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

## 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. **Dodging**, **parrying**, and performing an **opportunity attack** are the most common types of reaction.

When you take a reaction, you can't take another one until the start of your next turn unless a specific ability allows you to regain your reaction. 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, using movement and position to gain the upper hand. On your turn, you can move up to 5 paces. You can move some of this distance before you perform an action or bonus action, then continue moving afterwards, so long as your total movement is 5 paces or less.

### 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. 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. If any of your movement includes difficult terrain, you may only move up to 3 paces in total during that turn, rather than 5.

### Dashing

A character can choose to Dash as their action (Experts with 2 or more class levels can also Dash as their bonus action). A character that is Dashing can move up to 10 paces, or up to 5 paces across difficult terrain.

### Climbing, Swimming and Jumping

A character can also choose to Climb, Swim, or Jump as their action (Fighters with 3 or more class levels can also Climb, Swim, or Jump as their bonus action). Climbing, Swimming and Jumping all count as traversing difficult terrain, but allow you to cross open water, ladders, vertical surfaces, ravines, and the like. If you end your turn in mid-climb or mid-swim, you must choose to continue Climbing or Swimming as your next turn's action unless you wish to start drowning or falling; if you end your turn in mid-jump, you simply fall into the last space you occupy as your turn ends.

### Moving Around Other Creatures

You can move through a non-hostile creature's space, but doing so counts as traversing difficult terrain. 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. 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.

### 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, becomes slowed or crippled, 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 Flight spell.

### Being Prone, Slowed, or Crippled

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. You can drop prone without using any of your speed. Standing up, or moving while prone, takes more effort; if you spend any of your turn prone then you can only move 3 paces during that turn, and cannot Dash.

Certain monster attacks can slow or cripple a player character, and certain player character attacks can slow or cripple an NPC or monster. A slowed creature can only move 3 paces per turn, or 2 paces if they are also prone or crossing difficult terrain, and cannot Dash. A crippled creature can only move 1 pace per turn, and also cannot Dash. If you suddenly become slowed, crippled, or prone in the middle of your turn, then you also stop moving.

## Initiative

When the referee calls for it, you'll roll initiative to determine your place in the initiative order, which is the sequence in which the encounter's participants will take their turns. Rolling initiative marks the start of an encounter. More often than not, you'll roll initiative when you enter a battle.

Typically, you'll roll a Perception saving throw to determine your initiative—the more aware you are of your surroundings, the more quickly you can respond. Sometimes, though, the referee might call on you to roll some other type of saving throw. For instance, if you were Avoiding Notice during exploration, you'd roll a Stealth save. A social encounter could call for a Deception or Insight save.

The referee rolls initiative for anyone other than the player characters in the encounter. If these include a number of identical creatures, the referee could roll once for the group as a whole and have them take their turns within the group in any order. However, this can make battles less predictable and more dangerous, so the referee might want to roll initiative for some or all creatures individually unless it's too much of a burden.

Unlike a typical saving throw, where the result is compared to a DC, the results of initiative rolls are ranked. This ranking sets the order in which the encounter's participants act—the initiative order. The character with the highest result goes first. The second highest follows, and so on until whoever had the lowest result takes their turn last. If your result is tied with a foe's result, the adversary goes first. If your result is tied with another player character's, you can decide between yourselves who goes first when you reach that place in the initiative order. After that, your places in the initiative order usually don't change during the encounter.

Various effects can cause a creature's Initiative to raise or lower during combat; if a creature's Initiative drops to zero or less, it cannot perform actions or reactions, and must make a new Initiative saving throw at the end of the round (at Initiative zero) to determine its new Initiative score for the next round.

## Actions

When it is your turn in combat, you choose what actions to perform. Each creature may normally perform one action and one bonus action during each of its turns, and may additionally perform one reaction at some point before the beginning of its next turn. A dazed creature cannot perform bonus actions or reactions, but can still perform its main action; a stunned, unconscious or dying creature cannot perform any actions at all.

## Attack Actions

You may perform one weapon or unarmed attack as an action, including a grappling or shove attack. If you have the Extra Attack feature, you perform any extra weapon or unarmed attacks as part of the same action.

### Melee Attack

To make a melee attack, roll a d20 + your attack proficiency die + your weapon's Accuracy, which is your Strength modifier + any bonuses or penalties provided by the weapon. If your roll matches or exceeds the target's Defense, you hit the target. If the referee determines that you have an **advantage** with the attack, you may roll 2d20 and choose the higher value to add to your proficiency die + accuracy; if the referee determines that you have **disadvantage**, you must roll 2d20 and choose the lower value for the roll. A blinded character, for example, always has disadvantage on melee attacks unless they have already grabbed their target. If you roll with advantage and both d20 results would succeed, or if you beat the target's Defense by 10 or more, you achieve a **precise hit**. If the d20 that you added to the roll rolls a natural '20', or you beat the target's Defense by 20 or more, you achieve a **critical hit**. Fighters might achieve a critical hit on a natural '19' or even '18' depending on their class level.

### Light Weapon Attack

When you attack with a light weapon in your main hand, you may choose whether to use your Dexterity or Strength modifier to determine the weapon's Accuracy. You still add your Strength modifier to the weapon's damage.

### Two-Weapon Attacks

If you are carrying a light weapon in your off hand, you use your main weapon's Accuracy to make your attack roll, then add your off-hand weapon's damage die to the attack's damage. You do not add your Strength modifier to the attack's damage twice, even though you are attacking with two different weapons as part of the same attack.

### Unarmed Attack

You can also perform an unarmed attack with your bare fist, headbutt, kick, or whatever else is convenient. Unarmed attacks are light melee attacks with no base accuracy or damage die; simply roll a d20 + your combat proficiency + your Dexterity or Strength modifier vs. the target's Defense. If you hit, you deal bashing damage equal to your Strength modifier (minimum 1).

### Size Differences

When any creature attempts to attack a target one size larger than it or bigger with a melee or unarmed attack, the smaller attacker gains **advantage** on their attack roll. Similarly, when a creature attempts to attack a target one size smaller than it or smaller with a melee or unarmed attack, the larger attacker has **disadvantage** on their attack roll.

**Charge Attack**

You can use your action to charge at an opponent, adding momentum to your strike. When you perform this action, you roll your Athletics proficiency die and move up to that many paces towards a target 2 or more paces away. If your Athletics proficiency die result is less than the distance to the target, you come up short and do not complete the attack; otherwise, use your bonus action to make one melee weapon attack or shove attack against it. If the attack hits, you either add your Athletics proficiency die result to the attack's damage, or shove the target a number of paces equal to your Athletics proficiency die result.

**Shove Attack**

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. You roll a d20 + your Athletics proficiency die + your Strength modifier vs. the target's passive Athletics or Acrobatics DC. If you hit, you either knock the target prone or push it 1 pace away from you.

**Grab Attack**

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack, a grab. If you are able to make multiple attacks with the Attack action, this attack replaces one of them.

The target of your grab must be within your reach. Using at least one free hand, you try to seize the target by making a grab attack roll: roll a d20 + your Athletics proficiency die + your Strength modifier vs. the target's choice of Athletics or Acrobatics. (A willing creature can choose to be grabbed without a roll.) If you hit, you grab hold of the target. You require at least one hand to maintain your hold, so you cannot attack with two weapons or a two-handed weapon. If the target is no more than one size larger than you, you grapple it with your hold. If the target is two or more sizes larger than you, you are instead climbing it.

*While Restrained:* If you are grappling a creature that is no more than one size larger than you, you move it with you when you move during your turn. If the creature is your size, you are slowed (half speed); if the creature is one size larger than you, you are hobbled (your speed is 1 pace). A creature that is one size smaller than you or larger can use its reaction on your turn to attempt to slow your movement further, making an Athletics saving throw vs. your Athletics DC. If it succeeds, your speed is reduced by half its proficiency die result until the end of your turn.

*Escaping a Grapple:* A creature restrained by a grapple can use its action to escape. To do so, it must succeed on an Athletics or Acrobatics saving throw vs. the grappler's Athletics DC.

*While Climbing:* If you are climbing a creature two or more sizes larger than you, you move with it when it moves during its turn, and your attacks against it have advantage.

If the creature has multiple hit locations, you may use your move during your turn to move between them; the referee will track which locations are adjacent to which, and how much movement it requires to climb across a location. If you would roll for a hit location for a melee attack made against the creature, you instead hit the location you are grabbing.

The climbed creature can use an action on its turn to make an Acrobatics or Athletics saving throw vs. your Athletics DC to try to throw you off. It may also use its reaction to attempt to throw you off whenever you attempt to move from one location on the creature to another.



## Ranged Attack

To make a ranged attack within a weapon's base range, roll a d20 + your combat proficiency + your weapon's Accuracy, which is your Dexterity modifier + any bonuses or penalties provided by the weapon. If this number is equal to or greater than the target's Defense, you hit the target. A blinded character can't make ranged attacks. If the referee determines that you have an **advantage** with the attack, you may roll 2d20 and choose the higher value to add to your proficiency die + accuracy; if the referee determines that you have **disadvantage**, you must roll 2d20 and choose the lower value for the roll. If you roll with advantage and both d20 results would succeed, or if you beat the target's Defense by 10 or more, you achieve a **precise hit**. If the d20 that you added to the roll rolls a natural '20', or if you beat the target's Defense by 20 or more, you achieve a **critical hit**. Fighters might achieve a critical hit on a natural '19' or even '18' depending on their class level.

## Thrown Attacks

Some ranged attacks involve throwing an object, rather than shooting a bow or other ranged projectile-launcher. Such attacks may use your Strength modifier in place of your Dexterity modifier to determine the weapon's Accuracy, and add your Strength modifier to their range.

## Range

If you attack with a ranged weapon beyond its base range, the target gains an effective +2 to its Defense for each multiple of the weapon's base range. For example, if you are attacking a target 18 paces away with a hand crossbow (range 5 paces), then the target gains +6 to its Defense.

## Cover

While a target is hiding behind cover, they gain an additional bonus to their Defense based on the quality of the cover: a target behind Half Cover gains +2 to their Defense, while a target behind Three-Quarters Cover gains +5 to their Defense. A target behind Total Cover cannot be targeted under normal circumstances.

## Concealment

Haze, dim light, and other effects that obscure the target without blocking it give an attacker disadvantage on ranged attacks vs an obscured target.

## Size Differences

When any creature attempts to attack a target two sizes larger than it or bigger with a non-area ranged or thrown attack, the smaller attacker gains **advantage** on their attack roll. Similarly, when a creature attempts to attack a target two sizes smaller than it or smaller with a non-area ranged or thrown attack, the larger attacker has **disadvantage** on their attack roll.

## Area Attack

Certain spells and other effects allow a character to attack an area instead of a single creature. Many area attacks are magical, but certain feats allow a character to make an area attack with a weapon. Most area attacks define one of three possible shapes - a blast, a cone, or a line.

### Blast / Burst

A **blast** or **burst** attack targets everyone within a spherical bubble around the origin point. Count paces from the origin to determine whether a creature is inside or outside the area.

### Cone / Spray

A **cone** or **spray** attack is like a blast, but only targets anyone within a 90-degree arc, fanning out from the origin point. For example, a cone 5 paces long would affect everyone within 5 paces of the origin point that was within the cone's 90 degree arc.

### Line / Spray Line

A **line** or **spray line** attack shoots out in a single direction, with both a length and a width. For example, a line 20 paces long and 2 paces wide would have one endpoint at the origin and the other endpoint 20 paces away, and would affect anyone in or adjacent to the line. If a line attack doesn't specify its width, it only affects creatures directly along its path.

## Saving Throws

Regardless of the shape, all area attacks operate somewhat differently than targeted attacks. The attacker makes a single attack roll, and then each creature within the area of effect must react to the attack with a saving throw. Most area attacks require a dodge saving throw, although some allow a parry, a brace, or another proficiency. If a creature's saving throw matches or exceeds the attack roll, they mitigate the effect.

## Large Creatures

A Large or bigger creature is affected by an area if at least some of the space that it occupies is within the area of effect; if such a creature is fully enveloped within an area, it has **disadvantage** on its saving throw.

**Blast**, **cone**, and **line** attacks that inflict damage fill their areas with damaging energy or shrapnel; even if a creature successfully dodges the attack, they will still suffer half damage unless they can perform some action before damage is dealt that moves them entirely outside the attack's area. A character who successfully dodges an area attack will not suffer any effects beyond half damage, unless the attack explicitly says so.

**Bursts** and **sprays** use the same area shapes as blasts, cones and lines, but do not fill their areas entirely with energy or projectiles; a target who successfully saves vs. a burst or spray is not hit and takes no damage. Unlike blasts and cones, most bursts and sprays can be blocked by cover or a shield - a character using a shield may add their shield's Parry bonus, plus any cover bonus, to their dodge saving throw vs. such an attack.

## Precise Hit

When a creature makes a saving throw vs. an area attack and fails by 10 or more, treat the attack as if it had landed a precise hit against that creature. Likewise, if a creature has disadvantage on its saving throw and both d20s result in a failed save, treat the attack as if it landed a precise hit against that creature.

## Critical Hit

When a creature makes a saving throw vs. an area attack and fails by 20 or more, treat the attack as if it had landed a critical hit against that creature. Likewise, if a creature critically fails a saving throw against an area attack (every single die rolled is a '1'), treat the attack as if it had achieved a critical hit against that creature.

## Attack Damage

If you hit with an attack that deals damage, you inflict damage to the target's hit points. Area attacks that fill their entire area will also inflict half their rolled damage even if the target succeeds at their saving throw, unless they can escape the area entirely. If you land a particularly devastating blow, you might impart additional conditions on the target.

## Precise and Critical Hits

Whenever you achieve a precise or critical hit with an attack, you cause an additional effect based on the damage type. If an attack deals multiple damage types, you choose which effect you inflict. Ongoing effects happen at the start of the creature's turn, and continue until that creature makes a saving throw to end them. If you are subject to an ongoing effect, mark it on your character sheet until you shrug it off.

Damage Type	Precise Hit Effect
Slashing, Piercing	Ongoing bleeding damage (starting at d4 / turn)
Bashing, Lightning Thunder	Dazed; Stunned if already Dazed; Unconscious if already Stunned Knocked prone and Deafened; Pushed if already prone
Radiant	Dazed; Blinded if already Dazed
Cold or Petrification	Slowed; Crippled if already Slowed; Immobilized if already Crippled.
Other Damage Types	Ongoing damage of the same type (starting at d4 / turn)

A critical hit will inflict two conditions consecutively - for example, a precise hit with a fire attack would inflict ongoing fire damage (d4 / turn), while a critical hit would immediately increase this to (d6 / turn).

## Damage Conditions

**Dazed/Stunned/Unconscious** - a dazed creature cannot take bonus actions or reactions. An already-dazed creature that would become dazed again usually becomes **stunned** instead. A stunned creature cannot take any actions, bonus actions, or reactions, and an already-stunned creature that would become stunned or dazed again is instead knocked **unconscious**. An unconscious creature cannot move, take actions, speak, or make saving throws that aren't reflexive, and its Initiative drops to zero. Any creature that is reduced to 1 hit point is also automatically knocked unconscious until it regains at least 1 additional hit point.

**Slowed/Crippled/Immobile** - a slowed creature's speed is halved (round up). An already-slowed creature that would become slowed again instead becomes **crippled**. A crippled creature can only move 1 pace on its turn, and cannot move on its own power when it isn't its turn. An already-crippled creature that would be slowed or crippled again instead becomes **immobile**. An immobile creature can't move at all under its own power.

## Massive Damage

Whenever a creature takes more hit point damage than its Constitution score from a precise or critical hit, it immediately also suffers a wound. Also, whenever a creature suffers a critical hit, it also suffers 1 wound. If both of these conditions are met, the creature suffers 2 wounds in total.

## Wounds

Whenever a creature that tracks wounds suffers one or more wounds in combat, it must immediately make an Endurance save vs. 10 + its total number of wounds. If it fails, it immediately drops to 0 hit points.

## Dying

A creature that has zero hit points is dying. Its initiative drops to zero, and at the beginning of each of its turns it must perform the **cling to life** reflexive action; it can perform no other actions. If it fails, it suffers a wound. If it succeeds, it stabilizes and regains 1 hit point.

## Perform Magic

Most Wizard spells, Druid spells, and Cleric miracles can be performed as actions. The rules for each spell will be described in the entry for that spell.

## Movement Actions

- **Climb, Jump, or Swim**

When you take the Climb, Jump, or Swim action, you gain the ability to traverse terrain that is normally impassable - such as a vertical surface, a deep ravine, or open water. You treat such terrain as difficult terrain, reducing your movement accordingly.

- **Dash**

When you take the Dash action, you double your movement this turn from 5 paces to 10 paces (or from 3 paces to 5 paces if you are traversing difficult terrain). A character can only Dash so many times without pausing to rest before they begin to tire. If a character performs more consecutive Dash actions or bonus actions than their Constitution modifier + 5, they must make an Endurance save vs. a DC of 12 after each further Dash or suffer one wound. This DC increases by 2 for each subsequent Dash that they perform. Spending one full round without Dashing completely resets this progression.

- **Dash (Flying)**

If you Dash while flying, you double your fly speed for this turn's movement.

## Defensive Actions

- **Evade**

When you take the Evade action, you focus your attention on avoiding attacks, causing all attacks made against you to have disadvantage, and granting you advantage to all saving throws, until the beginning of your next turn. Also, until the beginning of your next turn, each time you successfully perform the Dodge reaction, you immediately regain your reaction.

- **Guard**

When you take the Guard action, you focus your attention on blocking attacks and looking for opportunities to counterattack. Until the beginning of your next turn, you can attempt to parry both melee and ranged attacks with a shield, and each time you successfully parry any incoming attack or hit with any opportunity attack, you immediately regain your reaction. You can still only perform one opportunity attack per turn if you are a fighter, or one per round if you are any other class.

- **Hide**

When you take the Hide action, you make a Stealth saving throw and write down the result in pencil on your character sheet. Until you come out of hiding, any creature with a passive Perception skill less than this number cannot see you, and any creature that makes an active Perception check to find you must beat this number to find you.

## Help

When you take the Help action, you describe how you are helping a teammate accomplish a goal. The referee then chooses an appropriate proficiency based on your description, and you give your teammate your proficiency die + that proficiency's ability modifier as a bonus to their action. You do not add an additional proficiency die if you have Expertise. If multiple teammates help the same creature perform an action, each helping creature rolls their own proficiency die and adds their ability modifier, and then the highest result is provided as a bonus to the acting creature.

## **Intimidate**

When you take the Intimidate action, you attempt to demoralize one intelligent creature you can see within 10 paces of you that can see and hear you. The target must make a Presence saving throw vs. your Presence DC. If it fails, the target is frightened until the end of your next turn. If its saving throw succeeds, the target can't be frightened by you in this way for one hour.

## **Ready**

When you take the Ready action, you describe the event you are waiting for, and the action you will take in response to it. When the event occurs, you use your reaction to perform the readied action.

## **Search**

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the referee might have you make a Perception or Investigation saving throw.

## **Bonus Actions**

A creature that isn't dazed, stunned, unconscious, or dying can perform a bonus action during each of its turns.

### **Class Bonus Action**

A level 2 (or higher) Expert can Dash, Hide, or Evade as their bonus action, a level 1 (or higher) Fighter can Guard as their bonus action, and a level 3 (or higher) Fighter can Dash, Climb, Swim, or Jump as their bonus action. Certain Wizard spells, Druid spells, and Cleric miracles can also be performed as bonus actions.

### **Draw/Stow Weapons**

You can draw a two-handed weapon, or any two one-handed items, as your bonus action. You may instead stow any weapons or items you are holding as your bonus action.

### **Imbibe Elixir**

If you have an elixir in your hand, you may imbibe it as your bonus action.

### **Pick Up Item**

If you have a hand free, you may pick up an item in your space as a bonus action.

## Reactions

A creature that isn't dazed, stunned, unconscious, or dying can react to events unfolding around it.

### Magic Reaction

Certain Wizard spells, Druid spells, and Cleric miracles can be performed as your reaction.

### Aim

You may take the Aim reaction before you make an attack roll. You lose disadvantage on that attack roll if it has disadvantage, or gain advantage on that attack roll if it doesn't have disadvantage. This is quite powerful, but leaves you completely unable to brace, dodge, parry, or otherwise defend yourself until the beginning of your next round.

### Opportunity Attack

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 provokes an opportunity. 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 performs the provoking action or movement.

### Saving Throw Reactions

Brace, Dodge, Parry, and Roll are all saving throws that require your reaction to perform. If you cannot perform reactions, you automatically fail these saving throws if you must make them.

- **Brace**

You may take the Brace reaction when you would be knocked off your feet or moved forcefully against your will. Immediately make a Strength (Athletics) saving throw vs. the effect's save DC. If you succeed, you grab hold of something and regain your reaction.

### Dodge

You may take the Dodge reaction whenever an attack that you are aware of would hit you.

**Dodge an Attack** - If you would be hit by a non-area attack and do not have disadvantage on Acrobatics saving throws, you immediately roll your Acrobatics proficiency die and retroactively add it to your Defense vs. this attack. If your new Defense exceeds the attack roll, the attack now misses you.

**Dodge a Blast** - If you would be hit by an area attack or effect, you immediately make a full Dexterity (Acrobatics) saving throw vs. the attack roll. If you are proficient in Acrobatics and succeed, you may also move a number of paces up to half your Acrobatics proficiency die result towards safety, possibly leaving the blast area entirely (and thus avoiding its effects). If you successfully dodge a blast effect but do not succeed in fleeing the area, you reduce the blast's damage by half; if you dodge a burst or spray effect, you reduce its damage to zero.

- **Parry**

You may take the Parry reaction whenever a melee attack would hit you, if you are wielding a shield or a weapon with the parry property. If you are wearing a shield and took the guard action on your turn, you can also parry ranged attacks that you can see coming. Immediately roll your attack proficiency die, and retroactively add it to your Defense vs. this attack. If your new Defense exceeds the attack roll, the attack now misses you.

## Free Saving Throws

Unless otherwise specified, these saving throws do not require an action - they require your conscious will, but no actual motion or exertion. As such, unconscious and dying creatures can't perform them, but dazed and stunned creatures can.

## Concentrate

Many feats require that you concentrate on them to maintain their effects. While you are concentrating on such a feat, you may not perform any other feats that require concentration. Additionally, if you suffer damage while maintaining concentration, you must immediately make a free Endurance save vs. 10 + half the amount of damage received. On a failure, you lose your concentration and the effect ends.

## Snap Out

Most psychic effects and ongoing psychic conditions allow a free Insight saving throw at the end of each of your turns to snap out of the effect, and may allow an additional saving throw as the effect occurs, whenever you take damage, or whenever you meet some other condition.

## Deny

Some psychic effects and ongoing psychic conditions rely on force of will, rather than insight. Such conditions allow a free Presence saving throw when the condition is first applied, and an additional free Presence saving throw at the end of each of your turns, to deny the effect.

## Reflexive Saving Throws

Some saving throws are reflexive - they happen automatically, whether or not you are even conscious to direct them. You can make a reflexive save to shrug off most physical conditions, even if you're unconscious or dying, but the referee might impart disadvantage to your roll if the type of condition or damage generally benefits from some kind of interaction to shrug off.

## Cling to Life

Whenever you are dying, you must make a reflexive Endurance saving throw vs. DC 10 at the end of each of your turns. If you succeed, you regain 1 hit point and fall unconscious. If you fail, you suffer an additional 1 wound. If you achieve an exceptional or critical success, you immediately roll one hit die and add your Constitution modifier, regaining that many hit points, and rejoin the encounter using your Endurance saving throw roll as your new Initiative score.

## Resist

Many effects involve poisons, diseases, acids, or other kinds of harm that are resisted by a reflexive Endurance saving throw. If you successfully resist a damaging effect from a blast, cone, or line area effect, you still suffer half the effect's damage.

## Shrug Off

Most ongoing physical conditions allow a reflexive Endurance save at the beginning or the end of each of your turns to shrug it off.

You attempt to shrug off ongoing damage at the beginning of your turn, immediately after you take the damage. The DC is always equal to 15 + the amount of ongoing damage taken, and you make a separate save for each damage type.

Other ongoing effects that can be shrugged off are rolled at the end of your turn, with a DC determined by the source of the condition. Spells that inflict ongoing conditions are shaken off at the caster's spell proficiency DC, while other effects will list the DC necessary to shrug them off.

## Spells & Miracles



## Cleric Miracles

### Preparing Divine Miracles

Preparing divine miracles requires time spent in deep prayer and meditation while writing the request for each miracle out on a prayer strip, which will retain its potency for the next 24 hours. This process costs 1sp worth of materials, which are sacrificed to your patron as you prepare the prayer strip.

### Prayer Strips

A prayer strip is a small piece of pure white paper or parchment, approximately the size of an open palm, upon which a short prayer has been written in expensive ink with fine calligraphy. This prayer strip is the physical token used to perform a prepared miracle, and costs approximately 1sp worth of materials to create.

If something causes you to lose a charged prayer strip before you can use it, you don't necessarily lose the magic that you invested - the Saints are not quite so fickle. During any short rest after losing your prayer strips, you can use any available paper and writing utensils to attempt to recreate suitable tokens. So long as you show proper reverence, the original prayer strips will be consumed - wherever they are - and whatever makeshift scraps you have produced will magically transform into exact copies of the original strips.

Once you have prepared a miracle into a prayer strip, you must use the strip as you perform the miracle; the sacrifices performed when you prepared it fuel the miracle. If a prayer strip miracle has a range of touch or melee, you must physically touch the prayer strip to the target, at which point it magically adheres and begins to burn away in a nimbus of holy light. If the miracle is ranged, you hold the strip up towards the target, say the first verse of the prayer aloud, and fling it at the target, at which point it magically flies from your hand to attach to the target, and then begins to glow brightly and burn away as it activates.

### Prayer Scrolls

A prayer strip lasts for 24 hours, after which it loses its divine power and must be discarded or recharged with additional sacrifice. You may choose to make sacrifices and burnt offerings worth at least 100 gp per circle while preparing a prayer strip; if you do, that prayer strip becomes supernaturally resilient, and will retain its potency indefinitely until used. Such a prayer strip can be used by any divine spellcaster to perform the prepared miracle.

## First Circle Divine Miracles

### Bless

*First Circle Blessing (prepared or ritual)*

You use your action to touch an adjacent creature, blessing it. While you maintain concentration, you grant that creature a bonus die on each of its attack rolls and saving throws equal to your Presence proficiency die.

### Cause Fear

*First Circle Curse (prepared or ritual)*

You use your action to instill terror in every living creature within a 5-space cone. Each target must immediately snap out of it, or drop whatever it is holding and become frightened of you for as long as you maintain concentration.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, they may attempt to snap out of it.

### Command

*First Circle Curse (prepared only)*

You use your action to make eye contact with a target and speak a single imperative word, such as "jump" or "quiet". Then roll a d20 + your Presence proficiency + your Charisma modifier vs. the target's Insight DC; on a success, they must follow the command during their next turn. This curse has no effect if the target cannot hear or understand you, and you have disadvantage if your command is obviously and immediately harmful.

### Divine Guidance

*First Circle Blessing (prepared or ritual)*

You use your action to touch an adjacent creature as you recite a brief prayer and choose a Skill. While you maintain concentration, you grant that creature a bonus die on each of its proficiency checks with that skill equal to your Presence proficiency die.

### Heal Minor Wounds

*First Circle Blessing (prepared or ritual)*

You use your reaction to touch a creature, then roll your Presence proficiency die and add your Charisma modifier, healing the target for that many hit points.

### Heroism

*First Circle Blessing (prepared or ritual)*

As your action, you may touch a willing creature and imbue them with bravery. While you maintain concentration, that creature is immune to being frightened. At the start of each of its turns, roll your Presence proficiency die; if the target has fewer hit points than the result, they gain a total amount of hit points equal to the die result.

**Mending**

*First Circle Divine Blessing (prepared or ritual)*

You use your action to touch a damaged non-living object. While you maintain concentration, you may repair a single break or tear per circle with each of your actions, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as each break or tear is no larger than 1 foot per circle in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

**Remove Curse**

*First Circle Divine Blessing (prepared or ritual)*

As your action, you touch an object or willing creature and offer a prayer of deliverance. The target may immediately make a saving throw with advantage to shrug off an ongoing effect, or break a first-circle curse or other supernatural affliction affecting it, and add your Presence proficiency die + your Charisma modifier as a bonus to this roll. If used on an object, you use your Presence proficiency to make the saving throw for it.

**Higher Circles** - You may target an effect with a circle up to the prepared circle of this miracle. If you target an effect with a lower circle than this miracle's, the saving throw has advantage.

## Second Circle Divine Miracles

### Calm Emotions

*Second Circle Blessing or Curse (prepared only)*

**Blessing** - You use your action to attempt to suppress strong emotions in a group of people. Each mortal within 5 paces of you must make a Presence saving throw; each creature can choose to fail this saving throw if they wish. If it fails, you can suppress any effect causing them to be charmed, hostile, or frightened for as long as you maintain concentration. When used in this way, this spell is considered a Blessing.

**Curse** - Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward for as long as you maintain concentration. This indifference ends if the target is attacked or harmed by a spell or if they witness any of their friends being harmed. When the spell ends, the creature becomes hostile again, unless the referee rules otherwise. When used in this way, this spell is considered a Curse.

### Divine Censure

*Second Circle Divine Curse (prepared only)*

You use your action to choose a creature that you can see within 25 paces. While you maintain concentration, this curse interferes with the target's connection with aetheric energies; while censured, a creature may not cast spells, perform miracles, or generate other magical effects of any kind.

### Enhance Ability

*Second Circle Blessing (prepared or ritual)*

You use your action to touch an adjacent creature as you recite a brief prayer and choose an Ability. While you maintain concentration, you grant that creature a bonus to that Ability modifier equal to half your Presence proficiency.

### Heal Serious Wounds

*Second Circle Blessing (prepared or ritual)*

You use your reaction to touch a creature, then roll two Presence proficiency dice and add your Charisma modifier, healing the target for that many hit points.

If the target has suffered any wounds, you may choose for any proficiency die that rolls a '6' or higher to heal one wound, instead of healing hit points.

### Holy Weapon

*Second Circle Divine Blessing (prepared or ritual)*

You use your action to touch a weapon or bare fist and call upon the favor of your patron. While you maintain concentration, that weapon deals extra radiant damage equal to your Charisma modifier + your Presence proficiency die. This damage is maximized against aberrant, fey, infernal, and undead beings.

## Third Circle Divine Miracles

### Aura of Life

*Third Circle Blessing (prepared or ritual)*

Life-preserving energy radiates from you in an aura with a 5-pace radius. While you maintain concentration, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) reduces all necrotic damage taken by half and all wounds received by half, and its hit point maximum can't be reduced. In addition, each non-hostile, living creature rolls your Presence proficiency die and regains that many hit points when it starts its turn in the aura with 0 hit points.

### Beacon of Hope

*Third Circle Blessing (prepared or ritual)*

You use your action to inspire hope in all nearby allies. While you maintain concentration, you grant each creature within 5 paces advantage on all saving throws, and any dice rolled to determine hit points healed are considered to have rolled their maximum amount.

### Curse Ability

*Third Circle Curse (prepared or ritual)*

You use your action to make eye contact with a creature within 5 paces as you recite a brief prayer and choose an Ability, then roll one Presence proficiency die. While you maintain concentration, you inflict a penalty to that creature's chosen Ability modifier equal to half the die result.

### Hallow

*Third Circle Divine Blessing (prepared or ritual)*

As your action, you touch the ground with your bare hands or feet and infuse an area around it with holy (or unholy) power. The area can have a radius up to 2 paces per circle. While you maintain concentration, aberrant, fey, infernal, and undead creatures can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. You can exclude one or more of those types of creatures from this effect.

### Heal Critical Wounds

*Third Circle Blessing (prepared or ritual)*

You use your reaction to touch a creature, then roll three Presence proficiency dice and add your Charisma modifier, healing the target for that many hit points.

If the target has suffered any wounds, you may choose for any proficiency die that rolls a '4' or higher to heal one wound, instead of healing hit points.

### Revive

*Third Circle Blessing (ritual only)*

You perform this ritual over the corpse of a creature that died within the last hour, rolling 2d20 + your Presence proficiency + your Charisma modifier with disadvantage as you try to call the creature's spirit back from the afterlife. If both d20 results succeed, the creature heals one wound, heals a number of hit points equal to your Presence proficiency die result, and returns to life. If both d20 results fail, the creature's corpse reanimates as an undead monster and immediately attacks the party.

## Druid Spells

### Preparing Primal Spells

Druid spells are much simpler than Wizard spells, and so do not require a spellbook. A druid prepares their spells by mixing together tinctures of various sacred herbs and other harvested natural materia, placing them in small medicine pouches until they are ready to be cast.

### First Circle Primal Spells

#### Elemental Mantle

*First Circle Primal Abjuration (prepared only)*

You use your reaction to cast this spell when you would be damaged by an elemental effect or attack that matches the prepared element. You immediately halve all damage from that element for as long as you maintain concentration, and can ignore one die of elemental damage from each attack or damage source.

For each die of elemental damage negated by this spell from any one attack, you gain one die of elemental energy. Each of these dice is the same size as your Nature proficiency die. If at any point you have more than two elemental energy dice, or if you fail an Endurance save to maintain concentration, this spell immediately ends, and all remaining elemental energy dice are rolled as damage vs. all creatures within 2 paces of you (including yourself). Each such creature may dodge to attempt to halve this damage.

Whenever you make a weapon attack, or a magic attack of the same type as this spell, you may consume one or more elemental energy dice to add them to the attack's damage roll. You may also consume one or more elemental energy dice whenever an adjacent creature hits you with a melee attack, to inflict those dice as damage to the attacker. Finally, when you cast a Primal elemental spell of the same type, you may consume one die of elemental energy per circle of the cast spell to immediately re-prepare the spell as you cast it.

**Higher Circles** - When you cast this spell when prepared at second circle, you may hold up to four elemental energy before spell failure occurs, and can ignore two dice of elemental damage from each attack or damage source. If you cast it when prepared at third circle, you may hold up to six elemental energy before spell failure occurs, and can ignore three dice of elemental damage from each attack or damage source.

Additionally, you may cast this spell if prepared at 2nd circle or higher to intercept any elemental attack of the appropriate element that targets yourself or another creature within 5 paces. While you maintain concentration, you halve any damage of the chosen element dealt to yourself and any creatures of your choice within 5 paces, and gain one die of elemental energy each time any protected creature resists 10 or more points of elemental damage.

#### Entangle

*First Circle Primal Conjunction (prepared or ritual)*

Grasping weeds and vines sprout from the ground in a 3-pace radius circle starting from a point within 20 paces. While you maintain concentration, these plants turn the ground in the area into difficult terrain. A creature in the area when you cast the spell must succeed on an Athletics saving throw or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make an Athletics saving throw against your spell save DC. On a success, it frees itself. When the spell ends, the conjured plants wilt away.

**Fog Cloud***First Circle Primal Conjunction (prepared or ritual)*

You create a 5-pace-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. Roll your Nature proficiency as you cast the spell; it lasts that many rounds, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. If cast during combat, its duration is measured in 6-second combat rounds; if cast as a ritual, its duration is measured in 10-minute exploration rounds.

**Glamour***First Circle Primal Conjunction (prepared or ritual)*

You use your action to create the illusion of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within 10 paces and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects.

While you maintain concentration, you can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation saving throw. If a creature discerns the illusion for what it is, they can see through the image.

**Nature's Ally***First Circle Primal Transmutation (prepared or ritual)*

As your action, you align your aura with the natural world, attuning yourself to the minds of animals. While you maintain concentration on this spell, you may establish an empathic bond between yourself and any natural animal with an Intelligence modifier of -3 or lower that is maintaining eye contact with you. You may communicate wordlessly with any such animal, exchanging simple concepts, emotions, and requests. Any such animal can use its action to make a Presence saving throw vs. your spell effect DC; if it fails, will see you and your allies as non-hostile until the spell ends or one of you harms the creature in any way.

**Purify Food and Drink***First Circle Primal Transmutation (prepared or ritual)*

You may use your action to flush up to 50 lbs of non-magical food or drink that you are touching with vital energy, cleansing it of any poisons or diseases.

## Shape Element

### *First Circle Primal Transmutation (prepared or ritual)*

You may cast this spell as your action. For as long as you maintain concentration, you may use your action each round to shape one of the natural elemental forces and materials that surround you - earth, stone, water, ice, wood and vine, air, fog, light, shadow, and flame. You may manipulate roughly a 5 foot sphere of any one such element that is within 5 paces of you, and if such changes are made to a solid element such as earth, stone, wood or ice, they will hold their shape if sturdy enough to do so. You may extend the range of this effect to 20 paces if you touch a piece of the appropriate material, which is connected by the same material to the area you wish to effect.

You can use your action each turn to convert a 5 foot patch of solid ground into difficult or smooth terrain, cause plants to part way or grow to block a path, increase or decrease the concealment of fog or smoke, draw still air into a gust of wind strong enough to knock creatures over, repair or damage objects made from natural materials, and so on.

You may also make melee attacks with an element as your action, rolling a d20 + your Nature proficiency die + your Wisdom modifier vs. the target's Defense, and dealing your Nature proficiency die result as elemental damage of the appropriate type on a hit. You can also make charging, shoving or grabbing attacks appropriate to the controlled element, using your Nature proficiency and your Wisdom modifier to make any relevant rolls instead of your attack or any other proficiencies. You have advantage on each of these attack rolls if the element in question is already surrounding the target before you declare your attack.

**Higher Circles** - if cast when prepared at second circle, this spell can control a 10' sphere of the chosen element, and an attack deals two Nature proficiency dice of damage on a hit. If cast when prepared at third circle, this spell controls a 25' sphere of the chosen element, and an attack deals three Nature proficiency dice on a hit. When you use this spell at higher circles to make attacks, you may make area attacks vs. all creatures in the affected area, as well as melee attacks against individual creatures in that area.

## Sleep

### *First-Circle Primal Illusion Evocation*

You use your action to unleash a wave of soporific energy, compelling the creatures around you to sleep. Each creature within 10 paces that you specify must make an Endurance save with advantage vs. your Nature DC; on a failure, that creature is rendered unconscious.

A creature automatically fails at this roll if it is already unconscious, making this a good spell to use to keep a sleeping creature from waking up. Damage or a sharp slap can wake a creature up, but loud noises and other contact will not.

Each affected creature will sleep for 15 minutes minus its Endurance Proficiency die result, unless awakened.



## First Circle Primal Rituals

### Call Beasts

*First Circle Primal Conjunction (ritual only)*

During this ritual, you send out a subtle psychic summons, intermingled with natural sounds and scents that will attract the attention of any nearby animals. You may specify a particular kind of animal as you perform this ritual, then make a Nature or Animal Ken test or saving throw vs. a DC based on the local wildlife population. If you succeed, a number of natural or fey beasts whose total hit dice equals your proficiency die result arrive within a number of minutes based on their distance and previous activities.

### Goodberry

*First Circle Primal Transmutation (ritual only)*

You may infuse a small amount of food or drink harvested fresh from the local environment with a lingering healing energy, causing each bite of food or swallow of drink to heal 1 hp, and provide enough nourishment to sustain a medium creature for one day. Add your Nature and Medicine proficiency dice together and add your Wisdom modifier to determine the number of portions affected by the spell. Each portion will last up to 24 hours before becoming a normal, mundane bite of food or drink.

### Brew Elixir or Potion

*First Circle Primal Transmutation (ritual only)*

When you prepare your spells at dawn, you may forgo one or more spells to instead brew alchemical formulae. You may brew any Common alchemical formula instead of a first-circle spell, any Uncommon formula instead of a second-circle spell, or any Rare formula instead of a third-circle spell.

### Dedicate Object

*First Circle Primal Transmutation (ritual only)*

This ritual is used primarily by shapeshifters. By 'marking' a single hand-held or worn object as your own, you leave a small trace of yourself within it, and a small trace of itself within you. Whenever you shapeshift (for example, by use of the Druid's Wild Shape ability), all marked items that you are currently wearing or holding shapeshift with you, merging into your animal form. When you transform back, these items will shift back with you. You can mark a total number of items equal to your spellcasting proficiency. When you are at this limit, you must un-dedicate one of your items of your choice whenever you dedicate a new one. You do not need to be in possession of the old item to un-dedicate it.

Having too many dedicated items can be dangerous. When a dedicated item is not in your possession, you can close your eyes as a bonus action to sense where it is. If it is within 20 paces of you, you know where it is to within 1 pace; if it is further away, you know its direction and approximate distance (within 100 paces, within 1 mile, within 20 miles, further than 20 miles). While someone else is holding an item dedicated to you, they have advantage on all spell attack rolls and spellcasting checks that target you, and you have disadvantage on all saving throws vs any magic cast by them that targets only you.

## Second Circle Primal Spells

### Animal Messenger

*Second Circle Primal Conjuration (prepared or ritual)*

You may spend your action to speak a short message to a tiny animal within 5 paces that you can see, while thinking of a location that you have visited and a description of a person that you expect to be in that location. The spell weaves its way into the animal, which remains enchanted for a number of days equal to a roll of your Nature proficiency die. The animal then immediately scurries or flies off at its top speed towards its destination.

Upon arrival, the animal magically speaks the message you gave it to the first person it sees matching the description you gave, approximately duplicating the sound and tone of your voice. If the spell runs out before the animal can find a suitable recipient, the message is lost, and the animal magically finds its way home as the enchantment unweaves.

### Charm Beast

*Second Circle Primal Transmutation (prepared or ritual)*

You may charm a natural animal with 2 hit dice or fewer and an Intelligence modifier of -3 or less as your action, maintaining your empathic connection even after eye contact is broken. This animal will attempt to obey any command you give it for the remainder of the day, and you may use your reaction each turn to “borrow” the animal’s senses for that turn, seeing through its eyes and hearing through its ears. This effect ends immediately if you or your allies harm the creature in any way.

If you cast this spell on a creature as a ritual every day for a lunar month, and treat the creature well while it is charmed, the spell becomes permanent if you continue to treat them well thereafter. You may have a total number of hit dice of creatures in your menagerie equal to your Wisdom modifier + your Animal Ken proficiency, and these creatures do not count against your henchmen.

**Higher Circles** - If you cast this spell when prepared at third circle, you can affect any natural animal or fey beast with 3 hit dice or fewer that has a total Intelligence modifier of -2 or less.

### Find Animal or Plant

*2nd Circle Primal Divination (prepared or ritual)*

You use your action to describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature of that kind within 5 miles, if any are present. While you maintain concentration, you know the target’s distance and location. If at any point you are more than 5 miles away from the target, the spell ends.

**Heat Metal**

*2nd Circle Primal Transmutation (prepared or ritual)*

As your action, you choose one manufactured metal object – such as a metal weapon or a suit of heavy or medium metal armor – that you can see within 10 paces. You cause the object to glow red-hot. Any creature in physical contact with the object immediately takes fire damage equal to your miraculous proficiency die. While you maintain concentration, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must resist or drop the object if it can. If it doesn't or can't drop the object, it has disadvantage on attack rolls and saving throws until the start of your next turn.

**Higher Circles** - if you cast this spell when prepared at third circle, you may target all metal objects within 5 paces of you.

**Lifesense**

*Second Circle Primal Divination (prepared or ritual)*

While you maintain concentration, you can see all living beings in your line of sight, whether invisible, concealed, or camouflaged. You effectively have Darkvision out as far as you can see, but it can only show you the shapes of living beings. For each living creature that you can see, you know its species, size, sex, and state of health. You can use your action to determine the detailed health of a single living being that you can see within 2 paces. You immediately know if they are poisoned or diseased, whether they are at full hit points, above or below half their hit points, or at 0 hit points, and what physical conditions are affecting them. Each time you use your action, you can choose a different creature to read.

**Traceless Passage**

*Second Circle Primal Elemental Transmutation (prepared or ritual)*

By weaving a pattern that includes all five elements, a veil of shadows and silence radiates from you, masking you and your companions from detection. While you maintain concentration, each creature you choose within 5 paces of you (including you) has a +10 bonus to Stealth checks and saving throws, and can't be tracked except by magical means. A creature that receives this bonus leaves behind no tracks or other traces of its passage.

**Verdant Growth**

*Second Circle Primal Transmutation (prepared or ritual)*

This spell channels vitality into plants within a specific area. As your action, you choose a point within range. All normal plants in a 20-pace radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 paces of movement for every pace it moves.

You can exclude one or more areas of any size within the spell's area from being affected.

When cast as a ritual, you may alternatively use this spell to channel vitality into plants within a specific area with long-term benefits, enriching the land. All plants in a half-mile radius centered on you become enriched for 1 year, yielding twice the normal amount of food when harvested.

## Third Circle Primal Spells

### Awaken Plant

*Primal Transmutation (ritual only)*

You touch a Huge or smaller natural plant, roll your spellcasting proficiency die, and add your spellcasting ability modifier. The target gains an Intelligence score equal to the result, to a maximum of 18. Repeat this process for each Ability score. The target also gains the ability to speak one language you know.

The plant gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. Your GM chooses statistics and Ability modifiers appropriate for the awakened plant, such as the statistics for the awakened shrub or the awakened tree.

The awakened plant is charmed by you for one day, or until you and your companions do anything harmful to it. When the charmed condition ends, the awakened creature chooses whether to remain friendly to you, based on how you treated it while it was charmed.

### Call Storm

*Third Circle Primal Transmutation (prepared or ritual)*

You may cast this spell as your action while outdoors in a heavy storm. For as long as you maintain concentration, you may use your action each round to influence the storm for 25 paces around you. You must be outdoors to cast this spell. Moving to a place where you don't have a clear path to the sky ends the spell early.

Winds can be used to push affected creatures up to 3 paces in a direction of your choice; one full action may be spent to push any creatures within a circle 10 paces wide or a cone 40 paces deep. Each creature within the affected area must make an Athletics roll with advantage or be knocked prone; on an exceptional success, that creature manages to avoid being moved. Lightning called from the clouds inflicts three dice of damage to each creature within one pace of the strike point that fails to dodge the strike; creatures in metal armor have disadvantage to their saving throw. Strikes against trees or flammable objects may ignite them at the referee's discretion.

Hail and sleet strikes a much wider area, dealing one die of cold damage to each creature within the entire 25-pace area. Each creature affected can resist to halve the damage; well-insulated clothing can provide advantage to this saving throw at the referee's discretion.

If you cast this spell as a ritual, you may conjure a storm from a clear sky over the course of an hour, rolling your Nature proficiency die to determine the number of hours that the storm will last.

## Mirage

*Third Circle Primal Elemental Transmutation (ritual only)*

You cast this ritual to make the terrain around you look, sound, and smell like some other sort of natural terrain.

The ritual's effect flows out from you in a sphere that grows one pace in diameter per minute to a maximum of 60 paces in every direction, transforming your surroundings as the wave of magic passes over them. Open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance.

The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Investigation saving throw to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

## Nature's Wrath

*Third Circle Primal Transmutation (prepared or ritual)*

You call out to the spirits of nature to rouse them against your enemies. Choose a point you can see within 10 paces. The spirits cause trees, roots, vines, and grasses within a 5-pace radius centered on that point to become animated while you maintain concentration.

**Grasses and Undergrowth** - Any area of ground in the cube that is covered by grass or undergrowth is difficult terrain for your enemies.

**Trees** - At the start of each of your turns, each of your enemies within 10 feet of any tree in the cube must dodge or take four dice of slashing damage from whipping branches.

**Roots and Vines** - At the end of each of your turns, one creature of your choice that is on the ground in the cube must succeed on an Athletics saving throw vs your Nature DC or become restrained or knocked prone (your choice) until the spell ends. A restrained creature can use an action to make an Athletics saving throw vs. your Nature DC, ending the effect on itself on a success.

## Suggestion

*Third Circle Primal Transmutation (prepared only)*

You use your action to make eye contact with a target and suggest a course of activity (no more than a sentence or two), then roll a d20 + your Nature proficiency die + your Wisdom modifier vs. their Insight DC. If you hit, the target must follow the suggestion for as long as you maintain concentration. This spell has no effect if the target cannot hear or understand you, and the target has advantage on their saving throw if your command is obviously and immediately harmful to it.

## Reincarnate

### *Third Circle Primal Transmutation (ritual only)*

You invoke the spirits of nature to create a new body for a fallen comrade. By interring a creature's remains in fresh earth and planting a magically-imbued seed, you cause a Large flower-bud to grow out of their remains overnight. If the interred creature's soul is able to return to the material world, the flower bud blooms at dawn, revealing the slumbering form of a newly created body that contains the interred creature's soul, memories, and personality. This ritual fails if the interred creature has been dead for longer than one lunar month.

The new form is crafted from the chaotic energies of the feywild, and so it will not necessarily be of the same sex or species as the creature's original body. Roll a D20 and consult the following chart to determine the creature's new species.

<b>D20</b>	<b>Species</b>
1-4	Goblin
5-8	Halfling
9-12	Elf
13-15	Satyr
16-17	Obake (d10: 1-2 fox, 3-4 cat, 5-6 raccoon, 7 seal, 8 wolf, 9 otter, 10 badger)
18-19	Centaur (d10: 1-3 horse, 4-5 deer, 6-7 panther, 8 dolphin, 9 serpent, 10 spider)
20	Intelligent Fey Beast (d4: 1 - hippogriff, 2 - unicorn, 3 - owlbear, 4 - treant)

The referee is encouraged to modify or replace this list based on the location the ritual is performed, the phase of the moon, or any other fickle whims of the feywild - or even simply pick a specific fey race for the new body, if they have a specific narrative hook in mind. Any curses, diseases, or lasting injuries that the creature's previous body had are not transferred to the new body, but particularly memorable scars or afflictions might manifest as a birthmark or other pattern on the new form. The reincarnated creature retains all their original memories and personality, but loses all class levels, skills, and abilities. If performed on a player character, that character's player should roll a new character starting at level 1, choosing the race indicated by the above roll. The player may decide to change their character class based on their new ability scores and race, or swap their highest ability score with their old class's prime requisite and start over with their old character class.

The new body will be 2d4 years old when the flower opens, and will continue to grow at an accelerated rate until it reaches young physical maturity, although a particularly strong-willed creature might manage to will their body to stop aging at a younger or older point while the magic is still fresh. In any case, the creature will have reached a stable age by sundown, and will age normally from that point forward. Use the following racial modifiers for each species:

<b>Fey Race</b>	<b>Ability Modifiers</b>
Goblin	+2 Dexterity, -2 Charisma, small size (wields weapons as a halfling), always hungry
Satyr	+1 Dexterity, +1 Charisma, can move 7 paces and sprint 15 paces.
Obake	As human, but can transform between human and a specific animal form at-will.
Centaur	+1 Strength, +1 Constitution, may have advantage or disadvantage on Athletics rolls based on terrain and the character's lower-body shape.
Fey Beast	Use the modifiers provided in the Monster appendix, but the monster loses its special powers.

## Wizard Spells

### Preparing Arcane Spells

Your wizard training has taught you to prepare the spells that you record in your spellbook, so that you can cast them later. Each arcane spell has three components, called the spell's Arcana, Materia, and Soma.

#### Arcana

A spell's Arcana is the specific configuration of runes and sigils as laid out in the wizard's spellbook. Each arcane spell has a unique Arcana, which can be copied from one spellbook to another.

#### Materia

A spell's Materia is the magical "fuel" used to help power the spell; this is usually a material component with magical properties, which is ground into powder during the spell's preparation to create magical ink, then painted onto the wizard's body in a pattern following the runes and sigils dictated by the spell's Arcana. This pattern is nearly complete, only requiring a trigger to perfectly match the Arcana described in your spellbook.

#### Soma

A spell's Soma is the specific triggering words or gestures that must be performed by the wizard to "complete" the spell, activating and consuming the prepared Materia and producing the spell's effect. Each spell's Arcana must be placed in an appropriate place on the wizard's body, and the wizard's skill and training determine how large and precise the spell's Arcana must be in order to be reliably triggered by the spell's Soma.

### Preparation

When you wake up each morning, you may spend time preparing arcane spells from your spellbook before you go about your day. Each spell to be prepared requires an amount of magic ink worth 1 silver; this ink is both created and consumed during the spell preparation process, and the silver cost represents ground-up and emulsified Materia with the same aspect as the spell. You may prepare a spell more than once, if you think you might need to cast it multiple times in the same encounter or wish to prepare multiple separate effects of the same spell. Preparing each spell takes approximately 5 minutes.

Most spells have a trigger-sigil prepared onto one of the wizard's hands, which must be free and empty in order to cast the spell. Much of the remainder of the spell is prepared onto other portions of the wizard's body, which can be covered by clothing or light armor, but not medium or heavy armor, in order for the spell's Arcana to properly function.

### Spell Scrolls

You may choose to use specially prepared parchment, rod, and ink worth at least 100 gp per circle while preparing a spell to prepare it onto the scroll instead of your body; if you do, that scroll becomes supernaturally resilient, and will retain its potency indefinitely until used. A scroll prepared by a wizard may be used by any other arcane spellcaster to cast the prepared spell.

### Spell Schools

Each arcane spell always belongs to two schools of magic: one set of schools is called its **Essence**, and the other is called its **Pattern**. Each arcane spell always has one Essence and one Pattern. There are five Patterns and three Essences, although wizards argue incessantly about whether there are really three Essences, seven, or twelve. The Patterns are **Abjuration**, **Conjuration**, **Divination**, **Evocation**, and **Transmutation**, and the Essences are **Aetheric**, **Elemental**, and **Illusion**. Arguments break out because the Elemental essence can be further broken down into **Earth**, **Water**, **Wood**, **Air**, and **Flame**, and each of these five elements can be further split into two 'polarities' called **Yin** and **Yang**.

## Cantrips

Each Wizard spell has a Cantrip effect. Many spells share the same Cantrip effect, so they will be listed here and referred to by name in each spell's description.

### Arcane Evasion

#### *Aetheric Conjuration Cantrip*

While a spell with the Arcane Evasion cantrip is prepared, you may use your reaction when attacked to attempt to make yourself intangible for a split second. Roll your Arcana proficiency die and retroactively add it to your Defense vs. that attack.

### Blade Ward

#### *Aetheric Abjuration Cantrip*

While a spell with the Blade Ward cantrip is prepared, you may use your action to halve all bashing, slashing, and piercing damage that you receive until the beginning of your next turn.

### Shroud

#### *Illusion Transmutation Cantrip*

While a spell with the Shroud cantrip is prepared, you may use your reaction to give yourself advantage on your next Stealth test or saving throw made this turn.

### Close Portal

#### *Aetheric Abjuration Cantrip*

While a spell with the Close Portal cantrip is prepared, you can use your reaction or bonus action to touch a mundane door, window, gate, chest, or other entryway or container that is currently open. The portal immediately closes, unless it is being held open by a creature. A creature attempting to hold the portal open must make an Athletics saving throw vs. your spellcasting DC, or be pushed back 1 pace as the portal closes. The portal merely closes; it does not lock or latch.

### Dancing Lights

#### *Illusion Conjuration Cantrip*

While a spell with the Dancing Lights cantrip is prepared, you may use your action to create up to four torch-sized lights in your hand, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light sheds dim light in a 10-foot radius in a color or colors of your choice.

As a bonus action on your turn, you can move the lights up to 10 paces to a new spot within 25 paces. A light must be within 5 paces of another light created by this spell, and a light winks out if it is more than 25 paces away from you.



**Detect Magic***Aetheric Divination Cantrip*

While a spell with the Detect Magic cantrip is prepared, you can use your action to make a spellcasting test or saving throw to sense the presence of magic within 3 paces of you. When you notice something magical, you may use another action to make an Arcana saving throw to attempt to see its aura, determine what school of magic it belongs to, or gather other information about it.

If you successfully read a living creature's aura, you know whether it has Arcane spells prepared. An exceptional success will tell you one spell it has prepared.

**Elemental Bolt***Elemental Evocation Cantrip*

While a spell with the Elemental Bolt cantrip is prepared, you may use your action to cast an Elemental Bolt at one target within 10 paces. Make a ranged attack, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. their Acrobatics; if you hit, the target takes elemental damage equal to your Arcana proficiency die result.

**Elemental Grasp***Elemental Evocation Cantrip*

While a spell with the Elemental Grasp cantrip is prepared and your hand is free, you may use your action to make a melee attack, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. an adjacent creature's Acrobatics DC. If you hit, the target takes elemental damage equal to two Arcana proficiency dice.

**Elemental Resistance***Elemental Abjuration Cantrip*

While a spell with the Elemental Resistance cantrip is prepared, you may use your action during your turn to halve any damage you receive of the prepared elemental damage type until the start of your next turn.

**Friends***Arcane Illusion Transmutation Cantrip*

While a spell with the Friends cantrip is prepared, you may use your action to make eye contact with a mortal within 5 paces who is not hostile towards you. You gain advantage on all Social Skill tests and saves vs. that target for as long as you maintain concentration. When this effect ends, the target immediately knows that you influenced its mind, and their attitude degrades by 1d4 steps.

**Gist***Arcane Illusion Divination Cantrip*

While a spell with the Gist cantrip is prepared, you may use your reaction or bonus action to touch a word written on a surface, learning that word's meaning.

**Jump***Elemental [Yang Air] Transmutation Cantrip*

While a spell with the Jump cantrip is prepared, your jumping distance is doubled, and you can use your reaction to reduce any falling damage that you take by your Arcana proficiency die. You may also use your reaction to touch another adjacent creature when it performs the jump action to double its jump distance.

**Mage Hand***Aetheric Conjuration Cantrip*

While a spell with the Mage Hand cantrip is prepared, you may use your action to project a ghostly shadow of one of your own hands up to 5 paces away. The hand can manipulate items, open doors or containers, or perform appropriate Skill tests and saves, but cannot attack, activate magic items, or carry any object weighing more than 10 lbs.

**Magic Missile***Aetheric Evocation Cantrip*

While a spell with the Magic Missile cantrip is prepared, you may use your action to fire a dart of ghostly energy at a target you can see up to 15 paces away. The dart passes through all objects and obstacles as it unerringly makes its way to its target, where it burns into their flesh. Immediately roll your Arcana proficiency die and inflict that much force damage.

**Minor Illusion***Illusion Conjuration Cantrip*

While you have a spell with the Minor Illusion cantrip prepared, you may use your action to create an image of an object within 5 paces that lasts for as long as you maintain concentration. The illusion also ends if you dismiss it as an action or create a different image with this cantrip.

The object - such as a chair, muddy footprints, or a small chest - must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it.

If a creature uses its action to examine the image, the creature can determine that it is an illusion with a successful Investigation save. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

You may also use your action to cause one minor change to your appearance - hair color, eye color, and so on - while you maintain concentration. Alternatively, you may use your reaction to grant yourself advantage to your next Sleight of Hand test or saving throw made this turn to conceal a single handheld item.

**Point***Aetheric Divination Cantrip*

You use your action and describe or name a specific object or person that is familiar to you, and that you have touched or held in your hand within the past hour. You sense the direction to the object's location, as long as that object is within 100 feet of you. If the object is in motion, you know the direction of its movement.

**Shadow Play***Illusion Conjuration Cantrip*

While a spell with the Shadow Play cantrip is prepared, you may use your action to subtly darken the shadows for 2 paces around you, or cause those shadows to shift ominously.

**Spell Ward**

*Aetheric Abjuration Cantrip*

While a spell with the Spell Ward cantrip is prepared, you may use your reaction to add your Arcana proficiency die to any saving throw that you roll vs. a spell, miracle, or other magical effect.

**Silent Whisper**

*Aetheric Conjunction Cantrip*

While a spell with the Silent Whisper cantrip is prepared, you may use your action to telepathically whisper a short message to one creature within 25 paces that you are aware of. The target may telepathically respond with a few words. The Arcana of this spell is prepared onto the lips rather than the hands, so it may be cast without requiring a free hand.

**Uncanny Insight**

*Illusion Divination Cantrip*

While you have a spell with the Uncanny Insight cantrip prepared, you gain advantage on all Insight tests and saves against other creature's social skills.

## First Circle Arcane Spells

### Apport

*First Circle Aetheric Conjuration (prepared or ritual)*

#### Cantrip - Mage Hand

As an action, you gesture to an object that you can see within 5 paces, which teleports into your hand. The object must be Tiny and weigh less than 5 lbs, and cannot be held by a creature or secured or attached to any other object or surface.

### Arcane Bolt

*First Circle Aetheric Evocation (prepared only)*

#### Cantrip: Magic Missile

You use your action to cast this spell, firing two bolts of aetheric energy. Each bolt may be at the same or a different target, and automatically inflicts one Arcana proficiency die + your Intelligence modifier of force damage.

**Higher Circles** - If this spell is in your spellbook and you can prepare higher-circle spells, you may prepare Arcane Bolt as a second or third circle spell; the spell will fire two bolts per prepared circle. Each bolt may be at the same or a different target, and automatically inflicts one Arcana proficiency die + your Intelligence modifier of force damage.

### Arcane Calling

*First Circle Aetheric Conjuration (prepared or ritual)*

#### Cantrip: Silent Whisper

You use your action to cast this spell, sending a message of 5 words or less to any one creature within 100 miles that you are familiar with. The target hears the message in their mind and recognizes you as the sender, but cannot respond. As long as the target has an Intelligence score of 1 or higher, they will understand the meaning of your message even if they do not normally speak your language. The Arcana of this spell is prepared onto the lips rather than the hands, so it may be cast without requiring a free hand.

### Arcane Lock

*First Circle Aetheric Abjuration (prepared or ritual)*

#### Cantrip: Hold Portal

You use your reaction or bonus action to touch a closed door, window, gate, chest, or other entryway or container with an empty hand as you complete the ritual, and it becomes locked until this effect is dispelled. All attempts to pick the lock or force it open have disadvantage. You may choose a password when you cast this spell; speaking the password will release the lock and open the entryway for one minute.

**Alarm**

*First Circle Aetheric Abjuration (prepared or ritual)*

**Cantrip: Hold Portal**

You set an alarm against unwanted intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube, then roll a spellcasting proficiency die and add your ability modifier to determine the spell's duration in hours.

Until the spell ends, an alarm alerts you whenever a tiny or larger creature touches or enters the warded area. When you cast the spell, 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 10 paces.

**Charm**

*First Circle Illusion Transmutation (prepared only)*

**Cantrip - Friends**

You use your action to attempt to charm a creature within 5 paces that makes eye contact with you or can hear your voice. Roll a d20 + your Arcana proficiency + your Intelligence modifier vs. its Insight DC, with disadvantage if the target is hostile to you. If the creature has more than 2 hit dice, the spell automatically fails.

On a failure, they know that you attempted to manipulate their mind, and their attitude likely degrades by one step. On a success, roll your Proficiency die and add your Charisma modifier. The target becomes Charmed by you for as long as you maintain concentration.

The spell immediately ends if you do anything harmful to the charmed creature; if they suffer injury from any other source, they immediately attempt to snap out of it.

**Higher Circles** - if you cast this spell when prepared at 2nd circle, the spell does not automatically fail unless the creature has more than 5 hit dice. If you cast it when prepared at 3rd circle, it does not automatically fail regardless of the creature's hit dice.

**Color Spray**

*First Circle Illusion Conjuration (prepared only)*

**Cantrip - Dancing Lights**

You use your action to emit a dazzling array of flashing, colored light from your hand. Make an area attack against a cone 3 paces out from you by rolling a d20 + your Arcana proficiency die + your Intelligence modifier; each affected creature must make a Perception saving throw or be blinded until the end of your next turn.

**Command***First Circle Illusion Transmutation (prepared only)***Cantrip - Friends**

You use your action to make eye contact with a target and speak a single imperative word, such as “jump” or “quiet”. Then Roll a d20 + your Arcana proficiency + your Intelligence modifier vs. its Insight DC; on a hit, they must follow the command during their next turn. This spell has no effect if the target cannot hear or understand you, and you have disadvantage if your command is obviously and immediately harmful to it.

**Comprehend Languages***First-Circle Illusion Divination (prepared or ritual)***Cantrip - Gist**

While you maintain concentration, you understand the literal meaning of any spoken language that you hear. You also understand the meaning of any written language that you see, but you must be touching the surface on which the words are written. Encoded messages and secret glyphs are not decoded by this spell.

**Counterspell***First Circle Aetheric Abjuration (prepared only)***Cantrip: Spell Ward**

You may use your reaction if you have a hand free to target a first-circle spell, miracle, or other magical effect as it is being cast. You make an Arcana saving throw vs. the caster’s spellcasting roll, or vs their spellcasting DC if the effect in question doesn’t require a roll (Arcana for a Wizard, Nature for a Druid, Insight for a Cleric, or determined by the referee for other beings). On a success, the spell or effect is disrupted as it is being cast, and has no effect.

**Higher Circles** - You may prepare this spell as a second or third circle spell to counter higher-circle effects. You can only attempt to counter an effect at a circle at or below the circle that you cast this spell; if you target an effect with a lower circle, your saving throw has advantage.

**Dispel Magic***First Circle Aetheric Abjuration (prepared or ritual)***Cantrip: Spell Ward**

You use your action to choose one magical effect on the target while touching them with your hand. If it is a first-circle effect that is actively being maintained by another caster’s concentration, they must immediately make a concentration save vs. your Arcana DC. If it is a first-circle effect that is not being actively maintained, the effect automatically ends.

**Higher Circles** - You may prepare this spell as a second or third circle spell to dispel higher-circle effects. Dispel Magic can only dispel an effect at a circle at or below the circle that you prepared this spell; if you target an actively-maintained effect with a lower circle, their saving throw has disadvantage.

## **Disguise Self**

*First Circle Illusion Conjunction (prepared or ritual)*

### **Cantrip - Minor Image**

You use your action to make yourself – including your clothing, armor, weapons, and other belongings on your person – look different while you maintain concentration. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this spell to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Investigation saving throw to notice the illusion.

**Higher Circles** - When cast at second circle or higher, you no longer need to maintain concentration; instead, when you cast the spell you make a spell effect saving throw, and then the referee secretly rolls your Arcana proficiency die; this determines the spell's duration in 10-minute exploration rounds.

If cast at third circle, when a creature touches you or attempts to inspect your appearance, the illusion subtly adjusts to compensate, and provides the correct tactile and auditory sensations to maintain the illusion. Any creature that attempts to inspect the illusion has disadvantage on their Investigation roll.

## **Elemental Cone**

*First-Circle Elemental Evocation (prepared only)*

### **Cantrip - Elemental Grasp**

The damage type of this spell is set when you prepare it, based on the type of elemental materia used. You use your action to cast this spell, unleashing a torrent of elemental energy from your empty hand. Roll a d20 + your Arcana proficiency die + your Intelligence modifier to make an area attack; all creatures within a 3-pace cone must *dodge* or take three Arcana proficiency dice of elemental damage. Each die is equal to your Arcana proficiency die, and each die that rolls a '6' or higher inflicts one precise hit effect of the chosen element.

**Higher Circles** - you may prepare this spell at second circle to inflict 4 dice of elemental damage, or at third circle to inflict 4 dice of elemental damage.

## Elemental Mantle

*First-Level Elemental Abjuration (prepared only)*

### Cantrip - Elemental Resistance

You use your reaction to cast this spell when you would be damaged by an elemental effect or attack that matches the prepared element. You immediately halve all damage from that element for as long as you maintain concentration, and can ignore one die of elemental damage from each attack or damage source.

For each die of elemental damage negated by this spell from any one attack, you gain one die of elemental energy. Each of these dice is the same size as your Arcana proficiency die. If at any point you have more than two elemental energy dice, or if you fail an Endurance save to maintain concentration, this spell immediately ends, and all remaining elemental energy dice are rolled as damage vs. all creatures within 2 paces of you (including yourself). Each such creature may dodge to attempt to halve this damage.

Whenever you make a weapon attack, or a magic attack of the same type as this spell, you may consume one or more elemental energy dice to add them to the attack's damage roll.

You may also consume one or more elemental energy dice whenever an adjacent creature hits you with a melee attack, to inflict those dice as damage to the attacker.

Finally, when you cast an Arcane elemental spell of the same type, you may consume one die of elemental energy per Circle of the cast spell to immediately re-prepare the spell as you cast it.

**Higher Circles** - When you cast this spell when prepared at second circle, you may hold up to four elemental energy before spell failure occurs, and can ignore two dice of elemental damage from each attack or damage source. If you cast it when prepared at third circle, you may hold up to six elemental energy before spell failure occurs, and can ignore three dice of elemental damage from each attack or damage source.

Additionally, you may cast this spell if prepared at 2nd circle or higher to intercept any elemental attack of the appropriate element that targets yourself or another creature within 5 paces. While you maintain concentration, you halve all damage of the chosen element dealt to yourself and any creatures of your choice within 5 paces, and gain one die of elemental energy each time any protected creature resists 10 or more points of elemental damage.



## Elemental Ray

*First-Circle Elemental Evocation (prepared only)*

### Cantrip - Elemental Bolt

The elemental damage type of this spell is determined when it is prepared, based on the type of elemental materia used to prepare it. You use your action to cast this spell, firing a ray of the chosen element at a target within 25 paces. Make a ranged attack roll, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. the target's Acrobatics DC. If you hit, the target takes two dice of elemental damage. Each damage die that rolls a '6' or higher also inflicts one precise hit effect of the chosen element.

**Higher Circles** - If you cast this spell prepared at second circle, you fire two rays, and may choose to direct them at the same target or at different targets. At third circle, you fire three rays. Make a separate attack roll for each ray.

## Enthral

*Second Circle Illusion Transmutation (prepared only)*

### Cantrip - Friends

You use your action to begin moving and speaking hypnotically. Each creature that can see and hear you must immediately make an Insight saving throw vs. your Arcana DC to attempt to snap out of it. While you maintain concentration and continue speaking, all creatures that failed their saving throw have disadvantage on Perception tests and saves made to perceive any creature other than you, and must actively use their action to attempt to do so.

## Feather Fall

*Arcane Elemental [Yang Air] Transmutation (prepared only)*

### Cantrip - Jump

You use your reaction to cast this spell as you or another creature within 10 paces is falling. The creature's rate of descent drops to 50 feet per round, and it lands on its feet and takes no damage on landing. The spell ends for each creature when it lands.

## Floating Hand

*First Circle Aetheric Conjuration (prepared or ritual)*

### Cantrip - Mage Hand

You may conjure a circular, horizontal plane of force in the shape of a cupped hand 3 feet in diameter, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The hand remains for the duration, and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the hand falls to the ground.

The hand is immobile while you are within 5 paces of it. If you move more than 5 paces away from it, the hand follows you so that it remains within 5 paces of you. It can move across uneven terrain, up or down stairs, slopes, and the like, but it can't cross an elevation change of 10 feet or more. For example, the hand can't move across a 10-foot-deep pit, nor could it leave such a pit if it were created at the bottom.

If you move more than 20 paces from the hand (typically because it can't move around an obstacle to follow you), the spell ends.

**Identify Magic***First Circle Aetheric Divination (prepared or ritual)***Cantrip:** Detect Magic

You use your action to cast this spell as you touch a magical object, item or creature with an empty hand.

If cast on a magic item, you learn its properties, how many charges it has, and how to activate it. If cast on an object or creature, you learn whether any active spells or other supernatural effects are affecting the creature, their approximate power levels, the nature of those effects (Arcane, Divine, Eldritch or Primal), and which specific effects if they are Arcane. If cast on an object created or transmuted by magic, you learn the nature of the effect that created or transformed it (Arcane, Divine, or Primal), and which specific effect did so if it was Arcane.

**Higher Circles** - You may prepare this spell at second-circle to gain more information with it when you cast it. If cast at second circle targeting any supernatural creature, you learn what magics they have access to (Arcane, Divine, or Primal). If cast on another wizard, you also immediately know which arcane spells they have prepared.

**Locate Object***First Circle Aetheric Divination (prepared or ritual)*

Describe or name an object that is familiar to you. While you maintain concentration, you sense the direction to the object's location and its approximate distance, as long as that object is within one mile of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close – within 5 paces – at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of orichalc or lead, even a thin sheet, blocks a direct path between you and the object.

**Mage Armor***First Circle Aetheric Abjuration (prepared or ritual)***Cantrip - Blade Ward**

You use your action to touch an unarmored creature as you cast this spell. While it wears no other armor, that creature gains a Defense equal to 10 + your spellcasting proficiency level + its Dexterity modifier for a number of hours equal to your spellcasting ability modifier + one spellcasting proficiency die roll.

## Sense Emotions

*First Circle Illusion Divination (prepared or ritual)*

### Cantrip - Uncanny Insight

You tune your senses to pick up the emotions of others. When you cast the spell, and as your action each turn while you maintain your concentration, you can focus your senses on one humanoid you can see within 5 paces of you. You instantly learn the target's prevailing emotion - such as love, anger, pain, fear, or calm. If the target isn't actually humanoid or it is immune to being charmed, you sense that it is calm. A target that is actively aware that it might be under mental surveillance can spend its reaction each turn to make a Deception saving throw; if it succeeds, it can mask its actual emotions and project something different instead.

## Shield

*First Circle Aetheric Abjuration (prepared only)*

### Cantrip - Blade Ward

You use your reaction to cast this spell with a free hand when you would be hit or damaged by a physical attack, or by any effect that deals force damage. An invisible bubble of aetheric energy forms around you, absorbing some of the damage and shielding you from harm. Roll a number of spellcasting proficiency dice equal to the spell's circle, and gain that many temporary hit points. This is a second pool of hit points on top of your main hit points; if any other effect grants you temporary hit points, only the higher number of temporary hit points take effect. While any hit points are remaining, you halve all bashing, slashing, piercing, and force damage that you receive, and you subtract your static spellcasting proficiency level from any damage roll of these types whenever you are attacked or damaged.

**Higher Circles** - At 2nd level, you can touch an adjacent creature to cast this spell on it instead of yourself, granting it all of these benefits.

## Silent Image

*First Circle Illusion Conjuration (prepared or ritual)*

### Cantrip - Minor Image

You use your action to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within 10 paces and lasts for the duration. The image is purely visual; it isn't accompanied by sound, smell, or other sensory effects. While you maintain concentration, you can use your action to cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation save. If a creature discerns the illusion for what it is, they can see through the image.

**Higher Circles** - When cast at second circle, you no longer need to maintain concentration; instead, when you cast the spell you make a spellcasting saving throw, and then the referee secretly rolls your Arcana proficiency die; this determines the spell's duration in 10-minute exploration rounds.

**Sleep**

*First-Circle Arcane Illusion Evocation (prepared only)*

**Cantrip - Shadow Play**

You use your action to unleash a wave of soporific energy, compelling the creatures around you to sleep. Roll a d20 + your Arcana proficiency + your Intelligence modifier, then each creature within 10 paces that you specify must make an Endurance saving throw with advantage vs. your roll; on a failure, that creature is rendered unconscious for a number of 10-minute exploration rounds equal to your Arcana proficiency die result minus its Endurance proficiency die result (minimum 10 minutes), unless awakened.

A creature automatically fails at this roll if it is already unconscious, making this a good spell to use to keep a sleeping creature from waking up. Damage or a sharp slap can wake a creature up, but loud noises and other contact will not.

**Snare***First Circle Aetheric Abjuration (ritual only)*

You conjure an aetheric cord 15 feet long, which winds into a loop 5 feet across as it falls to the floor and disappears to become a magical trap.

The trap is nearly invisible and requires a successful Investigation saving throw against your spell save DC to be found. It triggers when a Small creature or larger moves into the area protected by the spell. The triggering creature must dodge the effect or fall prone and be hoisted into the air until it hangs upside down 3 feet above the protected surface, where it is restrained.

The restrained creature can make an Acrobatics saving throw with disadvantage at the end of each of its turns and ends the restrained effect on a success. Alternatively, another creature that can reach the restrained creature can use an action to make an Arcana saving throw. On a success, the restrained effect also ends.

**Unseen Servant***First Circle Aetheric Conjunction (ritual only)*

This ritual creates an invisible construct of aetheric energy within 30 paces that obeys your commands. This medium creature has a Defense of 10, a Strength of 2, and a Dexterity of 11. It is immediately destroyed if it suffers any hit point damage of any type.

On each of your turns, you may command the servant to move and interact with an object. It can perform most simple tasks that a humanoid mortal could, such as fetching objects, cleaning, mending, serving food, and so on. It cannot attack other creatures in any way. Roll your Arcana proficiency die as you perform the ritual; the servant lasts for a number of hours equal to the result before dissolving into aetheric energy.

## Second Circle Arcane Spells

### Aetheric Dome

*Second-Circle Aetheric Abjuration (prepared or ritual)*

#### Cantrip - Blade Ward

A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The spell ends if you leave its area.

For the next 8 hours, the sphere has structure points equal to your passive spellcasting DC, is resistant to all non-force damage, and immune to all non-structure damage. Nine creatures of Medium size or smaller can fit inside the dome with you. The spell fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you cast this spell can move through it freely. All other creatures and objects are barred from passing through it. Spells and other magical effects can't extend through the dome or be cast through it. The atmosphere inside the space is comfortable and dry, regardless of the weather outside.

Until the spell ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

### Acid Arrow

*Second-Circle Elemental [Yang Water] Evocation (prepared only)*

#### Cantrip - Elemental Grasp (Acid)

You use your action to make a ranged attack against a creature within 20 paces, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. the target's Endurance DC. On a hit, the target takes your acid damage equal to your Arcana proficiency die immediately, and suffers ongoing acid damage equal to your Arcana proficiency die until they shrug it off. On a precise hit, increase the die size of the ongoing damage by 1 step; on a critical hit, increase the die size by 2 steps. On a miss, the arrow splashes the target with acid for damage equal to half your Arcana proficiency die result, and no ongoing damage.

### Blink

*Second-Circle Aetheric Conjuration (prepared only)*

#### Cantrip - Arcane Evasion

Roll your spellcasting proficiency die at the end of each of your turns while you maintain concentration. On a roll of 4 or higher, you become invisible and intangible to Material objects and creatures, but can be tangibly affected by beings in the Shadowfell and Feywild. While intangible, you can see and hear the Material Plane, which is cast in shades of gray, but you can't see anything more than 10 paces away.

At the start of your next turn, and when the spell ends, you return to an unoccupied space of your choice that you can see within 2 paces of the space you vanished from. If no unoccupied space is available within that range, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can dismiss this spell as an action.

**Blur**

*First-Circle Arcane Illusion Transmutation (prepared only)*

**Cantrip - Shroud**

You use your action to pull a shimmering illusion over yourself. Your body becomes blurred, shifting and wavering to all who can see you. While you maintain concentration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**Darkness**

*First Circle Arcane Illusion Conjuration (prepared or ritual)*

**Cantrip - Shadow Play**

You use your action to spread magical darkness from a point you choose within 10 paces to fill a 15-foot radius sphere for the duration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

**Higher Circles** - If cast when prepared at second circle, if any of this spell's area overlaps with an area of light created by a first-circle spell, miracle, or other effect, the effect that created the light is dispelled. If cast when prepared at third circle, if any of this spell's area overlaps with an area of light created by a first- or second-circle spell, miracle, or other effect, the effect that created the light is dispelled.

**Detect Thoughts**

*Second Circle Arcane Illusion Divination (prepared or ritual)*

**Cantrip - Uncanny Insight**

While you maintain concentration, you can read the thoughts of certain creatures. When you cast the spell and as your action on each turn until the spell ends, you can focus your mind on any one creature that you can see within 5 paces of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected. You initially learn the surface thoughts of the creature — what is most on its mind in that moment. As an action, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind. If you probe deeper, you must make a spellcasting saving throw vs. its Deception. If you succeed, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If you fail, the spell ends. Either way, the target knows that you are probing into its mind, and unless you shift your attention to another creature's thoughts, the creature can use its action on its turn to make a Presence saving throw to break the spell. Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use your action to detect the presence of thinking creatures within 5 paces of you with Intelligence scores of 3 or higher, even if you can't see them. The spell can penetrate barriers, but 2 feet of rock, 2 inches of metal other than lead or orichalc, or a thin sheet of lead or orichalc blocks you. Once you detect the presence of a creature in this way, you can read its thoughts as described above, even if you can't see it, but it must still be within 5 paces.

## **Dimensional Pocket**

*Second Circle Aetheric Conjuration (prepared or ritual)*

**Cantrip:** Arcane Evasion

As your action, you create an invisible entrance in mid-air within 10 paces of you, to an extradimensional space. The portal is 3 feet by 5 feet across and can only be seen with Detect Magic or similar effects. The space lasts for 10 minutes x (your spellcasting proficiency die result + your spellcasting ability modifier).

If you are holding a rope as you cast the spell, the rope will rise up until one end of it is secured to the entrance. The extradimensional space then can be reached by climbing to the top of the rope. The space can hold as many as eight Medium or smaller creatures. The rope can be pulled into the space, making the rope disappear from view outside the space.

Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window centered on the rope.

Anything inside the extradimensional space drops out when the spell ends.

## **Drench**

*Second-Circle Elemental [Yang Water] Evocation (prepared only)*

**Cantrip - Elemental Grasp (Cold)**

You use your action to immediately end one ongoing acid or fire damage effect on a creature or object within 5 paces that you can see that could be ended with a saving throw, and that creature halves all fire damage they receive until the beginning of your next turn. If the target suffers any cold or lightning damage before the end of your next turn, their next instance of that damage is doubled.

## **Grasping Hold**

*Second Circle Aetheric Conjuration (prepared only)*

**Cantrip:** Mage Hand

As your action, choose a Large or smaller humanoid that you can see within 10 paces. Roll a d20 + your Arcana proficiency + your Intelligence modifier vs. the target's Athletics DC to make a melee attack against the creature; if you hit, the target is restrained for the duration by ghostly filaments of energy. At the end of each of its turns, the restrained creature can make an Athletics saving throw vs. your original roll to end the spell.



## **Glyph of Warding**

*Second Circle Aetheric Abjuration (prepared or ritual)*

**Cantrip:** Hold Portal

You inscribe a glyph that creates a magical effect triggered by other creatures, either upon a surface (such as a table or a section of floor or wall) or within an object that can be closed (such as a book, a scroll, or a treasure chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. Roll a d20 + your Arcana proficiency + your Intelligence modifier as you cast the spell; the glyph is nearly invisible and requires a successful Investigation saving throw against your roll to be found.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, the most typical triggers include touching or standing on the glyph, removing another object covering the glyph, approaching within a certain distance of the glyph, or manipulating the object on which the glyph is inscribed. For glyphs inscribed within an object, the most common triggers include opening that object, approaching within a certain distance of the object, or seeing or reading the glyph. Once a glyph is triggered, the alarm sounds and the spell ends.

You can further refine the trigger so the spell activates only under certain circumstances or according to physical characteristics (such as height or weight), creature kind (for example, the ward could be set to affect aberrations or drow), or alignment. You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

**Higher Circles** - You may also perform this spell as a third-circle ritual; if you do, you may weave one other spell from your spellbook into the glyph. When a creature triggers the glyph, the other spell activates, targeting them or centering on the space they are in.

## **Hold Person**

*Second Circle Arcane Illusion Transmutation (prepared only)*

**Cantrip** - Friends

You use your action to make eye contact with a target and command them to stop moving, then roll a d20 + your Arcana proficiency + your Intelligence modifier vs. their Insight DC. If you succeed, the target is stunned and immobilized while you maintain concentration. At the end of each of its turns, the target can make an Insight saving throw to end the spell.

**Levitate**

*Second Circle Elemental [Yang Air] Transmutation (prepared or ritual)*

**Cantrip - Jump**

You use your action to target one creature or loose object of your choice that you can see within range. The target rises vertically, up to 20 feet, and remains suspended there while you maintain Concentration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on an Athletics saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

**Locate Creature**

*Second Circle Aetheric Divination (prepared or ritual)*

Describe or name a creature that is familiar to you. While you maintain concentration, you sense the direction and approximate distance to the creature's location, as long as that creature is within one mile of you. If the creature is moving, you know the direction of its movement.

The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close – within 30 feet – at least once. If the creature you described or named is in a different form, such as being under the effects of a polymorph spell, this spell doesn't locate the creature.

This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature.

**Misty Step**

*Second Circle Aetheric Conjunction (prepared or ritual)*

**Cantrip - Arcane Evasion**

As a bonus action, you conjure a silvery mist, which quickly dissipates as you teleport up to 6 paces into an unoccupied space that you can see.

**Sending***Second Circle Aetheric Conjuration (prepared or ritual)***Cantrip** - Silent Whisper

You use your action to cast this spell, sending a message of 25 words or less to any one creature that you are familiar with, regardless of distance. The target hears the message in their mind, recognizes you as the sender, and may respond in kind if they desire. As long as the target has an Intelligence score of 1 or higher, they will understand the meaning of your message even if they do not normally speak your language. The Arcana of this spell is prepared onto the lips rather than the hands, so it may be cast without requiring a free hand.

**Higher Circles** - You may prepare this spell as a third-circle spell to additionally send a single image that you can see when you cast it, and to allow you to cast across the Veil between Worlds that separates Material reality from the Feywild and Shadowfell. You must focus your eyes intently on the image to be projected as you cast the spell, and the receiver only sees the image for a few seconds before it fades. If the target replies, they may also choose to send back an image of what they are currently seeing as part of their reply. If cast across the Veil, the referee will make a secret saving throw vs. your spell effect DC to determine whether the message is lost in transit.

**Shatter***Second-Circle Elemental [Yang Air] Evocation (prepared only)***Cantrip** - Elemental Grasp (Thunder)

You use your action to choose one hard inorganic object within 10 paces. That object, and every creature and object within 2 paces of it, take three Arcana proficiency dice of thunder damage. Each creature can make an Endurance saving throw vs. your Arcana DC to halve this damage. Any creature made of hard inorganic material has disadvantage on this saving throw. Each non-magical object that isn't being worn or carried also takes this damage if it's in the spell's area.

## **False Aura**

### *Second Circle Aetheric Transmutation (ritual only)*

You place an illusion on a creature or an object you touch so that divination spells reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature.

When you cast the spell, choose one or both of the following effects. The effect lasts for the duration. If you cast this spell on the same creature or object every day for 30 days, placing the same effect on it each time, the illusion lasts until it is dispelled.

- **False Aura.** You change the way the target appears to spells and magical effects, such as Detect Magic, that detect magical auras. You can make a non-magical object appear magical, a magical object appear non-magical, or change the object's magical aura so that it appears to belong to a specific school of magic that you choose. When you use this effect on an object, you can make the false magic apparent to any creature that handles the item.
- **Mask.** You change the way the target appears to spells and magical effects that detect creature types, such as a paladin's Divine Sense or the trigger of a symbol spell. You choose a creature type and other spells and magical effects treat the target as if it were a creature of that type or of that alignment.

## **Magic Mouth**

### *Second-Circle Illusion Divination (ritual only)*

You implant a message within an object in range, a message that is uttered when a trigger condition is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message.

When that circumstance occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there so that words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs.

The triggering circumstance can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you could instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

## Third Circle Arcane Spells

### Anchor

*Third-Circle Aetheric Transmutation (prepared only)*

#### Cantrip - Spell Ward

As your action, you sacrifice 1gp of appropriate Materia to cause a first or second circle arcane spell that you are currently concentrating on to sustain itself without concentration for a number of turns equal to one spellcasting proficiency die. You cannot resume concentration, make any choices, or take any actions on the anchored spell once you have anchored it; the spell must continue for that many turns, then end.

### Arcane Sight

*Third Circle Aetheric Divination (prepared or ritual)*

#### Cantrip: Detect Magic

While you maintain concentration, you can see invisible creatures, magical auras and supernatural effects as glowing shapes. You may use your action to make an Arcana test or saving throw to read an individual item or creature, as if casting Identify Magic on them.

### Clairvoyance

*Third Circle Aetheric Divination (prepared or ritual)*

#### Cantrip: Point

You create an invisible sensor up to a mile away in a location familiar to you (a place you have visited or seen before) or in an obvious location up to 20 paces away that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The sensor remains in place for the duration, and it can't be attacked or otherwise interacted with.

When you cast the spell, you choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As your action, you can switch between seeing and hearing. A creature that can see the sensor (such as a creature benefitting from see invisibility or truesight) sees a luminous, intangible orb about the size of your fist.

### Dimension Door

*Third Circle Aetheric Conjunction (prepared or ritual)*

#### Cantrip - Aetheric Evasion

You teleport yourself from your current location to any other spot within 100 paces. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "upward to the northwest at a 45-degree angle, 300 feet". You can bring along objects as long as their weight doesn't exceed what you can carry; you can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you cast this spell.

If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take force damage equal to 3 of your Arcana proficiency dice, and the spell fails to teleport you. Each damaged creature must then make a successful Endurance save vs. your Arcana DC or suffer 1 wound, +1 additional wound per damage die that rolled its maximum value.

## Fireball

*Third Circle Elemental [Yang Flame] Evocation (prepared only)*

### Cantrip - Elemental Bolt (Fire)

You use your action to fling a glowing red ember at a space within 30 paces, which detonates into a fiery explosion. Roll a d20 + your Arcana proficiency die + your Intelligence modifier to make a blast 4 area attack; each creature in the area must **dodge** or suffer eight Arcana proficiency dice of fire damage. Each damage die that rolls a '6' or higher lights a creature of your choice that failed its saving throw on fire, inflicting your Arcana proficiency die of ongoing fire damage at the start of each of that creature's turns until it shrugs off the effect.

## Fly

*Third Circle Elemental [Yang Air] Transmutation (prepared or ritual)*

### Cantrip - Jump

You use your action to gain a flying speed of 12 paces for as long as you maintain concentration. When the spell ends, you plummet to the ground if you are still aloft, unless you can stop the fall.

## Forceful Hand

*Third Circle Aetheric Conjuration (prepared only)*

### Cantrip - Mage Hand

You use your action to cast this spell, conjuring a Small construct of a giant floating hand that mirrors the motions of your own hand for as long as you maintain concentration. The hand's Defense and Strength are each equal to your Arcana DC, and its Dexterity score is equal to the lower of your Arcana DC or your own Dexterity score. You may use the hand as your action to attack, push, grasp, or block creatures.

**Attack** - You direct the hand to make a melee attack, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. the target's Defense, gaining advantage if the target is Large or bigger. If you hit, you deal force damage equal to your Proficiency die result.

**Push** - You direct the hand to make a push attack, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. the target's Athletics DC, gaining advantage if the target is Medium or smaller. On a success, the target is pushed a number of paces equal to your Proficiency die result in a direction that you choose.

**Grasp** - You direct the hand to make a push attack, rolling a d20 + your Arcana proficiency die + your Intelligence modifier vs. the target's Athletics DC, gaining advantage if the target is Medium or smaller. On a success, the target is grappled. While you have a target grappled, you may use your bonus action each round to crush it, inflicting bashing damage equal to your Proficiency die.

**Block** - The hand automatically moves itself between you and a creature of your choice, and will continue to do so as a free action until you give it a different command. You gain half cover, and the target must make a successful Athletics saving throw vs. your Arcana DC to attempt to move through its space. If it succeeds, the space is still considered difficult terrain.

On your turn, you may move the hand up to 10 paces in any direction as part of your own movement.

## Hypnotic Pattern

*Third Circle Arcane Illusion Conjunction (prepared only)*

### Cantrip - Dancing Lights

You use your action to create a twisting pattern of colors that weaves through the air inside a 5-pace-wide sphere within 25 paces. Each creature in the area who sees the pattern must make a Perception saving throw or become charmed while you maintain concentration.

While charmed by this spell, the creature is unconscious. On its turn, it makes a Perception saving throw with disadvantage to attempt to end the condition. The spell also ends for an affected creature if it takes any damage, or if someone else uses their action to shake the creature out of its stupor.

## Invisibility

*Second-Circle Arcane Illusion Transmutation (prepared only)*

### Cantrip - Shroud

You use your action to touch a creature or object. While you maintain concentration, the target is invisible to normal sight and darkvision. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends if the target attacks or casts any other magic.

## Lightning Bolt

*Third Circle Elemental [Yin Air] Evocation (prepared only)*

### Cantrip - Elemental Bolt (Lightning)

You use your action to gesture with your hands, and a stroke of lightning forming a line 20 paces long and 2 paces wide blasts out from your hands in a direction you choose. Roll a d20 + your Arcana proficiency die + your Intelligence modifier to make an area attack; each creature along the line must **dodge** or suffer eight Arcana proficiency dice of lightning damage. Creatures wearing metal armor have disadvantage on their saving throw. The lightning may ignite flammable objects in the area that aren't being worn or carried. For each damage die that rolls a '6' or higher, one affected creature that failed to dodge becomes dazed.

**Major Image***Third Circle Arcane Illusion Conjunction (prepared or ritual)***Cantrip - Minor Image**

You use your action to create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within 15 paces and lasts while you maintain concentration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create sufficient heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature. As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation saving throw. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

**Resilient Sphere***Third Circle Aetheric Abjuration (prepared only)***Cantrip - Blade Ward**

A sphere of shimmering force encloses a creature or object of Large size or smaller within 10 paces. An unwilling creature must dodge or be enclosed until the sphere is destroyed.

While you maintain concentration, the sphere has structure points equal to your passive spellcasting DC, is resistant to all non-force damage, and immune to all non-structure damage. Nothing – not physical objects, energy, or other spell effects – can pass through the barrier, in or out. While the sphere remains, a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. Any attempt to fire in or out automatically deals its damage to the sphere itself, rather than passing through.

The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.

Any damaging spell targeting the globe that destroys it does not harm anything inside it; the globe perfectly absorbs and dissipates all remaining energy as it shatters.

**Silence***Third Circle Aetheric Abjuration (prepared only)***Cantrip: Spell Ward**

You use your action to choose a target within 25 paces. While you maintain concentration, no sound can be created by the target, even when interacting with the environment. The creature is also deafened, and is completely immune to thunder damage. The spell also interferes with the target's connection with aetheric energies; while silenced, a creature may not cast spells, miracles, or other magics at a circle less than this spell's - even those which would not normally require sound to work.



**Stinking Cloud**

*First Circle Arcane Elemental (Air) Conjunction (prepared only)*

**Cantrip - Elemental Grasp (poison)**

You use your action to summon a 20 foot cloud of yellowish-green vapor at a space within 10 paces. While you maintain concentration, each creature in or adjacent to that space must make an Endurance saving throw vs. your Arcana DC or be dazed and slowed, as they retch and gag from the fumes.

**Suggestion**

*Third Circle Arcane Illusion Transmutation (prepared only)*

**Cantrip - Friends**

You use your action to make eye contact with a target and suggest a course of activity (no more than a sentence or two), then roll a d20 + your Arcana proficiency die + your Intelligence modifier vs. their Insight DC. If you hit, the target must follow the suggestion for as long as you maintain concentration. This spell has no effect if the target cannot hear or understand you, and the target has advantage on their saving throw if your command is obviously and immediately harmful to it.

**Telepathic Bond**

*Third Circle Arcane Illusion Divination (prepared or ritual)*

**Cantrip - Uncanny Insight**

When cast at third circle, you can link the minds of a number of different adjacent willing creatures up to your spellcasting proficiency + spellcasting ability modifier. While you maintain concentration, each creature in the link can sense the emotions of each other creature, and can communicate telepathically whether or not they share a common language, regardless of distance.

**Tongues**

*Third-Circle Arcane Illusion Divination (prepared or ritual)*

**Cantrip - Gist**

You use your action to make a spellcasting saving throw while touching a creature, and then the referee secretly rolls an additional two proficiency dice and adds them to the check result; this determines the spell's duration in minutes. The target gains the ability to understand any spoken language it hears, and when it speaks, any creature that knows at least one language and can hear the target understands what it says.

**Magic Circle***Third Circle Aetheric Abjuration (ritual only)*

You sprinkle 25 gp worth of aetheric materia, ground iron dust, and ground silver dust in a 10-foot-radius circle, pausing every few inches to inscribe appropriate runes and sigils, to create a 20-foot-tall cylinder of magical energy. The ground dust that defines the circle glows with an eerie light for the next hour, while the spell remains active.

Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter or leave the cylinder by non-magical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Presence saving throw.
- The creature has disadvantage on attack rolls against targets on the other side of the border.
- Targets on the other side of the border can't be charmed, frightened, or possessed by the creature.

## Other Magics

### Alchemy

Alchemy is the science of transforming physical substances by combining or distilling them into their components. Both Wizards and Druids can become highly skilled in alchemy, although their practices and ingredients might be somewhat different. At core, though, the principles of elixir and potion design are based on the alchemical interactions of the ingredients; thus a druid who examines a wizard's methods or products is likely to be able to duplicate them with little effort. Elixirs are alchemical brews that are meant to be imbibed, and tinctures are meant to be rubbed onto or into their target, while potions are meant to be thrown, poured, or otherwise externally applied.

### Ingredients

Most elixirs and potions are recipes handed down over generations. Other than the Materia, each ingredient has a hundred different possible substitutions or variations. If you can't find enough "eye of newt" for your brew, the referee can have you make an Arcana or Nature test to figure out what substitutes might be more readily available that will still produce the same effect.

### Consuming Multiple Elixirs

If a character imbibes a second Elixir while still under the ongoing effects of a previous elixir, they must immediately Resist vs. DC 15, and cannot gain any benefit from temporary Constitution bonuses (but will still suffer from any penalties). If they succeed, then they may gain the bonus of each potion they have imbibed, but suffer all aftereffect penalties from all such potions until they have sufficiently rested. On a failure, they suffer 1 wound per potion they have imbibed since they last slept, all such potions immediately drop to their penalty aftereffect, and they cannot gain any positive effect from any further potions until all wounds have healed.

## Alchemical Elixirs

### Elixir of Antivenin

*Uncommon Elixir - Giant spider venom, ephedra stalk, Wood materia*

An Elixir of Antivenin immediately neutralizes any poisons affecting the imbiber, then halves all poison damage they receive and grants them advantage to Endurance saves vs. poison effects for a number of minutes equal to a roll of the brewer's Medicine Proficiency die. When the effect wears off, the imbiber suffers one wound.

### Barkskin Elixir

*Uncommon Elixir - Ironwood bark, Wood materia*

An Elixir of Barkskin hardens the imbiber's skin to the consistency of wooden bark. For the next hour, they gain an Inspiration bonus to their Defense equal to the brewer's Medicine proficiency die, but suffer disadvantage on all tactile Perception rolls. After the elixir wears off, the imbiber continues to suffer disadvantage on all tactile Perception rolls, and is mildly distracted by the bark itching and flaking off of their skin, suffering disadvantage on Initiative. This aftereffect remains until they complete a full night's sleep.

### Elixir of Darkvision

*Uncommon Elixir - Giant spider eyes, Flame materia*

An Elixir of Darkvision grants the imbiber natural darkvision for its duration. Roll the brewer's Medicine Proficiency die to determine the number of hours the effect lasts; when the effect wears off, the imbiber must make an Endurance save vs. a DC of 15 or be blinded until they complete a long rest. If they succeed, they still suffer disadvantage to all rolls involving vision until they complete a one-hour rest.

### Elixir of Giant Growth

*Rare Elixir - Acorn, Wood materia*

An Elixir of Giant Growth increases the imbiber's size by one size level - small creatures become medium, medium creatures become large, large creatures become huge, and so on. This grants them all the normal benefits and drawbacks of being one size class larger. The imbiber also gains a +d6 bonus to Strength and Constitution modifiers, and suffers -1 to their Dexterity modifier. Clothing and gear are unfortunately unaffected; any worn clothing or armor will need to be salvaged and repaired. The imbiber must immediately make an Endurance save vs. a DC of 15, or be stunned for one round as they readjust to their new size.

Roll the brewer's Medicine Proficiency die; the effect lasts a number of minutes equal to the result. After the effect wears off, the imbiber suffers one wound, and must immediately make a second Endurance save vs. a DC of 20 or fall unconscious.

## **Elixir of Enhanced Ability**

*Uncommon Elixir - Wood materia, and natural materia that depends on the Ability to be enhanced:*

- *(Bear's Endurance):*
- *(Bull's Strength):*
- *(Cat's Grace):*
- *(Eagle's Splendour):*
- *(Fox's Cunning):*
- *(Owl's Wisdom):*

An Elixir of Enhanced Ability significantly increases one of the imbiber's Ability scores. Roll the brewer's Medicine Proficiency die; the imbiber gains half this amount as a temporary static bonus to the Ability modifier chosen when brewing the potion. (A character may not have two static bonuses to the same Ability; only the highest such modifier applies). This bonus decreases by 1 per minute until it becomes a -1 penalty, which remains until the imbiber completes a long rest. If brewed at Rare, the bonus decreases by 1 per hour until it becomes a -1 penalty.

## **Elixir of Water Breathing**

*Uncommon Elixir - lungfish bladder, Water materia, Air materia*

The Elixir of Water Breathing allows the imbiber to breathe underwater. The brewer makes a Medicine test; the potion lasts a number of minutes equal to the result + the imbiber's Constitution score. After the effect wears off, the imbiber suffers one wound.

## **Elixir of Haste**

*Rare Elixir - Coca leaves, coffee beans, cacao beans, cinnamon bark, ephedra stalk, Wood materia, Air materia, Flame materia*

An Elixir of Haste grants the imbiber an additional action per round for as long as it lasts, allows them to Dodge and Parry without using their reaction, doubles their base Walk speed, and allows them to ignore all effects of the slowed or dazed conditions until the elixir wears off. Roll the brewer's Medicine Proficiency die + the higher of their Intelligence or Wisdom modifier; the effect lasts a number of combat rounds equal to the result. The imbiber then suffers 1d4 wounds.

## **Longstrider Elixir**

*Common Elixir - Coca leaves, snake oil, Wood materia*

A Longstrider Elixir infuses the imbiber with vital energy, invigorating their leg muscles and tendons to move with surprising alacrity. For a number of minutes equal to a roll of the brewer's Medicine Proficiency die, their base movement speed is increased by +2 paces, their jumping distance is tripled, and they may use their reaction to perform the Dash action. The imbiber then suffers one wound.

## **Elixir of Health**

*Common Elixir - Ginseng root, giant bee honey, orange blossoms, Wood materia*

An Elixir of Health immediately restores a number of hit points equal to a roll of the brewer's Medicine Proficiency die, with no aftereffects. If brewed as an Uncommon elixir, it heals two dice worth of damage; a Rare elixir heals three dice.

If the imbiber has any wounds, the highest die result is instead halved, and the imbiber heals that many wounds instead of hit points. If the imbiber still has wounds remaining, the next highest die result is also halved and applied to wounds; otherwise, it is applied to hit points. This continues until there are no dice or no wounds remaining, at which point any remaining dice are applied to hit point damage.

## **Elixir of Feigned Death**

*Uncommon Elixir - Ice toad liver, pomegranate seeds, Wood materia*

An Elixir of Feigned Death places its imbiber in a state of suspended animation for a number of hours equal to a roll of the brewer's Medicine Proficiency die. If the brewer knows who the imbiber will be, and achieves an exceptional or critical success on a Medicine save vs. DC15 when brewing the elixir, they may precisely time its duration down to the hour. For the duration, the target appears to be dead to all mundane inspection.

## **Elixir of Regeneration**

*Legendary Elixir - Axolotl blood, gecko tail, bamboo shoots, Wood materia*

An Elixir of Regeneration drastically increases the imbiber's natural healing abilities, allowing wounds to close and heal before their very eyes. Make a Medicine Proficiency test for the brewer upon imbibing; the effect lasts a number of rounds equal to the result. At the start of each of those rounds, the imbiber heals 1 wound, or d4 hp of damage if they have not suffered any wounds. As damage heals, the imbiber may make a reflexive Endurance save each round for one of their lasting injury effects chosen at random; on a success, that effect is downgraded to its lower version if it was a serious lasting injury, or removed altogether if it was a minor lasting injury. This potion can even regrow lost limbs or sensory organs, if given enough time.

If poured into the mouth or wounds of a corpse that has been dead for fewer hours than its Constitution score, it makes an Endurance saving throw vs. its total wounds + the number of hours since it died. On success, it returns to life and immediately begins regenerating. If the corpse is in pieces, the head must be attached to or adjacent to the neck, and the upper body must contain enough heart tissue to begin beating.

Once the effects of the potion wear off, the imbiber's maximum hit points are halved, and they are incapable of healing until they have completed a long rest.

## Dubious Elixirs

These “elixirs” can be imbibed willingly, but are also sometimes given to unwilling or unaware targets.

### Love Potion

*Uncommon Elixir - Sassafras root, vanilla extract, rose petals, Wood materia, Illusion materia*

This brew appears to be a normal elixir of some kind, but when imbibed, its imbiber immediately falls into a Daze, wandering about until they find another creature. They immediately lose the Dazed condition and become Charmed by the first creature that they see, hear, or touch.

Roll the brewer’s Medicine proficiency die to determine the number of days that the effect lasts. Whenever the charmed imbiber could normally snap out of the Charmed condition, their saving throw has disadvantage, and the result is subtracted from the number of hours remaining on the potion instead of automatically breaking the effect. Once the potion wears off, the imbiber suffers disadvantage to all Insight tests and saves as an aftereffect until they get a full night’s sleep.

### Spirit Potion

*Uncommon Elixir -soul vine extraact, chacruna leaves, Wood materia, Illusion materia*

Roll the brewer’s Medicine proficiency die as you imbibe this potion. The potion immediately grants the imbiber a number of bonus uses of their Faith, Wellspring, Arcane Recovery, Stamina, or Reliable Talent class feature equal to half the die result, exceeding their normal maximum if necessary. While under its effects, a creature has disadvantage to all physical attacks, checks and saving throws.

These effects last 1d4+2 hours. After the effect wears off, the imbiber suffers one wound, and must make a second Endurance save vs. a DC of 20 or fall unconscious. They cannot recover class features by resting or perform any non-cantrip magics until they get a full night’s sleep.

### Polymorph Potion

*Rare Elixir - a drop of blood, a tooth or bone, and a hair, feather or scale from the animal to transform into, Wood materia*

A Polymorph Potion transforms the imbiber into some kind of natural beast, determined at the time of brewing. Roll the brewer’s Medicine Proficiency die to determine the number of minutes the effect lasts. The imbiber must immediately make an Endurance save vs. a DC of 15, or be stunned for one round as they readjust to their new shape. While transformed, the imbiber’s hit points and physical Ability scores become that of the chosen animal. If the imbiber and that animal both have proficiency in a Physical Skill, they may use the higher of their or the animal’s Proficiency die. After the effect wears off, the imbiber suffers one wound, and must immediately make a second Endurance save vs. a DC of 20 or fall unconscious.

### Potion of Slumber

*Common Elemental (Wood) Potion - dream poppy sap, violet hempweed pollen, Wood materia*

A creature that imbibes a Potion of Slumber must make an Endurance saving throw with disadvantage vs. the brewer’s Medicine DC or fall into a deep slumber that cannot be shaken for 12 hours - their Endurance die result. The potion can be made into a fine powder instead, which can be blown into an adjacent creature’s face. A creature that breathes in the pollen suffers the same effects as imbibing the potion, but their Endurance saving throw is made without disadvantage. While asleep, any damage that the creature suffers allows it to make a new Endurance saving throw to wake up, with a DC equal to 10 + the number of hours remaining.

## Alchemical Potions

### Potion of Earthbind

*Uncommon Elemental (Earth) Potion - Mimic mucous, Earth materia*

When thrown at a creature capable of flight, this potion entangles and fouls whatever apparatus they use to stay airborne, pulling them to the ground. A creature affected by this spell immediately loses their flying speed, and if flying, plummets to the ground.

### Potion of Elemental Fury

*Common Elemental Potion - saltpetre, charcoal, Any Elemental materia*

This potion may be thrown or shattered at your feet. When released, it unleashes a blast 2 area attack using the higher of the brewer's Arcana or Nature Proficiency DC. Each creature that fails to dodge suffers two dice of elemental damage and one precise hit effect.

When brewed as an Uncommon or Rare potion, the blast area extends by 1 pace per rarity level, and the damage increases by 1d8 per rarity level.

### Tincture of Elemental Essence

*Rare Elemental Potion - olive oil, any Elemental materia*

This potion produces a thick gel that is catalyzed by a small spark or a sharp blow to release a burst of elemental energy.

When coated onto an arrow or other projectile, the missile deals an additional +1d6 elemental damage on a hit the first time it is fired. If it misses, the elemental damage is unleashed onto the environment wherever the missile comes to rest.

When coated onto a melee weapon, the weapon gains +1 to its Accuracy, and deals +1d4 elemental damage each time it hits. A weapon coated with this tincture is protected from the effects of the imbued element, even if it would normally be vulnerable to that damage type.

Roll the higher of the brewer's Arcana or Nature Proficiency dice and add the higher of their Intelligence or Wisdom modifier to determine the total number of arrows, or the total number of successful attacks with the coated melee weapon, before the effects of the tincture run out.



## Potion of Entanglement

*Common Elemental (Wood) Potion - crawling Creeper seed pods, Wood materia*

Grasping vines sprout from the ground, centered where this potion is poured or shattered. A circle 5 paces in diameter becomes difficult terrain, and any creature passing through the zone must succeed in an Athletics save vs. the brewer's Nature DC to avoid being restrained by the entangling plants until the effect ends. Roll the higher of the brewer's Arcana or Nature Proficiency die and add the higher of their Intelligence or Wisdom modifier to determine the number of rounds that the vines last before withering into brittle, dry dust.

When brewed as an Uncommon potion, the vines grow sharp, hidden thorns, inflicting 1d4 piercing damage per pace of movement to each creature that attempts to move into or through the area, and the effect's duration extends to minutes instead of rounds. A Rare potion lasts hours, or can produce a permanent hedge of thorny vines if the potion used to create it was imbued with sufficient Materia to preserve indefinitely.

## Potion of Faerie Fire

*Common Elemental (Flame) Potion - firefly viscera, Flame materia*

When this potion shatters, the splashing liquid reacts with the air to begin glowing, coating everything within 2 paces of the point of impact that fails an Acrobatics save vs. the thrower's passive Thrown weapon DC. Roll the higher of the brewer's Arcana or Nature Proficiency die to determine the number of rounds the effect lasts; all affected objects and creatures grant advantage to all attack rolls, can't benefit from invisibility, and emit dim light out to 10 feet.

## Potion of Bottled Fog

*Common Elemental (Air) Potion, saltpetre, sugar, Water materia, Air Materia*

Thick whitish-gray fog pours from this potion as it bubbles and evaporates, heavily obscuring everything it reaches. A circle 5 paces in diameter becomes heavily obscured. Roll the higher of the brewer's Arcana or Nature Proficiency die and add the higher of their Intelligence or Wisdom modifier; the fog lasts 10 minutes x the result unless blown away by a strong wind or heavy rain.

When brewed as an Uncommon potion, the area of effect increases to a circle 7 paces in diameter, and the duration is doubled. At Rare, the area of effect increases to 10 paces in diameter, and lasts a number of hours equal to their Proficiency die result.

## **Bottle of Illusory Visions**

*Common, Uncommon, Rare or Legendary Illusion Potion - morning glory seeds, magic mushrooms, rye ergot, Illusion materia*

A Vision in a Bottle is an Illusory Image spell dissolved into an alchemical solution. Upon uncorking the bottle and pouring out the potion, it immediately evaporates into mist, forming the illusion crafted while brewing. Roll the brewer's Arcana Proficiency die on uncorking; the illusion lasts a number of hours equal to the die result. Unlike a normal Illusory Image, neither the brewer nor the un-corker may alter or control the image once it is formed.

## **Magic Ink**

*Common Potion - Oak galls, any materia (Each makes a different Ink)*

Magic Ink is the basic formula for the inks and dyes used to prepare arcane spells and scrolls, as well as divine prayer strips. One bottle of ink, properly prepared, will prepare a total of 100 Circles' worth of spells or miracles, or 2 Circles worth of scroll, before running out. Magic Ink must be brewed as a permanent potion to have any useful effect. Each different element and school of magic requires its own formula of magic ink, made with the proper materia to resonate with the appropriate school or element. Five bottles of Magic Ink may be brewed as a single Uncommon potion, or fifteen bottles as a Rare potion.

## **Salve of Slipperiness**

*Common Elemental (Water) Potion - Hagfish slime, mineral oil, Water materia*

This potion can cover approximately 100 square feet of surface. If poured out onto the ground, it covers a square or circle roughly 2 paces on a side. Roll the higher of the brewer's Arcana or Nature Proficiency die and add the higher of their Intelligence or Wisdom modifier; the patch lasts a number of rounds equal to the result. Each creature within the affected area must immediately make an Acrobatics save vs. the higher of the brewer's Arcana or Nature DC. On a failure, that character falls prone. The entire area becomes difficult terrain for the duration of the effect; any creature that enters or leaves the patch must also immediately make an Acrobatics save or fall prone.

## **Sovereign Glue**

*Uncommon Elemental (Earth) Potion - Mimic mucous, almonds, cotton, aqua fortis, Wood materia*

Sovereign glue is an intensely sticky and fast-drying substance that can instantly and permanently weld any two surfaces together. One brew is sufficient to stick together approximately one square foot of surface. Once bonded, only a Salve of Slipperiness can undo the effect.

## **Tempest In A Bottle**

*Legendary Elemental (Air and Water) Potion - Water materia, Air materia*

When a Bottled Tempest is uncorked, a cyclone of wind, hail, lightning and thunder blasts out of the top, filling the area within 100 paces with hurricane-force winds, freezing sleet, and constant lightning strikes. All characters caught in the area must make an Athletics save vs. DC 20 each round or they are knocked prone and thrown d6 paces in a random direction. At the beginning of each of the uncorker's subsequent turns, roll 1d100 twice to determine the striking point of a lightning bolt; each bolt is a blast 2 area attack that must be dodged vs. DC 20 or it inflicts 3d10 lightning damage and one precise hit effect. The entire area of the storm is difficult terrain; all Physical Skill tests and saves made for the duration of the storm have disadvantage. Roll the brewer's Nature Proficiency die to determine the number of minutes that the storm lasts, but the brewer, the uncorker, and everyone else have absolutely no other control or influence over the storm once it is unleashed.

## Magic Items

During the course of the game, a character might find or craft various magically enhanced items. Magic Items, or the materials necessary for crafting them, are some of the more rewarding forms of treasure that an adventurer might find in a dungeon.

### Magic Item Traits

A character has several places on their body where a magic item might be worn. Each item is designed to be worn in a specific area, and does not work unless it is worn there.

#### Item Type

Magical **armor** is worn on the entire body. A character may obviously only wear one suit of armor at a time.

Magical **weapons** are simply held in the hand like normal weapons. A character may wield two different one-handed magical weapons at once, or a magical weapon in one hand and a focus in the other.

**Amulets** are designed to be worn around the neck. Some amulets are designed as jewelry, while others are full-sized capes or cloaks. A character may only wear one amulet at a time.

**Belts** are also designed to be worn over the body, usually around the waist. A character may wear one belt at a time, and may wear a magical belt and magical armor simultaneously.

**Boots** are designed to be worn on the feet, and always come in pairs (or sets of four, for four-legged creatures). A character gains no benefit from wearing less than a full set.

**Crowns** are designed to be worn on the head. Some crowns are incorporated into full helms, meant to be worn together with a matching suit of armor. The helm's effect will be separate from the armor's.

**Foci** are designed to be held in the hand. A character can only hold one focus at a time, and can't hold a weapon or other item in the same hand that they hold a focus. Certain magical artifacts are both a weapon and a focus.

Rings are designed to be worn over the fingers, although some "rings" are actually shaped as full-hand gloves or gauntlets. A character may wear at most one ring on each hand. Certain ring items are paired; wearing only one ring of a pair might impart a lesser effect, or no effect at all, depending on the referee's judgment.

### Rarity

Rarity represents the general potency of the artifact's components and ingredients. There are three levels of rarity - Common, Uncommon, and Rare. A Common artifact can typically produce a single first-circle spell effect and its cantrip, and recharges its first-circle effect once per day. An Uncommon artifact can generate a single spell's cantrip, first, and second-circle effect; it recharges in one hour if its first-circle effect is used, or in 24 hours if its second-circle effect is used. A Rare artifact can generate a single spell's cantrip, first, second-circle, and third-circle effect, or more rarely may hold multiple spells at first- or second-circle. It recharges in one minute if its first-circle effect is used, in one hour if its second-circle effect is used, or in 24 hours if its third-circle effect is used.

### Quality

Quality represents the skill of the craftsman that created the device. An artifact's Quality is equal to the Crafting proficiency level of the craftsman that produced it; this determines any damage or other proficiency dice that the artifact uses to power its spells. For example, if a craftsman with a Crafting Skill of +4 produces an arcane artifact, that artifact's Quality will be d8. Some artifacts do not use dice, and thus do not have a Quality rating.

### **Crafting Magic Items**

Wizards and Druids with the Crafting proficiency may create magic items when not adventuring; it takes one week's effort to attempt to make a Common item, one month's effort to attempt to make an Uncommon item, and one year's effort to attempt to make a Rare item. The magic-user must also have all the necessary ingredients. At the end of the project, the referee makes an Arcana or Nature roll on behalf of the magic-user (Wizards use Arcana, while Druids use Nature) vs. a TN of 3 + the item's Rarity; if this succeeds, the referee makes a second Crafting roll vs. the same TN. If both rolls succeed, the item is created and works as intended; if the Crafting roll fails, the item clearly does not work, the time and ingredients used to craft it are wasted. If the Arcana or Nature roll fails, on the other hand, the item appears to work as intended but bears a curse. Cursed items bind to the user and cannot be removed without a Cleric's Remove Curse spell; they tend to activate their powers at the least convenient times and use them in ways that hinder rather than help the player character wearing them.

## Armor

### Bracer of Shielding

*Common, Uncommon, or Rare Shield*

*Ingredients: 750 gp Aetheric materia, 250 gp mithral*

When deactivated, a Bracer of Shielding looks like a fine mithril bracer inlaid with ornate runes and a clear stone against the back of the wrist.

A Bracer of Shielding acts as a shield that can parry elemental and force attacks as well as physical attacks. The shield's Parry bonus is equal to its rarity level. The shield also subtracts twice its rarity level from each die of Force damage that the wearer receives. The shield itself only becomes visible and solid when parrying a potentially damaging shot, appearing as a glowing, translucent disc made of crackling geometric hexagons.

As a reaction, the wearer may activate the shield's energy to cast the Shield spell at a circle equal to the Rarity level of the bracer. The spell loses 1 temporary hit point per round at the beginning of each of your turns, but lasts until its temporary hit points are depleted. Once the spell ends, the bracer goes inert until it recharges, which takes 24 hours if the spell was cast at maximum level, or one hour if cast below maximum level. A Rare Bracer of Shielding can recharge from casting a First Circle Shield spell within one minute.

### Dwarven Apron

*Common Medium Armor*

*Ingredients: 500gp Elemental Flame materia, 500gp orichalc, 250gp firebat leather*

A Dwarven Apron appears to be a thick padded leather suit and blacksmith's apron. It grants the same protection as Hides, and additionally halves all bashing and fire damage that the wearer receives.

### Mithral Chainmail

*Rare Light Armor*

*Ingredients: 2500gp mithral*

Mithral Chainmail appears to be a finely wrought chainmail shirt made of a shimmering white metal. It allows the wearer to halve all slashing and piercing damage that they receive, and converts any remaining slashing or piercing damage to bashing.

### Orichalc Full Plate

*Uncommon Heavy Armor*

*Ingredients: 1500gp orichalc*

Orichalc Full Plate appears to be a finely wrought plate armor made of a bronze metal. It is noticeably heavier than an equivalent suit made from steel. It is slow and noisy, and allows the wearer to divide all slashing, bashing, and piercing damage that they receive by 4, and converts any remaining slashing or piercing damage to bashing.

## Weapons

### **Aetheric Blade**

*Rare or Legendary Aetheric Weapon*

*Ingredients: 5000gp Aetheric Materia, 100gp mithral, 5gp silver*

An Aetheric Blade appears to be a finely crafted silver dagger. Upon closer inspection, thin runes and sigils are etched along the blade and the hilt, and inlaid with a metal of a slightly different color.

An aetheric blade completely bypasses armor when it strikes, allowing an attuned wielder to make attack rolls vs. the target's Acrobatics instead of their Armor DC, and inflicts the wielder's choice of piercing damage or force damage.

Additionally, as their action the wielder may make a slash in midair, rending open a "hole" in reality that opens into the feywild. Legendary daggers might instead open a hole into the shadowfell, the elemental chaos, or even the infernal abyss. In either case, the hole remains open until the end of its wielder's next turn, and the dagger becomes inert (granting neither of its normal powers) for 24 hours.

### **Earthbreaker Tetsubo**

*Common, Uncommon, or Rare Elemental (Earth) Weapon*

*Ingredients: 1000, 2000 or 5000gp Elemental (Earth) Materia, 750gp Orichalc, 250gp iron ore*

An Earthbreaker Tetsubo is an oversized Maul enchanted with Elemental Earth energy. Its larger size gives it Reach 1, but -1 Accuracy, and its enchantments allow it to be wielded by small creatures as if it didn't have the Heavy property (which it otherwise very definitely does). It adds one quality die per Rarity level to its bashing damage whenever a melee attack with it hits, and its damage ignores bashing resistance granted by armor. Additionally, whenever you hit or miss with a melee attack with the weapon, the area in the target's space becomes difficult terrain.

## Firearms

*Common, Uncommon, or Rare Elemental (Earth, Air and Flame) Weapon*

*Ingredients: 100, 200 or 500gp Orichalc, 25gp iron ore*

*Ammunition: 5sp Elemental (Flame, Air and Earth) Materia, 1sp lead and copper ore*

Firearms are exotic weapons. Each type of firearm is a different level of arcane artifact:

Firearm	Rarity	Acc.	Damage	Range	Properties
Pistol	Common	+0	1d10 piercing+1d10 thunder	15 paces	Magazine 4
Musket	Common	+1	1d12 piercing+1d12 thunder	25 paces	Two-Handed
Palm Pistol	Uncommon	-1	1d8 piercing+1d8 thunder	10 paces	Light
Blunderbuss	Uncommon	+2	2d8 piercing+2d8 thunder	3 paces	Two-Handed
Pepperbox	Uncommon	+0	1d10 piercing+1d10 thunder	15 paces	Magazine 6
Thunderlance	Rare	+1	2d12 piercing+2d12 thunder* *1D4 piercing vs. structures	40 paces	Two-Handed, Heavy
Hand Mortar	Rare	-1	2d8 fire + 2d8 thunder	5 paces	Two-Handed

All firearms inflict a critical hit on a d20 roll of 19-20. On a precise or critical hit, a firearm that deals piercing damage inflicts the bleeding condition, while a firearm that deals fire damage inflicts ongoing fire damage.

### Properties

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties. Some properties are followed by a number, and this number signifies an element of that property (outlined below). Firearms are ranged weapons.

### Misfire

A firearm misfires and jams when the d20 of the attack roll does not exceed the firearm's artifact Rarity level. Thus, a Palm Pistol or a Pistol jams when the d20 roll is '1', while a Hand Mortar jams if the d20 roll is '3' or less. You may attempt to unjam a misfired firearm as an action by making a successful Crafting saving throw with tinker's tools vs. a DC of 8 + twice the Firearm's artifact rarity level. On a success, the weapon is ready to be used again; on a failure, the firearm is broken and must be repaired during a long rest for 10% the cost of the firearm.

### Magazine

A firearm requires an action or an attack to reload when empty. If a firearm has the Magazine property, it has an internal store of multiple rounds; one action or attack can refill the entire magazine.

### Ammunition

Firearm ammunition is crafted from lead, brass, and an alchemical formula composed of Flame, Air, and Earth materia.

**Flametongue**

*Common, Uncommon, or Rare Elemental (Flame) Weapon*

*Ingredients: 1000, 2000, or 5000 gp Elemental (Flame) Materia, 250 gp Orichalc, 5 gp iron ore*

A Flametongue is a longsword enchanted with Elemental Fire energy. It adds one quality die worth of fire damage per Rarity level to its damage whenever a melee attack with it hits. While wielding it, all cold damage that you suffer is halved, and have advantage on all saving throws vs. cold effects.

**Flying Blade**

*Common, Uncommon, or Rare Elemental (Air) Weapon*

*Ingredients: 1000, 2000, or 5000 gp Elemental (Air) Materia, 250 gp Mithral, 5 gp iron ore*

A Flying Blade is a small dagger, chakram, shuriken or other throwing weapon enchanted with Elemental Air energy. Any throwing weapon may be made into a Flying Blade. A Flying Blade adds its Rarity level as a static bonus to its accuracy and damage when used to make a ranged attack. Additionally, an attuned blade will return to its owner's hand from up to 50 paces away when called at the beginning of its owner's turn as a free action. If the blade is being actively restrained from returning by another creature, that creature must make an Athletics save vs. a DC of (10 + 5x the blade's Rarity level) to hold onto it.

**Force Cudgel**

*Common, Uncommon, or Rare Aetheric Weapon*

*Ingredients: 1000, 2000, or 5000 gp Aetheric Materia, 250 gp orichalc, 10 gp iron ore*

A Force Cudgel is a blunt weapon enhanced with aetheric energy. Any weapon that deals bashing damage may be made into a Force Cudgel. A Force Cudgel adds its Rarity level as a static bonus to its accuracy and damage when used to make a melee attack. On a precise or critical hit, the target is knocked back a number of paces equal to the wielder's Strength modifier + twice the weapon's Rarity level, and is knocked prone or dazed (attacker's choice). On a critical hit, the weapon inflicts an additional quality die of force damage per Rarity level.

**Frostbrand**

*Common, Uncommon, or Rare Elemental (Water) Weapon*

*Ingredients: 1000, 2000, or 5000 gp Elemental (Water) Materia, 250 gp Orichalc, 5 gp iron ore*

A Frostbrand is a longsword enchanted with Elemental Water energy. It adds one quality die's worth of cold damage per Rarity level to its damage whenever a melee attack with it hits. While wielding it, you halve all fire damage that you receive, and have advantage on all saving throws vs. ongoing fire damage.



**Keen Blade**

*Common, Uncommon, or Rare Aetheric Weapon*

*Ingredients: 1000, 2000, or 5000 gp Aetheric Materia, 250 gp Mithral, 10 gp iron ore*

A Keen Blade is a magically sharpened and balanced edged weapon, engraved with runes and sigils along the blade and pommel. Any weapon that deals piercing or slashing damage may be made into a Keen Blade.

A Keen Blade adds its Rarity level as a static bonus to its accuracy and damage when used to make a melee attack. On a precise or critical hit, the target immediately gains a number of levels of the bleeding condition equal to the Rarity level of the blade. On a critical hit, the blade inflicts an additional die of its weapon damage per Rarity level. For example, an Uncommon Keen Dagger would have an accuracy of +3, deal 1d4+2 damage on a hit, and deal 3d4+2 damage on a critical hit.

**Luckcatcher**

*Rare Aetheric Weapon*

*Ingredients: 5000 gp Aetheric Materia, 250 gp Mithral, 15 gp iron ore, 5 gp silver*

A Luckcatcher is a magical weapon with a small cage in the pommel fashioned from cold-wrought iron and silver filigree, with silver runes along the striking edge.

While attuned to the Luckcatcher, whenever you finish a long rest you roll a d20, recording the result. Until your next long rest, once per hour whenever you attack or parry with this weapon, make a saving throw, or force another creature to make a saving throw, you may swap one d20 result from the roll with the stored d20 result, storing the replaced roll in the Luckcatcher.

Whenever you achieve a natural '20' or a natural '1' on a d20 roll, you can choose to immediately recharge the Luckcatcher, and replace that result with the Luckcatcher's stored roll.

**Venom Scythe**

*Common, Uncommon, or Rare Elemental (Wood) Weapon*

*Ingredients: 1000, 2000, or 5000 gp Elemental (Water) Materia, 250 gp Orichalc, 5 gp iron ore*

A Venom Scythe is a glaive enchanted with Elemental Water energy. It adds one quality die of poison damage per Rarity level to its damage whenever a melee attack with it hits.

## Amulets

### Amulet of Protection

*Uncommon Aetheric and Elemental Amulet*

*Ingredients: 1000 gp Aetheric Materia, 200 gp Elemental Materia of each Element, 250 gp orichalc, 10 gp gold or silver*

Amulets of Protection are small worn pendants that may be affixed to a necklace, earring or similar position. While worn, the amulet protects the user from physical or magical harm. If the character would be injured by an elemental source of damage, the amulet immediately casts the Elemental Armor spell to protect the wearer. Similarly, if they would be injured by a physical weapon or a Force damage attack, the amulet immediately casts the Shield spell. Both of these spells use the Amulet's quality dice.

Each spell is cast at Second Circle, and lasts 2d6 rounds without requiring the wearer's concentration to maintain. Each spell is cast using the creator's Arcana Proficiency and Intelligence modifier at the time the artifact was crafted. Unfortunately, the spell also grants the user far less control than if they had cast it themselves; the protection cannot be dismissed until it has worn off, and if the Shield's temporary hit points or reduced to zero or the Absorb Element exceeds its capacity for absorbing damage, the amulet shatters.

Once the amulet has been activated, it requires 24 hours to recharge.

### Cloak of Invisibility

*Uncommon Illusion Amulet (Invention)*

*Ingredients: 2000 gp Illusion Materia, 250 gp mithral, 250 gp duskworm silk*

A Cloak of Invisibility appears to be a finely made silk cloak with a cloudy quartz clasp, and thin silver-threaded runes woven along its inner lining. A keen observer might notice that its colors subtly shift to match the wearer's surroundings. While worn, a Cloak of Invisibility grants advantage to all Stealth tests and saves to pass unseen. As an action, the wearer can pull the cloak around themselves, casting the Blur or Invisibility spell upon themselves until dismissed. This spell does not require concentration to maintain, but taking damage requires a 3+ roll on a quality die to avoid disrupting the spell.

Once used, the cloak's invisibility requires 24 hours to recharge. A Rare cloak can use its ability once per hour.

## **Cloak of Shadows**

*Common Illusion Amulet*

*Ingredients: 1000 gp Illusion Materia, 100 gp orichalc, 150 gp duskworm silk*

A Cloak of Shadows appears to be a finely made dark gray silk cloak with an obsidian clasp, and thin silver-threaded runes woven along its inner lining. While worn, a Cloak of Shadows grants advantage to all Stealth tests and saves to pass unseen, so long as the wearer is not in bright light. As an action, the wearer can pull the cloak around themselves while standing in shadows, casting the Invisibility spell upon themselves while they remain stationary. This spell does not require concentration to maintain, but taking damage requires a 3+ roll on a quality die to avoid disrupting the spell, and any bright light shone upon the wearer will automatically break the effect.

Once used, the cloak's concealment requires an hour to recharge. An Uncommon cloak can use its concealment ability once per hour, while a Rare cloak can use it once per minute.

## **Gull-Wing Cloak**

*Uncommon Elemental (Air) Amulet*

*Ingredients: 2000 gp Elemental (Air) Materia, 100 gp mithral, 150 gp giant spider silk, 250 gp thunderbird feathers*

A Gull-Wing Cloak appears to be a light bluish-gray satin cloak with a ruffle of white and gray feathers woven into the shoulders and collar. While worn, a Gull-Wing Cloak will buffet your fall, always allowing you to land on your feet without injury so long as you fall from a height of at least 10 feet. Treat this effect as the Feather Fall spell.

You may use your reaction to cause the cloak to unfurl into a pair of 15-foot wingspan gull wings, granting you a Fly speed of 60. Roll two Quality die and choose the higher result to determine the number of turns the cloak can sustain its flight speed. Once you use this effect, it requires 24 hours to recharge. A Rare cloak can use its flight ability once per hour.

## Belts

### Bag of Holding

*Common, Uncommon, or Rare Aetheric Belt*

*Ingredients: 1000, 2000 or 5000 gp Aetheric Materia, 250 gp mithral, 250 gp giant spider silk*

A Bag of Holding appears to be a fine leather pouch from the outside, roughly twelve inches wide, three inches thick and six inches deep. When opened, however, runes of metallic thread are stitched around the rim of the pocket, and the pouch itself appears bottomless.

A Common Bag of Holding can store up to 15 cubic feet of objects. When you attempt to place an object in the bag, as long as its smallest dimension is less than 5 feet wide, the bag's opening expands to accommodate the item, returning to its normal size once the object is fully inside. An Uncommon bag of holding can store up to 125 cubic feet of objects, while a Rare bag of holding can store up to 1,000 cubic feet.

As your action, you may reach into the bag and mentally choose an item. If that object is in the bag, it summons to your hand and can be pulled out, feeling nearly weightless until the last inch of it clears the lip of the bag.

Bags of Holding are notoriously vulnerable to Aetheric magic. If a Keen Blade or other sharp Aetheric item is placed into the bag unsheathed, or if any Aetheric magic item that produces teleportation, size-changing, or other effects is placed into the bag, the referee will make a hidden saving throw to determine if the bag's aetheric pocket is pierced. The results of a torn bag can range from all the items spilling out at once around the wearer, to a rip in the veil that sucks the wearer - and anyone else within several paces - into the deep aether.

### Quiver of Elemental Bolts

*Common, Uncommon, or Rare Elemental Belt*

*Ingredients: 1000, 2000 or 5000 gp Elemental Materia, 200 gp mithral, 200 gp orichalc, 100 gp exotic leather*

A Quiver of Elemental Bolts looks like a finely crafted arrow or crossbow quiver from the outside, holding up to a dozen arrows or two dozen crossbow bolts. Inside the pocket, inlaid metal-woven threads are stitched in arcane patterns, slowly gathering and focusing elemental energies into any arrows placed inside.

When you place a cluster of arrows or bolts into the quiver, you may split 1gp worth of elemental Materia of the same type as the quiver between the entire quiverfull, before closing the strap. If you do, over the next short rest the inlaid Arcana will infuse those arrows with sufficient arcane energy to grant each one quality die of elemental damage per Rarity level on a hit.

You may also charge one arrow or bolt as you draw it, infusing it with a much larger amount of elemental energy. That missile will detonate when fired at a range you specify, unleashing a blast 2 area attack. Any creature caught within the blast must dodge or suffer three quality dice of elemental damage. If you make an attack roll against a creature with a charged arrow, it suffers six dice of elemental damage and two precise hit effects on a hit, and the area effect damage is halved. If you miss, the arrow still detonates in the target's space, unleashing the full three-dice blast. Once you use this charge, a Common quiver requires 24 hours to recharge, while an Uncommon quiver requires only an hour to recharge, and a Rare quiver requires one minute.

## Boots

### Boots of Stability

*Common Elemental (Earth) Boots*

*Ingredients: 1000 gp Elemental (Earth) Materia, 200 gp orichalc, 50 gp piercer leather*

Boots of Stability appear to be a pair of fine leather boots from the outside. The inside of the boots are lined with runes and sigils in metallic thread. While wearing Boots of Stability, you have advantage to all Athletics saving throws to avoid being knocked prone or moved against your will, and difficult terrain does not cost you extra movement. You may use your reaction when you would be moved or knocked prone to anchor yourself firmly to whatever surface you are standing on; until you are knocked unconscious or will yourself to release as a free action, you cannot be moved from that spot. Once used, this anchoring ability requires an hour to recharge.

### Boots of Swiftnes

*Uncommon Elemental (Air) Boots*

*Ingredients: 1000, 2000 or 5000 gp Elemental (Air) Materia, 250 gp mithral, 750 gp bloodwing leather*

Boots of Swiftnes appear to be a pair of fine leather boots from the outside. The inside of the boots are lined with runes and sigils in metallic thread. While wearing Boots of Swiftnes, you can move each round as if you had performed the Dash action or bonus action without expending either. You may also use your reaction once per round to move up to your speed on another creature's turn.

### Boots of Traceless Passage

*Common Elemental (Earth, Wood and Air) Boots*

*Ingredients: 1000 gp Illusion Materia, 250 gp mithral, 15 gp exotic leather*

Boots of Traceless Passage appear to be a pair of fine leather boots from the outside. The inside of the boots are lined with runes and sigils in metallic thread. While wearing Boots of Traceless Passage, your footsteps make no sound, your armor loses the Noisy property if it has it, and you leave no footprints or other marks of your passage.

## Crowns

### Crown of Command

*Rare Illusion Crown*

*Ingredients: 5000 gp Illusion materia, 250 gp orichalc, 1 gp gold*

A Crown of Command appears to be a finely made golden crown with a polished red gem. On closer inspection, the inside of the crown contains tiny sigils and runes, filled with a metal of a slightly different color.

The wearer may use their action to cast the Friends, Command or Suggestion spell from the ring. If Friends is cast, the ring requires ten minutes to recharge. If Command is cast, the crown may be used again after an hour. If Suggestion is cast, the ring requires 24 hours to recharge.

### Crown of Splendour

*Common, Uncommon, or Rare Illusion Crown*

*Ingredients: 1000 / 2500 / 5000 gp Illusion materia, 250 gp mithral, 1 gp silver*

A Crown of Splendour appears to be a finely made silver crown with a polished green gem. On closer inspection, the inside of the crown contains tiny sigils and runes, filled with a metal of a slightly different color.

The wearer of this crown gains a bonus to their Charisma modifier equal to the crown's Rarity - +1 for a Common crown, +2 for an Uncommon crown, or +3 for a Rare crown. If another magical effect also increases the wearer's Charisma modifier, only the highest effect takes hold.

### Puppeteer's Crowns

*Rare Illusion Crown*

*Ingredients: 5000 gp Illusion materia, 250 gp orichalc, 250 gp mithral, 1 gp gold, 1 gp silver*

Puppeteer's Crowns appear to be a pair of finely made golden circlets, one silver and one gold. On closer inspection, the inside of each crown contains tiny sigils and runes, filled with a metal of a slightly different color.

The wearer of the gold crown may use their action to place the silver crown on another creature's head, where it immediately magically resizes to fit them. If the creature resists, this requires a grapple check. Once both creatures are wearing their crowns, the wearer of the silver crown makes an Insight saving throw vs. the gold crown wearer's Presence DC. The wearer of the silver crown may choose to deliberately fail this roll; if they succeed, both crowns fall off and neither crown may be used for 24 hours.

If they fail, the wearer of the golden crown may direct the wearer of the silver crown, and perceive through their senses, while they maintain concentration. Any damage that either creature receives is immediately inflicted on the other wearer, forcing a concentration check. Once the effect ends, both crowns fall off and neither can be used again for 24 hours.

## Foci

### Dragon Pearl

*Common, Uncommon, Rare, or Legendary Elemental Focus*

*Ingredients: 1000, 2000, 5000, or 10000 gp Elemental Materia*

A Dragon Pearl is a fist-sized sphere of flawless elemental Materia, usually taken from the skull of a recently slain dragon. When holding a Dragon Pearl, a Druid or Wizard may cast an elemental spell of the same type as the pearl without consuming any prepared Materia.

Once this power is used, the pearl cannot be used again until it has recharged. This takes one minute if the spell is two circles less than the pearl's Rarity level, one hour if the spell's Circle is one less than the pearl's Rarity level, or 24 hours if the spell's Circle is equal to or greater than the pearl's Rarity level. If a caster attempts to cast a spell of a higher Circle than the pearl's Rarity level, they must make a spellcasting save (using Arcana for Arcane spells and Nature for Primal spells) vs. a DC of 15, +5 per Circle that the spell exceeds the pearl's Rarity level. On a failure, the pearl cracks, and the caster immediately suffers 3d6 elemental damage and two precise hit effects.

The caster may also use the pearl to sustain a spell directly. If the spell's Circle is less than the pearl's Rarity level, the spell may be sustained by the pearl without requiring the caster's concentration, although if it leaves their hand the spell's concentration is considered automatically broken.

### Dream Pearl

*Common, Uncommon, or Rare Illusion Focus*

*Ingredients: 1000, 2000, or 5000 gp Illusion Materia*

A Dream Pearl is identical to a Dragon Pearl, except that it empowers Illusion spells, instead of Elemental spells. Illusion spells require much more precise attention to shape than elemental spells; as a result, an Illusion spell must be maintained by the caster's Concentration for a number of rounds equal to the spell's Circle, before the Dream Pearl can sustain it. Once the pearl begins sustaining the spell, it can maintain the illusion without further contact or interaction from the caster. A pearl can sustain a spell at its own Rarity level for up to 24 hours, while an Uncommon or Rare pearl may maintain an illusion below its own Rarity level indefinitely.

A pearl maintaining a charm spell must be placed on the person it is charming, while a pearl maintaining a sensory illusion must be hidden at the center of its desired area of effect. The pearl itself can be disguised as part of the illusion that it is sustaining. Once released, the illusion or charm cannot be further controlled by the caster, but any behaviors or reactions that the caster has already programmed into the illusion will continue to play out. Any being may hold the pearl and dismiss the illusion if they find it. If they do, the pearl must recharge before it can be used again.

**Healer's Staff***Uncommon Magical Weapon / Focus**Ingredients: 2000 gp Elemental (Wood) Materia, 100 gp orichalc, 100 gp mithral, 5 gp exotic wood*

A Healer's Staff appears to be a 6-foot long wooden quarterstaff with a crook at the end. Inlaid into the crook is a large round jade gemstone. Upon closer inspection, thin metallic runes and sigils have been inlaid along the staff's length.

The Healer's Staff may be used as a normal quarterstaff in combat. While you are holding it as a focus, whenever you heal any creature, you have Advantage on any test or save made to perform a healing action, any Endurance saving throw you assist with also has advantage, and any dice you roll to determine hit points healed are considered to have rolled their maximum amount.

**Magic Wand***Common, Uncommon, or Rare Elemental Focus**Ingredients: 1000, 2000, or 5000 gp Elemental Materia, 250 gp orichalc, 125 gp exotic wood*

A Magic Wand is a stick of carved and polished wood with metal-inlaid runes carved along its body and a Dragon Pearl affixed to one end. Each Magic Wand can carry a different Evocation spell, with the maximum Circle that can be cast dependent on the Rarity level of the dragon pearl used (which determines the Rarity level of the artifact as a whole). The wand uses its wielder's Arcana proficiency to make attacks or determine spell effects.

A Magic Wand can be used once per 24 hours at its full strength, or once per hour at one Circle lower. Rare magic wands may cast their spell's First Circle effect once per minute.

A Magic Wand's cantrip effect can be used indefinitely until all its other charges have been expended, at which point it is merely a stick of wood with a shiny knob on the end until at least one casting has recharged.



## Rings

### Aetheric Gloves

*Rare Aetheric Rings*

*Ingredients: 2000 or 5000 gp Aetheric Materia, 250 gp mithral, 250 gp giant spider silk*

Aetheric Gloves resemble a pair of expensive silk or leather gloves with arcane runes and sigils stitched into them in metallic threads. When worn, the gloves grant the wearer at-will use of the Mage Hands cantrip.

As an action, the wearer can make a particular gesture with their hands, activating the artifact's main power. The artifact immediately casts the Forceful Hand spell using the wearer's Arcana proficiency, depending on the wearer's hand motions. The hands may be used twice before requiring 24 hours to recharge - once for the left glove, and once for the right.

### Ring of Command

*Rare Illusion Ring*

*Ingredients: 5000 gp Illusion materia, 250 gp mithral, 1 gp silver*

A Ring of Command appears to be a finely made silver ring with a polished turquoise gem. On closer inspection, the inside of the ring contains tiny sigils and runes, filled with a metal of a slightly different color.

The wearer may use their action to cast the Friends, Command or Suggestion spell from the ring. If Friends is cast, the ring requires ten minutes to recharge. If Command is cast, the ring may be used again after an hour. If Suggestion is cast, the ring requires 24 hours to recharge.

## **Rings of Companionship**

*Rare Aetheric and Elemental (Wood) Ring*

*Ingredients: 5000 gp Elemental (Wood) materia, 5000 gp Aetheric materia, 250 gp mithral, 250 gp orichalc, 1 gp silver, 1 gp gold*

Rings of Companionship are paired rings, one silver and one gold. When worn by two different creatures who are not hostile to each other, the wearers can communicate telepathically across any distance using the Sending spell at Third Circle. Additionally, while they are within 20 paces of each other, all damage that either would take is split evenly between both of them, and each may Help the other as a free action, offering any of their Proficiencies dice as a Teamwork bonus to the other for any Skill test or save that the referee deems appropriate.

## **Ring of Disguise**

*Common, Uncommon, or Rare Illusion Ring*

*Ingredients: 1000, 2000, or 5000 gp Illusion materia, 250 gp mithral, 1 gp silver*

A Ring of Disguise appears to be a finely made silver ring with a polished opal gem. On closer inspection, the inside of the ring contains tiny sigils and runes, filled with a metal of a slightly different color.

As their action, the wearer may transform their appearance into any similarly sized and shaped creature, casting the Disguise Self spell on the wearer at first circle. Roll a number of quality dice equal to the Ring's rarity; the effect lasts for a number of minutes equal to the result. Once used, a Common ring cannot be used again for 24 hours, while an Uncommon ring requires an hour to recharge, and a Rare ring requires one minute to recharge. A Rare ring may also cast the Disguise Self spell at third circle, requiring 24 hours to recharge.

## **Ring of Protection**

*Uncommon Aetheric Ring*

*Ingredients: 2000 gp Aetheric materia, 250 gp mithral, 1 gp silver*

A Ring of Protection appears to be a finely made silver ring with a polished clear gem. On closer inspection, the inside of the ring contains tiny sigils and runes, filled with a metal of a slightly different color. If the wearer would be injured by a physical weapon or a Force damage attack, the amulet immediately casts the Shield spell at Second Circle using its Quality and Rarity as its proficiency die and Intelligence modifier. This spell lasts a number of rounds equal to a roll of one quality die without requiring the wearer's concentration to maintain. Once the ring has been activated, it can't activate again until it has spent an hour recharging.

If a creature is wearing two Rings of Protection, or a Ring of Protection and an Amulet of Protection, all will activate together whenever their activation conditions are met, but only the highest proficiency die result will take effect.

## **Ring of Elemental Power**

*Common, Uncommon, or Rare Elemental Ring*

*Ingredients: 1000, 2000, or 5000 gp Elemental materia, 250 gp orichalc, 1 gp gold or silver*

A Ring of Power appears to be a finely made gold or silver ring with a large, brightly colored gemstone. On closer inspection, the inside of the rings contains tiny sigils and runes, filled with metal of a slightly different color. The ring functions identically to a Dragon Pearl of the same rarity, but the wearer can hold other items in their hand while using the Ring.

## **Ring of Regeneration**

*Legendary Elemental (Wood) Ring*

*Ingredients: 10,000 gp Elemental (Wood) materia, 400 gp orichalc, 50 gp gold; 1250 gp phoenix down feathers, 300 gp giant axolotl blood*

A Ring of Regeneration appears to be a finely made gold ring with a polished jade gem. On closer inspection, the inside of the ring contains tiny sigils and runes, filled with a metal of a slightly different color.

The ring contains incredibly powerful healing magic. While worn, you automatically heal 1 hp at the beginning of each round of combat, and you make all Endurance saving throws with advantage. Additionally, whenever you use any healing ability that requires touching the injured character, any dice rolled to determine hit points healed are considered to have rolled their maximum possible value.

During each one-hour rest, you heal 1 wound. Once all wounds have been healed, you heal one lasting wound effect that has not yet become permanent. During each night of sleep, you heal a number of wounds equal to its quality die and one lasting wound effect, starting with those wounds that have not yet become permanent.

## **Ring of Warding**

*Rare Aetheric Ring*

*Ingredients: 5000 gp Aetheric materia, 250 gp orichalc, 1 gp gold, 1 gp silver*

A Ring of Warding appears to be a finely made gold and silver ring with a diamond gem. On closer inspection, the outside and inside of the ring contains tiny sigils and runes, filled with metals of a slightly different color.

The wearer may use their reaction to cast the Dispel Magic spell from the ring at 3rd circle, using their own Arcana Proficiency and Intelligence modifier. Once used, the ring may not be used again until its wearer has finished a long rest.

## Monsters

### Natural Animals

Each of these monsters is a suitable species for a Druid's Wild Shape class feature.

#### 0 Hit Die

##### Badger

Abilities: Str +0 Dex +1 Con +2 Int -5 Wis +1 Cha -2  
 Defense: 13 Hit Points: 15 Speed: 5 paces / dash 10 Size: Small  
 Proficiencies: (+d4) Athletics, Endurance, Perception  
 Attacks: bite (d4-1 grappling / d6+0 piercing), claw (d4+1 melee / d4+0 slashing)  
 Multiattack: bite+2 claws

##### Eagle

Abilities: Str +0 Dex +3 Con +0 Int -5 Wis +1 Cha -2  
 Defense: 14 Hit Points: 10 Speed: 2 / Fly 12 Size: Small  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception  
 Attacks: bite (d4-1 melee / d6+0 piercing), talon (d4+4 finesse melee / 2d4+0 slashing)  
 Multiattack: talons, bite

##### Fox

Abilities: Str -1 Dex +3 Con -1 Int -5 Wis +1 Cha -1  
 Defense: 14 Hit Points: 5 Speed: 7 paces / dash 15 Size: Small  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Stealth  
 Attacks: bite (d4-2 grappling / d4-1 piercing)

##### Otter

Abilities: Str -1 Dex +1 Con -1 Int -5 Wis +1 Cha -1  
 Defense: 14 Hit Points: 5 Speed: 5 paces / swim 10 Size: Small  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Stealth  
 Attacks: bite (d4-2 grappling / d4-1 piercing)

##### Raccoon

Abilities: Str -2 Dex +3 Con -1 Int -5 Wis +1 Cha -1  
 Defense: 14 Hit Points: 5 Speed: 5 paces / dash 10 Size: Small or Tiny  
 Proficiencies: (+d4) Acrobatics, Perception, Sleight of Hand, Stealth  
 Attacks: bite (d4-2 grappling / d4-2 piercing)

##### Raven

Abilities: Str -2 Dex +3 Con -1 Int -4 Wis +1 Cha -1  
 Defense: 14 Hit Points: 5 Speed: 2 / Fly 10 Size: Small  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception  
 Attacks: bite (d4-2 melee / d4-2 piercing), talon (d4+3 finesse melee / d4-2 slashing)

## 1 Hit Die

### Cheetah

Abilities: Str +1 Dex +5 Con +0 Int -5 Wis +1 Cha -2  
 Defense: 16 Hit Points: 15 Speed: 8 paces / dash 20 Size: Medium  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Stealth  
 Attacks: bite (d4+3 grappling / d8+4 piercing), claws (d4 + 5 finesse melee / d6+4 slashing)  
 Multiattack: bite + 2 claws

### Dolphin

Abilities: Str +1 Dex +2 Con +2 Int +0 Wis +1 Cha +1  
 Defense: 13 Hit Points: 20 Speed: 1 pace / swim 10 Size: Medium  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception (all only when underwater), Arcana  
 Attacks: bite (d4+1 grappling / d6+1 piercing)

### Wolf

Abilities: Str +2 Dex +2 Con +1 Int -5 Wis +1 Cha +0  
 Defense: 14 Hit Points: 20 Speed: 7 paces / dash 15 Size: Medium  
 Proficiencies: (+d4) Athletics, Perception, Presence, Stealth  
 Attacks: bite (d4+1 grappling / d6+4 piercing)

## 2 Hit Die

### Black Bear

Abilities: Str +3      Dex +1      Con +4      Int -5      Wis +1      Cha -2  
 Defense: 15    Hit Points: 40    Speed: 6 paces / dash 12    Size: Large  
 Proficiencies: (+d4) Athletics, Endurance, Perception  
 Attacks: bite (d4+3 grappling / 2d4+3 piercing), claws (d4 + 4 grappling / 2d6+3 slashing)

### Direwolf

Abilities: Str +5      Dex +1      Con +2      Int -5      Wis +1      Cha +0  
 Defense: 15    Hit Points: 35    Speed: 7 paces / dash 15    Size: Large  
 Proficiencies: (+d4) Athletics, Perception, Presence, Stealth  
 Attacks: bite (d4+4 grappling / 2d6+4 piercing)

### Killer Whale

Abilities: Str +3      Dex +2      Con +3      Int +0      Wis +1      Cha +0  
 Defense: 14    Hit Points: 40    Speed: 1 pace / swim 10    Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception (all only when underwater), Arcana  
 Attacks: bite (d4+2 grappling / 2d6+3 piercing)

### Leopard

Abilities: Str +3      Dex +4      Con +0      Int -5      Wis +1      Cha -2  
 Defense: 15    Hit Points: 30    Speed: 7 paces / dash 15    Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Stealth  
 Attacks: bite (d4+3 grappling / 2d6+4 piercing), claws (d4 + 5 finesse melee / 2d6+4 slashing)  
 Multiattack: bite, 2 claws

### Warhorse

Abilities: Str +3      Dex +0      Con +2      Int -5      Wis +1      Cha +0  
 Defense: 15    Hit Points: 35    Speed: 7 paces / dash 15    Size: Large  
 Proficiencies: (+d4) Athletics, Endurance, Perception  
 Attacks: hooves (d4 + 3 melee / 2d6+3 bashing & shove)  
 Multiattack: shove/knockdown, then 2 hooves

### 3 Hit Die

#### Grizzly Bear

Abilities: Str +4      Dex +1      Con +5      Int -5      Wis +1      Cha -2  
 Defense: 16    Hit Points: 55    Speed: 6 paces / dash 12    Size: Large  
 Proficiencies: (+d4) Athletics, Endurance, Presence, Perception  
 Attacks: bite (d4+4 grappling / 2d8+4 piercing), claws (d4 + 5 grappling / 2d8+4 slashing)

#### Lion

Abilities: Str +3      Dex +2      Con +1      Int -5      Wis +1      Cha -1  
 Defense: 13    Hit Points: 50    Speed: 6 paces / dash 12    Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Presence, Stealth  
 Attacks: bite (d4+2 grappling / 2d10+3 piercing), claws (d4 + 4 melee / 2d8+3 slashing)  
 Multiattack: bite, 2 claws

#### Tiger

Abilities: Str +5      Dex +3      Con +2      Int -5      Wis +1      Cha -2  
 Defense: 14    Hit Points: 55    Speed: 6 paces / dash 12    Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Presence, Stealth  
 Attacks: bite (d4+4 grappling / 2d10+5 piercing), claws (d4 + 6 melee / 2d8+5 slashing)  
 Multiattack: bite, 2 claws

## Fey Beasts

### 3 Hit Die

#### Barrow-Cat

Abilities: Str +3 Dex +4 Con +0 Int -5 Wis +1 Cha -2  
 Defense: 15 Hit Points: 30 Speed: 7 paces / dash 15 Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception, Stealth

Attacks: bite (d4+3 grappling / 2d8+4 piercing), claws (d4 + 5 finesse melee / 2d6+4 slashing)  
 Multiattack: bite, 2 claws  
 Special Ability: Twice per hour, a Barrow-Cat can use its action to become invisible. It remains invisible until it makes an attack or chooses to end this ability.

#### Hippogryph

Abilities: Str +2 Dex +2 Con +2 Int -4 Wis +1 Cha +0  
 Defense: 13 Hit Points: 50 Speed: 7 paces / Fly 15 Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Perception

Attacks: bite (d4+1 melee / 2d10+2 piercing), hooves (d4 + 3 melee / 2d6+3 bashing & shove)  
 Multiattack: shove/knockdown, then hooves + bite

#### Pegasus

Abilities: Str +3 Dex +0 Con +2 Int -4 Wis +1 Cha +0  
 Defense: 13 Hit Points: 50 Speed: 7 paces / Fly 15 Size: Large  
 Proficiencies: (+d4) Athletics, Acrobatics, Endurance, Perception

Attacks: hooves (d4 + 3 melee / 2d6+3 bashing & shove)  
 Multiattack: shove/knockdown, then 2 hooves

#### Thunderbird

Abilities: Str +2 Dex +4 Con +0 Int -3 Wis +2 Cha +2  
 Defense: 15 Hit Points: 45 Speed: 2 / Fly 15 Size: Large  
 Proficiencies: (+d4) Acrobatics, Athletics, Nature, Perception

Attacks: bite (d4+1 melee / 2d10+2 piercing), talons (d4 + 5 grappling / 2d8+2 slashing)  
 Multiattack: talons, bite  
 Special Ability: Once per hour, a Thunderbird can use its action to cast Call Storm as a Druid. Each use either creates a raging thunderstorm for 1d4 hours, or controls a storm that is already present.

#### Unicorn

Abilities: Str +2 Dex +1 Con +2 Int -2 Wis +2 Cha +2  
 Defense: 13 Hit Points: 50 Speed: 7 paces / dash 15 Size: Large  
 Proficiencies: (+d4) Athletics, Endurance, Insight, Perception, Presence

Attacks: horn (d4 + 1 melee / 2d8+2 piercing), hooves (d4 + 2 melee / 2d6+2 bashing & shove)  
 Multiattack: shove/knockdown, then horn + hooves  
 Special Ability: Twice per hour, a Unicorn can touch its horn to a wounded creature as an action, immediately healing it for 1 wound or 2d4+2 hit points.