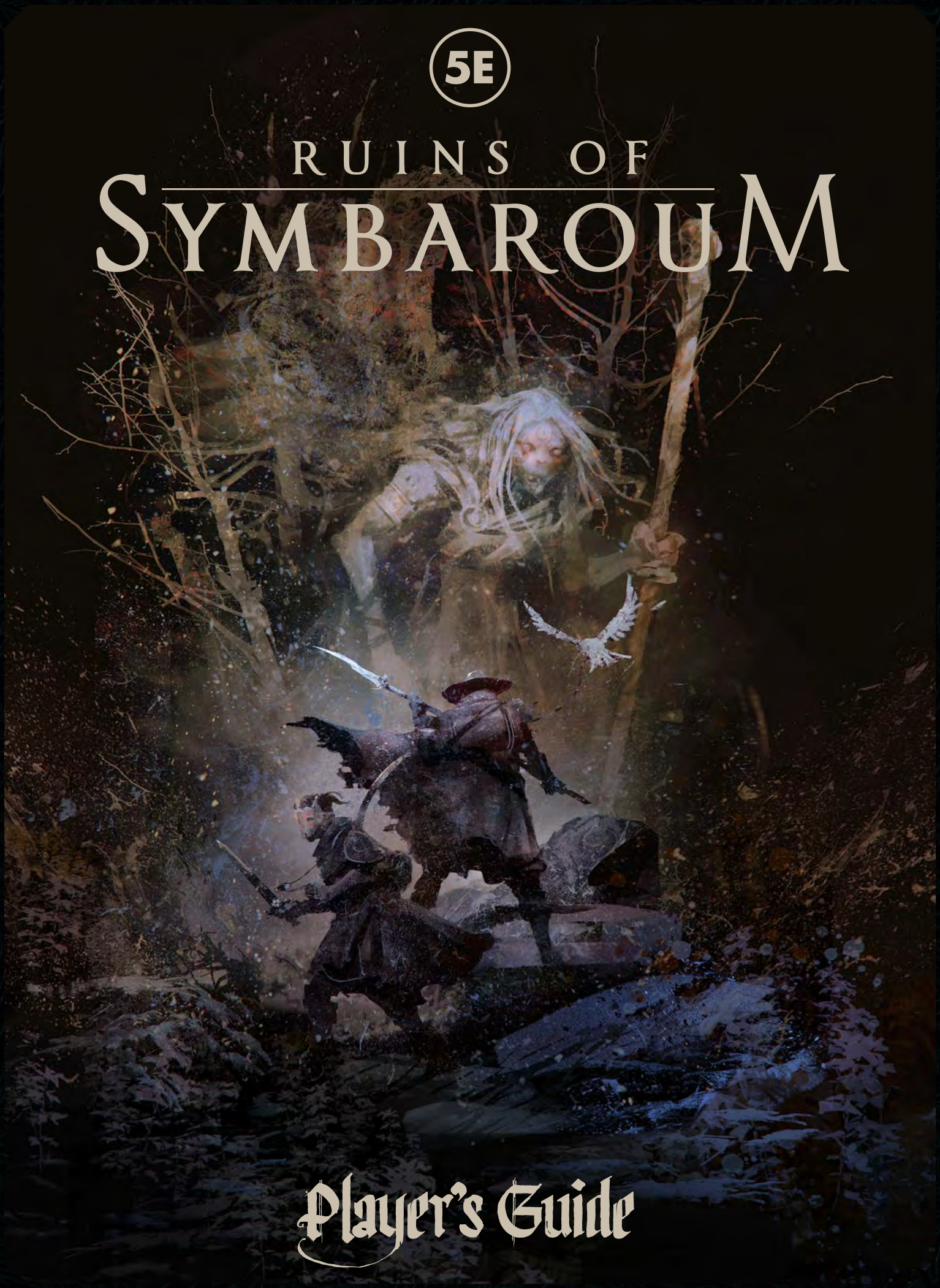
5E

RUINS OF SYMBAROUM



Player's Guide

5E

RUINS OF SYMBAROUM

Player's Guide

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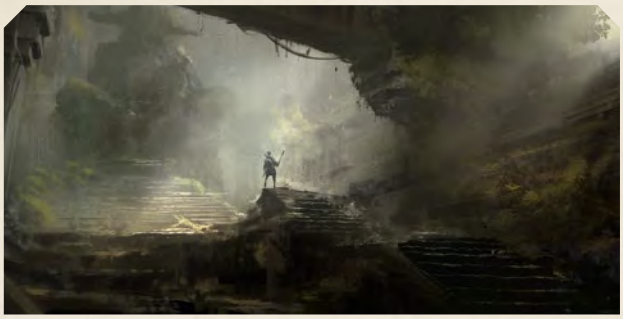

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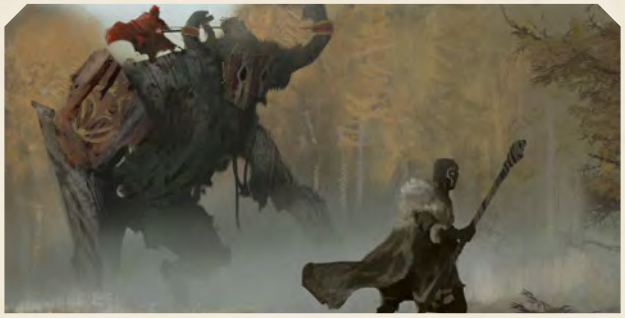

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Introduction

SYMBAROUM IS WAITING for you and your friends! The book in your hands is more than mere paper and ink. It is the gateway to another world: a world where you will get to explore the vast Forest of Davokar in the hunt for treasures, insights and fame; where you may visit one of the eleven barbarian clans to trade or plunder their treasuries; where you can establish a base of power among princes, guilds or rebellious refugees in the capital city of Yndaros; where you can fight for the honor of Queen Korinthia or ally yourselves with the ancient guardians of the forest. Whichever path you choose to walk, unforgettable adventures are waiting behind every crest and bend.

Aside from the base core rules referenced in the OGL (see page 32), this *Player's Guide* contains everything you need to create characters and set out to explore the wondrous world of Symbaroum. We provide this information in four major sections: an introduction to the setting, new rules for gameplay, the rules for character creation, and a set of resources for making characters and for use during play. Let's talk about each of these in a little more detail.

The first section provides basic information on the setting, enough for the players to immerse themselves in the game world. We provide the history of the local lands, most especially the forest of Davokar, the clans that live there, and the recently founded Kingdom of Ambria. We discuss each of the major factions in Ambria, as characters will sometimes need to negotiate the political currents of the kingdom, and then dive into the dark forest of Davokar with its many secrets and dangers. Finally, we visit three of the most important settlements: the capital city of Yndaros, the staging grounds of Thistle Hold and the stronghold of the clanfolks, Karvosti.

The second section covers new rules that we have added to help emphasize the dark fantasy nature of Symbaroum. This includes changes to the rules for traveling and rests, meaning that it is difficult for the characters to heal themselves fully while in the wilderness. We then give the Gamemaster tools for handling negotiations and tense situations, by providing some structured rules for social challenges, and provide opportunities for both good roleplay and good stats to have important functions in the scene. Next comes an introduction to the ever-present threat of Corruption – the gathering of darkness to each character's Shadow (an ethereal aura that every creature possesses) and how, left untended, it can manifest as terrible physical transformations and the eventual loss of the character entirely, as darkness consumes them mentally and physically. We round out these rules with notes on time in the game and how we track things from moment to moment, day to day, and month to month.

Section three provides the rules to build a new character. Each hero has an origin, and each origin provides one or more backgrounds appropriate to that origin, tightly integrating a character's background with their history. Origins also provide key game stats, like the character's Hit Dice, which are based on their size (Small, Medium or Large). We then provide a number of Classes, each with multiple Approaches (your subclass). This provides a tremendous amount of customization; each approach always adds features at the same character levels (starting at level 1), allowing two characters with the same Class to function very differently within the game. The section ends with a set of feats for optional use — some are available to anyone; others are tied to a particular origin or class.

The last section presents a set of resources that you'll use during character creation and actual play. We provide a full listing of equipment, from war gear to trade gear, including things like alchemical elixirs, lesser artifacts, and traps. We then present spell lists for each of the Mystic class's Approaches (like Theurg and Wizard), followed by a detailed listing of new and modified spells from the SRD for your Mystic to use.

The very end of the book includes a sample character sheet (also available on freeleaguepublishing.com) and a comprehensive index.

We hope you enjoy exploring the *Ruins of Symbaroum* as much as we did bringing it all together. For a complete game experience, look for the *Ruins of Symbaroum Gamemaster's Guide* (massive support for GMs running games in the setting) and the *Ruins of Symbaroum Bestiary* (dozens and dozens of new monsters and their associated lore with which to challenge the players).

Happy gaming!

Mattias, Mattias & Jacob

SECTION 1

The Setting

Like a steel-clad ship in a thundering storm, she cut through the waves of darkness and dread. I was there to bear witness; I am one of few who stood in awe as the first light of dawn got caught in her armor, transforming our young Queen into a mounted, sword-wielding sun – Korinthia Nightbane, our sovereign, slayer of the dark.

The blood that was spilt, the lives that were lost, the tears that keep falling from red-rimmed eyes; the skies filled with ash, the soils turned to dust, the rivers transformed into muddy trenches. Such is the price we had to pay, for the Dark Lords' betrayal, but also for the hardships that finally led us here, to the Promised Land.

Strengthened and enlightened, we begin again, the children of Alberetor matured into the mothers of Ambria. The sorrow that blackens our hearts will be delivered in tears of hope and joy, not of grief and despair. We shall harvest the fruits of earth and forests, we shall harness the force of rivers and mountains, we will rise higher than ever before. To the pleasure of Prios we shall ascend to a place where there are no shadows, where darkness is no more. Because we are the people of Korinthia Nightbane and we will never be vanquished!

Excerpt from Herakleo Attio's New Year's speech, the Triumph Plaza, Yndaros

WELCOME TO SYMBAROUM! Or, to be precise, welcome to the region that in ancient times was ruled by the civilization of Symbaroum – an empire that by all accounts was advanced in the areas of architecture, spirituality, magical schooling and the arts; a culture that without doubt suffered a both rapid and brutal downfall.

This section of the book contains an overview of the region where the roleplaying game Symbaroum is set, a region including the kingdom of Ambria, the vast forest of Davokar, the naked lowlands west of the woods and the mountain ranges marking its southern and eastern borders. What may be found outside this region will become the topic of future modules, although some information has been included here – not least about Alberetor, the land south of the Titans which the Ambrian people have been forced to abandon.

The reason for zooming in on a limited geographical area is that we are aiming for a presentation which is comprehensive rather than shallow, nuanced rather than sweeping. That being said, you will still find blanks and gaps in the text, topics we have been forced to exclude because of space limitations. But we hope and trust that the included material will prove to be enough for you to fill in the blanks yourself.

Below you will find information on the setting's history, geography, population, and most powerful factions. You will also find a presentation of what can arguably be described as the heart of the game world, the forest of Davokar, followed by an introduction to its most important settlements: Ambria's capital city of Yndaros, the town of Thistle Hold, and the forest plateau Karvosti where the High Chieftain of the clanfolks resides.

With the texts, images and maps of this section at your disposal, we hope that you will feel welcomed to the setting of Symbaroum. We would also like to invite you to contribute to its expansion. It is when this book reaches its readers that Ambria and Davokar truly begin to live and breathe, and we hope that you are willing to share your ideas, thoughts and creations with the Symbaroum community. In this way, the improvement and development of the setting can become our joint venture!

The Return of the Queen

THE GREAT WAR, the hungry hordes of the Dark Lords – a nightmare that lasted for two decades and which left little to hearten those who finally woke up. Instead they had all the reasons to grieve: tens of thousands had died; the maimed and broken were beyond count; the land was ravaged by death magic; there was famine and infertility. And even though the young Queen had been rescued from the claws of the enemy, she had returned a shadow of her former self, with a lifeless mask covering her once radiant sunshine smile.

Twenty-one years have passed since the Dark Lords were vanquished and the Queen realized that her realm was dying. She was forced to lead her people to safer grounds, that much was evident. And before long she was able to identify where to start anew. North of the mountain range called the Titans lay the fertile soils which according to legend were the ancestral home of her people. The time had come for Korinthia to claim her birthright.

During the past couple of centuries the region up north had been controlled by warring, barbarian clans and before that by the prosperous city-state of Lindaros. According to legend, Lindaros suffered the wrath of celestial powers, causing a most infectious bleeder's disease to wipe out its entire population. This occurred about two hundred years ago, after which more than a century passed before the nomadic clans of the region dared approach the contaminated ruins.

No more than a couple of months after the decisive battle against the Dark Lords, Korinthia's troops reached the region in the north. At Lindaros they encountered a small barbarian settlement, established by the clan Kadiz that had been evicted from its territory in Davokar fifty years earlier. After a siege that lasted only three days the barbarian chieftain bowed before the superior power and the work of rebuilding Lindaros began in earnest – a task that mainly was carried out by thousands of prisoners of war and as many so-called volunteers, men and women who were on the run from already dead regions in old Alberetor.

The Queen did not join the refugees until seven years after the war's end. When she did, she declared that her new realm would be called Ambria, "the shining," and the increasingly well-organized capital was to be named Yndaros in honor of Korinthia's father, the hero king Ynedar. Three years later the Queen's armies also managed to overwhelm the barbarian warlord Haloban and his clan warriors – a triumph giving Korinthia and her people the opportunity to start exploring and harvesting the ample riches of Davokar Forest.

Much has happened over a short period of time, so there has been no room for subtleties. Disobedient barbarians have been killed, banished or imprisoned by Korinthia's experienced and well-equipped soldiers; the obedient ones have been used for labor under slave-like conditions. The latter also holds true for many of Korinthia's own subjects, namely all those who came from the south without personal riches or sought-after skills. If anyone bothered to keep count of how many people have died in the process of building Ambria the final tally would be in the thousands. But no one does. To those who are alive nothing counts but the remarkable result. Although the restoration of Yndaros is far from finished the city has grown to enormous proportions, and at the same time Korinthia's knights have conquered all the land between the mountains in the south and the woods in the north. Now the nobles of Ambria are starting to plan for new conquests, in the north and in the west.

Seven years ago the uncrowned king of Ambria's treasure-hunters, Lasifor Nightpitch, established the town of Thistle Hold. The construction was largely financed by the reward Lasifor had received for an armful of dried Twilight-Thistle – a rare herb, allegedly powerful enough to aid the gravely ill Abesina, mother of Queen Korinthia. Ever since then, the walled settlement of Mayor Nightpitch has acted as a safe haven for Ambrians exploring Davokar, a forest full of natural resources and rich remnants of long lost civilizations; also a forest full of rampant abominations, dark-minded creatures of otherworldly origins and a band of wardens most unwilling to tolerate the damages done by human explorers.

The Promised Land

THE REGION KORINTHIA is determined to conquer is dominated by Davokar, a forest that in itself is as varied as a continent. Traversing the woods from Thistle Hold to its northern edge would take weeks, if not months, and on the way one would have to face beasts as well as hostile elves, blight-stricken abominations and treacherous nature.

South of Davokar a rolling landscape of fertile plains stretches out. Where they are not plowed by Ambrian farmers they are covered by pale green grass or small groves where the birds and beasts of the lowlands find shelter. This is Ambria, a kingdom divided into seven duchies encircling an eighth domain ruled by the Church of Prios, the Sun God and the Giver of Laws. The Grand Duchy of Korinthia is by far the largest, just as the capital city of Yndaros is larger than Thistle Hold, Ravenia and the high seat of the Sun Church, Templewall.

The region is framed on two sides by towering mountains – the wild and majestic Titans to the south and the Ravens to the east, growing taller and steeper the further south one travels. Aside from some mining colonies and the monastery of the Twilight Friars south of Yndaros, the Ambrians are yet to establish any noteworthy settlements in the mountains. Instead they have become a refuge for robbers, free-thinkers and rebellious barbarians. And as for the dwarven realm of Küam Zamok, its inhabitants appear to be totally indifferent to humans, with the exception of the few families that, for reasons unknown but wildly debated, have settled down in Yndaros.

The climate is colder and more humid compared to what the Ambrians are used to. Damp winds from the southern oceans climb over the Titans and are not embarrassed to drown Ambria in heavy rains, especially during the autumn. The winters are cold, with snow covering the streets of Yndaros for a month or two, or even longer during the winters that the barbarians call Istaros, when arctic winds sweep down from the north, so cold that hearths which are allowed to go out can barely be brought back to life and the blood freezes in anyone who dares venture outside for longer than it takes to collect more firewood.

Timeline

–1000 (approximate)
The civilization of Symbaroum crumbles into oblivion

–500 (approximate)
The clans of Davokar unite under a high chieftain to battle the Spider King. The city-state of Lindaros is founded.

–200 (approximate)
The population of Lindaros is wiped out by a virulent disease.

–21
The Dark Lords conquer the border city of Berendoria

–19
Alberetor strikes back against the Dark Lords and The Great War begins

–10
King Ynedar is killed; Korinthia is crowned the Queen of Alberetor

–5
The sun god Prios is declared to be the One and the provider of Alberetor's laws

–2
Korinthia is taken captive by the Dark Lords

0 (winter)
The Queen is rescued and the stronghold of the Dark Lords is stormed; the war is over

0 (autumn)
The barbarian settlement of Kadizar surrenders and becomes Korinthia's foothold in the new land.

5
The duchies of the new realm are established, from the Ravens in the east to the river Eblis in the west

7
The Queen arrives, the new realm and the capital city are given their names

8
The Cathedral of Martyrs in Yndaros is inaugurated

10
The clan Jezora is slaughtered and its chieftain executed in the Triumph Plaza

11
The eighth duchy is established and its main town of Sevona founded

13
Thistle Hold is built

15
First Father ascends to the High Seat of the Sun Church

16
The Battle of Karvosti results in an agreement allowing the Sun Church to restore the temple ruin on the plateau

19
The Queen dictates that all crafters must be organized into guilds.

21
Present day

The Ways of Life

SINCE LONG BEFORE the arrival of Korinthia and her subjects, the land north of the Titans was home to a motley array of creatures with diverse customs and an often complicated relationship to one another. The presence of the Ambrians has affected the people of the region in different ways – in part as a result of adaptation, in part as an effect of defiance or at least a need to demonstrate some kind of uniqueness relative to the new lords of the land.

This section offers a portrayal of the more or less civilized creatures living in the woods and on the plains. The depiction is brief and therefore simplistic – in actuality there are lots of exceptions to what is said below. But if you keep that in mind the text should provide a relatively fair account of the people, cultures, traditions and conflicts of the region.

PEOPLE

In broad terms Davokar and its surroundings are inhabited by three distinct groups of people – Ambrians, barbarians and the Elder Folks (for instance elves, goblins and ogres). If you were to ask any single representative of one of those groups about such classifications he would probably feel uncomfortable being lumped in with individuals that to him appear as more or less strange. But that does not alter the fact that there are some shared characteristics within those groups which make the categories justifiable.

The Ambrians all stem from the dead realm Alberetor south of the Titans. The Great War has made them tough but also forced them to become disciplined and organized, in terms of the military and bureaucracy as well as regarding trade and divisions of labor. In short: the war has civilized the Ambrians as a people, even though it may have brutalized many of its individuals.

The Ambrians are capable and experienced when it comes to waging wars, but they are also characterized by a profound spirituality and an aptitude for refined skills and nuanced knowledge. Other than that you will find a common quality in their ambitions: they are a people bent on conquest and ownership; they always strive for more and better, whatever it concerns. Nature is regarded as a resource, filled with supplies which can make life more comfortable, or in any case more tolerable, and many Ambrians would willingly risk life and limb in the hope of finding treasure, knowledge or rare goods which could secure them a comfortable future.

When it comes to the barbarian clans they actually live in greater harmony since the arrival of the Ambrians. It is commonly accepted that the clan folks are descendants of Symbaroum, the civilization that ruled the region up until a millennium ago. There are of course huge differences between the clans in terms of lifestyle and customs, but in the end they have much in common. What they share is probably best symbolized by the witches, the spiritual leaders of the clans and advisors to the chieftains. Under the guidance of the witches, the barbarians are fully aware that they are living in and consequently are depending on nature for their safety and survival. And they have all borne witness to what happens when one does not respect the taboos dictated by the Huldra, the head of all witches who lives on Karvosti alongside the High Chieftain.

Finally there is the vague category called the Elder Folks, including elves, dwarves, goblins, trolls, ogres, changelings and others. A majority of the individuals sorted under this label tend to see themselves as nature's children, rather than its owners or rulers. There are of course exceptions, not least among the goblins who have gotten a taste of Ambrian abundance and even more evident among the dwarven families living in Yndaros.

But by and large, the Ambrians and the Elder Folks are very dissimilar in this respect. The disagreement, not to say animosity, is most apparent in the conflicts between Korinthia's subjects and the elves of Davokar. With reference to a treaty that supposedly was signed by many human lords around the time of Symbaroum's fall, the wardens of the woods demand that all Ambrians stay clear of the forest. They even claim that an ancient alliance called the Iron Pact gives them the right to slay any human who violates the terms of the treaty – a claim that Korinthia and her knights scoff at and which no dedicated treasure-hunter takes seriously.

SPIRITUALITY

Much changed in the wake of The Great War. The most radical change was when the sun god Prios went from being one of many accepted deities to being recognized as the One. Where the Dark Lords represented darkness and death, Prios came to symbolize the light of Alberetor and the life-giving power of the sun. Or as Jeseebegai, the current First Father of the Sun Church, has expressed it: *"In the abyss, in absolute darkness, was the spark which gave hope to the world, the spark which in the care of we Ambrians will make Prios blaze as never before."*

Today Prios is recognized as the Giver of Laws or as the One, and almost all Ambrians adhere to His commandments, as conveyed by the priests and theurgs of the Sun Church. Prios is said to be everywhere beneath the heavens and humans are tasked with cultivating His creation. Sadly, man has neglected this duty for a long time, which in turn means that Prios has lost much of His strength, so much in fact that He is dying. But according to the sermons there is still hope. If humans strive to correct the error of their

MAP COVERING THE KNOWN PARTS OF
Ambria & Davokar
DRAWN BY CARTOGRAPHER
TABEO CRANEPLUME
0 100 km
0 60 miles
SCALE 1:4,000,000
N
NE
E
SE
S
SW
W
NW
GAOIA
ENOAI
SAAR-KAHN
GODINJA
DAVOKAR
YEDESA
VARAKKO
Jerak's Sinkhole
BAIAGA
BLACK PITCH MIRE
The Ruined City of Odaban
ZAREK
Serand's Pyramid
Sun Temple
The Columns of Haganor
VAJVOD
Sevona
MALGOMOR
VOLGOMA
Karvosti
Earth Towers of the Black Leech Rift
KARCHAR
ODAIOVA
Jakaar
Melima
Karo's Fen
THE MARSHES
NEW BERETOR
EANOR
Thistle Hold
THE RAVENS
NEW BERENDORIA
EBLIS
Kurun
NARUGOR
Templewall
Kastor
Ravenia
PRIOS DOMAIN
SERAGON
DOUDRAM
KASANDRIEN
Agrella
YNDAROS
MERVIDUN
EBEL
NOORA
Mergile
VELOMA
YNDARIEN
Redina
Küam Zamok
THE TITANS

ways – if they work harder, extract more crops from the soil, harvest more and richer resources from forests and mountains, colonize more of the wilds – then Prios will grow strong again.

In the quest to honor and strengthen the Sun God, Davokar has a vital role to play. The wild, unruly forest is considered to be the perfect example of what happens when humans refrain from doing what they are obliged to do. Davokar must be cleansed, its potency disciplined and its resources cultivated. It is to advance that quest that the Curia, the high council of the Sun Church, sends missionaries as well as explorers to the depths of Davokar, and why they already have established a temple on Karvosti, the age-old Thingstead of the barbarian clans.

In the shadow of Prios the abolished deities live on, gods that actually bear a striking resemblance to the deities of the clans. Concerning the religious beliefs of the barbarian folks, many theurgs and learned masters have tried to describe and categorize the gods, spirits and divine beings worshiped in Davokar. So far they have not succeeded. Evidently the clans are very dissimilar when it comes to how they relate to spiritual powers. As mentioned, some worship deities similar to the gods banished by the Ambrians. For instance, the serpent god Uron revered by the Gaoia clan shares features with the Ambrian Earthmother; the Baiaga clan's bloodwolf Arex is clearly related to the Ambrian Pathfinder; and the spider Oroke, who is worshiped by many, has some qualities in common with the Executioner. But among the clans you will also find worship of ancestors, holy grounds, beasts and sheer monstrosities like the bestial Blood-Daughter of the clan Saar-Kahn. Regarding religious rituals there are also great discrepancies between the clans, from collective prayer sessions to downright deadly customs – as when the members of clan Enoai allow themselves to be bitten by venomous spiders, in order to get closer to Oroke.

The Elder Folks appear to have a more relaxed approach to spiritual matters. Instead of worshiping or praying to divine beings they seem content with showing gratitude towards the spirits which, according to them, inhabit all aspects of nature. They give thanks to the stream for letting them traverse the rapid waters unharmed. They offer their gratitude to the hazel for letting its nuts fall to the ground. They whisper thank you to the deer for allowing itself to get trapped. It is said that Elori, the elven emissary in Yndaros, was asked about his beliefs during a visit to Queen Korinthia's court. His exact response is obviously only known to those present, but according to rumor he replied with an insult: *"It is a vain presumption to think that the world would care about being worshiped or that it would listen to prayers; it is a presumption which mirrors man's own desire to be worshiped and his expectation that he can force his will upon the world."*

CULTURAL PRACTICES

Ambrians as well as barbarians are storytellers. The barbarian folk value a good narrator almost as highly as a skilled warrior, and the High Chieftain on Karvosti always has one or two select storytellers living in his fortress. These chroniclers are often chosen from among the participants of the annual contest held during the market days at the autumn equinox, and are considered to have a special responsibility for remembering and recounting historical events.

Aside from the telling of stories, the leisurely activities of the clans tend to involve weapon games and rituals paying homage to nature. It would probably be misguided to describe the clans' relationship to Davokar in terms of worship, but under the guidance of the witches all barbarians are careful to show gratitude towards the forest that feeds them and teaches them humility. In that, as in most other cases, the storytellers play a vital role – especially when it comes to cautionary tales that account for what may happen if one violates the taboos dictated by the Huldra.

Among Ambrians storytelling takes many different forms. The bards and poets who perform in taverns, restaurants and inns are very popular, but the same can be said about prominent actors, dancers and artists. Within all these art forms portrayals of The Great War are common. Tales about individuals who have pleased Prios, so-called Lightbringers or Martyrs, is another popular theme. However, in recent years a newcomer has appeared on the Ambrian stage: tales of Davokar – of fortune-hunters who have found their fortune; of heroic encounters with arch trolls and lindworms; of rich treasure chambers found in overgrown ruins. Additionally, the Ambrian storytellers have made it their business to visit their barbarian colleagues to learn popular stories from them, including the ancient poems attributed to the legendary Huldra Aroaleta.

Aside from the Ambrians making use of more forms of storytelling, there is another significant difference between the groups: while almost all barbarians take part in the rites of the witches and listen to tales told around the fire, the Ambrian people are divided into a number of sub-groups. The nobles have their own venues for dance, theater and music, and love to cover their walls in grandiose tapestries with themes from battles or nature. Merchants and craftsmen often visit the same salons, where they place themselves according to fortune and status since the prices vary depending on where you sit. Free, laboring Ambrians listen to tales told in the taverns while thralls, serfs and commoners in the countryside have to settle for the tall tales told by their elders as they assemble for the evening meal. Of course there are exceptions, but the principle can hardly be questioned: the subjects of Korinthia are undoubtedly stratified in terms of both assets and interests.

AREAS OF CONFLICT

Given that the three main populations in the region have such a disparate relationship to Davokar, you would probably conclude that the Ambrians always collide with the Elder Folks, and that the barbarians are caught somewhere in between. Of course it is not as simple as that. There are lots of individuals who do not fit that mold – Ambrians who join the elves in their ambition to keep Davokar in peace as well as single barbarians, elves, changelings and ogres who have made their homes in Ambria.

Nevertheless, the general climate of the region is one of open conflicts, characterized by the Ambrian ambition to explore and exploit Davokar and the Elder Folks' reluctance to let them do so. Presently, Queen Korinthia's people seem to be the unchallenged rulers of the plains between the mountains and the forest, and it would probably take an all-embracing pact of barbarians and elves to change that. But in the woods the balance of power is more even. The Queen's army has a hard time functioning with full efficiency in the forest, while local knowledge and experience provide their counterparts with a great advantage. Furthermore, the Ambrians have a hard time confronting the horrors of Davokar on a unified front. Special interests linked to factions, blood or personal gain are often given priority at the expense of the common good, not least when it comes to managing and distributing information, resources and treasure found in the woods.

The latter also paves the way for joint ventures involving a mixture of Ambrians, barbarians and others. Instead of contacting factions like Ordo Magica or the Queen's Rangers, many dukes and barons have initiated collaborations with barbarian or goblin chieftains. And the wizards, scholars and Rangers tend to act in a similar fashion – better to pay the locals for help than to divide any profit or advances with other Ambrians. The only exception from this is the Sun Church, whose representatives are unwilling to mix with the "creatures of the night". On the other hand, they engage in missionary campaigns and can in that way utilize the knowledge and skills of converted goblins, barbarians and ogres.

In other words, to give a clear cut and straightforward account of the relationship between the peoples of the region is both difficult and fundamentally misleading. In order to understand how collaborations, quarrels and armed conflicts arise you have to take a large number of factors into account, not least the factions described in the upcoming chapter. Moreover, you must understand that in light of the escalating threat from the corrupt powers of Davokar, basic necessity may require the most unlikely alliances to be forged.

Factions

THIS SECTION OFFERS a brief introduction to the most powerful factions of Ambria, along with a similarly short glance at the clanfolks and the elves of the Iron Pact. In general terms these groupings can hardly be described as harmonious – power struggles are as frequent within as between the factions, and the goals of individual leaders may both alter with time and be contested by subordinates. But in the end it is fair to say that power and influence are linked to the formations described below, and that one would have to be extremely clever to reach one's goals without having allies among prominent members of at least one of them.

HOUSES OF NOBILITY

Ambria, as Alberetor before it, is a hierarchical society, for centuries governed by an assembly of noble families, called houses. The families are ranked based on their position in the order of succession, and the rank affects what offices their representatives may hold.

Ambria is divided into seven duchies, in turn divided into smaller domains, called counties or baronies depending on their size. Formally, it is the Queen who appoints dukes, who then appoints counts and barons to manage subjects and land. But there have been lots of exceptions from that order of things. For instance the Queen may nominate individuals to the title Prince of the Realm – a position which gives its owner a duke's power over a smaller piece of land. It is also rumored that the Queen on a couple of occasions has appointed counts against the will of the concerned duke and that some of the counts command such authority that the people in the region show him more respect than they grant the official ruler of the duchy.

Ranked first among the noble families is the royal House of Kohinoor, personified by Korinthia Nightbane and five of Ambria's six dukes, all of them closely related to the Queen. That may sound like a harmonious affair, but according to gossip and campfire tales there are circumstances which complicate the situation. That the Queen's mother married a new husband, bore him the daughter Esmerelda and then fell gravely ill is one of those; that Korinthia's only living uncle is bitter that he missed his chance at the throne is another.

Furthermore, when the Queen's cousins are said to be incompetent bordering on useless and when the other houses long for an opportunity to dethrone the Kohinoors, anyone can see that Korinthia has had to reexamine the situation carefully before appointing the dukes of the Promised Land.

On the other hand, one should not believe everything one hears. Provided that appearances are not tremendously deceiving, the rule of Ambria works as it should. There is steady progress in the development of the regions, the army stands firm in the face of Davokar's abominations and new colonies are established every other month. And even if the rumors contain some small elements of truth, hardly anyone questions Korinthia Nightbane's ability to handle the odd domestic quarrel.

Queen Korinthia and an escort from the Twilight Friars wander through Yndaros, towards the Cathedral of Martyrs and a memorial service for the victorious dead.

Queen Korinthia

Head held high and with unwavering confidence, Queen Korinthia carries the hope and sorrow of her people. She was not more than twelve years old when King Ynedar died on the battlefield, but she did not hesitate to pick up where he left off. She inherited his mount, the legendary Master; she had his broken lance restored; and she led the forces of light on a ten years long counteroffensive against the armies of the night.

Two years before the end of the war, Master died, gravely wounded by a poisoned spearhead, and Korinthia was taken captive. The enemy celebrated without understanding that he had engineered his own demise. The desire to rescue the captured Queen gave her knights such valor that not even death magic could make them falter. Korinthia was freed from her prison and commanded a decimated battalion of Templars in the decisive assault on the Dark Lords' fortress.

The years in captivity and the death of her homeland have not broken Korinthia's spirit. Sure, her lacerated face is nowadays covered by a mask of glazed porcelain, but she is still the same: a triumphant warrior queen, given the honorary title Nightbane for her victory over the dark.

The rumors claiming her to be weak or even dying, or the ones declaring that she actually died in captivity and that the woman behind the mask is someone else, are never spoken except in wheezing whispers and in the company of very close friends.

Yndarien
The Grand Duchy of Yndarien is Queen Korinthia's domain, rich in rain, fertile fields and not least in people. About forty percent of Ambria's population lives between the mountains and the river Doudram, and new refugees arrive every day. Although most of them are passed on to other provinces, especially to the colonies of New Berendoria, there are many who argue that the mountain passes should be closed off. And maybe they have a point – how much will the Promised Land be worth if buried under a tidal wave of diseased scavengers?

Mervidun
Mervidun is officially ruled by Abesina, the seriously ill mother of the Queen. In actuality the domain is governed by Duke Sesario, the man Abesina married during Korinthia's captivity and with whom she has the daughter Esmerelda. From his high seat in Mergile he captains the trade in metals, granite and lumber – products that because of swift transports along the river Noora have made Mervidun one of the richer duchies in Ambria.

New Beretor
New Beretor is ruled by Duke Ynedar, the son of Korinthia's brother Korian who died while trying to free his imprisoned sister. Ynedar, named after his grandfather, is no older than the Ambrian kingdom and governs a region that can boast of having great relations with the barbarians. The duchy also takes pride in the ingenious methods developed to extract fire oils from the wetland called the Marshes.

Seragon
When the immediate family is not enough to close the ranks you turn to more distant relatives, in the case of Seragon to the son of the former king's younger brother. The orphaned Duke Gadramei is accused of being a lackey who drinks more than he should, and who neglects his duties towards Queen and country. But even if Seragon is poorer and more unruly than other duchies, its Duke has so far managed to protect the Davokar border with flawless efficiency – despite the fact that his province borders the territory of the aggressive clan Karohar.

Kasandrien
The Queen's half-sister, the seventeen-year-old and very spirited Esmerelda, is the Duchess of Kasandrien. The city of Agrella is situated on the shores of Lake Ebel, making it a vital node for transports along the rivers, and the Duchess is also honored by housing the head office of Ordo Magica in her province. Aside from that, Kasandrien is famed for being influenced by Esmeralda's decree: *"The victorious dead shall be celebrated and praised, not mourned!"* Agrella is a city of eternal jubilation.

Narugor
The Duchy of Narugor stretches along Davokar's southern tree line and contains the fortifications Otra Senja and Otra Dorno, underlining that Duke Junio Berakka has been given a special responsibility to stop the darkness of the woods from seeping out over Ambria. The duke himself – a hero of the people whose accomplishments have hoisted him to a position of highest nobility – is an example of how the war's end and the migration have affected the previously rigid structures of the noble houses.

New Berendoria
The popular belief is that Alesaro Kohinoor has not forgiven his niece, even if it was not her, but a group of military commanders and prominent nobles who prevented him from succeeding his brother. The fact that Korinthia gave him the duchy of New Berendoria is hardly a comfort, since she probably appointed him to that barren and windy outback in order to get rid of him. Be that as it may, current reports from his high seat Sevona state that Alesaro is making new friends among the western clans.

Prios Domain
At the heart of Ambria lies Prios Domain, with First Father Jeseebegai functioning as the steward of the Sun God. Where Ambria's largest high-roads intersect – the one between Yndaros and Thistle Hold and the one between Kurun and Ravenia – rests Templewall, high seat of the Sun Church, surrounded by rolling plains where the crops sway in the wind and the cattle graze peacefully, assured that they are safe from harm.

THE BARBARIAN CLANS

When the Ambrians arrived in the region south of Davokar, thirteen barbarian clans were living in the area. Since then thirteen has become eleven, as clan Kadiz was subdued and integrated into the Ambrian civilization and clan Jezora was annihilated by Ambrian steel. Recently there have been rumors swirling about a possible twelfth clan, the fiendish brutes of the Beast Clan. But while the existence of such a clan is yet to be confirmed, and especially since the barbarians seem to be equally confounded by the flourishing rumors, Ordo Magica and other authorities are ignoring them, pending more reliable accounts.

Lately the relations between the clans have changed, because of the arrival of the Ambrian people but also because of the slowly but surely escalating threat from the beasts and abominations of Davokar. Reasons aside, the clan chieftains have all declared themselves to be aspiring for peace, and judging by appearance they try to live up to that promise. Sure, it is still turbulent in some borderlands, not least up north as well as between Karits and Vajvods in the east. But at the moment the region is free from outright clan wars.

The Huldra Yeleta

Although he would hardly admit it, not even Commander Iakobo Vearra, first among the Knights of the Dying Sun, is comfortable looking Yeleta in the eye. Her grotesque masks, her wild manners and thunderous voice are enough to frighten parents as well as children, and the stories told of her cruelty are hugely popular in the taverns of Yndaros.

Yeleta instills fear and fascinates. At the same time most Ambrians cling to the belief that the Huldra – or the Arch Witch as some call her – never leaves her home in the caverns piercing the cliff of Karvosti, and some even claim to know that she in reality is nothing more than a wise old crone, powerful but not at all evil.

That she is connected to the creatures of Davokar is beyond doubt, but whether or not she is actually allied with them is another question. Maybe she is yet to decide which side she is on, the side of the beasts or that of the humans? Maybe she, and thus the barbarian clans, will make a decision before long.

The barbarian High Chieftain, seated on Karvosti, is elected for life during a gathering at the Thingstead held when the reigning "warlord" is nearing death. But he is not elected to rule. Instead the role of the High Chieftain is to arbitrate or, when necessary, act as a judge in conflicts within and between the clans, and only if requested to do so by the clan chieftains.

The chieftains must of course pay heed to the opinions and wishes of their subjects, but they have no obligations to obey or even listen to some superior power. So even if there are similarities to be found between them, each clan has its own structure of laws, customs and hierarchies.

What similarities exist can first and foremost be attributed to the witches. The leader of the witches is called the Huldra, and just like the High Chieftain she resides on Karvosti. Four times a year (at the winter and summer solstice, and at the spring and autumn equinox), the Huldra assembles the leaders of the clans' hex nodes, called Keepers. It is said that the purpose of these gatherings is to discuss the state of Davokar, but according to rumor much time is also allocated to talks about, and the search for solutions regarding, conflicts that officially are to be dealt with by the High Chieftain. The witches undoubtedly have a huge influence over the High Chieftain as well as over individual clan chiefs; so huge, in fact, that Levia Soleij, a respected Master of the Order, claims that Yeleta, the current Huldra, has a greater hold over her people than Korinthia has over the Ambrians.

Gaoia
The members of clan Gaoia living furthest to the north are regarded as brutal and primitive, even by other barbarians. They are said to be allied with a lindworm, called Grandfather Lint, and are hardly ever seen in the south. The only exceptions are their rugged Wrathguards and the slightly more polished envoys that clan chieftain Rábaiamon sends on a courtesy call to Karvosti every other year.

Enoai
The Enoais are tree-people, living in tree-tops or in caverns carved out under the roots of giant pines. One example of the latter is the legendary village of Enovak, where clan chieftain Karona resides. The settlement comprises about fifty households and a marketplace, all situated under the towering pine which shares its name with the clan.

Godinja
Many of the masks carried by barbarians are made by the craftsmen of clan Godinja. Its proud people claim to be the descendants of old Symbaroum's ruling elite – a belief that members of the other clans question, but without indignation. Instead outsiders point to the fact that the Goeds up until a couple of generations ago were closely associated with the elves of Davokar. And they are happy to echo the rumor stating that Godinja's clan chieftain, the mighty Vikomer, has elf blood coursing through his veins.

Yedesa
Compared to their northern neighbors, the Yedes actually have better reasons for being proud. Of the last ten High Chieftains six have been fostered by clan Yedesa, including the current one. The reason for this may be that the clan long ago abandoned a nomadic lifestyle, in favor of a few permanent settlements. Since the annihilation of clan Jezora, chieftain Leonod's stone fortress is clearly the most impressive construction of the barbarian people.

Baiaga
Aside from them often being seen on both Karvosti and in Thistle Hold, the Baiags are known for fighting alongside their tame bear beasts, called baiagorns. They live in small groups that roam the clan territory hunting and fishing, but many choose to leave the hunting grounds for varying periods – something which other barbarians tend to regard as a sign of rootlessness or disloyalty.

Zarek
The Zareks count among the barbarians who seem most willing to accept an Ambrian presence in Davokar. Their main settlements are situated along the northern shore of Lake Volgoma, and it is said that they have developed a close

partnership with Alesaro Kohinoor – a partnership which probably was established when Monovar, the chieftain of Zarek, helped the Ambrians to destroy his arch enemy, Haloban of the dead Jezora clan.

Odaiova
The territory of clan Odaiova spans between Karvosti and Thistle Hold, which means that the route between the two settlements traverses their grounds. Hence, one should not be surprised that the Odavs have gotten used to the Ambrian presence and learned to capitalize on it. It is often the people of Odaiova who act as intermediaries in contact and trade between Ambrians and barbarians, which means that the clan chieftain, Embersind, lives a much more comfortable life compared to other barbarian leaders.

Karohar
Unlike the Odavs, the warmongering Karits are distrustful, if not hostile, towards the new lords of the realm. This can probably be explained by the fact that Ambrian treasure-hunters have invaded their territory during the past decades, scaring game away and attracting elves. Or could it possibly have something to do with what happened to the former ally of Karohar – Haloban and his Jezites? Regardless, the territory of the Karits is far from safe.

Vajvod
Southeastern Davokar, particularly the area around the stone fortress Vojvodar and the River Doudram, is the home of the Vajvods. The remote location and the relative openness of its inhabitants have made it possible for the Ambrians to gain a firm foothold in the territory, clearly demonstrated by the colony Karo's Fen, the trade ships sailing all the way up to the source of the river and the forward base that the Queen's Rangers have in the area.

Saar-Kahn
The Saars of clan Saar-Kahn speak in a guttural language, barely comprehensible to other barbarians. They live in self-imposed isolation around an ancient fortress, worshiping the beastly Blood-Daughter and regarding themselves as the true heirs of Symbar. A couple of times a year, Saarian raiders attack other barbarian settlements, but clan chieftain Razameaman places all the blame on rebellious separatists – claims which other clans have opted to believe, until proven otherwise.

Varakko
Furthest south, close to the Ambrian border, the Varaks travel the plains in their wagons. They comprise the smallest clan, which to a large extent is due to the fact that they are especially exposed to attacks from "rebellious" Saars. With the express permission of Duke Alesaro, the Varaks nowadays often keep to the Ambrian side of the border. And it is said that the duke is making efforts to end the blood feud which rages between the Varak chieftain Didramon and Monovar of Zarek.

High Chieftain Tharaban

The High Chieftain of the barbarians has his seat on the plateau Karvosti, about five days' ride northwest of Thistle Hold. Pilgrims who have visited the sun temple on Karvosti say that the High Chieftain resides in an impressive stronghold, surrounded by a curtain wall and protected by the Guard of the Slumbering Wrath. Tharaban himself is not often seen. Sometimes he can be spotted looking out over Karvosti from a balcony on the stronghold, and on occasion he has been observed walking over the plateau, on his way to meet with the Huldra or to the Thingstead, always surrounded by a dozen Wrathguards.

Rumors describe him in contradictions, as a skilled diplomat or a complete moron; as a mighty warlord or a weak figurehead whose commands are dictated by the Huldra. Whatever the case, backed up by the ninety-nine Wrathguards, the fur clad Tharaban is a force to be reckoned with.

THE CHURCH OF PRIOS

The Church of the sun god Prios governs a domain of its own in Ambria, a territory large as a duchy centered around the city of Templewall. The First Father of Prios resides in the city, selected for life by the Curia – the ruling body of the Church, which is composed of the leaders of its three subdivisions: the Priesthood, the Templars and the Twilight Friars. Jeseebegai who now sits on the Evening Throne at Templewall was elected from among the Twilight Friars six years ago.

The theurgs and liturgs of the Priesthood are responsible for interpreting Prios' commandments and for managing all His temples, from the cathedrals in Yndaros and Templewall to the repaired shrine on Karvosti. Their current representative in the Curia is named Anabela Argona and is the sister of Count Alkantor Argona; a bond that the count is accused of exploiting in the ambition to expand his domain and influence.

The Knights of the Dying Sun, also called Sun Knights or Templars, are the armed wing of the Church. Its well-equipped and highly skilled Templars, who all stem from noble families, played a crucial part at the end of The Great War – a fact which Knight Commander, Iakobo Vearra, never lets anyone forget.

First Father Jeseebegai

The man who sits on the Evening Throne at Templewall was born Demeon Soleij. He was a priest in the battalion that liberated Queen Korinthia from the Dark Lord's prison, and was actually the one who made the rescue possible. In a celebrated act of heroism he walked naked through the unholy firewall that held Korinthia captive and carried her out. The Queen escaped with mild burns while Demeon lost his eyes, his hair growth and sustained severe scarring over his whole body.

Even so, nobody has ever heard the faithful Black Cloak complain about his injuries. Unlike Korinthia he has never made an effort to conceal the scars on his face; he has settled for a blindfold, if only to protect his empty eye-sockets from becoming infected. And when the former First Father passed away there was little question who would succeed him. The Curia only needed an hour's time before proclaiming the ascension of Convent Brother Demeon as First Father Jeseebegai. And they could not have made a better choice: No one loves Prios the way he does; no one fights with such resolve to give the Ambrian people courage enough to please Prios and to replenish His might.

Finally, the Twilight Friars, also called Black Cloaks, is a monastic order with its main seat south of Yndaros, up in the Titans. Aside from a handful of convents in Ambria's larger settlements, the order manages a convent school in Yndaros and is in charge of internal as well as external intelligence activities. The spokesperson of the order, Brother Eumenos, is often heard declaring that whilst the Templars aim their swords towards Ambria's outer enemies, the knife points of the Black Cloaks are aimed at those within.

ORDO MAGICA

Roughly a year ago Ambria's most prominent order for learned studies and mystical schooling, Ordo Magica, relocated from Yndaros to Agrella on the shores of Lake Ebel. Grand Master Seldonio governs an organization with chapters in all larger settlements as well as a handful of outposts in Davokar. Each chapter is run by a Chapter Master, under which the Masters of the Order are sorted. The latter are experts in their respective areas – for instance Botany, Elf Studies, Beast Lore and Wizardry – and all have a number of novices and adepts working for them.

The primary ambition of Ordo Magica is of an explorative nature: its members seek knowledge for knowledge's sake. They arrange expeditions to both forests and mountains, from which they bring curious artifacts to be studied in search of their properties and applications. Instead of spirituality the members argue that philosophy must be the primary tool for expanding the understanding of the world, and in the end they rely on experience and evidence rather than on faith – something which often causes its members to clash with theurgs and Black Cloaks.

But the single-minded search for knowledge does not mean that the order is totally cut off from the rest of civilization. Seldonio appears to be fully aware that he is in need of others – for instance, he needs the Queen's blessing to explore Davokar, the silver thaler of the nobles to finance expeditions, and the Rangers to take members of the order along on their patrols. It should also be noted that the order strives to capitalize on knowledge gained and discoveries made, as for instance shown by the Vivisectory in Yndaros where ordinary people can pay an entrance fee to bear witness as the masters carve into everything from farm animals to rage trolls and actual abominations.

Grand Master Seldonio

Many a mighty master fell during The Great War. Seldonio survived because he was the head of the order, and therefore was needed at the war council far from the front line. Exactly how old he is, he probably does not know himself, but under the name Seldonio he appears in epics composed nearly two centuries ago. And even if some people blame him for having acted like a coward during the war, there is hardly anyone who doubts that he counts among the mightiest mystics in Ambria.

But most powerful he is not. Three other Masters of the Order made it through the war alive: the stormweaver Variol, Kullinan of the dead House of Furia and, probably mightiest of them all, the mind-warper Elionara Yellowcat. It is said that these three pushed through the relocation of the headquarters to Agrella against Seldonio's will – they wish for peace and quiet and time for studies, and have no sympathy for the Grand Master's interest in Ambria's men and beasts. This has resulted in a situation where Seldonio spends more time at the chapter in Yndaros than he does in his chamber in Agrella. And if one is to believe what is whispered among adepts and novices, this may very well mean that Seldonio's days as the head of the order are numbered.

Beremo Herengol

Beremo stems from a long line of prominent commanders and is regarded by most as the crown jewel of his house, especially because he was highly responsible for the outcome of The Great War. He has been the realm's Field Marshal for twenty-six years and is closing in on his seventies, which has accelerated the speculation about him stepping down. But so far nothing indicates that he or the Queen have any such plans – as late as during the New Year's celebrations of Year 21 he spearheaded the honor guard and looked to be in great shape; according to some, in an unnaturally great shape.

The rumors surrounding the second most powerful commander in the kingdom are many. There are those who claim that he already is exhausted but that the Queen refrains from dismissing him because of his long and faithful service. Other gossip states that Beremo is allied with dark forces that fill him with youthful vigor, or that the old one has some kind of hold over Korinthia which prevents her from relieving him.

THE QUEEN'S ARMY

Queen Korinthia is Ambria's Commander in Chief, but most of the day-to-day operation of the army is commanded by the elderly Field Marshal Beremo Herengol. The army is divided into six divisions, paid for and maintained by the duchies, and a seventh one belonging to the Grand Duchy of Yndarien, serving directly under the Queen. Each division includes infantry and cavalry, as well as archer and support units.

Additionally, the army incorporates the Rangers and the Queen's Guard, called the Pansars. The latter is commanded by General Jomilo and is stationed in a newly restored fortress west of the capital. The Rangers are in most regards detached from the army at large, primarily focused on intelligence work and reconnaissance missions in the border regions. Their commander, Colonel Revina Kalfas, is said to be one of the Queen's closest friends and rumors have her

pointed out as the next Field Marshal, when the current one is forced into retirement – rumors which makes the blood of the army generals run hot.

THE IRON PACT

The elves speak of the Iron Pact, but exactly what that is and what function such an alliance would serve is highly debatable. According to legends told at the taverns in Yndaros, the elf wardens of Davokar claim that the human race consented to leaving the forest in their care and swore never to set foot in the depth of Davokar again. This promise is supposed to have been endorsed by a long list of human rulers, including Korinthia's forefather Argalo and the ancestors of the current clan chiefs Rábaiamon and Razameaman. It is also said that the human rulers gave the elf lord Eneáno a gift to seal the treaty – six thousand rings of iron.

Among the barbarians there are some legends which could be interpreted as proof of the existence and legitimacy of the Iron Pact. On the other hand they could as well be based on lies told to the barbarians by devious pointy-ears. Evidently, the Ambrian nobility have opted to put their faith in the latter interpretation, even though the elves every day make good on the threat to seek vengeance on humans who violate the treaty.

Envoy Elori

The task of negotiating with Queen Korinthia has ever since her arrival belonged to a towering elf named Elori. Before the migration, the Ambrians had never had contact with the elven kind, and the unwillingness of the forest people to let them explore Davokar has made them detest the "pointy-ears" as intensely as they hate rage trolls. Elori himself seems to appreciate the situation. He is seldom seen on the streets of Yndaros, and when it happens he is always on his way to or from the royal palace, escorted by royal guards.

It is said that Elori has come to Yndaros in search of a peaceful solution to the conflicts between men and elves, but no one doubts that he primarily has been sent to spy. This belief was greatly strengthened the other year when he had a visitor – namely Aloéna, the giant she-being who otherwise resides in a grove on the cliff of Karvosti. What was said between them is not to be known, but since then Elori is sighted more often. The taunts and objects thrown at him bother him as little as ever before.

Davokar

TO PRODUCE A summarized account of Davokar Forest is a challenge – partly because of its varied and changeable character, partly because so much of it is yet to be reliably mapped. For centuries the barbarian clans have kept to the outer areas of the forest, from the edge to about four days' march inwards.

The reason for this is said to be twofold. On the one hand, the outskirts contain all they need in terms of prey and useful plants; on the other hand they abide by a long list of strict taboos that ban them from entering the deeper regions. The witches claim that Davokar is sleeping, that the forest must not be disturbed, that death and destruction will follow if the edicts are violated.

The strategists and explorers of Queen Korinthia, including Ordo Magica, generally agree that the witches exaggerate. Instead they cling to the belief that the taboos echo threatening warnings made by elves, and that the edicts primarily are devised to keep peace with the wardens of the forest. But the strategists also call for caution. The Ambrians still know far too little about Davokar's past – about the fallen civilization of Symbaroum and the origin of the abominations – to be able to rule out that the witches' legends contain one or two grains of truth.

Whatever the truth may be, Davokar is there, at the threshold of Ambria, the Promised Land of Korinthia Nightbane. It rests there with its enormous riches, in terms of natural resources and treasure-filled ruins. To leave it in peace is completely at odds with the Ambrian disposition.

Maybe that same disposition can account for the Ambrians' obstinate attempts to explain the inexplicable? The description of Davokar found below is based on the Duality Principle, put forth by Mallianos, a renowned Master of the Order. It is perhaps the simplest and most comprehensible description of Davokar to date. Hence, it is simplistic, in some cases even misleading, but in the end it will give you a hint of what awaits in the shadowy halls beneath Davokar's tree tops.

BRIGHT DAVOKAR

Mallianos is stationed as Master of the Order at the Yndaros chapter and is highly religious. The latter is evident in how he describes Davokar as divided into two main regions, based on whether or not the sunlight can penetrate the leaves to reach the ground. Many of his slanderers argue that he has designed the classification in close partnership with Father Peonio, First Theurg at the Cathedral of Martyrs in the capital.

Mallianos describes, not entirely incorrectly, the outskirts as strikingly beautiful and remarkably lush. During summer, beams of sunlight shimmer in humid air filled with soaring seeds and dancing insects, making the moss and ground blossoms gleam. The fiery splendor of the autumns

They say preparation and planning is as crucial as skills and bravery when mounting expeditions into Davokar. Still, the ruins of the forest often surprise you in ways no plans can help you survive.

is even more striking, and the virgin white of the winter calm also has its fair share of admirers.

However, Mallianos utters a word of warning: no matter how beautiful the natural surroundings may seem, you can be sure that they are full of hidden dangers – fruits and berries can be lethal to ingest, and many inexperienced wanderers have reached their end at the bottom of a marsh that was mistaken for solid ground.

As for its creatures, Mallianos describes Bright Davokar as the domain of barbarians and prey animals. Of course, this implies that it is here predators come to hunt – packs of mare cats, jakaars and etterherds as well as solitary rage trolls and even famished abominations. Adding to that, the elves must be mentioned. The cautious spring elves apparently love nothing better than to subject human wanderers to all kinds of more or less deadly mischief, while the hot-headed summer elves are happy to use the same travelers as targets for their perfectly aimed arrows – not least if they are in, or are traveling toward, areas deemed especially sensitive by the wardens.

Finally some words about the ruins of the outskirts. The southern regions and the area surrounding Karvosti have already been thoroughly explored by the Queen's Rangers, Ordo Magica's expeditions and independent fortune-hunters, leading to the discovery of sites like Serand's Pyramid, the Columns of Haganor and the grand aqueducts of Clearwell. But that does not mean that there is nothing more to unearth. Even today, the lucky and well-prepared may still find untouched ruins close to the southern border. And if one dares to venture further north or to delve deeper down into the soil, the chance of interesting discoveries is multiplied.

DARK DAVOKAR

Beyond the elusive border which Mallianos has established between bright and dark, there are regions that should not be traversed without great care, detailed preparations and a sizable company of sword-wielding companions. In contrast to the outskirts, the depths are riddled with grave dangers and there are neither barbarians, nor Ranger patrols that can come to your rescue. In short: one never ventures into the dark of Davokar without being prepared to risk one's life in the hope of gaining riches, knowledge or fame.

According to Mallianos, Dark Davokar is characterized by dense and wild vegetation that closes out all light. Here the flaws of the Duality Principle are revealed – the few fortune-hunters who have traveled into the dark and returned with their health and minds intact testify that the sunbeams actually do reach the ground in there. They can also tell you that this certainly does not mean that the horrors go away.

Whatever is true or false when it comes to the many postulates by Mallianos, there are reports speaking of a very devious nature in Davokar's inner regions, a nature whose threats lurk where one would least expect – threats in the form of bottomless streams, tiny but poisonous creatures, overgrown sinkholes and carnivorous or bloodthirsty vines. There is also talk of infections and parasites which make their victims insane, paralyzed, rabid or undead; of ancient curses with similar effects; even of areas defying all reason, where it snows in the summer, where plants shimmer from some inner glow and where nightmares inexplicably come to life. But neither Mallianos, nor Lukresia, nor some other authority on the nature of Davokar can claim to actually know which of these statements correspond with reality. If any.

The truth is just as uncertain when it comes to the inhabitants of the deep. That there are raving abominations, beastly rage trolls and packs of tricklestings and hunger wolves may be concluded from the stories told by returning explorers. And maybe there is some truth to the rumors about a predatory and bloodthirsty barbarian clan, even if credible evidence of their existence is yet to be found. But when there is talk about shapeshifting creatures of otherworldly origins, bone-pale elf warriors, possessed mastodons and cunning dragons, the testimonies are far fewer and even less reliable.

The same goes for the barbarian stories about shadowy beings like Lord Bog and the Hawthorn Hag, ancient creatures who, according to legend, are as powerful as they are wrathful. The problem is that those who come across the residents of the forest do not often get the opportunity to return with their tales. And a majority of the lucky ones return in a state which makes it hard to believe what they have to say.

What drives Ambrian explorers to defy the dangers is of course the hope of finding treasures from the days of Symbaroum. Mallianos makes no effort to hide the fact that the further into Davokar you travel, the greater is your chance of finding well-preserved and rich ruins. But he also points out that, first, the ruins of the Dark are often overgrown or hard to find since all that remains is below ground; second, that they always are inhabited by someone or something ready to protect its turf. And even if one should take this "always" with a pinch of salt, reports from both the Rangers and Ordo Magica suggest that his warnings are warranted.

On the other hand, venturing into the Dark may still be worth the risk. Judging by the fortune salvaged by Iasogoi Brigo during one single visit to the ruins of Odaban, one who finds the path to places like Saroklaw, Dakovak or even Symbar will hardly return empty handed. If they but return at all.

EXPLORER'S LICENSE

Since the autumn of Year 15, a person of Ambrian heritage who wishes to venture into Davokar must obtain an Explorer's License, formally known as *"License for travels in and explorations of Davokar Forest"*. The license can be bought on

a monthly or annual basis, at the headquarters of the city watch in Yndaros or at the Queen's Legation in Thistle Hold. The cost varies depending on the number of people it covers: the bigger the group, the higher the cost per individual. In other words, for a company of adventurers encountered by a Ranger patrol in the wilds, it is not enough to present individual licenses.

Adding to the basic price there are a number of costs related to the aim and composition of the expedition. Whether you aim to gather or harvest some resource or explore an area, there is no escape from paying the base price for those three categories, since the licensor presumes that you at least will gather firewood, harvest some berries and perform explorations in the most general sense of the word. The arbitrariness of the system angers most people, particularly when it comes to the supplementary costs for incompetence and intentions – the former related to the wildlife experience of the group, the latter based on an assessment of to what degree the expedition's aim may be considered disturbing or provoking. But for anyone who wishes to travel the woods without risking hefty fines or the loss of fingers/hands there is no alternative but to come up with the sum dictated by the authorities.

COSTS FOR AN EXPLORER'S LICENSE

Number of Persons	Cost per Month	Cost per Year
Single person	2 thaler	9 thaler
2–5 persons	10 thaler	50 thaler
6–8 persons	25 thaler	90 thaler
9–10 persons	50 thaler	180 thaler
Unlimited	—	450 thaler
Activity	**Add-ons**	
Gathering	3–10 thaler	
Harvesting	5–12 thaler	
Exploring	5 thaler/person	
Wagons	5 thaler/wagon	
Incompetence	5–15 thaler	
Intentions	5–50 thaler	
Other	1–50 thaler	

TRAVELS IN DAVOKAR

As soon as you have acquired an explorer's license you are free to set foot in the forest. If you keep to the charted route between Thistle Hold and Karvosti, or the one between the forest edge and the outposts established in the woods, you can feel quite safe since they are patrolled by the Queen's Rangers. But should you divert even slightly you must be prepared for nasty surprises.

In the outskirts it is possible to travel by horse, although not at a very high speed since there are no paved roads. In the long run it is often preferable to walk and lead the animal by the halter. If so, you can cover two to three miles a day, depending on the terrain and the density of the vegetation. You would do well to bring lots of water and dried meat on your journey, since the streams and springs of the forest sometimes are infected and open fires tend to attract unwelcome guests to your campsite. In Davokar every meal may be your last, if you are not careful to take the right precautions.

Deeper in the woods riding is rarely an option, and having the equipment tied to a pack animal can be a very bad idea – there is a significant risk that the animal will bolt at the first sight or whiff of a rage troll, leaving you to face the horrors of Davokar empty-handed. No, to Dark Davokar you never go without a number of companions, including a skilled guide who knows how to avoid dangers and who can find clean water as well as edible plants and prey.

In the *Ruins of Symbaroum Gamemaster's Guide* you will find more, and more detailed, information on travels in Davokar, but simply put: every journey into Davokar is hazardous. Those who are not sufficiently prepared may very well find their first excursion to be their last.

Symbar

It is said that all barbarians in the Davokar region stem from the same civilization; an empire called Symbaroum that supposedly had its high seat located in what today is the center of Davokar. The legends about the fall of Symbaroum are numerous, most of them variations on the same theme: that its last emperor angered some form of supreme being and thereby caused the empire's ruin.

Many dream of finding the heart of Symbaroum, called Symbar by witches and barbarians. Many have tried, but as yet no one has succeeded. Or, to be precise, no one has yet returned with credible and publicly announced stories about a successful expedition to Symbar. But that does not deter fortune-hunters from planning and launching new expeditions, led by men and women who all claim to have irrefutable evidence to guide them. Because as long as the tales about Symbar's treasures outweighs the stories about its horrors, the allure of the myth will live on. And claim life after life after life...

Important Settlements

IN THE YEARS since the Ambrians arrived to their new and promised land, they have established a large number of villages, towns and larger cities. Most of these are populated by between a couple of hundred to a few thousand occupants, the residence cities of the dukes being the largest. In size, all of them are dwarfed by the Ambrian capital of Yndaros, but that does not mean that they are unimportant in a strategic or cultural sense.

In this section we look a little closer at Yndaros and two other settlements of great importance for anyone who wants to understand the Davokar region and its residents: the treasure hunters' town of Thistle Hold, and Karvosti, the clifftop home of the High Chieftain and the Huldra. All of these are further explored in the *Ruins of Symbaroum Gamemaster's Guide*, but for anyone about to create a player character it will be good to have some insights regarding these important settlements. The following describes what could be the first impressions of anyone visiting Yndaros, Thistle Hold or Karvosti.

YNDAROS

The Ambrian capital Yndaros is situated about three days' march north of the Titans, a short distance west of where River Noora blends with the mighty Doudram. The city provides a sample of the kingdom at large: in Yndaros you will find the war-related, the learned, the commercial and the cultured mixed up with barbarians, goblins and a growing horde of impoverished refugees. It should also be mentioned that Yndaros is a construction site. Constructions are underway all over, and it is not unusual for relatively new buildings to be torn down in order to make room for newer and more functional ones.

If you approach the capital by freighter along the Doudram, you will probably disembark at the cargo dock in the east. From there you may crisscross your way south between the warehouses, in which case you will reach the slummy neighborhood inhabited by the city's many hardworking laborers — construction workers, maids, servants, dock workers and so on. And should you continue further south, you would end up among the tents, huts and wagons of the refugee camp.

Had you instead turned westward at the Cargo Port's marketplace, called the Monger's Square, you would have passed through the wall of Old Kadizar. The city block is composed of a combination of Lindaros' ruins and barbarian clay houses, also mixed up with a few remnants of ancient Symbaroum. The population is similar to the one occupying the laborer's quarters, possibly with the difference that the criminal elements are more noticeable.

When stepping through the western gate of Old Kadizar you are greeted by the sounds from the Harbor District. The port at the centre of the city is nowadays mostly used for transporting passengers to the village Beren's Berth on the Doudram's northern shore. The warehouses that once stood by the docks have been replaced by taverns, dives and other establishments for pleasure and relaxation.

Gazing south when standing by the harbor basin you can see Korinthia's palace reach for the skies, and you also get a glimpse of the Artisan's District which continues west of the Harbor District. The most skilled craftsmen, or at least the most renowned, have their shops between the harbor and the palace, while those set up in the west must work harder, both in order to produce high quality wares and to entice customers.

North of the westernmost artisan's quarter is a shabby district that so far is the domain of the city's more or less successful artists. If you instead walk further to the south you will soon find yourself in Yndaros' finest district. Here the grand Cathedral of Martyrs lies a short walk from the

Triplet Towers of Ordo Magica and, in another direction, the Convent School of the Last Light. By the wall which surrounds the Palace District you also find the well-guarded residences and guesthouses where the lords and ladies of the realm stay when visiting the capital.

Regarding the atmosphere in Yndaros, one could describe the city as being in a constant state of commanded euphoria. The people celebrate their victorious past, their glorious future and not least their beloved sovereign. One day a week is dedicated to festivities, parades and spectacles staged as a reminder of important incidents during the War, or meant to demonstrate the Ambrian superiority over barbarians and the new homeland. But underneath the joyous surface are both the great sorrow over all things lost and a great many problems that need to be handled. Many hunger. Most people are forced to work extremely hard and under grim conditions, in the city or as serfs on the estates surrounding it. A vast majority of the refugees are perceived as being unreliable or useless, and are kept in check with alms and a harsh city watch. Adding to that are the intrigues and schemes characterizing the dealings among the noble houses.

Yndaros is a city of great contrasts, and just like the newly constructed buildings along the muddy banks of the Doudram she is constantly balancing on the verge of total collapse.

1. The Cathedral of Martyrs
2. The Triplet-Towers of Ordo Magica
3. The Tower Ruin
4. Fortress Doudram
5. The Palace
6. The Palace Park
7. The Legacy Gallery
8. The Steam Bath
9. The Executioner's Podium
10. Brother Humlu's
11. Warehouses
12. Sheds/tents
13. The Dome

THISTLE HOLD

The palisade, thirty feet high and made of heavy birch logs harvested at the forest edge, encircles a settlement that has become denser and more towering with time. The broad streets that were deemed necessary to stop the flaming bursts of Elven arrows from lighting up the whole town have with few exceptions been replaced by narrow alleys between buildings that have expanded in both width and height. To counteract the negative effects of such a change, more of the woods have been cut down so that the distance between the North Gate and the forest edge now spans about two hundred paces. Additionally, the number of towers on the northern portion of the palisade has been doubled and all are equipped with both ballistas and catapults.

Nonetheless, the Hold's more prominent citizens have chosen to build their homes on the south side of town. This is where you find the fenced wooden palace of Mayor Nightpitch, the Queen's Legation, the tower of Ordo Magica and a number of fancy residences, many belonging to some of Ambria's greatest explorers – Iasogoi Brigo, Lysindra Goldengrasp, Elmea Rabbit's Foot and Goracai the Young, he who discovered the aqueducts and the sunken city of Clearwell.

The centre of town comprises the hub of all commerce in Ambria's northern region, especially when it comes to the trade in finds recovered from Davokar and handicrafts manufactured by the clanfolks. Lined up around the Bronze Well at the Antique Plaza are market stands for buying and selling goods, but you will also find the Agency of Mother Mehira and Father Sarvola's missionary station close by. To the east, west and north of the Antique Plaza, family homes, guest houses and taverns lay side by side, more mixed up compared to the southern district where family homes are in majority. An exception can be found in the district surrounding the Toad's Square. That area has developed into the town's centre for pleasures and intoxication – a development that gained serious momentum two years ago, as the pleasure palace called Salons of Symbaroum was established.

TAVERNS

1. Afadir's Triumph Tavern
2. Brew
3. The Dump
4. Odovakar
5. Blackbrew
6. The Salons of Symbaroum

INNS

7. The Court and the Harp
8. The Winged Ladle
9. The Witch and Familiar
10. Arkerio's Guest House
11. The Rose Garden
12. The Ruin
13. The Barracks
14. The Seamstress' Rest

ENTERTAINMENT

15. Spectacle
16. Benego's
17. Legends
18. The Hangman's Pole
19. The Abomitorium

TRADE

20. Marvalom's
21. The Rope and Axe
22. Big-Basher's Smithy
23. The Thaler's Drugstore
24. The Treasury
25. Faraldo's Novelty Store

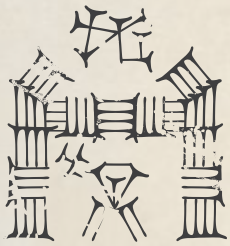
OTHER

26. The Town Seat
27. Nighthome
28. The Sun Temple
29. The Queen's Legation
30. Ordo Magica
31. The Mission House
32. Mother Mehira's
33. The Town Watch
34. The Beacon

SQUARES AND PARKS

35. The Antique Plaza
36. The Queen's Square
37. The Toad's Square
38. The Eastern Square
39. Park of the Elders

1. The Thingstead
2. The Stronghold
3. The Pilgrim Camp
4. The Shrine of the Setting Sun
5. The grove of Aloéna



Cuneiform scribblings found on a castle ruin northwest of Karvosti; probably a more recent forgery, carved by a barbarian or possibly even an Ambrian.

KARVOSTI

Today the plateau can be described as divided into three main areas — those of the clanfolks, the Sun Church and Aloéna. The road to the top winds up along the eastern side of the cliff and ends at the combined meeting place and thingstead where visiting barbarians erect their tents and park their wagons — by the thousands during important gatherings, considerably fewer on average days.

If you walk south through the shrubbery covering the flat plateau you will soon pass the stronghold of the High Chieftain and eventually end up at a fault line – a rocky wall between thirty and fifty feet tall, spanning the surface from east to west. At its midpoint is the entrance to the cavelike dwelling of the witch node, and should you follow the wall westwards you would soon arrive at a camp inhabited by pilgrims and other visitors to the temple.

The quickest and easiest way to the upper level of the fault line runs through the witches' caves. But since they are reluctant to have their home used as a transit route, a

The High Chieftain's fortress as it appears under Tharaban's rule, mostly composed of structures that are a hundred years, two hundred years, if not three hundred years old. Yes, some are even older than that.

provisional bridge made out of two gigantic pine trunks has been established next to the campsite. The temple itself rests by the upper bridgehead, and further than that people seldom have the need or longing to walk, because in the towering grove found at the southern tip of the cliff lives Aloéna — a female being, ten feet tall and believed to be of elven offspring, who is said not to be very hospitable.

The atmosphere on Karvosti is characterized by a nervous calm that sometimes turns into tense watchfulness. The general feeling is that the threat from Davokar's beasts and beings continues to grow, and adding to that is the constant mistrust between barbarians and representatives of the Sun Church. At times the calm is shattered — a priest is attacked by harsh words or a thrown pebble on his way across the plateau; a lone Wrathguard encounters a similar situation while patrolling the camp site — instances which make both groups fear the start of a revenge spiral. But as soon as Elven arrows start raining from the sky or the bronze bell of the stronghold warns about inbound beasts all past transgressions are forgotten and blood-red Wrathguards are seen fighting side-by-side with Templars in shining armor.

Hopefully that order of things will prevail in the years to come.

THUS SPOKE AROALETA

"...and the day dawned, when the spawn of the Serpent took to arms, when the crimes of countless days must be counted and atoned for, horn by horn, fang by fang. And the sinners wept with blinded eyes, they moaned with severed throats, they fled on fractured limbs. And Symbaroum fell, into dreamless sleep..."

SECTION 2

New Rules

"Whoever you are, wherever you're from, whatever you believe and think you are able to accomplish – none of it matters! I've seen fully armored, battle hardened knights weep from exhaustion; I've heard Masters of Ordo Magica try to yell with throats closed up with fear; I know of one or two master burglars who've been mutilated by its ancient traps.

No, tell you what, neither a strong arm nor a head full of smarts is enough to survive Davokar. The squire outlives the knight if he only has perseverance enough. The apprentices of the Master have a bigger chance to come back alive if they face its horrors without fear. Yes, any child would fare better and live longer than the Thief King of Ambria, if only they traded arrogance for caution.

You may scoff and sigh and roll your sky-blues, but be warned! A well-developed aptitude, the right sort of schooling and pricey gear is not enough for the true adventurer. With that you can get started, but it's rarely enough to get you to your destination and never enough to get you back out, if not combined with patience, guts and a bewitchin' amount of forethought!"

Truth slurred forth by Erdaro One-Eye at the Rose Garden, Thistle Hold

IN ADAPTING THE world of Symbaroum to the world's most popular roleplaying game, we've tried to walk a middle road – keeping familiar 5E skills and abilities, while providing new origins, backgrounds, classes and feats to fit our setting the best. Due to the corruptive nature of the world, spellcasting also works differently – you might find it more flexible, but also more dangerous at the same time. This section provides information on the new rules you'll use during actual play.

We first focus on the role of each player – you're responsible for bringing to life an adventurer and explorer of the world of Symbaroum. Such characters have their own goals and history but also are members of the group, which should have its own goals that are perhaps separate from any one character's desires.

We then offer rules and information for traveling, either through the depths of Davokar, or the (relatively) safer fields of Ambria. The *Ruins of Symbaroum* resting rules work together with the traveling rules; it is difficult to recover fully in the wilderness, so your characters will come to appreciate safe places where they can spend an extended period of time recovering.

Next, we introduce formal rules for social challenges, allowing you to explore all of the various societies of Symbaroum, from danger-infested back alleyways to the even more dangerous courts of nobles and barbarian chieftains.

The subjects of Corruption and the shadows of the living are inherent to the nature of the world of Symbaroum and the stories we tell there. The world is changing, a great darkness is growing, and no one can escape it, at least not fully. Each living being has an ethereal shadow that some can see. As you adventure, your shadow is exposed to Corruption, because of the places you visit, the blighted enemies you fight and sometimes because of the magical gear you take possession of or the magic that you wield.

Finally, we take a look at time within the game, including character downtime and keeping track of the calendar, days of the week and, when required, moment to moment.

One last note: all of these rules and suggestions build on top of the basic core rules. If we don't mention a change to a rule or concept, then it works the same as it does there. For example, there are no changes to the core rules for combat, so you would use the core in that case.

The Role of the Player

THE PLAYERS AND the Gamemaster have an equal responsibility for the shared experience, even if their roles are a bit different when playing. Below you will find suggestions regarding what aspects of the game session the players should take the main responsibility for. It is entirely up to you and your group if you wish to deviate from what is said below, in which case the suggestions may serve as a guideline for your discussions and decisions.

CREATING CHARACTERS

The number of players in a gaming group preferably ranges between two and four, though it is fully possible to play with only one player and a Gamemaster. The number of players aside, each player is in control of one character through which they experience and interact with the game world.

Before you create your character it might be a good idea to ask the Gamemaster about the upcoming adventure or the campaign: what kind of character would be appropriate to play? You should also talk with the other players in the group. What are they playing and in what way can the characters complement each other?

THE CHARACTER'S GOAL

Establish at least one distinct goal for your character – something that he or she wants to achieve, defend or avoid. The goal(s) will change over time as the character evolves but there should always be at least one clear goal that helps in propelling the game forward.

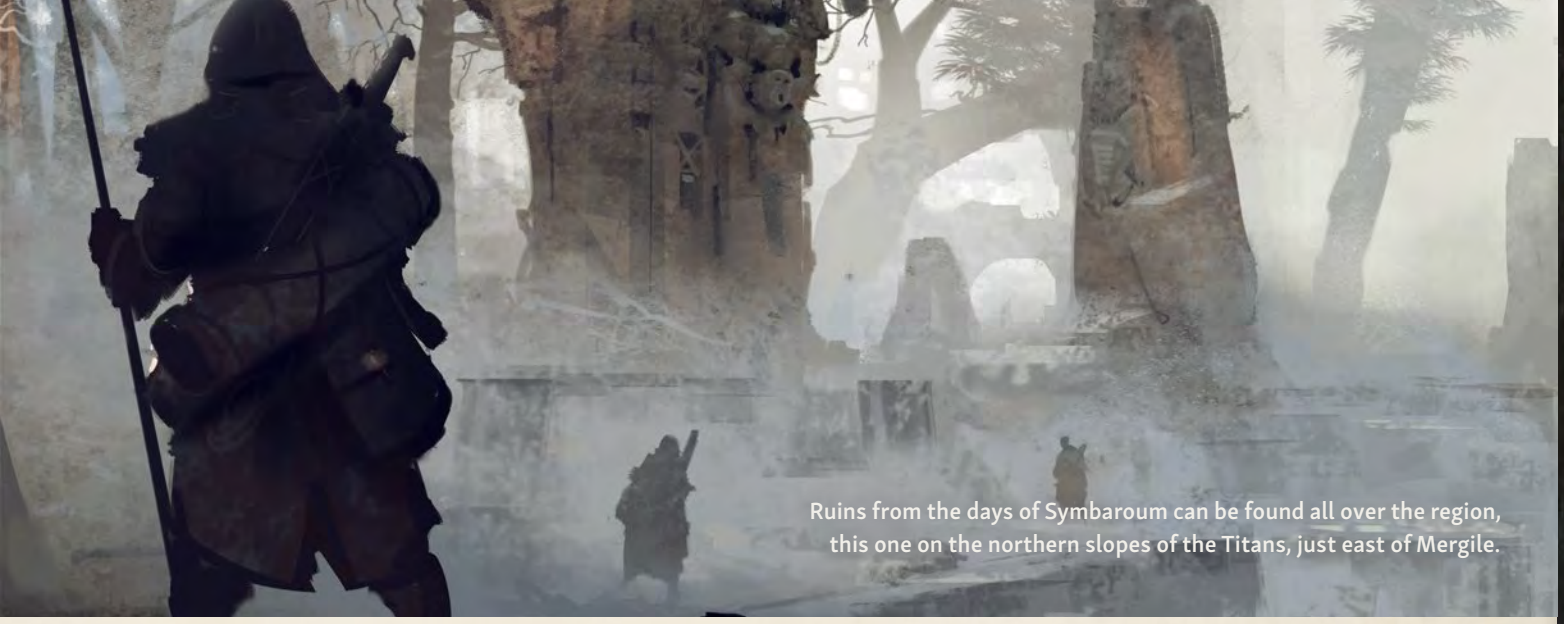
As a guideline, it can be said that some goals are inappropriate for characters and gaming groups. Goals that are an inevitable effect of playing and therefore lack dramatic potential fall into this category – for instance, "to get better equipment", "to get more money", "to gain more Experience Points" and "to have more and better abilities". You will find examples of more suitable goals in the box The Character's Goal below.

THE GROUP'S GOAL

It is good for the group to share a common goal besides the characters' personal ones. Discuss with the other players what your group would like to accomplish, in the short or

The Character's Goal

- Restore your family's honor
- Become the leader of a guild, chapter or an organization
- Become the acknowledged master of a particular area of expertise
- Take revenge on a person or a creature
- Save a person from captivity
- Find a missing person
- Lift a curse that has fallen on the character or someone else
- Retrieve a lost heirloom or weapon



Ruins from the days of Symbaroum can be found all over the region, this one on the northern slopes of the Titans, just east of Mergile.

The Group's Goal

- Lead a large group of people to safety
- Construct an organization together
- Establish a base for the group
- Obtain more land, ships or wagons
- Gain control of a specific location
- Overthrow a leader
- Become a force to be reckoned with in a specific location or in a particular area of expertise
- Remove a serious and known threat towards the group
- Lift a curse
- Form an alliance with another faction in the area
- Mediate peace between two fighting parties
- Fulfill a prophecy
- Find a legendary artifact or site

the long run. Grander goals will probably be more constant over time, while lesser ones may change and be replaced as the game moves forward.

BRING THE CHARACTER TO LIFE

Describe your character to the group so that everybody gets a sense of who he or she is. Play and act as if you were there, experiencing it all, and trying to achieve the character's goals. When things happen, react to them. Describe what your character wants to do and the Gamemaster will explain what is needed for that to succeed.

INITIATE SCENES

You should not be afraid to initiate things, to let your character respond to and interact with the game world. Describe your intentions and the Gamemaster will decide what you need to do in order to make it happen. Sometimes the Gamemaster will turn your initiative into a challenge, for you or for the entire group.

DEVELOP YOUR CHARACTER

Allow your character to change as an effect of what he or she experiences and what happens in the game world – just as Frodo and Bilbo are changed by their adventures. Depending on what he or she has to suffer through, it is possible for a character to change anything from beliefs and goals to their appearance and the focus of their abilities. As you gain levels, you might choose features that correspond to what challenges you have faced, or acquire new abilities that mirror the character's hard-earned experiences.

DESCRIBE FUTURE PLANS

When a game session ends, describe what your character intends to do next, so the Gamemaster can prepare for it. Should the session instead mark the end of an entire adventure, describe what your player character will do until the start of the next adventure.

The Role of the Gamemaster

The Gamemaster is the person who holds the game together, mainly by presenting the setting of Symbaroum to the players and having their characters face all sorts of dangers and challenges. The Gamemaster should take some time to learn the content of the *Player's Guide* as well, since they may guide new players through the process of character creation, and teach them how to use the rules of the game. Furthermore, the Gamemaster is meant to manage the characters' opponents – enemies and monsters that are provided in adventures or in the *Bestiary*. More guidelines for the Gamemaster can be found in the *Ruins of Symbaroum Gamemaster's Guide*.

Traveling

TRAVELS IN AMBRIA are extended affairs through monotonous open farmlands, while traveling in Davokar offers more excitement than most can endure – at least if you are lacking experience and fail to read the signs of danger in time. The following section offers a description of the three different types of terrain presented in the table below.

MODES OF TRAVEL AND TIME

Way of Travel	The Plains of Ambria	Light Davokar	Dark Davokar
Day's March	10 miles	10 miles	5 miles
Forced March	20 miles	15 miles	8 miles
Death March	30 miles	20 miles	10 miles
Day's Ride	20 miles	15 miles	5 miles
Forced Ride	30 miles	25 miles	8 miles
Death Ride	35 miles	30 miles	10 miles

FORCED MARCHES AND RIDES

A forced march consists of an accelerated pace for an exceptionally long time – instead of spending 8–10 hours traveling at a reasonable pace, a forced march or ride might require the characters or mounts to travel from first light to complete darkness at a quick pace. During forced marches you cannot take long rests.

If the forced march continues for a number of days beyond your Constitution modifier then you must make a Constitution saving throw each evening with a DC equal to 5 + the number of days force marched so far. On a failure you gain a level of exhaustion. If it is a forced ride then your mount's Constitution modifier is used and they must make the saving throw instead.

DEATH MARCHES AND RIDES

This type of travel takes no consideration for the needs of the travelers and is continuously brutal and demanding. You cannot take long rests when traveling this way. If the death march continues for a number of days beyond your Constitution modifier, you must make a death saving throw at the end of each day after that. If you fail three death saving throws, you collapse and die from the strain of the march. When you do take a long rest you can erase one failed death save for each long rest.

Rests

HEROIC THOUGH THEY might be, adventurers can't spend every hour of the day in the thick of exploration, social interaction, and combat. They need rest – time to sleep and eat, tend their wounds, refresh their minds and spirits for spellcasting, and brace themselves for further adventure.

In *Ruins of Symbaroum* there are three different kinds of rest that the characters can take.

SHORT REST

Short rests require one hour of light effort, no more than sitting and talking, tending to wounds and the like. You gain the following benefits when you complete a short rest:

- You can spend one or more Hit Dice to recover hit points, up to the character's maximum number of Hit Dice, which is equal to your level. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total. You can decide to spend an additional Hit Die after each roll. You regain spent Hit Dice upon finishing an extended rest, as explained below.
- You reduce your temporary Corruption by your proficiency bonus.
- You can spend a Hit Die in order to reduce your temporary Corruption by your proficiency bonus again. You can continue to do this as long as you have Hit Dice to spend and temporary Corruption to reduce.

EXAMPLE: *Grumpa the Ogre is 3rd level and thus has 3 Hit Dice. She has a Constitution of 16 (+3). During a short rest, she decides to use one Hit Die for healing and recovers 6 (3 on the 1d8, + 3 for Constitution) hit points. Feeling like the roll was a bit low, she decides to use a second Hit Die and this time gains another 8 (5 on the 1d8, +3 for Constitution) hit points. The total amount healed is 14 (6 for the first roll pus 8 for the second) hit points. She reduces her temporary Corruption by 2 (her proficiency bonus) and, since she is a Mystic, decides to spend her last Hit Die to reduce her temporary Corruption by a further 2 points.*

LONG REST

A long rest requires around eight hours, six of which must be spent sleeping and the other two in light activity, such as being on watch, reading, or conversing with others. You gain the following benefits when you complete a long rest:

- You recover hit points equal to the maximum value of your Hit Die (e.g. 8 for 1d8) plus your Constitution modifier. This does not count as using a Hit Die.
- You reduce your temporary Corruption by twice your proficiency bonus.
- You can spend one or more Hit Dice to recover hit points, up to the character's maximum number of Hit Dice, which is equal to your level. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You regain hit points equal to the total. You can decide to spend an additional Hit Die after each roll. You regain spent Hit Dice upon finishing an extended rest, as explained below.
- You can spend a Hit Die in order to reduce your temporary Corruption by your proficiency bonus again. You can continue to do this as long as you have Hit Dice to spend and temporary Corruption to reduce.

EXAMPLE: *Agneisha completes a long rest. The human staff mage recovers 10 hit points (8 for the 1d8 Hit Die, +2 for Constitution modifier). She also reduces her temporary Corruption by 6 (twice her proficiency bonus of +3). She chooses to spend a Hit Die to heal 7 more hit points and one more Hit Die to reduce her temporary Corruption by 3 again.*

EXTENDED REST

An extended rest requires at least 24 hours in a safe place where you can sleep, relax and tend to your wounds without threat of interruption. Extended rests often mark the end of an adventure, or at least a significant break in the action. You gain the following benefits at the end of an extended rest:

- You regain all of your hit points.
- You recover all of your Hit Dice.
- Your temporary Corruption becomes 0.

Social Challenges

SOCIAL CHALLENGES ARE problems and situations where the players will have to roleplay their way out of trouble; tactics and just rolling dice is not enough. Sure, a social challenge is often preceded by problem-solving or even combat, but during the challenge itself the players, portraying their characters, must convince someone or some faction to do as the player characters want.

APPROPRIATE SOCIAL CHALLENGES

It requires more than just a couple of Charisma (Persuasion) checks to have an exciting scene of social conflict. It will feel more rewarding if the players roleplay out the bulk of the scene, using dice and ability checks only to establish the initial scene and to finalize the solution once the heroes propose a compromise.

A scene where a powerful person, creature or group must be convinced makes for an interesting social challenge. Meetings with less important persons can also be made into social challenges, if the outcome of the scene (profit from success, cost from failure) is of enough importance to the player characters.

Another option is to use the social challenge as the last step in an extended problem: the characters must bribe, convince and trick a number of administrators, advisors and guards in order to get an audience with one of the Queen's dukes. This requires a series of ability checks, just like in an extended problem-solving situation. The game then turns into a social challenge when the characters finally stand in front of the duke or duchess.

THE GAMEMASTER'S ROLE

In social challenges, the Gamemaster must decide what is at stake for the target of the player characters: what does the target have to win from doing as the player characters suggest? What does the target have to lose? What is the possible cost of deciding to do something else? For a situation to be a social challenge there has to be a real possibility for both success and failure on the player characters' part, even if the odds may lean one way or the other.

Example of Social Challenges

- Making a baron release the player characters from captivity in exchange for them performing some dirty work for the baron.
- Convincing a lindworm with delusions of grandeur that the player characters are too insignificant to be worth killing, and that it would be better to let them go so they can spread word of the serpent's unparalleled frightfulness.
- Persuading a count to hand over the residency of a keep; the count must choose between making the characters vassals, installing one of them as baron or letting the keep fall into ruin.

THE SOCIAL CHALLENGE

Most social challenges consist of three elements: the introduction, discussion, and evaluation.

Introduction

In order to have a meaningful meeting, the party's subject needs to know who they are and why their opinions, questions or requests should be honored. For some non-player characters well-acquainted with the characters this might be automatic, for others this will require a group check, using the appropriate skills – usually Charisma (Persuasion), but some characters might use Wisdom (Insight), Charisma (Deception, Intimidation or Performance) instead. Some groups might propose a single spokesperson instead, the chart below gives results for a single roll in parentheses. The Gamemaster sets the DC depending on the subject's reaction to the meeting (DC 10 – indifferent, DC 15 – reluctant, DC 20 – opposed). The following outcomes are possible:

- **Almost all succeed (success by 5 or more).** The subject is convinced that this meeting is important. Unless the discussion changes their mind, the group has advantage on the evaluation roll.
- **More than half succeed (basic success).** The subject is willing to conduct the meeting. The group might earn advantage or disadvantage during the discussion but currently has neither.
- **At least some succeed (basic failure).** The subject allows the meeting, but is predisposed against the group. Unless the discussion changes their mind, the group has disadvantage on the evaluation roll.
- **All fail (failure by 5 or more).** The subject refuses the meeting. The group cannot try again until something significant changes.

Discussion

Now the talk turns to specifics – what do the characters want? What can they offer? The player characters, the subject, and other non-player characters discuss the issue. The GM keeps a mental tally during the discussion – if most of the proposals are reasonable and account for the subject's opinions, powers, and feelings then the group might earn advantage on the evaluation roll. The reverse is also true if the characters are arrogant, obstinate or poorly prepared. Advantage here cancels out disadvantage on the introduction and disadvantage cancels out advantage as well.

Evaluation

Once the discussion reaches a decision point, one character in the group makes another check against the same DC used for the introduction. This indicates the final result of the meeting:

- **Success by 5 or more.** The subject agrees completely with the group and does whatever they can to support them. This may include reaching out to others in positions of power.
- **Regular success.** The subject is willing to help the group but has limitations on what they can offer. However, the primary objective of the characters is met.
- **Regular failure.** The subject is unwilling or unable to help the group in any significant way. However, they might offer a minor concession to avoid future awkwardness (for example perhaps they can't offer any of their warriors but can provide enough shillings that the group could hire some mercenaries for a short time.)
- **Failure by 5 or more.** The meeting breaks down entirely, perhaps the character misread the situation or the subject is completely unable or unwilling to aid the group. Their only hope is to leave quickly and trust that the subject has a short memory.

EXPERIENCE

If the challenge is of enough importance – if it greatly affects the player characters' chances to achieve their goal by either success or failure – then they should receive an XP award for the social challenge, probably about 100 × their current level for success or half of that on a failure.

Corruption and Shadow

IN *RUINS OF SYMBAROUM* magic has a real and immediate price. Every creature has a shadow, an ethereal reflection of themselves. For most normal people, their shadow turns gray as their life, with its disappointments, turnings and sorrows, passes. But for those who wield magic or delve into the most dangerous places of sorrow and memory, the deadly darkness of true deep shadow awaits. The darkness can overcome you, driving you to madness and despair. But it is also the only path to power. What will you dare?

SHADOW

Each living creature possesses a Shadow, an aura around them that can be seen by those with the talent to perceive such things. In the world of Symbaroum, no one possesses a singularly bright-white Shadow, instead most folk have a shifting pattern of muted colors and grayness, representing a hard life full of sacrifices and suffering. Those who would brave the forest of Davokar or serve the Queen boldly might have brighter, more vibrant and more complex Shadows, but for those heroes who choose to fight against the evil nature of the world, gaining Corruption is inevitable. As Corruption increases, a Shadow becomes darker, more twisted and tainted.

Natural beasts have green, red and white shadows or sometimes another bright primary color. Civilized creatures have gold, silver, copper or sometimes other metallic shades. Corrupted creatures have dark shadows: blight beasts or nearly-corrupt creatures are black and purple while less blight-stricken beings exhibit a slight change in their colors, like corroded copper, blackened silver, sickly green, red with streaks of rust or white with flakes of ashen gray.

Shadow and Alignment

The underlying theme of *Ruins of Symbaroum* is the struggle between nature and civilization, between creativity and discipline – and what happens when nature is cultivated (mainly by humanity); in this fantasy we imagine that nature lashes out in the form of Corruption, blightmarks, abominations and a darkening of the land. It is very much a matter of belief, action and feedback, but less about clear-cut good and evil. We do not think you need alignments to play in this world. You can of course use them, if you want to; it's not incompatible, just not necessary for the world to make sense.

CORRUPTION

Power corrupts, and in *Ruins of Symbaroum* this is quite literally true. A fundamental principle is that when nature is cultivated or violated it grows dark and vengeful – and strikes back! The darkness that comes alive in this way feeds off and can continue to infect its surroundings. Since Mystics bend and warp nature according to their will, they are constantly threatened by Corruption. This principle is mirrored in the concept of Shadows and in creatures like abominations and the undead.

Corruption starts at 0 and increases from there. Most Corruption gathered is temporary, your character struggles against a dark foe, or uses non-permanent magic and their Shadow temporarily grows darker. However, sometimes you will gain permanent Corruption, usually by taking up a powerful magical item or by exceeding your Corruption Threshold.

For non-Mystic characters, your Corruption Threshold is equal to the total of twice your proficiency bonus plus your Charisma modifier, as the influence of a darkening Shadow makes most people gloomy and morose. So the formula is:

Corruption Threshold = ([your proficiency bonus × 2] + your Charisma modifier), minimum 2.

During the course of the game, you will gain temporary Corruption. You might also start with a certain amount of

permanent Corruption, due to your equipment or mishaps in the past. Your starting Corruption value can never be lower than your permanent Corruption score.

If your total Corruption (temporary plus permanent) exceeds your Corruption Threshold, you must make a Corruption check, to see if you can bear so much darkness. Roll a d20. If the result is equal to or less than the amount by which your current Corruption exceeds your Threshold, you will gain a mark of Corruption. Roll 1d20 on the Marks of Corruption table to the right. The mark fades 24 hours after your total Corruption drops below your Corruption Threshold.

> **EXAMPLE:** *Mira's ogre mystic Grumpa has been casting several spells in a desperate bid to escape some unwise hunters. Grumpa's Corruption Threshold is 7 and Mira's last casting brings her current Corruption to 10. 10 (current Corruption) minus 7 (Corruption threshold) equals 3. She rolls a d20 and if the result is 3 or lower, Grumpa will gain a mark of Corruption.*

You only make a roll when you gain new Corruption and that new Corruption exceeds your Threshold. If you receive the same mark of Corruption twice then it can either intensify or your GM can choose another result for you.

Corruption and Shadow

As you gain Corruption, your Shadow changes. Temporary Corruption darkens the Shadow, muting any color that it once possessed.

The category listing in the table below indicates how the theurgs of Prios would judge a person's Shadow, based on their *holy smoke* ritual (see page 195). Permanent Corruption affects it in the following ways:

CORRUPTION CATEGORIES

Permanent Corruption	Category	Effect
1 point or more	Blight-stricken	Visible to those who can see Shadows as black spots moving within the Shadow.
At half your Threshold or higher	Blight-marked	Your Shadow is covered with darkness, causing great concern for those who can see it.
Beyond your Threshold	Thoroughly Corrupt	Your Shadow becomes completely black and your character must become a NPC as you are overwhelmed by the burdens you bear.

MARKS OF CORRUPTION

1d20	Mark of Corruption
1–2	No mark, but you gain a point of permanent Corruption. Erase all current temporary Corruption.
3	Thirst for warm blood, must drink warm blood every day or gain a level of exhaustion.
4	Taste for cadavers, must feed on something rancid every day or gain a level of exhaustion.
5	Fangs, or nails in the shape of claws or talons.
6	Taste for raw meat, must feed on fresh meat every day or gain a level of exhaustion.
7	Discolored skin, blemishes and severe rashes. Disadvantage on Charisma checks.
8	A festering wound that does not heal.
9	Boils in mouth, throat and ears that burst at inopportune times. You are deafened.
10	Eyes that actually blacken with anger, hunger or lust. Disadvantage on Charisma checks. Reduce temporary Corruption by 1.
11	Speaks in an unknown, evil-sounding language while sleeping. Reduce temporary Corruption by 1.
12	Degeneration of sight (you are blinded). This condition forces you to rely on other senses instead, like smell and touch. Reduce temporary Corruption by 1.
13	Cold as a corpse or feverishly hot without any signs of sickness or disease. Reduce temporary Corruption by 1.
14	Drawn to tainted artifacts and evil places while sleepwalking. Reduce temporary Corruption by 1.
15	Veins that bulge black when experiencing anger or other strong emotions. Reduce temporary Corruption to half, rounding down.
16	A birthmark that with imagination may look like a dark rune or an evil symbol. Reduce temporary Corruption to half, rounding down.
17	A faint odor of decay follows you, despite you feeling healthy. Disadvantage on social checks. Reduce temporary Corruption to half, rounding down.
18	Dark streaks in the blood, visible when you bleed. Reduce temporary Corruption to half, rounding down.
19	Breath that stinks of sulfur. Disadvantage on social checks. Reduce temporary Corruption to half, rounding down.
20	Eyes that glitter in the dark. Reduce temporary Corruption to half, rounding down.

Time Within the Game

SINCE THE ADVENTURES of a roleplaying game take place in our imagination, we need a way to simulate the passing of time, both to know how long different effects are active (such as the effects of elixirs or mystical powers), and to keep track of the movements and actions of individual characters. *Ruins of Symbaroum* uses the following divisions to clarify what is happening.

Standard Terms

In situations where keeping track of the passage of time is important, the GM determines the time a task requires. The GM might use a different time scale depending on the context of the situation at hand. In ruins or other dangerous environments, an adventurer's movement happens on a scale of **minutes**. It takes about a minute to creep down a long hallway, another minute to check for traps on the door at the end of the hall, and a good ten minutes to search the chamber beyond for anything interesting or valuable.

In a city or wilderness, a scale of **hours** is often more appropriate. Adventurers eager to reach the lonely tower at the edge of the forest hurry across those fifteen miles in just under four hours' time.

For long journeys, a scale of **days** works best. Following the road from Yndaros to Ravenia, the adventurers spend three uneventful days on the move before a wild goblin ambush interrupts their journey.

In combat and other fast-paced situations, the game relies on **rounds**, each encompassing a 6-second span of time.

Scenes

We often refer to scenes, which are comparable to scenes in a movie: one location, a couple of characters and something important that happens (a challenge). A scene usually lasts several minutes, or up to an hour. The duration of many features and spells allows them to persist for an entire scene.

Scenes can be started by both players and the Gamemaster – a GM may introduce the characters to a challenge and the players get a chance for their characters to perform actions which make the game world respond in a challenging way. For a situation to count as a scene, it has to include a challenge and, hence, an element of risk or cost to the player characters. Successful scenes (even non-combat ones) should contribute towards Experience Points, probably about 100 × the character's current level for success or half of that on a failure.

Interlude

The interlude is a scene without a challenge. It is often an atmospheric scene, where the player characters discuss something important or plan for the future. It can also be a briefly described journey. Interludes differ from scenes in that they do not grant Experience Points. The reason for this is that they lack any risk or challenge for the player characters to overcome.

DOWNTIME

Between adventures, the GM might ask you what your character is doing during their downtime. Periods of downtime can vary in duration, but each downtime activity requires a certain number of days to complete before you gain any benefit, and at least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity.

Downtime activities other than the ones presented below are possible. If you want your character to spend their downtime performing an activity not covered here, discuss it with your GM.

Crafting

You can craft nonmagical objects, including adventuring equipment and works of art. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special materials or locations necessary to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 5 thaler, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 5 thaler, you make progress every day in 5-thaler increments until you reach the market value of the item. For example, a suit of full plate armor (market value 500 thaler) takes 100 days to craft by yourself.

Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 5 thaler worth of effort for every day spent helping to craft the item. For example, four characters with the requisite tool proficiency and the proper facilities can craft a suit of full plate armor in 25 days, at a total cost of 250 thaler.

While crafting, you can maintain a modest lifestyle without having to pay your cost per day (see page 176), or a comfortable lifestyle at half the normal expense.

Enterprise Management

If you have an enterprise (see page 148), you can check in on it. In addition to withdrawing capital, you also can afford a comfortable lifestyle as long as you are in the same location as your enterprise.

Practicing a Profession

You can work between adventures, allowing you to maintain a modest lifestyle without having to pay. This benefit lasts as long you continue to practice your profession. If you are a

member of an organization that can provide gainful employment, such as a temple or a thieves' guild, you earn enough to support a comfortable lifestyle instead. If you have proficiency in the Performance skill and put this to use during your downtime, you earn enough to support a wealthy lifestyle instead.

Recuperating

You can use downtime between adventures to recover from a debilitating injury, disease, or poison. After three days of downtime spent recuperating, you can make a DC 15 Constitution saving throw. On a successful save, you can choose one of the following results:

- End one effect on you that prevents you from regaining hit points.
- For the next 24 hours, gain advantage on saving throws against one disease or poison currently affecting you.

Researching

The time between adventures is a great chance to engage in research, gaining insight into mysteries that have unfurled over the course of the campaign. Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips.

When you begin your research, the GM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome, or location). The GM might also require you to make one or more ability checks, such as an Intelligence (Investigation) check to find clues pointing toward the information you seek, or a Charisma (Persuasion) check to secure someone's aid. Once those conditions are met, you learn the information if it is available. For each day of research, you must spend 1 thaler to cover your expenses. This cost is in addition to your normal lifestyle expenses.

Training

You can spend time between adventures learning a new language or training with a set of tools. Your GM might allow additional training options. First, you must find an instructor willing to teach you. The GM determines how long it takes, and whether one or more ability checks are required. The training lasts for 250 days and costs 1 thaler per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

CALENDAR

According to the calendar established with the founding of Ambria, Korinthia's birthday marks the first day of the year, in the middle of summer, and is preceded by a five-day festival called The Scattering of the Eternal Night, commonly referred to as "the Scattering" or "the Night Slaughter." Another recent custom is counting weeks and naming days, which was never done in old Alberetor. According to a joint statement from the Queen and the Sun Church, the weeks shall be divided into seven days – the first five being named after the natural resources provided by Prios for humans to manage and cultivate, while the last two are named in honor of the Ambrian people and the giver of their laws. People in the countryside still care very little about weeks and days, although the local liturgs make sure to weave their meaning into sermons and conversations.

DAYS OF THE WEEK

Order	Full Name	Common Name
#1	The Day of the Earth	Earthsday
#2	The Day of the Water	Watersday
#3	The Day of the Wind	Windsday
#4	The Day of the Forest	Forestsday
#5	The Day of the Mountain	Mountainsday
#6	The Day of the People	Peoplesday
#7	The Day of the Sun	Priosday

The equivalent to months were previously eight in number, not all of them equally long, and named after the folk gods – for example the Earthmother and the Executioner. Since Prios became the One after His exaltation, these names have lost relevance. Instead the months are named after twelve Lightbringers – heroes who sacrificed themselves in The Great War. However, this new convention has yet to take root among the populace. Some still refer to Ynedar's Month as the Earthmother's Month, others as the High Summer Month, but to avoid confusion, most people simply call it the First Month. Likewise, Ofelya's Month is also known as the Executioner's Month, the Midwinter Month or the Seventh Month.

MONTHS OF THE YEAR

Order	Season	Month	Young God	Common Name
#1	Summer	Ynedar	Earthmother	High Summer
#2	Fall	Olandan	Hostess	Harvest
#3	Fall	Andonia	Wildling	Wither
#4	Fall	Tomol	Pathfinder	Slaughter
#5	Winter	Serliela	Pathfinder	Rain
#6	Winter	Morangal	Guardian	Darkness
#7	Winter	Ofelya	Executioner	Midwinter
#8	Spring	Agani	Executioner	Indigent
#9	Spring	Elisial	Arch Builder	Thaw
#10	Spring	Verion	Lifegiver	Sowing
#11	Summer	Konelia	Lifegiver	Blooming
#12	Summer	Leandro	Earthmother	Luscious

SECTION 3

Character Origins

The group huddled in a booth at the back of the smoky tavern. Despite the ominous atmosphere, Jela felt like laughing at the scene. Kasimer almost ended up in the lap of Arron, and it was hard to tell whether the dwarf or the abductee was more uncomfortable. Too wide for the booth, the troll Gormyx sat on a low stol. Even sitting he was taller than the others, with horns that rose above their heads.

Their prospective mission-giver sat at the far end of the table, shrouded in a cloak and with eyes that glittered from within the deep hood. "She is... different," Agneisha had said. The staff mage's aptitude for laconic understatements never failed; a weak scent of formaldehyde surrounded the skinny woman whose voice sometimes died out while she was speaking, as if she had forgotten to breath between one word and the next.

"I have two demands," the woman hissed. "First: the false theurg must die. And second: you have to... take me along for the journey."

No one protested, but Kasimer coughed his voice to life: "Maybe not my business to ask really, but what's your name? And what do you want with the priest?"

She gave the dwarf a stern glare. "You can call me Sarli." After a short pause she added: "The priest... will die... because he murdered me."

THERE ARE LOTS of strange creatures in Ambria, and even stranger life forms in the depths of Davokar. The world of Symbaroum contains a great number of different kinds of folk, all living together in fairly close proximity in the North. Which of these various peoples that the character calls family is referred to as their 'origin'. (The undead and ogres are curious exceptions, read on to learn more.) Each origin provides suitable backgrounds for characters belonging to that group.

There are humans, both Ambrians and barbarians; goblins; dwarves, ogres and trolls; elves, changelings (elf-children substituted for stolen babies, who at first appear human but grow into their elven features) and abductees (those stolen children who now live among the elves); and the strange new form of undead who have risen from death and do not (yet) hate the living. Each is a valid choice as your character's origin, or you may work with your Gamemaster to develop a custom origin.

Note: In Ruins of Symbaroum your hit points and Hit Dice are based on your origin, not your class.

Abducted Humans

IT IS BELIEVED that the elves of Davokar have always abducted human children and left changelings in their stead. Such children are called Abductees, and the reasons for them being taken have varied. Initially it was to learn more about and better understand humans; later the motive changed to wanting to foster ambassadors who understood the elves and could live among the clanfolks and teach them elven wisdom.

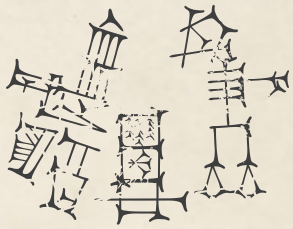
Nowadays (in the elven sense, meaning within the last century), there has been an increasing need for warriors within the Iron Pact – to replace elves fallen in battle, and to offset the growing number of elves that do not survive their first dormancy (see page 58); the darkening of Davokar causes fewer and fewer elves to wake to their summer phase. Hence, it is not uncommon to see abducted humans hunt and fight alongside summer elves in the warbands of the Pact.

The elves have long since known that abductees are loyal and good learners, but much to their surprise some of them have also proven capable of wisdom. Very few elves would ever admit this; to most elves the abducted humans are almost akin to faithful pets, useful and absolutely possible to love, but never to be regarded as equals.

ABDUCTEE TRAITS

Though abductees were taken from different cultures and social strata, each of them was also changed by their time among the elves.

- **Ability Score Increase.** Increase your Dexterity and Wisdom scores by 1 each, then add 2 to any other ability score of your choice.
- **Age.** Like other humans, abductees reach adulthood in their late teens and live less than a century without magical assistance.
- **Size.** Abductees vary almost as widely in height and build as regular humans but tend towards the shorter side. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 5 (1d8) plus your Constitution modifier hit points.
- **Speed.** Your base walking speed is 30 feet.
- **Languages.** Abductees speak Elvish but cannot read elven writing if they do not have the Loremaster feature (page 105).



Writing discovered on a demolished bridgehead along the River Eanor. Playful scrawl to some, the story of a peace negotiation that took place on the bridge according to others.

ABDUCTEE NAMES

The abductees are named by their foster parents, often in a way that sounds human to the elves and seldom with names consisting of more than two syllables. They should be easy to pronounce and remember, preferably also easy to roar if the need arises. Aside from that, the names often have more consonants than vowels and almost never two consonants in a row, just like elven names.

- **Male Abductee Names:** Awan, Beo, Eral, Gaer, Kael, Lo, Mael, Orel, Tham, Tir
- **Female Abductee Names:** Anga, Beha, Erli, Fera, Inda, Lonam, Una, Undi, Vird

What do elves, abductees, trolls and dwarves know of Davokar?

Being an elf does not mean that you know everything about Davokar or the intrigues, factions and history of the Iron Pact. The same goes for representatives of other peoples. You know what you have experienced; aside from that you must put your faith in tales, legends and rumors – just like the average Ambrian. As a rule of thumb one can say that an elf or a troll knows as much about its place of origin and its people as an Ambrian with the ability Loremaster knows about elves and trolls – sometimes less, since a learned Ambrian probably has access to sources of information which young elves and trolls are not aware of.

Abductee Backgrounds

ABDUCTED HUMANS TEND to leave the Iron Pact for the same reasons elves sometimes do – as mediators, scouts, exiled or avengers (see page 60) – but may also have a much more personal reason for becoming an adventurer:

Runaway

For some reason – curiosity, home-sickness, abuse – the abductee chooses to flee to the realm of humans, to become a special sort of stranger.

- **Skill Proficiencies:** Nature
- **Tool Proficiencies (choose one):** Cobbler's tools, cook's utensils, leatherworker's tools, weaver's tools
- **Equipment:** A kit to match your tool proficiency, leather clothes and 1d6 ortegs.

Feature: Bushcraft

You can survive on meager resources and are used to finding food and shelter in harsh terrain. With a successful DC 10 Wisdom (Survival) check, the character can find enough food and water to feed themselves while being on the move in the wilderness or among Davokar's ruins. If the character is part of a small group (up to five individuals), food and water can be found for them as well (increase the DC for the check by one for each additional person other than yourself), but that will take much longer. The group cannot be on the move during that time.

Suggested Characteristics

You have chosen to leave the relative safety of elven society within Davokar and return to the human lands. Unfortunately, your welcome home is cold and cruel.

1d8	PERSONALITY TRAIT
1	I listen to learn, I speak only when I have to.
2	Life is short and I want to master one thing, and this is what I focus on.
3	I can adapt to any situation, and love seeking out new places and people to learn from them.
4	I am slow to trust and I have few friends. However, I never, ever, let a friend down.
5	I always find a leader to follow, I do not function well on my own.
6	I speak my mind and expect others to do the same.
7	I look for patterns in the chaos of everyday life; follow randomness far enough and you will find it tied to fate.
8	I know I will not live long, and I am at peace with this knowledge. Trying to avoid danger is pointless, as I would only come back to this place another day, in even worse company.

Currency in Ambria

The most common coins in Ambria are the *thaler* (a gold piece), the *shilling* (a silver piece) and the *orteg* (a copper piece). Read more about this under the header *Economy and Money*, page 160.

1d6	IDEAL
1	**Sacrifice.** I am not important, the struggle against the growing Darkness is.
2	**Service.** Freedom is an empty place, meaning comes from my obligations to others.
3	**Nature.** Only in nature do we find who we really are; civilization is just a stop on the way to Darkness.
4	**Fatalism.** We do not have to win, we only have to fight.
5	**Vengeance.** The dark deeds of the past must be washed away with the blood of the wicked.
6	**Transcendence.** The grand forces of the world just are, accepting all is the way to live a full and free life.

1d6	BOND
1	I am compelled to protect changelings, it's like they represent a missing part of me.
2	The secrets of Davokar must not fall into the wrong hands.
3	I have sworn to hunt down creatures of Corruption, and this I will do.
4	My elven parents are lost, and I need to find them.
5	My travel companions are like the family I never really had, they mean everything to me.
6	I must find my human parents to become whole again.

1d6	FLAW
1	I was raised by the elves, so my plans are always better than non-elven ones.
2	I long for recognition from elves and will do anything to get it.
3	I resent elves for taking my human life away from me.
4	I resent my parents and by extension humans for allowing me to be taken by the elves.
5	I do not know who I am, I feel like a stranger everywhere.
6	I feel a rage in me, like an echo of the Corruption of Davokar. Maybe giving in to it is the answer to my loneliness?

Changelings

THAT THE ELVES sometimes steal a human child from its crib and place a changeling in its stead has been known amongst the barbarians for as long as the witches can remember. Since the arrival of the Ambrians, changelings have started to emerge among them as well. While a rare occurrence, it is still a traumatic experience for every family affected. It is unknown what exact purpose the elves have for doing this, but Ordo Magica's catalog of known cases in Ambria implies that children have been taken throughout the entire population, literally from both high and low.

A changeling looks human during childhood and starts to develop more elf-like features in their adolescent years, though without ever becoming an elf in the true sense of the word. A changeling reaches adulthood at approximately the same age as a human; the changeling then continues to live a long life but apparently without taking any further steps in the life-cycle of the elves. This has made some scholars develop theories stating that changelings are a people of their own, created by elven magic. Others claim that changelings indeed are elf-spawn but that their natural life-cycle has been truncated in some mystical way by growing up among humans.

A changeling's lot in life is usually a hard one, since few of them are allowed to stay with their families when their true nature has been revealed. Changelings are sometimes taken in by witches or wizards to serve as assistants, but most of them end up on the street where they have to fend for themselves as best they can. Exiled from human society, the changeling wanders a long and lonely road, often bitter and dark minded, in other cases frivolous and indifferent to the hardship of others.

CHANGELING TRAITS

As changeling youngsters grow up, their elven nature is gradually revealed.

- **Ability Score Increase.** Your Wisdom score increases by 2. Increase any other ability score by 1.
- **Age.** By their 20th year changelings no longer resemble humans at all. Unless struck down by violence, they can live for centuries.
- **Size.** Changelings seem to be of the same size as elves, usually at least five feet tall but rarely reaching six feet. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 5 (1d8) plus your Constitution modifier hit points.
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** You inherit your true parents' ability to see in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Shapeshifting.** You are eligible to take the Change Self feat if your group allows feats. If so, you can take the feat instead of an ability score improvement.
- **Languages.** Changelings usually speak the local human language, either Ambrian or Barbarian. Some near Davokar speak the language of elves as well.

CHANGELING NAMES

Some changelings choose elven names when they are thrown out into the street or left in the forest, maybe in an attempt to reclaim a lost identity. Others – like the infamous gutter mage Grimorio Abramelin in Yndaros – take a new and often bombastic name as a defiant gesture or an expression of independence.

- **Changeling male names:** Aka, Ardri, Eneáno, Feon, Ganderald, Goriol, Ibliglin, Kalfu, Radomaramei, Sinue.
- **Changeling female names:** Bekora, Danive, Yeloéna, Elorinda, Hinéua, Kinlegelana, Riamata, Roha, Seanua, Varaneia.

HYMN TO THE LEAFY DEEP, BY TAUBIO

Shimmering curtains
of golden rays,
a heavenly scent
in the air,
everything dressed
in a misty haze,
a realm so
remarkably fair.

Butterflies soaring
on wings so frail,
a fox cub is
trailing a deer.
That squirrel is
slumbering nose in tail,
so sure there is
nothing to fear.

But close by the squirrel,
mere leaps away,
all beauty is
withered and dead.
There ravenous beings
are stalking their prey,
with cravings too
great to be fed.

Murderous creatures
are everywhere
molded like
phantom or beast.
And flowers as deadly
as they are rare,
are welcoming you
to their feast.

Oh Davokar, take me
and hold me tight,
I'm yielding my
being to you.
To die in your arms
on some starlit night
is all that I long to do.

Changeling Backgrounds

THE FOLLOWING BACKGROUNDS represent some of the most likely fates for changelings once they are discovered to be inhuman in nature.

Broken Home

When you were revealed to be a changeling it tore your family apart. Everyone seems to blame you (even you sometimes blame yourself, although in your moments of clarity you realize that you never had a choice in the matter). Still, you move forward, taking what solace you can in a new, found family of your friends.

- **Skill Proficiencies (choose one):** Athletics, Acrobatics, History, or Nature
- **Tool Proficiencies (choose one):** Any set of tools
- **Equipment:** A kit to match your tool proficiency, clothes and 2d6 + 3 shillings.

Feature: Open Senses

Ever since you finished your 'maturation', you have noticed that you see more, hear more and sense more than your old human family and friends. When you make a Wisdom (Insight or Perception) check you can focus your senses and give yourself advantage on the check. Once you do this, you must take a short or longer rest before using this feature again.

Suggested Characteristics

Many folks have turned away from you. Your disappointment in them has given you a rock-hard sense of independence and a desire to learn more about where you come from.

1d8	PERSONALITY TRAIT
1	I am curious about everything elven, changeling or Iron Pact-related.
2	I will likely do the opposite of what people expect me to do, just to show who runs my life.
3	I am cautious, always expecting people to abandon or turn on me.
4	I prefer animals to other supposedly "intelligent" creatures.
5	I can't handle praise, something bad will surely follow!
6	I speak my mind, no matter what.
7	I keep a bug out bag nearby at all times, always prepared to run.
8	I am thankful for the smallest things, everything is better than where I come from.

1d6	IDEAL
1	**Independence.** I was left here to my own devices, and I will follow my own path through life.
2	**Truth.** My childhood was a lie, but my life won't be.
3	**Friendship.** The world is horrible, close friends are all you can count on.
4	**Wealth.** The wealthy rule the world, and I will be one of them.
5	**Passion.** Our feelings are both the compass and the destination.
6	**Kindness.** No one can make it without help from others.

1d6	BOND
1	Someone saved me from the mob. I am forever bound to this person.
2	One of my 'human family' did not give up on me even when my true heritage was revealed.
3	I seek the elf who swapped me for who I should have been. I will demand an explanation.
4	I am a dedicated member of one of the world's factions; I cannot imagine living without them.
5	Somewhere out there is a human who's childhood I lived. We must meet to become whole.
6	I am sworn to help and protect changelings everywhere.

1d6	FLAW
1	I don't really trust anyone, and I assume they will leave me when I need them most.
2	I've always felt different and special, now I know why.
3	Humans are no longer worth my time.
4	I despise elves and enjoy seeing them struggle.
5	I abandoned my earlier "friends," and they are now out to get me.
6	I am envious of those who have more than me in life.

Mage's Assistant

You were very fortunate – most changelings are subject to ridicule and rejection as they grow up, but at the first signs of your inner nature a mystic visited your family and convinced them to allow you to apprentice with them. Fascinated by your magical nature, you are well treated by your tutor, or at least better than you would be in your home village.

- **Skill Proficiencies:** Arcana
- **Tool Proficiencies (choose one):** Alchemist's supplies, glassblower's tools, disguise kit, herbalism kit
- **Equipment:** A kit to match your tool proficiency, robes and 1d6 + 4 thaler.

Feature: Student Of Magic

You have much practice in the ways of magic and the danger of Corruption. Your Corruption Threshold is 1 higher than it would be otherwise.

Suggested Characteristics

Though most of your training time was spent inside, away from curious eyes, you are still awkward when meeting others or trying to convince them of your sincerity and dedication.

1d8	PERSONALITY TRAIT
1	I seek out the company of mystics whenever I can.
2	I chose the opposing view in discussions, just to make it more interesting.
3	I keep my knowledge to myself, unless it's needed for survival.
4	I share my magical insights with everyone, whether they ask for it or not.
5	If a problem can be solved by using magic, I will use magic.
6	I am careful to only use magic when it is really needed, preferring mundane methods if at all possible.
7	I talk too loud and stand too close to people when I do it. Feels perfectly normal to me.
8	I can't keep my mind on the topic at hand, I always find a more interesting tangent to explore.

1d6	IDEAL
1	**Study.** Nothing about my personal history matters, only learning more magic.
2	**Purity.** I must keep my body and soul free from Corruption.
3	**Fight fire with fire.** Corruption is a gift, we must use it to win.
4	**Power.** With enough magic I can do whatever I want, and no one can stop me.
5	**Common good.** Magic should be used to better society for all.
6	**Legacy.** I will transmit all I have learned to the next generation.

1d6	BOND
1	The mystic who brought me here saved my life.
2	I feel a calling towards the forest, despite my fears.
3	I carry something from my childhood, to remind me of simpler days.
4	I feel a connection with magic itself, more important than any person.
5	I have a tome of study that I always keep within me – it changed my whole worldview.
6	I remember my 'sibling' weeping when my nature was discovered. I keep that memory forever.

1d6	FLAW
1	I deserve an explanation for my life, even if it must be written in blood.
2	I know magic will be the end of me, but I can't stop longing for more of it.
3	I am caught between human and elven ways and will never feel at home.
4	When people call me names, I am tempted to believe them.
5	I want to grow so strong in magic that no one dares question me.
6	I am superior to humanity and that is why they are afraid of me.

Dwarves

THE SHORT AND wiry people humans call dwarves have a history shrouded in mystery. Looking at the dwarves settled in Yndaros, they display no interest in the history of their kind; they are a people on the move, aimed towards the future, fleeing a dark past that has given them a sense of community, but without peace or meaning. The dwarven perspective is rooted in the sanctity of the family, the secrets of the spoken word and the conviction that the world is their common enemy. Gamalga of Kadizar, a sage interested in dwarves, is said to have stated that: *"The family is their shield, the language their weapon and the world their battlefield."*

Gamalga also spoke of the origin of the dwarves. After many fruitless conversations with the dwarves in Yndaros and at the fortress Küam Zamok, Gamalga realized that she would get better answers from elves and trolls, and that they claimed to have never met dwarves before the fall of Symbaroum. They were most likely created in the old empire and Gamalga summarizes her meager findings as follows:

"They emerged as worms in the rotting carcass of the World Serpent and were given wit by Symbaroum's sorcerers, to make them better slaves. However, the birth of the people forever bound them to the world and its fate, and because of this bond they early on developed a forceful counterculture which still marks them. The ancestral mothers and fathers of the dwarves created a language with hidden codes and secret double-meanings, so intricate that not even the masters could understand. The dwarves never wrote anything down, since texts could be read, interpreted and even decoded by the lords of Symbaroum. The dwarves kept their dreams to themselves and their voices echoed with the fate of the world.

Both elves and trolls confirm that there is power inherent in some dwarven speech, and imply that those who made the dwarves, Symbaroum's princes, in time learned to hate their creations and fear the power contained in their language. After the fall of Symbaroum, the chronicle of the dwarven people describes an arduous journey in the shadow of death, continuously attacked and hunted by others. Nowadays, the descendants of the few who survived Symbaroum's ruin have spread to many places and their fates are seemingly very different.

Apparently, the families in Yndaros are members of a once ruling elite in Küam Zamok, cast out after a bloody revolution – hence, the organized villains encountered in Ambria's capital are in fact dwarven nobles, used to ruling and giving orders, but incapable of creating even the most essential items themselves. More dubious scraps of information say that their inability to get along has to do with the order of succession in the realm they left behind, and the right to a throne which none of them will ever conquer."

The people of Ambria have formed their opinions based on the dwarves in Yndaros, and they are not a very

welcoming sort. They demand nothing of others, other than being allowed to mind their own business. To dwarves, the will of the family – as interpreted by the elders – is superior to the will of the individual, meaning that they often appear to have two sets of moral standards: one strictly coded and aimed at the family; another aimed at outsiders and often described as *"a lack of morality"* by their neighbors – since actions which only affect outsiders have no bearing on the internal family relations.

The speech of the Yndarian dwarves is still today so intricate and filled with codes, double-meanings and obscure idioms that their everyday conversations are close to unintelligible to bystanders, no matter how learned. It is also true that their voices have a particular power that some individuals know to make use of. Furthermore, their memory-techniques are highly developed, making it possible for them to run complex "businesses" in Yndaros without writing down a single number or word.

DWARF TRAITS

All dwarves encountered in Yndaros seem to have much in common.

- **Ability Score Increase.** Your Intelligence score increases by 2. Increase two other ability scores by 1.
- **Age.** The dwarven life-cycle is not well known, but it seems that dwarves are allowed their independence by their second or third decade of life and remain active for at least a century.
- **Size.** Dwarves range from four to five feet in height and are solidly built but not stocky. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 5 (1d8) plus your Constitution modifier hit points.
- **Speed.** Dwarven legs do not permit the long strides of other folk. You have a base speed of 25 feet.
- **Absolute Memory.** Dwarven memory is robust and comprehensive. They can remember anything they choose to commit to memory at any time and can remember even incidental events up to a month after they occur.
- **Earth Bound.** Dwarves are bound to the bones of the world. They have no soul – instead your current Corruption total reduces your current and maximum hit points on a 1:1 basis. You do not roll for marks of Corruption and if your total Corruption equals or exceeds your current hit points you become unconscious until your Corruption is reduced or your hit points increase (an unconscious dwarf counts as taking a short or longer rest if they are undisturbed). If you acquire more permanent Corruption than your Corruption Threshold (see page 37) then your character is no longer playable. If slain, they cannot become undead or be resurrected. Even *speak with dead* fails.
- **Pariahs.** Dwarves are poorly understood or tolerated among other peoples. They have disadvantage on social checks with everyone other than fellow dwarves, elves and trolls.
- **Languages.** Dwarves usually speak the local human language, either Ambrian or Barbarian, but with much more sophistication, adding in a series of code words that enable two dwarves to have a secret conversation in public. Some near Davokar speak the language of trolls or elves as well.

DWARF NAMES

Judging by the dwarves living in Yndaros, they have a fondness for names which contain many hard consonants, such as k, t and r. Aside from that, there seems to be no difference between male and female names: they are inherited within the family and between generations without concern for gender. All dwarves also have family surnames, just like the Ambrian nobles. However, it appears as if younger dwarves must earn the right to call themselves by their family name, preferably by impressing their relatives and making them proud.

- **Dwarf Names:** Artek, Bolkor, Brana, Dobril, Dranek, Dusa, Jarok, Lazek, Margor, Mirek, Radmil, Stana, Vesnek, Vlador, Yaruk

Dwarven Families in Yndaros

The most prominent dwarven families in Yndaros are named Valotzar, Alzerek and Baldysik, of which the first seems to have adapted best to the new conditions of life. Other known families – among which most are (permanently or at times) allied to the ones mentioned earlier – include Kalatra, Maretko, Obrutz, Skruztsa, Statzak, Vanoviz and Urbanik. Then there is the Merotzak family in Thistle Hold, though it is unclear if they are of the dwarven royal blood-line or not...

Dwarf Law

If an action against an outsider does not affect the family, it has no consequence, no matter how cowardly or cruel it may appear to others. Among the people of Yndaros this is known as "Dwarf Law"; what a dwarf can get away with, he or she will likely do.

Dwarf Backgrounds

DWARVES WHO CHOOSE or are forced to leave their families in Yndaros are lonely and often dangerous individuals. However, for some dwarves, the seclusion becomes the start of the search for a new family, defined by other characteristics than blood. The following reasons may explain why you have left Yndaros to head out into the world.

Dreams of Doom

You are haunted by nightmares of doom and death, for your family or the world as a whole. You have left the community to become a seeker, hoping to determine the meaning of your dreams and, ideally, learn how to avert the disaster and protect all your loved-ones.

- **Skill Proficiencies:** Insight
- **Tool Proficiencies (choose one):** Any set of tools
- **Equipment:** A kit to match your tool proficiency, simple clothes and 4d6 + 1 shillings.

Feature: Haunted

Your nightmares are sometimes prophetic. When you complete a long rest you gain a prophecy die, a d6. Before making a skill check, you can declare that something about the situation reminds you of your dreams and add the d6 to the roll. You must do this before the GM declares the check a success or failure. You recover the die with a long or extended rest.

Suggested Characteristics

Constantly harried by terrible visions, these dwarves have cut almost all family ties. But their despondent freedom sometimes allows them to see the world in a new light.

1d8	PERSONALITY TRAIT
1	I finish people's sentences.
2	I sometimes stop mid-sentence as I sense a vision coming over me.
3	I am as carefree as only one who has truly accepted death can be.
4	I often remind people that all is as it is meant to be.
5	When people get too happy, I tell them about my visions of doom.
6	I talk a lot to drown out the voices in my head.
7	I argue out loud with the spirits that haunt me.
8	I keep silent so as not to speak about the horrible things I see.

1d6	IDEAL
1	**Accuracy.** There is no point in speaking to others unless you can be precise.
2	**Fate.** All is as it must be, and all will become what it is meant to be.
3	**The End is Near.** Prepare for the end, because it is coming.
4	**Hope.** In a world of certain doom, hope is all we can cling to.
5	**Stoicism.** I balance the brutal facts of existence with the faith that we will prevail.
6	**Simplicity.** Surrender your false needs. Work when you can, eat when you are hungry and sleep when you are tired. That is all.

1d6	BOND
1	A doom haunts me, and I must prevent it from happening.
2	I have a role to play in the realization of a beautiful vision.
3	I will not make it, but I will make sure my friends do.
4	To die well is the only meaningful choice.
5	I gave my word once, and I will honor it till my last breath.
6	I will chronicle the last struggle of the world, and to do that I must survive at all costs.

1d6	FLAW
1	I struggle with the dreadful sense that nothing really matters.
2	I expect bad things to happen and often miss the good in life.
3	I keep my distance from the people I like, the thought of losing them hurts too much.
4	In my despair I make everything about me.
5	I secretly fear that my visions are nothing but a dark version of delusions of grandeur.
6	I don't understand why you would only have one ale, when you can have all of them.

Life-debt

An outsider has saved your life without asking for anything in return. You want to get free from this debt by serving the outsider and doing whatever he or she says. For a dwarf, this is an acceptable reason for being away from the family.

- **Skill Proficiencies (choose one):** History, Insight, Medicine or Nature
- **Tool Proficiencies (choose one):** Any set of tools
- **Equipment:** A kit to match your tool proficiency, simple clothes and 2d6 + 3 shillings.

Feature: Driven

Your obligation to repay the outsider gives untold resilience – to fail to repay a life-debt is the worst disgrace a dwarf could face. When you fail a saving throw you can choose to have a second chance at it, by rolling again (using any bonuses, penalties or extra dice as before). Once you use this feature you must take an extended rest before using it again.

Suggested Characteristics

Somehow you have acquired a life-debt and now owe someone else your life, a nearly untenable position for you.

1d8	PERSONALITY TRAIT
1	Time away from family and related duties is not all bad; I'll make the most of it.
2	I long for the day when I can return home to my kin.
3	I'll show these long-shanks what a dwarf can do.
4	The world is so much larger and more wondrous than I ever imagined.
5	I'll bide my time until I can repay my debt in full.
6	I actually like the creature I am indebted to – but I will never admit it openly.
7	I will repay my debt, and until that time comes I will make my creditor regret making me come along on this demented quest.
8	I stoically accept my fate, whatever that will be. Or at least that's what I pretend.

1d6	IDEAL
1	**Pride.** Slights not punished will stick to you forever.
2	**Tradition.** We used to do things a certain way, and it was always superior to this madness.
3	**Duty.** I will do what is asked of me, on pain of death.
4	**Companionship.** Blood trumps everything, but this lot is not all bad either. I am proud to call them friends.
5	**Greed.** I promised to save their lives, not share treasure with them.
6	**Fame.** I will return to my family with a fearsome reputation. I roar, the world trembles.

1d6	BOND
1	I will not leave the side of the person to whom I owe a life-debt, otherwise I might miss my chance to be free of it.
2	I need to find the love of my life, life-debt or not.
3	My family's enemies are out there, and if I can somehow get this lot to help me fight them, even better.
4	I must unravel the mystery of my people's origin.
5	I dream of reinvigorating my people; we are so much more than this.
6	There is a darkness gathering in the world, and we will all have to fight it in the end.

1d6	FLAW
1	The person to whom I owe the life-debt has stolen my own life.
2	I seek to repay this life-debt as soon as possible and will create reckless situations in the hopes of resolving it immediately.
3	I love my new life and secretly hope my life-debt is never repaid, and I will delay the repayment if at all possible.
4	I am more concerned with the well-being of one other in my company than the one to which I owe the life-debt.
5	Life-debt, life-schwebt, dumber tradition does not exist. How do I get out of this mess?
6	I will repay the life-debt, but no one said I need to be sober doing it.

Outcast

You have behaved disloyally, maybe challenged the head of the family or questioned the family's position in the order of succession. For this, you are banished, temporarily or permanently. To most dwarves, exile is a punishment worse than death.

- **Skill Proficiencies (choose one):** Deception or Persuasion
- **Tool Proficiencies (choose one):** Any artisan's tools
- **Equipment:** A kit to match your tool proficiency, thick working clothes and 1d6 + 4 shillings.

A Spy

You are not exiled but pretend to be, with the intent of gaining access to secrets that the family needs. Alternatively, you may have been sent to perform some illegal deed, for instance hunting down a fugitive with a stronger claim to the dwarven crown than the character's family.

You can choose to be a spy instead of an outcast as part of selecting this background. Beware, of course, that taking this alternative too often will undermine the credibility of using the alibi.

Feature: Quick Learner

If you are asked to use a set of tools that you are not proficient in, you can easily determine the most efficient way to use them. You add a bonus equal to half your proficiency bonus (rounded down) to any ability checks made with the new tools.

Suggested Characteristics

Many outcasts struggle with their dependence on a world that does not make much sense to Dwarves. Some adapt better than others.

1d8	PERSONALITY TRAIT
1	Since I am exiled, the old rules do not apply to me. I try to speak with strangers, though it often goes wrong.
2	I stick to the old ways, regardless.
3	I treat my new companions like a substitute for my family. I will hurt anyone who looks weird at them, that's just the way it is.
4	I will go to great lengths to avoid other dwarves.
5	I am certain that I was given a purpose in life and this is not it.
6	When you can't forget anything, sometimes you must be very cautious in what you say.
7	I expect everyone to play by the rules that I know, even though I don't tell anyone that.
8	There is no accounting for the other peoples, they are not dwarves.

1d6	IDEAL
1	**Family.** I hope to accomplish something that will allow them to forgive me.
2	**Righteousness.** What I did had to be done and I do not regret my choices.
3	**Vengeance.** Family or not, if you come at me or mine be prepared to pay.
4	**Forgiveness.** I realize my old life was wrong, and I seek forgiveness from the grander world.
5	**Dwarven superiority.** I will fight for dwarves everywhere, regardless if my own people want me or not.
6	**A worthy end.** I will find a worthy way to end this miserable existence, and hope that at least my final act will be worthy of remembrance.

1d6	BOND
1	I did what I did to keep someone else safe. As long as they are unharmed I can withstand anything.
2	I have replaced my family with a new group, and give them my all.
3	My exile was the fault of someone else, and this someone will pay.
4	I have a recurring dream, where dwarves will play a huge role in the fight against the mounting darkness. I will not back down from that battle.
5	Part of my family is lost, and I need to find them.
6	When I was young, I heard of a legendary dwarven artifact. I seek it.

1d6	FLAW
1	No one deserves an explanation for my actions; no one can judge me.
2	I am a dwarf, and no one is above me.
3	I have a book where every insult towards me is chronicled; I will never forget.
4	I am so afraid, this world with no family makes no sense to me.
5	I actually like these other people; they can never know or they will use it against me.
6	Returning to my family is worth every non-dwarf life I encounter.

Elves

THE ELVES OF Davokar are but an offshoot of a greater people; part of a holy guardian order. Initially, the order involved elves from the virgin regions to the west, where humans have not yet reached and where the elven civilization is in bloom. Unlike humans, an elf's long life is interrupted by periods of dormancy wherein the elf grows into the next stage of their life-cycle. Most elves encountered are in their summer cycle, the second phase of elven life. See the *Ruins of Symbaroum Bestiary* on page 172 for more information.

A majority of the elves in Davokar were born into the order. This order – known by humans as the Iron Pact – is tasked with preventing the evil that slumbers beneath Davokar's roots and moss from awakening and spreading across the world. They have never been west and will never go there; to them the elven lands of old are and remain a dream that will never come true. From when they are young, they are told that their duty lies in Davokar and that they are not welcome in the old lands. The Iron Pact even has a ceremony to initiate young elves into the order, where weeping elders – led by Prince Eneáno – beg newly awakened summer elves for forgiveness for having forced them to be born, live and die in the Forest of the Death Shadow, Davokar. The life of the pact members is dangerous, their numbers are dwindling and the once so mighty Prince Eneáno is entering his soul's winter – the increasing unpredictability of the Prince has made it possible for other, disagreeing leaders to position themselves for the upcoming power struggle. The dispute concerns the tactics of the battle against the dark – whether it should be fought with arrows and spears or by forging alliances.

The spirited fairies who wake up after their first dormancy enter the phase of the summer elves, and it is they who constitute the backbone of Davokar's guardian force: vigilant hunters armed with spears and bows. Many of them die in battle with abominations or taboo-breakers from the less and less cautious humans in the south. Those who survive eventually reach their second dormancy, a time of tearful grief for the elves. The members of Davokar's Iron Pact all live with the bitter truth that few elves will ever awaken from their second slumber; most wither away before reaching the next life phase.

Perhaps it is for this reason that the holds and forest castles of the Iron Pact always echo with sorrowful songs, lamenting the fallen and withered. Davokar's elves grow fewer and fewer; not even the ever increasing number of abductions can fill the gaps in their ranks. There is, however, a faint light in the gloom: more and more humans are willingly seeking to join the Iron Pact, and the elves working for alliances point out that there are even Ambrians among them.

ELF TRAITS

The following traits are for Summer Elves:

- **Ability Score Increase.** Your Wisdom score increases by 2. Increase any other ability score by 1.
- **Age.** An elf that has reached the summer life phase is about a hundred years old and will be active for up to a century and a half before feeling the call of the deep sleep again.
- **Size.** Summer elves are about five-and-a-half feet tall and average around 120 pounds. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 5 (1d8) plus your Constitution modifier hit points.
- **Speed.** You have a base speed of 30 feet.
- **Darkvision.** Accustomed to the gloom of Davokar, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Pariahs.** Ambrians detest elves and the barbarians fear them, so elves have disadvantage on Charisma checks with all humans. You can try to impersonate a changeling by wearing human clothing and imitating their behavior. When directly interacting with a human, make a Charisma (Deception) check against their passive Insight. On a failure, they recognize you as an elf and the Pariah effect applies.
- **Wisdom of the Ages.** Through the eons, the elves have amassed a vast collective wisdom; a deep well of knowledge and insights which many elves can access through meditation. The character is one of those who may use the know-how of previous generations to solve problems at hand.

  When you take an extended rest, you can select a skill. You are proficient with that skill until you take another extended rest, at which time you select a skill (the same or another).
- **Languages.** Elves speak their own language, and often know the troll languages as well. Those that have cause to be in human lands also learn one of the human tongues.

ELF NAMES

Spring and summer elves are all given double-names that follow them through the first dormancy; names mirroring their character and/or hopes for what they will be like in their prime. Most who wake up after their second dormancy choose to remove part of the name or change it altogether, but not all. This is up to the individual to decide, and is clearly more a question of taste and style than of function or meaning.

Elven names often have more vowels than consonants and the letter "X" is as uncommon as a name having two consonants in a row.

- **Male Elven Names:** Alal-Roak, Dorael-Ri, Eloan-Eo, Elori, Godrai, Mearoel, Saran-Ri, Tel-Keriel, Kil-Ano
- **Female Elven Names:** Ahara-Vei, Eleanea, Leiána, Gaina-Anali, Keri-Las, Mael-Melian, Naelial, Tara-Kel, Teara-Téana

Writings carved on a stone close to the Marshes, possibly a message to travelers in the area, warning them of hostile elves.

Elf Backgrounds

AS A SUGGESTION, player characters of elven origin should be summer elves, in the second phase of the elven life-cycle. Sure, it is possible to play older elves, but autumn elves would fare better in a campaign where the other characters are also very powerful since these elvish beings tend to overshadow most humans in terms of skill, power and insights regarding the deep mysteries of the world.

In any case, elves are uncommon in human settlements and need very strong reasons to travel to such places.

Avenger

Elves tend to live, hunt and fight in small groups with strong internal ties. Maybe the others died as a result of treachery by some supposed ally, and you survived, by chance or after having managed to escape or beat down the villain's henchmen? As the lone survivor you might feel guilty and will not return home before the traitor has paid for their crime.

- **Skill Proficiencies (choose one):** Athletics or Acrobatics
- **Tool Proficiencies (choose one):** Gaming set or musical instrument
- **Equipment:** A kit to match your tool proficiency, supple leather clothes and 4d6 + 1 ortegs.

Feature: Tracker

When you are in a wilderness area and in pursuit of a creature that you have seen before, you have advantage on the first Wisdom (Survival) check of the day to follow their tracks.

Suggested Characteristics

Many avengers have taken their quest on as a personal burden and you must choose how your mission has affected you.

1d8	PERSONALITY TRAIT
1	I am curious about the world outside the forest, but not really engaged in it. It's curious, but not important.
2	How can all these people not be aware that there is a war on Corruption going on?
3	These short-lived folk intrigue me more than I care to admit.
4	I conserve my breath and strength until it is needed.
5	I stay in the shadows as I seek my prey.
6	I pretend to be casual and calm, but this place terrifies me.
7	The killers of my kin are out to get me too, I am sure of it.
8	I need information and will trade what I know for it.

1d6	IDEAL
1	**Justice.** It is only right to bring death to those who have killed others.
2	**Knowledge.** I must know why my quarry did what they did; I am owed an explanation.
3	**Nature.** Defending the forest against ignorance and willful damage is all that matters.
4	**Duty.** We will not succeed in defeating the darkness but we will fight none-the-less. Our valiant struggle will echo through eternity.
5	**Finesse.** Nothing is worth doing unless done with style – vengeance in particular should have a certain dash to it, I think.
6	**Redemption.** I do not know if my failure to protect my kin can ever be redeemed; if it can I will find out how, and then I will spend the rest of my days trying.

1d6	BOND
1	I feel closer to the person I am tracking than to almost anyone else.
2	The oath of the Iron Pact feels as real to me as the day I first spoke it.
3	My new companions are not that bad; I would consider risking my life to save some of them.
4	My bow has special meaning to me, and I long for the person that gave it to me.
5	Animals have always felt as close to me as other elves. I will not see them harmed.
6	All of the old peoples have a special place in my heart. Humans not so much.

1d6	FLAW
1	I won't leave the trail, even for the best of reasons.
2	Besting my quarry is more important than the health of anyone I travel with.
3	My quarry scares me senseless, and I am not sure if I can face it.
4	I fear I will again let my companions down, and survive.
5	Non-elven plans are worse than mine, for obvious reasons.
6	One of my companions has my heart, and I will forgo more important actions to keep them safe from even the slightest harm.

Exile

Elves who act against the rules of the collective are very uncommon, but are not unheard of in corrupted Davokar. Maybe you are one of these? Alternatively, your exile is self-imposed, as a result of you feeling as if you had been disloyal or dishonorable, therefore choosing solitude for a while. Or forever.

- **Skill Proficiencies (choose one):** Deception, Intimidation or Performance
- **Tool Proficiencies (choose one):** Carpenter's tools, tinker's tools, weaver's tools or woodcarver's tools.
- **Equipment:** A kit to match your tool proficiency, elvish clothing and 10d6 ortegs.

Feature: Unpredictable

You choose your own moments to act, even in the thick of combat. After you roll initiative, but before combat begins, you can choose to change your initiative count to any number smaller than your result, to a minimum of your Dexterity modifier. Once you pick your new initiative count, it remains fixed for the remainder of the combat.

> EXAMPLE: *Elona-Tel has a +3 as her Dexterity modifier. She rolls for initiative and her result is 15 (12 on the d20 +3). She can then choose to change her initiative to any number less than 15 and equal to or greater than 3. Listening to the other players' results she chooses initiative count 8 so that she can react after the knight's turn.*

Suggested Characteristics

You have taken on a life outside the forest and chosen to interact with others, however this does not relieve you of your obligations unless you have totally rejected elven life.

1d8	PERSONALITY TRAIT
1	I try to surprise everyone with what I say, it amuses me.
2	I often feel my personal loss deeply, but hide it from others.
3	I feel a wanderlust that I can't suppress, I need to know what's over the next hill.
4	I avoid elves, and all things elven, it reminds me of a dark time.
5	I am drawn to changelings and other elven things; they remind me of home.
6	I hide my elven features as best I can, better if people think me a changeling.
7	I make other people's problems my own, perhaps to keep the loneliness at bay.
8	My curiosity gets me in trouble, but I just can't help myself.

1d6	IDEAL
1	**Promises.** I have guaranteed myself that I will once again take my rightful place.
2	**Exploration.** I am seeking a secret place and I will keep looking into dark holes until I find it.
3	**Survival.** I am more concerned with not losing, than with winning; live to fight another day, I say.
4	**Mercy.** Everyone – and everyTHING – deserves another chance. It's the only hope for good in this world.
5	**Knowledge.** What is not known will be penned by my hand.
6	**Elven superiority.** I am an elf, most others are not. They should not forget that, and I will remind them if they do.

1d6	BOND
1	I made my decision for the sake of others, my personal feelings do not come into it.
2	I have heard stories of a legendary exile, I seek to emulate them.
3	I have a book or other ancient thing that tells of a lost place.
4	I made one last oath before leaving home, and I intend to keep that promise.
5	I long for my family, and would do anything to protect them if something threatened them.
6	Someone helped me when I first stumbled out of the forest; I owe this person a lot.

1d6	FLAW
1	I sometimes allow my doubts to overwhelm me and make me indecisive.
2	I rarely stop and listen long enough to learn anything new, I have to discover things for myself.
3	Since I made that huge mistake, I refuse to make any other decisions.
4	I will do almost anything to impress someone in the hope that they can get my exile reversed.
5	I secretly feel special and am easy to manipulate for those who play on this feeling.
6	I am jealous of those who have a special someone, I will be happy if they break up.

Mediator

You have been sent to establish relations with a group of humans and try to teach them about the value of the forest and the dangers of exploration. Your mission can be self-imposed but is more likely based on the orders of some superior autumn elf.

- **Skill Proficiencies (choose one):** History, Insight, Performance, or Persuasion
- **Tool Proficiencies (choose one):** Any musical instrument
- **Equipment:** The musical instrument, elven clothes, and 4d6 + 1 shillings.

Feature: Orator

Your strength with words is such that you can make enemies hesitant to attack you. If the enemy can hear and understand you, and you have spoken within 1 minute before combat begins, then those enemies have disadvantage on their initiative rolls.

Suggested Characteristics

You have chosen, or been chosen to be a peace offering between your people and the others. You may not appreciate this or you might have high ambitions.

1d8	PERSONALITY TRAIT
1	I believe in peace but that doesn't mean I am not prepared for war.
2	Even the lowest mortal has a story worth listening to.
3	It is not about winning or losing, it is about having the best meeting possible.
4	I have been doing this a while and I'm starting to see the same old faces, time and time again.
5	I do this because I was ordered to do it, just so everyone knows.
6	Just because I listen does not mean others get to decide what the best course of action is.
7	Everyone lies to themselves sometimes. Everyone knows the truth also.
8	War and diplomacy are the two sides of the same coin.

1d6	IDEAL
1	**Discussion.** If we can get leaders to the table there is always room to negotiate.
2	**Rule of Law.** The law of the Iron Pact still applies, no matter how old it is.
3	**Trouble.** If I know what makes you upset, I also know what makes you happy.
4	**Self-perfection.** I am actually here to learn more about myself; mediating in conflict is the best way to get to know oneself.
5	**Pragmatism.** I am okay with dodging the truth to reach a lasting peace.
6	**Wisdom.** Some conflicts will not get solved, I accept that and move on to the next one.

1d6	BOND
1	My mentor gave me hope in this process but now they are lost to me.
2	Every time I meet others for a negotiation I feel a warmness in my heart.
3	I have a treasured old book that tells of various ancient agreements and meetings.
4	I am smitten by the representative for one of the warring factions.
5	The Iron Pact must hold, at any cost.
6	I do this for the light I see in humanity; it's all for them.

1d6	FLAW
1	I am so certain that a good speech will fix any dispute that I am often surprised by violence.
2	I am certain that my proposal is the best of all possible ideas.
3	Secretly, I wish that others would shut up and listen to me.
4	Deep down I think that war is inevitable; we should strike the first blow.
5	I fear that nothing I do will make a difference in the end.
6	I am unconcerned with the price paid by non-elves.

Scout

You have been sent to gather knowledge, to assess the enemy's strengths and weaknesses before the battle that is sure to come. Your mission-giver is probably a superior and older elf, either a diplomat or a warmonger.

- **Skill Proficiencies:** Stealth
- **Tool Proficiencies (choose One):** Carpenter's tools or mason's tools
- **Equipment:** A kit to match your tool proficiency, thick working clothes and 1d6 + 4 shillings.

Feature: Adept of the Wild

When you are in a wilderness area, you can choose to take advantage on your Dexterity (Stealth) check. If you do so, you can't use this feature again until you take a short or longer rest.

Suggested Characteristics

You are a dedicated member of the Iron Pact, seeking knowledge today to prevent disaster tomorrow. As you gain knowledge of the world outside the forest will you remain resolute in your decisions?

1d8	PERSONALITY TRAIT
1	I can understand the language of the forest better than anyone else.
2	I pretend to enjoy the company of my enemies. It was way easier than I thought it would be.
3	I have a hard time hiding my hatred for the enemy; I must keep my distance from them.
4	Some on the opposing side are very good, I will learn from them.
5	I pretend to be a trapper with no agenda other than earning money for my family.
6	I walk and talk like a monster-hunter, it gives me access to places.
7	I am amazed by the world, I sometimes almost forget my mission.
8	I prefer the company of animals and often talk to them.

1d6	IDEAL
1	**Tranquility.** I try to co-exist with nature instead of making nature adapt to my presence.
2	**Observation.** So many go through life without paying attention to what is happening beneath their feet and all around them.
3	**Testing.** I will take any chance to sharpen my skills; one day all will depend on them.
4	**From the shadows.** I want to shape things without being seen as the one doing the changing.
5	**Oathbound.** I am the embodiment of my oath. Without it I am nothing.
6	**My enemy's enemy.** I am willing to find common cause with lesser evils in order to destroy the main threat.

1d6	BOND
1	Someone taught me how to hunt and track. I owe them my entire life's work.
2	There is an animal in the forest that I have seen more than once. I may never catch it, but I will always seek it out.
3	I carry a bone with me. You will not see it and, if you do, I will not explain it.
4	I keep my word, always. I also rarely give it.
5	I will not let my prey get away.
6	I speak bluntly and accept the consequences.

1d6	FLAW
1	I am impatient and rude to those without wilderness skills.
2	I never explain myself.
3	If I'm talking to any non-elf, I speak slowly and simply. How could they understand more?
4	I do not count the cost to others when fighting the true enemy.
5	I fear I might not be able to go all the way.
6	I know I will die in this fight, and am given to bouts of fatalistic apathy.

Goblins

LITTLE IS KNOWN about the origin of goblins, but their presence in the southern outskirts of Davokar is quite obvious. The tribe that left the darkness of Davokar to settle down close to Thistle Hold swarms and makes such a racket that they have made themselves quite unpopular among the town's human populace. Their fiery temperament and strange ways of socializing have contributed to the disapproval: "Hide the Boot", "Tame the Ogre", "Trim the Thistle", "Tighten the Temple" and "Want a Smack, Molok?" are party games that outsiders are reluctant to even watch.

The life of a goblin is short – a goblin is considered a youngster at the age of five, adult at ten and an elder at the age of twenty. To meet a thirty-year-old goblin is a rarity, as most of them voluntarily return to seek a lonesome death in Davokar before then. Meeting one who is forty is all but unheard of. The truth of the goblin life-cycle is even more remarkable, though few humans know it – when goblins feel the pull of the forest not all of them die. Some are *changed*, becoming trolls or ogres.

The only reason why goblins are tolerated in Thistle Hold is that they are practical when it comes to doing dirty work like draining marshes, emptying latrines and flailing about on scaffolding. Thanks to that, a gibbering horde of sinewy goblins flows into the town every morning to work hard at a number of heavy, dangerous or thankless tasks. Come nightfall, they are once again driven away, and a bunch of uncharacteristically silent goblins march back to their beds in simple huts of straw and clay.

Some goblins stray from this pattern, mainly treasure-hunters and goblins employed in the households of wealthy individuals in Thistle Hold. A dozen or so goblin younglings can also be found in the convent school in the capital city, where a handful of extremely patient monks have committed themselves to saving whatever soul resides inside the wild whelps. The most renowned goblin to represent both of these phenomena is Garm Wormwriggler, brought up at the convent school to later become a successful treasure-hunter.

GOBLIN TRAITS

All goblins encountered share a set of inborn tendencies and features.

- **Ability Score Increase.** Your Dexterity score increases by 2. Increase any other ability score by 1.
- **Age.** Goblins are adults at 10 and few remain in human lands past their 30th year.
- **Size.** All goblins are under four feet in height and average around 50 pounds. Your size is Small and you have a d6 Hit Die. At first level you have 6 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 4 (1d6) plus your Constitution modifier hit points.
- **Speed.** Goblins scurry underfoot of the bigger peoples but their strides cannot match them distance for distance. You have a base speed of 20 feet.
- **Darkvision.** Accustomed to the gloom of Davokar and underground mines, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Pariahs.** Goblins are poorly treated in society and have disadvantage on Charisma checks with other peoples. However, the insular tendency of Goblin society provides advantage on Charisma checks when interacting with another goblin.
- **Survival Instinct.** While goblins are a loud and fractious people, they have a powerful will to survive. You can take either the Dash, Dodge or Disengage actions using your bonus action. You also gain proficiency with the Stealth and Survival skills.
- **Languages.** Goblins usually speak the local human language, either Ambrian or Barbarian. Some near Davokar speak the language of trolls or elves as well.

GOBLIN NAMES

Goblin names are varied and it is hard to see any clear naming conventions. It is also common for goblins to change their names or add a syllable depending on what they experience in life. If one were to attempt to point out something general regarding their names, it would be that the length of the names usually goes hand-in-hand with the bearer's rank – the longer the name, the higher the status within the tribe.

- **Goblin male names:** Alfbolg, Barra, Goltas, Illefons, Ler, Rosti, Shigg, Tengel, Ul.
- **Goblin female names:** Aa, Fosa, Guhula, Hugalea, Tulga, Udelia, Ufa, Wamba, Yla, Yppa.

Trolls, Goblins and Ogres

Trolls, goblins and ogres have a common origin, which is known to all trolls.

With increasing age, all goblins feel drawn to the lonely depths of Davokar. It is there they die, alone on the road towards the Underworld – if they do not die from illness or violence before then. The dying goblins seek out a secluded spot where they undergo a remarkable transformation; they pupate. Most of them die in the cocoon, but for some the pupation is nothing more than a new step in their life-cycle, since they develop into trolls while safely slumbering inside the cocoon.

At times, something goes wrong as the goblin matures in its cocoon and the progeny – who, without claws, has to scratch its way to freedom – looks very much like a troll but is without some of the defining features. Among Ambrians and barbarians such creatures are called ogres. These "misshapen trolls" also lack the rage trolls' hunger and strong instinct to head down into the Underworld. Instead, the ogres often leave the depths of the forest and cling to the first person they happen to encounter.

A worrying tendency is that more and more ogres seem to be born, something the troll-singers claim has to do with Davokar growing darker. In general, trolls regard ogres with mixed emotions, but for most they are seen as a kind of distant cousin who deserve their help or at least their compassion.

THUS SPOKE AROALETA

"... and as Eregan foretold: 'the wise man's road is long, twice as long through murky woods; the foolish man's road is short, half as long through murky woods, cut short by folly and bloody bashings'."

Goblin Backgrounds

THREE DIFFERENT BACKGROUNDS are provided for goblin characters. However, the Laborer and Convert backgrounds can also be used for humans, especially members of the clan-folks that were captured by Ambria.

Laborer

You are a daily worker, tolerated in town during the day as you work but then forced to take your rest in either a central resting area or outside the village. Think about the kind of work that you might do? Do you have any friends inside town? Do you have a hated enemy among the other laborers? Are you saving your scant coin for the future, or do you spend it on drink and entertainment as soon as you get it?

- **Skill Proficiencies:** Athletics
- **Tool Proficiencies (choose one):** Carpenter's tools or mason's tools
- **Equipment:** A kit to match your tool proficiency, thick working clothes and 1d6 + 4 shillings.

Feature: Tireless Worker

You are used to long days of physical work with little opportunity to rest. As long as you do not have any levels of exhaustion you have advantage on any saving throws to avoid gaining exhaustion.

Suggested Characteristics

Laborers are one of the lowest members of society and are often ill-treated. They are also easily ignored, and a quick-eared and quick-witted person can learn much while they work.

1d8	PERSONALITY TRAIT
1	I make friends easily, I don't have time or energy to fight anyone unless they truly do me wrong.
2	I've heard rumors of great opportunities outside of the village and yearn to leave.
3	I like to be proud of my work and am sensitive to critique.
4	This is just a job and I look forward to when I don't need to work anymore.
5	I like farm (or work) animals more than most people. They're more trustworthy.
6	I don't understand humans very well at all, but I do like money and food.
7	I don't care about the work much, but there is someone who matters to me here.
8	I heard a human say 'work hard, play hard' once. That's my motto now.

1d6	IDEAL
1	**Tradition.** My family has always worked here. I feel obligated to my employers, at least for now.
2	**Entertainment.** I do almost everything I do for my own sense of fun or to make others laugh.
3	**Opportunity.** It's my right to try my own way, even if it fails.
4	**Pride.** I can say that I've accomplished something when I go to the forest to die.
5	**Work.** When I'm bored I get in much more trouble.
6	**Humor.** What is the point of life if you can't laugh?

1d6	BOND
1	I'll take any amount of punishment to keep my fellow workers out of trouble.
2	I actually feel something towards my employers. They're nicer than most humans.
3	I had one old hand who showed me the ropes. I wonder where they are now?
4	I used to have a great love, but they had to leave long ago. I miss them.
5	I trust my new friends, much more than my old ones.
6	I have a tool that has been with me forever, I think of it as a good luck charm.

1d6	FLAW
1	I'm so used to meanness that if you show me a kindness I'll take it too far.
2	I really don't understand that other peoples don't share our sense of humor or tolerance for pain.
3	I'm not really one for plans, or planning, or following instructions exactly.
4	There is no reason to argue today about what I did yesterday.
5	I'm often petty and direct my frustration at those who can do nothing about it.
6	I get distracted by grandiose plans sometimes. Alright, all the time. So listen, I have this idea...

Convert

The teachings of the Giver of Laws says that all are worthy of salvation and your teachers made every effort with you. Eventually, they were successful, or at least you began to give them the answers that they wanted to hear. And you've learned amazing things from the Sun Church – history and theology that your people never knew. You've become interested in what dark secrets lie in other old places...

- **Skill Proficiencies (choose one):** History or Religion
- **Tool Proficiencies (choose one):** Calligrapher's tools or cartographer's tools
- **Equipment:** A kit to match your tool proficiency, religious robes, and 4d6 + 11 ortegs

Feature: Member of the Church

If given the chance, you can prove yourself to be a member of the Sun Church and gain shelter there for yourself and your companions. Unfortunately, some of the faithful are not as open-minded as your teachers and the GM might require you to make a DC 10 Charisma (Persuasion) check in order to receive healing or other Church services.

Suggested Characteristics

Goblin converts exist in two worlds: they are still goblins, with short lifespans and a particular sense of humor, but they have been taught the ways of Prios and some of them see his teachings as a great opportunity for them to gain status in the new kingdom.

1d8	PERSONALITY TRAIT
1	I repeat back things that you say to me. I'm not trying to be annoying, I want to make sure I understand.
2	I'm always frowning and being very serious. I am trying hard to not be a goblin, in other words.
3	Let me tell you about all the great things I have learned from the Church!
4	I am very open-minded. If my teachers could accept me, I can accept anyone.
5	I think that everyone should be given the chances I was.
6	I go to sleep every night with many doubts and fears in my mind.
7	The Church provides all the answers, even to questions I didn't know I had.
8	I make jokes on Prios' behalf; I know he has a sense of humor. Just look at me.

1d6	IDEAL
1	**Faith.** I am truly devoted to the Giver of Laws and have no pretenses about my beliefs.
2	**Power.** The humans say that the Sun God is the chief god now. The humans have many victories to prove this, so I choose to believe them.
3	**The Word.** What is written cannot be changed or undone. That is power.
4	**Truth.** I think everyone should be honest. Lies dishonor the Lawgiver.
5	**The Sun.** The day-star seems permanent and untouchable, like a god itself.
6	**Followership.** I am not a leader, but I find worthy leaders and do their bidding.

1d6	BOND
1	I would do anything to keep my teachers safe.
2	I feel like I have a personal connection to Prios.
3	Despite my new life, I still remember my family.
4	I have a huge regret from my earlier life and would do almost anything to set it right.
5	I carry my primer from when I first learned to read and write still. It is a reminder of how far I have come.
6	I am obsessed with a member of the church, perhaps even a member of the Black Cloaks.

1d6	FLAW
1	I am a passionate believer and often seek to prove others have less faith than me by pointing out minor errors in their prayers or other rituals.
2	I am suspicious of my human teachers. Why are they so nice to me?
3	Deep down inside, I still wonder if this is real.
4	I'm only pretending and going through the motions.
5	I tend to be easily swayed by those who profess to share my beliefs.
6	I am dismissive of unbelievers and other strangers.

Wild

While many goblins have found themselves under the thumb of the newcomers, you and your clan have stayed away from both the Ambrians and barbarians by staying in the darker parts of Davokar. But the forest is changing, and the trolls and elves whisper that the humans have something to do with it. You've decided to explore these ideas but are also cautious about who you befriend, since you have no desire to become a laborer.

- **Skill Proficiencies:** Nature
- **Tool Proficiencies (choose One):** Carpenter's tools, leatherworker's tools, potter's tools, weaver's tools
- **Equipment:** A kit to match your tool proficiency, scant clothes and 2d6 + 8 ortegs.

Feature: Go to Ground

If you're in the wilderness you can always find a hiding place. You can choose to have advantage on a Dexterity (Stealth) check as part of your Hide action. Once you use this feature you must take a short or longer rest before using it again.

Suggested Characteristics

You are a goblin as they should have always been: wild and free and able to do anything you wish. Of course, you sometimes see your cousins in the human cities, with their fancy clothes, weapons and flashing coins...

1d8	PERSONALITY TRAIT
1	I am now realizing that the world is much bigger than I thought.
2	I think that being free is the best way to be and will share that with everyone.
3	I will become a troll someday, so you better treat me with respect.
4	I only have a few years to experience everything, so let's go.
5	I want to know what is important but everyone has a different answer.
6	I invite others to play goblin games, but almost nobody wants to join in.
7	I have a pet that I talk to, what's weird about that?
8	I cast bones to help me make decisions. They're my uncle's bones, very wise goblin he was.

1d6	IDEAL
1	**Fear.** If you're scared of everything you are always cautious.
2	**Wonder.** Learn something new every day or you have wasted your time.
3	**Nature.** Nothing built by people compares to the truly wild places of the world.
4	**Might makes right.** I have learned the lesson well, and soon it's my turn.
5	**Chaos.** Randomness favors the underdog, so I maximize chaos wherever I can.
6	**Greed.** What better legacy than a golden statue of the greatest goblin that ever lived?

1d6	BOND
1	I keep a vision in my head of my little nook in the forest. I'm going back there someday.
2	I made a promise and I will keep that promise, no matter how foolish others think me.
3	I am convinced the gods love me, and I will not let them down.
4	I swore to lead my people to a better place, and this I will do.
5	Someone saved my bony behind and I am forever in that person's debt.
6	I have an animal that I love, and will always protect.

1d6	FLAW
1	No one that knows me would confuse me for being civilized. At all.
2	I crave attention, and will get it, one way or another.
3	Eating the hearts of my enemies will make me live longer.
4	There is something about fire, I can't explain it, it just speaks to me.
5	Dressing like powerful people will make me more like them.
6	Kleptomaniac, klepto-schmeniak. I love shiny things, that's all.

Humans

According to the scholars of Ordo Magica, the people of Ambria and Davokar are descendants of the same tribe, although the barbarians and the Queen's Folk hardly consider themselves so closely related. Queen Korinthia's claim to Ambria, the land south of Davokar forest, is motivated by her ancestral connection to the region, and even the most novice of Ambrian linguists can explain in what ways the *"gibbering speech of the barbarians and the melodious tongue of the Queen's Folk are similar."* More disputed are claims saying that the two peoples originate from the same stem, rooted in the old and long forgotten empire of Symbaroum whose ruins are hidden deep within Davokar.

Whatever the case, there are significant differences between the two peoples in a cultural sense. The Ambrians abandoned their blighted homeland Alberetor twenty years ago, to settle down in the well-preserved ruins of Lindaros. On their journey they brought along their architecture, knowledge, economic system and social hierarchies. Thanks to its discipline the Ambrian army outmatches the barbarian clan warriors when they meet in the open fields, but in the woods where the skill of the individual becomes a decisive factor they are more evenly matched. That, coupled with the advantage of having greater local knowledge, has so far kept the Ambrians from entering very deep into the forest – with the exception of treasure-hunters, religious fanatics searching for lost sun temples and free settlers hoping to escape the Queen's control.

Since the days of old, the barbarians have been ruled by chieftains, but enjoyed much greater independence and freedom compared to the chastened crofters and peasants in the south. Nor do the barbarian leaders seek to enforce a strict or rigid way of life upon their subjects. The witches, the spiritual leaders among the barbarians, rule with a light hand in the form of taboos and general rules – revere nature, never abuse it and avoid the darker parts of the forest. The clans lead their lives independent from one another, with the occasional exception of skirmishes over resources in the border regions. By tradition, the clan leaders answer to the

Other Worlds and the Origins of Humans

Folklore is full of tales of other worlds, parallel to the physical world that is the home of the living. Some of these myths also speak of the origin of humankind and there is a worrying pattern to the tales, a pattern indicating that humans stem from somewhere else; stuff of legend which has been granted support by the enormous stone ships found stranded in the far east, beyond the Ravens and the desert where a human empire – sometimes talked about as the First Empire – is said to have blossomed and died. From whence the humans once came to this world is not known, but the existence of other worlds is more or less an established fact, at least among scholars.

For mystics and others studying the subject there is no doubt that this world is only one of many. There have been attempts to establish a verifiable classification and one of the most talked about is Katrandama's Triptych, named after a sorcerer who was burned to death in Kadizar in approximately year –24. Katrandama left notes and drawings behind regarding the composition of the world.

Before her, most mystics believed the cosmos to be divided in two: the world of the living, and an un-world inhabited by spirits and abominations. Katrandama crushed this dichotomous worldview and imagined that the worlds fitted together as the pieces of a three-part altarpiece, with the physical world in the middle and the wings made up of the Spirit World and the Yonderworld. Normally, the triptych is closed and all beings are caught within its frames, but aided by the powers of sorcery the wings can be pushed ajar and the gaps used as pathways between the worlds. Some speculate that the Corruption amassing in the world makes the triptych tremble and occasionally open up, allowing undead and abominations to enter where gaps occur.

According to the teachings of Katrandama, mystical rituals can also be understood in light of the three worlds. From the physical world comes the building blocks of both flaming servants and the undead raised by necromancers, but it also requires control over the Spirit World – the gray, barren land of ashes and lost spirits that borders Eternity, where no one alive may travel. Only spirits can enter the infinite void, after which not even they may return. The restless spirits and ghosts that spiritualists speak to and necromancers bend to their will travel the Spirit World. It takes the power of a god to send spirits back from the Eternity beyond the Spirit World's borderland, just as Prios sends Patron Saints to his most loyal servants.

The Yonderworld is thought to be a mist-shrouded wasteland, easily mistaken for the Spirit World, yet vastly different: its nature is Corruption. Its fauna consists of abominations, from small Blight Spawns to ancient Blight Beasts of immense power. As stated by Katrandama, the Yonderworld is the world from which humankind fled to this one – an idea that very few mystics are prepared to accept and the Curia has deemed to be contentious and heretical; the humans came over the eastern sea from another continent, fleeing from idol worshipers and sun haters – at least according to the official teachings of the Sun Church.

High Chieftain on the plateau of Karvosti, but he is in reality more of an arbitrator between feuding clans than a strong ruler. However, the High Chieftain is expected to lead the united barbarians to repel any invaders, particularly the Ambrians, if it ever comes to open war.

This possibility, a united barbarian resistance commanded by the High Chieftain, gives the Queen and her advisors nightmares, and would explain why the Ambrians officially are so cautious regarding Davokar. Since the battle in Year 10, when Korinthia's troops attacked and destroyed Haloban and his Jezites, only the Templars serving the Sun Church have made any outright attacks against barbarian settlements. Most infamous is their assault on Karvosti in Year 16 when they attempted to seize the plateau with force of arms – an attempt which ended in a discouraging defeat.

HUMAN TRAITS

All of human origin start with the same basic features and then select a culture: either Ambrian or Barbarian.

- **Ability Score Increase.** Your Strength score increases by 2. Increase Dexterity, Constitution or Charisma by 1.
- **Age.** Humans reach adulthood in their late teens and live less than a century without magical assistance.
- **Size.** Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 5 (1d8) plus your Constitution modifier hit points.
- **Speed.** Your base walking speed is 30 feet.

AMBRIAN

- **Educated.** Your Intelligence score increases by 1.
- **Contacts.** Ambrians are very sociable and end up knowing many folk. You might have served in an organization or traveled far and wide. With a successful DC 10 Charisma (Persuasion) check you can find out about a person who should be able to help with a specific question or precarious situation. The contact may not be available – that depends on the GM's judgment of your faction. When it comes to specifying a faction for the character's contact, suitable options include: a barbarian clan, the Queen's Army, the Queen's Rangers, witches, Ordo Magica, the Church of Prios, a noble house or treasure hunters.

Ambrian Names

Female Ambrian names usually end with –a while the male names end with –o, but there are many exceptions since their native kingdom was so extensive. One distinct exception is that the names of most Ambrian male nobles end in –gai, –goi or –mei. The use of the letter "x" is uncommon but exists and the letter "j" is replaced by the letter "i" in almost every case. The vowels e and i are used frequently.

Save the nobles with their houses, the people of Ambria do not use family names. However, especially remarkable or famous individuals can be given a sort of honorary surname, related to that which makes them noteworthy. A couple of examples are Lasifor Nightpitch, Mayor of Thistle Hold, and the treasure-hunter Lysindra Goldengrasp.

- **Ambrian male names:** Aro, Beremo, Demeon, Edogai, Gadramei, Iasogoi, Jomilo, Karlio, Malliano, Peonio.
- **Ambrian female names:** Abesina, Elindra, Elionara, Levia, Mehira, Ordelia, Revina, Suria, Variol, Vidina.

BARBARIAN

- **Bushcraft.** You can survive on meager resources and are used to finding food and shelter in harsh terrain. With a successful DC 10 Wisdom (Survival) check, the character can find enough food and water to feed themself while being on the move in the wilderness or among Davokar's ruins. If the character is part of a small group (up to five individuals), food and water can be found for them as well (increase the DC for the check by one for each additional person other than yourself), but that will take much longer. The group cannot be on the move during that time.
- **World-canny.** Your Wisdom score increases by 1.

Barbarian Names

Just like the Ambrians, barbarian female names usually end with –a, while male names tend to end with –mar, –mon or –mer. It is customary that every other letter is a consonant and a vowel; double vowels are common, while double consonants are almost never used. Like the Ambrians, barbarians tend not to use the letter j, instead changing it to y. The greatest difference between the two people is the barbarians' love for the vowels a, o and u.

- **Barbarian male names:** Adelar, Gadramon, Haloban, Konarad, Lothar, Odaban, Rábaiamon, Taran, Tharaban, Vikomer.
- **Barbarian female names:** Adela, Aloeta, Eferneya, Elmea, Elda, Galoma, Horosa, Karona, Verama, Yagaba.

Human Backgrounds

YOU CAN USE some of the provided backgrounds for barbarians: common folk, refugees and perhaps even some merchants that have struck out on their own. You can also use the goblin laborer and convert backgrounds for barbarians. For Ambrians, you can use common folk, faithful of Prios, houses of nobility, merchants, scholars of Ordo Magica and even refugees.

Common Folk

You are a member of the largest group of humans, those who work every day for their food and board. You might be an Ambrian farmer with a field cut and measured for you by the Queen's decree and pay taxes to her representatives for the privilege. Or you might be a barbarian, hunting or gathering food in ancestral lands according to a schedule set for you by nature itself. You might be a worker in one of the many growing communities, as more and more people settle down and learn trades.

- **Skill Proficiencies (choose One):** Animal Handling, Athletics, Nature, or Survival
- **Tool Proficiencies:** Any one set of artisan's tools
- **Equipment:** A kit to match your tool proficiency, common clothing and 2d6 + 8 ortegs

Feature: Close to the Earth

You are used to being bound to nature to meet your needs. If you spend a moment considering it, you can predict the weather for the next 24 hours with great accuracy. You also know the current phase of the moon to the day and the number of days until the next solstice or equinox.

Suggested Characteristics

Poets and philosophers often call you 'the people of the earth' and its certainly true that there is dirt beneath your fingernails and between your toes. But that doesn't mean that you're simple minded or lack ambition...

1d8	PERSONALITY TRAIT
1	I am content with very little, not because I wish to be poor but because my needs are small.
2	I dream big and talk even bigger.
3	I let my hands do the talking, both in work and in arguments.
4	I am careful not to offend anyone important.
5	I bow to no one, noble or not.
6	I make talismans for luck, for friends too if they want them.
7	I draw extensive conclusions about people's character from their looks.
8	I often start sentences with "back home..."

1d6	IDEAL
1	**Cycles.** There is a time for everything and everything has its time. Don't try to force things to come too soon or think that you can prevent their arrival.
2	**Simplicity.** It is better for the mind to keep things clean and uncluttered.
3	**Worthiness.** Those folks who work for what they have appreciate it more than those who are just given things.
4	**Work.** I will work harder and longer than everyone else, and get out of here.
5	**Revolution.** The rich live off the work of the poor. Time to change that I think.
6	**Modesty.** Don't think you are something special; I certainly am not.

1d6	BOND
1	I love my simple background and the honest people there; I will always side with them.
2	I have found someone to take me out of here, and I have that person's back.
3	My tools mean more to me than just a way to make a living.
4	Here and now matters; those I travel with, what we do. Who knows what tomorrow brings.
5	I stay close to the people that come from similar circumstances; the high and mighty make literally no sense to me.
6	I yearn for knowledge like my uncle yearned for the bottle.

1d6	FLAW
1	I have a hard time looking beneath the surface of people's words and judging their intent.
2	Why be sober if you don't have to. And you don't have to, since someone else is already doing the thinking.
3	I think education makes people morally corrupt. Do not trust them.
4	Most people don't deserve what they have; why should I not take it from them?
5	Dreams are dangerous; I'm sticking to what little I have, thank you very much.
6	People that don't look like me make me nervous.

Faithful of Prios

While the average citizen of Ambria gives due deference to Prios as the Lawgiver, you have sought a deeper connection to your god. Even as a youngster you were taught the ways of the Sun Church. You must choose how to serve Prios: will you teach the masses as a liturg? Or work miracles in his name as a theurg? Will you bring his teachings to the uncultured as a Templar? Or keep his priests safe as a Twilight Friar?

- **Skill Proficiencies:** Religion
- **Tool Proficiencies (choose one):** Brewer's kit or herbalism kit
- **Equipment:** A kit to match your tool proficiency, priestly vestments and 2d6 + 3 shillings.

Feature: Shelter of the Faithful

As a servant of Prios, you command the respect of the common folk, and you can perform the religious ceremonies needed in everyday life. You and your adventuring companions can expect to receive free healing and care at a temple or other established presence of Prios, but you must provide any material components needed for spells. Those who share your religion will support you (but only you) at a modest lifestyle.

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

Suggested Characteristics

The faithful are shaped by the experiences in the temples of Prios and his teachings. Such duties are rigorous, providing a common set of knowledge that unites the faith and supports the kingdom. Despite your religious upbringing you are still human and subject to human frailties and flaws.

1d8	PERSONALITY TRAIT
1	I idolize a champion of Prios and constantly refer to their deeds and teachings.
2	My ancestors supported the Church and it is my time to give it my service.
3	I was always destined for the Church and thus take it for granted.
4	I was lost before the Church found me and now I finally feel at home.
5	I want to help the less-fortunate and the Church seems the easiest way to do that.
6	I like the respect that I receive when I am in my formal robes.
7	I come from humble beginnings, and I remind everyone of that fact.
8	I sometimes make references to the Young Gods, and correct myself. My family was into that heresy, I for sure am not.

1d6	IDEAL
1	**Charity.** I will help those in need, despite whatever cost I must pay.
2	**Justice.** The words of the Lawgiver are the foundation for a life worth living.
3	**Leadership.** We must be the beacon that saves humanity from the evils of the world.
4	**Purity.** Prios is the only way to a righteous life, all other ways are sinful.
5	**Salvation.** This life can be grim, but remember: Prios will judge all of us and grant eternal peace to those he deems worthy. Shrinking away from pain and challenge is not the way.
6	**Deliverance.** Prios will guide your steps in this life, if your prayers are sincere. Success follows faith, and failure is a reflection of your doubt.

1d6	BOND
1	Everything I do is for the common people.
2	I want to impress the Church's superiors.
3	My family brags about me and my missions.
4	I want to leave behind my past and Prios helps me forget.
5	There is one specific sinner I want to reach, and hopefully change.
6	I want to die a martyr of the Sun.

1d6	FLAW
1	I judge others harshly and myself even more severely.
2	I can be blind to my faults, despite hearing them from others.
3	In order to present an open nature, I forgive all transgressions even when I should not.
4	This way was chosen for me, I am very despondent about my life because of this.
5	I think myself chosen by Prios and I am certain he will forgive some of my transgressions.
6	As I serve Prios others should serve me.

Houses of Nobility

You are a member of the nobility of Ambria, however minor in station. You might be the third or fourth child of a baronet, your parents or grandparents granted a small measure of land for their service in the war and as the family grows and the land-plot remains the same size, your future becomes more uncertain. Or you might be descended from a once-great house that no longer possesses any wealth other than your good name and intend to restore your family to its rightful place. You've decided to embrace a life of service or adventure, hoping to make a name for yourself and win rewards just like your forebears.

- **Skill Proficiencies (choose one):** History or Persuasion
- **Tool Proficiencies (choose one):** Calligrapher's supplies, gaming set or musical instrument
- **Equipment:** A kit to match your tool proficiency, a signet ring, wax, paper and 3d6 + 50 shillings.

Feature: Privileged

You are a noble by blood and are therefore given advantages that others simply cannot have or must pay for, in either silver or hard work, to obtain. You have advantage on introductions for social challenges within your own society unless you strive to accomplish something which is questionable or that may be next to impossible to achieve.

Suggested Characteristics

Some members of the Houses of Nobility are still within living memory of the service that awarded them titles. Others are ancient houses of Alberetor, the lost kingdom of the south, and have always held positions of privilege and pride.

1d8	PERSONALITY TRAIT
1	I am a good friend but a fierce enemy. Do not wrong me, or I shall have my vengeance on you.
2	I believe in the teachings of the Giver of Laws: All have their rightful place under the sun, but the laborer in the fields is as necessary to society as my service to the kingdom.
3	I tend to be blind to the needs of others and idealistic in my expectations.
4	I use my station to get rewards but then often pass them to others.
5	I tend to over-correct myself and stammer when in new situations.
6	Both the pen and the sword are weapons; you just have to choose the right one.
7	I never fail to mention my glorious family history when presenting myself.
8	I ask about other people's family history, as I judge their character by it.

1d6	IDEAL
1	**Responsibility.** I owe my service to my betters just the same as the common folk owe service to me. I protect the common folk, just as the kingdom protects me.
2	**Trial of Arms.** Prios ensures that the just are victorious.
3	**Nobility.** I must serve as an example to all of how to conduct oneself.
4	**Order.** The world must make sense or my birthright is in question.
5	**Rebuilding.** I will make my house great again, like in the olden days.
6	**Fame.** My name is everything, it and the deeds I have done will outlive me.

1d6	BOND
1	My family name must not be tarnished; it may be all that I have at present, but I will make it known throughout the kingdom.
2	I have a favorite relative that I admire and look up to at all times.
3	I place my faith in my war gear and companions.
4	I view the Queen as blood kin and will do anything to defend her.
5	I took an oath whilst inebriated. Matters not, I must keep my word.
6	I have been handed a protégé to protect, and this I will do.

1d6	FLAW
1	I did not venture forth from my family's land by choice, instead I embarrassed them and they made me leave.
2	I often act haughty and feel that my station demands respect at all times.
3	I am too eager to see every concern as right vs. wrong; good vs. evil.
4	I too easily enjoy the comforts of a noble's life.
5	I fear that before the end I will let my blood and family history down.
6	I wish I was not noble, but of common stock, with simple tastes and lower expectations.

Merchant

As Ambria and its towns grow and reclaim parts of the wilderness, a new class of folk have arisen. Some travel between settlements bringing badly needed supplies, tools and knowledge; others work in a single shop that also serves as their home, preparing food or drink, making tools, tanning leathers and a dozen other useful endeavors. These are the merchants of Ambria, and even some of the clanfolks have begun to welcome the tinkling bells of the merchant's cart.

- **Skill Proficiencies (choose one):** Deception, Insight or Persuasion
- **Tool Proficiencies (choose one):** Any artisan's tools, a gaming set, a herbalism kit, any musical instrument, navigator's tools, a land or water vehicle
- **Equipment:** A kit to match your tool proficiency, fine clothing and 6d6 + 4 shillings.

Feature: Negotiation

You have made a careful study of the various peoples and have an accurate sense of how they react to various situations. You can choose to have advantage on a Wisdom (Insight) or Charisma (Deception or Persuasion) check. Once you use this feature you cannot use it again until you take a short or longer rest.

Suggested Characteristics

Merchants are always looking for the best deal – all of them look for the best deal for themselves, and the most successful seek the best deal for everyone involved.

1d8	PERSONALITY TRAIT
1	I will trade with anyone.
2	I love the negotiation as much as the gold.
3	I measure my success in life in the amount of gold I have.
4	I firmly believe everyone can win on a deal.
5	Everybody wants something, and I want to find out what.
6	I up the stakes so I have something to back down from.
7	I gather gold to help my family or cause.
8	I want to make money and have fun. And making money is fun.

1d6	IDEAL
1	**Noble greed.** The profit motive drives the world forward. Nobles, priests and politicians just redistribute wealth created by the likes of me.
2	**Enlightened self-interest.** Give to them you pass on the way up, so that they can give to you on the way down.
3	**Hard work.** Idle hands are Corruption's best friend; keep busy and Prios will help you.
4	**Risk and reward.** If you do what others do, you get what others get. I go where few dare, to get the returns I crave.
5	**Reputation.** I cannot do what I do unless people trust me. It is paramount.
6	**Early retirement.** I do things I hate for a while so that I then can do what I love for the rest of my life.

1d6	BOND
1	My business was handed to me from someone I love, and I will not see it fail.
2	There is this one charity that really speaks to me; all I get is a good feeling from giving.
3	When I was down someone gave me a loan, and that saved me. The debt is repaid, but I still feel obliged to help out.
4	I am indebted to some not very nice people, and I will repay in full.
5	The one I love comes from a fine family and I must succeed in business to turn our betrothal to marriage.
6	I have a precious item that I will never sell. It means too much to me.

1d6	FLAW
1	I don't think I could stop hoarding gold even if I had more than I could ever spend. It's a compulsion.
2	No matter how well I do, the empty and cold place inside me persists.
3	I judge people on their net worth.
4	I don't get people who value things other than money.
5	I think my "friends" and "family" just want my money.
6	I see people around me in terms of risk and return.

Refugee

With the fall of Alberetor in the south and the wars between Ambria and the barbarians here in the north, there is no shortage of refugees in these lands. Forced to leave your traditional home, you are still in motion, hoping to find peace someday. Until then, you make do with what you have and what you can acquire.

- **Skill Proficiencies (choose one):** Nature, Sleight of Hand, Survival
- **Tool Proficiencies (choose one):** Any artisan's tools
- **Equipment:** Simple clothes and 2d6 + 3 ortegs.

Feature: Makeshift Tools

You have proven to be incredibly handy, even when you don't have the proper tools. When you need to make a tool check with an instrument you are proficient with but do not possess, you can substitute scrounged items instead. If you are not proficient with the tools, you can choose to count as proficient for this check. If you do so, you can't use this feature again until a long or extended rest. If you fail the check your temporary tools are broken and you won't find suitable replacements until after a long or extended rest.

Suggested Characteristics

Driven from your homeland, you are constantly on the move and hope one day to settle down in a new land.

1d8	PERSONALITY TRAIT
1	I am just happy to be alive.
2	I did not ask to come here; I will not live by your dumb rituals.
3	I can't seem to get a fair shake and will do what I need to survive.
4	I want to learn as much as I can to fit in and be prosperous.
5	When I get drunk I cry and sing sad songs from the old country.
6	I often point out that I am not like most of these other refugees.
7	I sometimes get lost in the pleasures of this place.
8	I speak of going back and setting things straight.

1d6	IDEAL
1	**Family.** Now more than ever it is important to remember that blood is what unites us. Strangers cannot be trusted.
2	**Tradition.** The preservation of our old way of life is what will save us.
3	**Opportunity.** Some harp on about the past and miss the fantastic opportunities given here.
4	**Generosity.** It's important to give to those who have less, even if we have little.
5	**Survival.** We left the old rules back there, and the laws of this place are not mine. I do what I must to make it.
6	**The Chosen People.** My tribe is chosen by the gods, and right now tested by them. We will prevail, and become who we are meant to be.

1d6	BOND
1	The first person I met here was really nice to me. I will never forget.
2	I have this piece of jewelry from back home, and I will not part with it.
3	My weapon is an heirloom, and using it feels like honoring those that made it.
4	I betrayed some people when we fled, to get my family out. I am pretty sure I saw one of them here.
5	There is this organization that helped me and my family when we first came. I want to do something for them in return.
6	Someone dear to me died back there, and I want to give that person a proper burial.

1d6	FLAW
1	I feel out of place here, and fear I would feel the same back home too.
2	I have nightmares about what happened when we escaped.
3	I sometimes drink to forget.
4	I feel guilt for surviving when so many others did not. I take silly risks to somehow make up for it.
5	I blame my bad habits on the past, which stops me from changing them.
6	If someone insults my lost home I get really angry. Not sure why, it was pretty bad and that's why we left.

Scholar of Ordo Magica

You are a scholar, seeking the secrets of the universe, both magical and mundane. For they are often intertwined, and the philosophy of the order requires investigation, experience and evidence, which often puts you at odds with those who put all of their faith in Prios. But the Ordo is not wholly impractical, its leaders know that without the silver thaler of the nobles and the protection of the Sun Church and the Queen's forces it could not safely seek out answers to its questions.

- **Skill Proficiencies:** Arcana
- **Tool Proficiencies (choose one):** Alchemist's supplies, painter's supplies or tinker's tools
- **Equipment:** A kit to match your tool proficiency, thick robes and 2d6 + 8 shillings.

Feature: Practical Knowledge

When you encounter a new task, there's a chance that you have already performed something similar long ago. On a successful DC 15 Intelligence check you can declare that the situation reminds you of a previous experience and gain advantage on that check. You cannot use this feature again until you take a long or extended rest.

Suggested Characteristics

The students of Ordo Magica sometimes seem aloof and uncaring, this is primarily because they have a different outlook on life. When your master is centuries old, your connection to the common folk is strained.

1d8	PERSONALITY TRAIT
1	When I leave the halls of Ordo Magica, I am certain that I am no longer among equals.
2	I like to be thought of as the smart one and often over-explain things.
3	I don't like conflict and so I try to broker peace among my friends.
4	If I know that I'm right about something I'll say so, it doesn't matter how it affects others.
5	I have a hard time keeping secrets.
6	I tend to brag about what I've done to help others.
7	I routinely use minor magics to impress the masses.
8	I use my magic sparingly, Corruption is everywhere.

1d6	IDEAL
1	**Knowledge.** Learning something new justifies any expense or danger.
2	**Rationality.** Emotions have no place in decision-making.
3	**Discovery.** Only by pressing at the boundaries of knowledge can we learn something new.
4	**Secrets.** I love being the only person in the world to know something.
5	**Recognition.** Accolades and trophies are proof of my excellence.
6	**Power.** What I can do is who I am. The rest is just talk.

1d6	BOND
1	A warrior once saved my life when I faltered. Now I make sure that they are always safe.
2	I owe my sanity to my teachers here. Otherwise the darkness would have consumed me.
3	I am responsible for the others, they don't understand what I do.
4	I will do anything to advance the power of Ordo Magica.
5	I am the disciplinarian of all that is chaotic, wild and under-developed.
6	I once made a silly bet to be the one recovering the pure Arch-magic. The idea is growing on me.

1d6	FLAW
1	I find it hard to explain my ideas and often get frustrated and expect people to just follow along.
2	I am easily distracted by new information.
3	I don't have any sense of self-preservation when given the chance to explore.
4	I tend to think myself smarter than others even when it's obviously not true.
5	I speak to myself when I get nervous, like really loud.
6	To die helping me fulfill my destiny is all mere mortals can aspire to. I do not grieve.

Ogres

OGRES ARE SOLITARY and odd creatures that come wandering out of the depths of Davokar, fully grown but devoid of memories and with no sense of identity. It is up to the humans or goblins who eventually take them in to give them a name and teach them the ways of the world.

The tales told of ogres vary from being hilarious to horrific. What is known is that the witches of Davokar sometimes take ogres under their wing and raise them to be guards and servants. Explorers have also reported that an Ambrian outpost near the Black Pitch Mire has adopted an ogre called Armstout and the soldiers there have the giant dig ditches, lift heavy equipment and draw the plow from time to time. A similar phenomenon is the ogres that are snatched by goblin gangs in the slums of Yndaros to serve as heavy-handed enforcers.

In southern Davokar they tell of the companions Deterror and Vitrona, the latter a skillful scout employed by the witches and the former a huge ogre and the scout's best friend. Word of the duo has also reached Thistle Hold where they have become the subjects of a series of popular songs, supposedly recounting their adventures in the ruins of Symbaroum.

OGRE TRAITS

Though they do not realize it, all ogres share a common origin and have many more similarities than differences despite their varied upbringings.

- **Ability Score Increase.** Your Constitution score increases by 2. Increase any other ability score by 1.
- **Age.** Ogres have no sense of their 'birth' and it is up to other people to keep track of their age in whatever way they see fit. The general consensus is that ogres can live for several decades at least, and at least one ogre is known to have reached 100 years of service to the witches, plus however many years spent wandering in the wild before that.
- **Size.** Ogres tend to be from 7 to 8 feet tall and weigh from 250 to 350 pounds. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 6 (1d8) plus your Constitution modifier hit points (see below).
- **Speed.** Ogres have long limbs and an incautious attitude, your base speed is 40 feet.
- **Darkvision.** Accustomed to the gloom of Davokar, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Pariahs.** Ogres are often poorly treated in society and have disadvantage on Charisma checks with other peoples. However, they tend to do well with goblins and make normal Charisma checks when interacting with them.
- **Calmness.** Ogres are slow to speak, slow to take offense and are possessed by a deep mental placidity. You have advantage on Wisdom saving throws against enchantments and other mind-altering magics.
- **Tough Skin.** Ogres can withstand more hurt than most other creatures. When rolling for hit points, roll the Hit Die twice and use the higher result. If using the average result, use 6.
- **Languages.** Ogres speak the language of whomever adopted them.

OGRE NAMES

Ogres seem to lack any given names and are therefore nicknamed by people around them. These nicknames often allude to the ogres' size or the taciturn calm that many mistake for stupidity. Ordo Magica speculates that such lonesome creatures actually have no use for proper names – the ogre knows who it is and that is enough.

- **Ogre names:** Bauta, Ugly, Angry, Odd, Gawky, Heavy, Big Brute, Roughneck, Freak, Oaf, Ox, Rageor.

Ogre Backgrounds

THE FOLLOWING BACKGROUNDS represent three of the most common outcomes for a newly discovered ogre.

Learned in Magic

You were discovered or brought to a group of mystics, most often the witches of Davokar or Ordo Magica or possibly a troll singer. You made careful and quiet study of the techniques you were taught and have proven yourself to your instructors and are now ready to prove yourself again to the world.

- **Skill Proficiencies:** Arcana
- **Tool Proficiencies (choose one):** Any musical instrument
- **Equipment:** An instrument to match your proficiency, tattered clothes and 1d4 + 1 shillings.

Feature: Spellbound

Ogres usually have a little bit of their own magic about them and those that study the magical arts gain a resistance to force damage.

Suggested Characteristics

You are naturally attracted to the forces of magic and feel like it is almost a personal concern for yourself. However, it is difficult to give voice to these feelings, especially as everything seems at once new and old to you...

1d8	PERSONALITY TRAIT
1	Magic is the most wonderful thing in the world, regardless of Corruption.
2	Magic scares me, but I'm good at it, so what can I do?
3	Corruption makes me nauseous, but I can handle it.
4	I try to sound more lore-wise than I am.
5	I don't say it if I can sing it.
6	I enjoy simple pleasures in life: food, drink, singing.
7	I take myself very seriously and hope this means others will too.
8	I am most often found with my nose in a book.

1d6	IDEAL
1	**Balance.** The great forces of existence - nature, civilization and Corruption - exist in a delicate balance. It needs to be preserved if we are all to live.
2	**Self-discovery.** Life is about finding out who you are, and how you relate to the world.
3	**Protection.** I am a part of the mystic community, and I must defend it.
4	**Nature.** From it we come, and to it we go. It's the most important thing.
5	**Civilization.** Discipline turns creativity to use and ideas to value. It is the most important thing.
6	**Corruption.** Grossly misunderstood, what others call "darkness" I call a tool of great power. I keep this to myself, and mumble about balance if asked about my opinion.

1d6	BOND
1	I have this staff, just a stick to me really, with these feathers and carvings and color paints on it. I don't know what it means, but I keep it.
2	The witch that found me walking mindlessly in the woods taught me how to live.
3	For the first time I have found somewhere I belong; in magic, and with those that practice it.
4	Goblins make me laugh, I like them.
5	I see myself as a wayward troll, regardless of what other trolls say.
6	There are very few people that mean anything to me; for those that do I would do anything.

1d6	FLAW
1	I like the taste of Corruption, it's like black honey on my tongue.
2	I can't stand Corruption, and refrain from doing things that produce it if I can.
3	Most mystics are less competent than me, even highly regarded ones.
4	I still feel like that lumbering oaf, wandering aimlessly through a darkening forest.
5	I equate keeping secrets with being important; I trade them only for more secrets.
6	Sometimes my anger gets the best of me, and I use magic recklessly.

Raised by Common Folk

You were discovered by the average folk of a village, town or other community. Noted for your large size and endurance you were soon put to work. In exchange, you are fed, allowed to sleep in a shed and sometimes, just sometimes, allowed to listen in as a teacher instructs the children of the neighborhood or an expert passes on their trade to junior workers.

- **Skill Proficiencies:** Athletics
- **Tool Proficiencies (choose One):** Carpenter's tools, mason's tools or smith's tools
- **Equipment:** A kit to match your tool proficiency, thick working clothes and 3d6 + 2 shillings.

Feature: Unending Labors

You don't tire as easily as the humans and you recover faster. When you take a long rest and have some food and drink you reduce your exhaustion level by 2.

Suggested Characteristics

You were accepted by the sort of people who usually scream, run and hide from ogres. That warms your heart and gives you a bit of hope that you might have more in common with other peoples than it would first seem.

1d8	PERSONALITY TRAIT
1	I've never known any other sort of life, so I think this is the best possible place for me.
2	I get confused around good manners.
3	I always seem to have something to eat in my pockets.
4	When I eat, pigs look at me with disgust.
5	I was taught manners by someone as a joke. I don't understand why others look so perplexed when I do my very best to fit in.
6	I don't know where to look when someone is nice to me. It's so uncomfortable.
7	I always try to be useful.
8	I relate more to animals than people.

THUS SPOKE AROALETA

"... and remember from which roots this verdant beauty springs; even the richest crop feeds on decay, and never before has any harvest been as lush, or any soil as black, as the one in the shadowy halls of Davokar."

1d6	IDEAL
1	**Work.** I have been taught that there is nothing better than a true day's labor, gladly given.
2	**Pastoralism.** Sure, it is a lot of effort. But when the sun is setting on the fishpond and you have all your chores done, you can be happy.
3	**Perfection.** In my craft, you don't always get it right every time. But when you do, that's special.
4	**Simplicity.** I don't need much, and neither does anyone else if you ask me.
5	**Privacy.** I prefer to be left alone and show others the same courtesy.
6	**Common folk.** I will do anything for common folk, but don't expect them to care more for me than they do their animals. It's always been like that.

1d6	BOND
1	My first teachers made special tools for me, I keep them still.
2	The villagers used me as a beast of burden, and that gave me purpose.
3	I have started to get this longing for the depth of the forest. It haunts me.
4	Goblins and trolls feel both strange and strangely familiar to me.
5	I killed a fearsome beast with my hands. I still carry its pelt at all times.
6	These people gave me food, and I want to help them.

1d6	FLAW
1	I am very defensive of the little people.
2	I despise physically weak people.
3	I am afraid of fire, like I panic if I get too close to it.
4	I decorate myself with trophies from the bodies of those I kill, it gives me strength.
5	I am afraid of smart people, they see right through me.
6	Without someone to tell me what to do, I don't do anything.

Sellsword

You were pressed into service as a warrior almost as soon as you were discovered. The people who found you might have had good intentions and you might have defended a village or patrolled a patch of roadway. But more likely the folks you fell in with were robbers and thieves and you were taught that might made right, and your might helped make them right more often than not.

- **Skill Proficiencies (choose one):** Athletics, Acrobatics, Deception or Intimidation
- **Tool Proficiencies (choose one):** Carpenter's Tools or Mason's Tools
- **Equipment:** A kit to match your tool proficiency, thick working clothes and 1d6 + 4 shillings.

Feature: Routine Punishment

You have been in many scrapes over the years and lost your share of conflicts, but you you always got back up, every time. You have advantage on your first death saving throw. You must complete a short or longer rest before using this feature again.

Suggested Characteristics

You haven't known any other life than that of a mercenary. You might feel that you have done nothing but good with your weapons, but there's still some hint in the back of your mind that you were meant for something more than just killing people (even if you are really good at it).

1d8	PERSONALITY TRAIT
1	Everyone underestimates me because I'm slow to talk. But I want to be sure I say what I mean.
2	I stand too close to people on purpose; it makes them more inclined to agree with me.
3	I give one warning, and only one.
4	I play dumb to lull my enemies into thinking this will be an easy fight.
5	I know people expect me to be slow so I overcompensate to come off as clever.
6	I love to talk, sing and drink.
7	I plan meticulously for the next fight. That's how I was taught to do it.
8	I am always ready, and it shows in where I stand, sit, sleep and how I move. No one will have one up on me, ever.

1d6	IDEAL
1	**Duty.** The best thing I can do is my job. It's why I'm here.
2	**Fairness.** I protect the little people because I am big.
3	**Might.** I am the biggest and the strongest, I get first choice.
4	**Pragmatism.** I will fight for the one who pays best; allegiance is just another word for paycheck.
5	**Companionship.** The winner of the fight is the one with the most friends.
6	**Fatalism.** No reason to worry about outcomes, we plan and the gods laugh.

1d6	BOND
1	The warrior that took care of me was harsh but fair, she taught me all I needed to live this life.
2	There is this goblin that annoys the hell out of me, and I cannot imagine not having the creature around.
3	I have found my leader and will follow that person till the end.
4	It's all about the friends next to me, it's as simple as that.
5	I was left for dead by earlier "companions," this they will regret.
6	My first job was for someone I really admire. I still carry a piece of the battle standard we flew around my arm.

1d6	FLAW
1	I don't know any other ways of solving problems except by violence.
2	I am freaked out by enemies as big as or bigger than me; it takes away my only advantage.
3	I hate fighting small enemies, it's embarrassing when they hurt me.
4	I once deserted a unit I was in. They won the fight anyway.
5	I become all giggly and silly when drinking, it's just very un-ogre-like.
6	I follow orders blindly, I know no other way.

Trolls

TO ALL AMBRIANS and most barbarians, the word troll is synonymous with bloody death. Some witches and Ambrian scholars know better and claim that there is much truth hidden in the barbarian legends about troll kingdoms below ground, where the trolls hold court and mighty hymns are sung in halls adorned with beautiful things crafted by trollish hands. However, those who say that trolls can be civilized also admit that individuals encountered on the surface are dangerous: if a troll leaves the Abyss, it often has a bloody reason to do so.

Trolls do not reproduce, that is for the goblins to do. When goblins feel death breathing down their necks, they venture down into the Underworld. There they finally fall down and a cocoon-like tissue sprouts out of their bodies until it covers them completely. Many die while slumbering, but the few who survive develop into the beastly creatures that Ambrians call Rage Trolls. Some of these are found by other trolls while still in the hibernation phase, and are brought to an underground realm for care and safety. The majority crawl upwards to the surface, naked and famished, ready to feed on anything crossing their paths. Some of these crude creatures are found by surface lords – living Liege Trolls – who either dress them in clothes and cultivate their nature, or whip them into obedience and make them the front-line combatants in their robber bands.

The troll civilization differs a lot from human societies. The value and worth of a troll are determined by what he or she can bring to the community, whether in the form of a warrior's protection, a craftsman's items or a skald's songs. The most ruthless and vigorous trolls manage to secure a place among the leaders and become members of the Rulers Caste – a place they keep only so long as they can defend it through fighting and scheming. The trolls often challenge each other to contests as a part of the social game. In most cases, the contest is physical, but it can just as well be about who can keep singing longest or who can craft the most powerful artifact. Physical fights are by far most frequent and even though these confrontations are ritualized they sometimes end in death, if only by accident.

Education through physical and spiritual challenges is deeply rooted within their culture and most trolls aim to grow stronger, both as individuals and as a group. Duels are regarded as the only viable method for achieving this hardening of body and collective. An often-heard idiom which captures this says: *"If I break you, our people grow weaker; if I let you get off lightly, you grow weaker."*

Chapter Master Argoi at the Kurun-chapter has described this in the following way: *"The physical and moral life-style of trolls is clearly demonstrated in the encounter with other folks, since such encounters provide no incentives for showing mercy. In fact, this brutal killer-culture grows even crueler if the enemy surrenders or demonstrates any kind of weakness, because such behavior evokes a special kind of loathing. After all, an enemy who acts courageously is worthy of respect and may therefore be spared, according to troll logic."*

TROLL TRAITS

Trolls form a unified society in the Underworld and their cultural tendencies show even in those who have chosen to explore the outer world.

- **Ability Score Increase.** Your Strength score increases by 2. Increase any other ability score by 1.
- **Age.** Trolls are not born and thus don't celebrate the passing of the years like other peoples. With the emphasis on competition, most trolls die well before they show any signs of aging.
- **Size.** Trolls average just at or below 8 feet in height and weigh 300 pounds or more. Your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain an additional Hit Die and 6 (1d8) plus your Constitution modifier hit points (see below).
- **Speed.** Trolls have long limbs and take long strides. Your base speed is 40 feet.
- **Darkvision.** Accustomed to the Underworld, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Pariah.** Humans are fearful of trolls so a troll making a check involving a human has disadvantage. A troll that succeeds at a Charisma (Intimidation) check involving one or more humans however will mean that the humans are frightened of the troll for one minute or until the troll leaves the immediate area (whichever comes first).
- **Tough Skin.** Trolls can withstand more hurt than most other creatures. When rolling for hit points, roll the Hit Die twice and use the higher result. If using the average result, use 6.
- **Languages.** Trolls have their own language, passed down from other trolls since the beginnings of the world. Those who wander often pick up Elvish and at least one of the human tongues in order to make themselves understood.

TROLL NAMES

Just like dwarves, trolls see no difference between men and women when it comes to names; a troll gets the name he or she deserves. Also, they usually rename themselves several times during their lifespan, depending on what they experience. It should be noted that the names differ with age, or possibly between more or less powerful trolls. This is most clearly indicated by the use of the letter X, which typically can be found in the names of mightier individuals.

- **Names of young trolls:** Aka, Aroha, Erula, Hibne, Ogmaka, Raham, Riomata, Skadal, Verhar
- **Names of old/powerful trolls:** Aravarx, Etaxa, Noxar, Ognyx, Rirbax, Vouax, Uhux

Troll Backgrounds

BY TRADITION, TROLLS are tightly bound to their societies and need more than common curiosity to head out into the world. Here follows a couple of examples or incentives which can drive a troll character to adventure beyond the domains of its kin:

Artifact Collector

The crafting skills of trolls are held in high esteem even among elves, and many troll-made artifacts have been given as gifts to allies – or been stolen by enemies. Trolls feel closely connected to everything crafted by their kind and it is important to them that such objects do not remain in the wrong place or in the wrong hands. The character is sent to collect one or more of these lost treasures, either from ancient tombs, Symbarian ruins or from unworthy, soon-to-be-dead thieves.

- **Skill Proficiencies (choose one):** Insight, Investigation or Perception
- **Tool Proficiencies:** Any one set of artisan's tools
- **Equipment:** Supplies/tools to match your tool proficiency, over-sized clothes and 4d6 + 6 shillings (troll minted, but usually taken at face value for the metal content and that arguing with trolls is unwise).

Feature: Inspector

You have made a comprehensive study of various styles and construction techniques. If you make a successful DC 15 Intelligence (Investigation) check of a manufactured item, you can identify which of the peoples made the item and might be able to make a guess about the specific community of the crafter.

Suggested Characteristics

You have made it your life's work to recover the work of others. Sometimes you wonder if it might have been better to just make things yourself. You sometimes feel the call to take some rest and make something...

1d8	PERSONALITY TRAIT
1	Our heritage belongs to us and there is no justification for you stealing it.
2	I am awkward talking to people but need to do it to learn more about the things they carry.
3	I invite people to drinking games to learn more about their secrets.
4	I prefer to be silent and observe. Words just get in the way of clarity.
5	I pretend to like people but I love things.
6	I genuinely love to hear stories from treasure-hunters, there are life lessons in them.
7	I prefer the direct approach; "that is troll-made, how did you get it?" is all that is needed. After that comes gold, threats or violence.
8	I find that teaching troll-lore makes people confide in me, often revealing where they have seen troll-made things. Also, I enjoy it.

1d6	IDEAL
1	**Beauty.** There are universal rules that define when something is well made.
2	**Trial by fire.** We must put pressure on everything, that's how we know what is strong and what is not. That starts with ourselves.
3	**Heritage.** Troll culture is built on artifacts, and losing them means losing ourselves.
4	**Lessons from history.** The past is a guide to what works and what does not. We ignore it at our own peril.
5	**Hierarchy.** I will listen to those above me, they know more and can teach me how to grow.
6	**Opportunity.** Those above me were strong once - that's how they rose to power. I wait for weakness to show, and then I will show my strength.

1d6	BOND
1	I would not be the troll I am today if it wasn't for one specific person. I owe that person a lot.
2	My family is lost and I need to find them, or at least learn what happened to them.
3	There is one troll who betrayed me, and I will make right on that slight.
4	I dislike the company of goblins, but they are our children or parents and need our protection.
5	There is one troll artifact in particular that has so far eluded me, I must find it.
6	We the trolls are the best people on and under the land. Challenge me and I will show you what I mean.

1d6	FLAW
1	I am too particular sometimes, and see flaws more easily than accomplishments.
2	I am impatient and do not like to listen to complicated explanations.
3	I feel lost in the wider world, but will never admit it.
4	I use artifact hunting as an excuse to get away from the repressive troll society
5	I know where a long lost artifact is hidden, but I am afraid to go get it.
6	My rage is strong. I fear it will consume me and destroy that which I love.

Journey of Discovery

Trolls usually send their young ones abroad to learn about the world and its creatures. The destination may vary, but the goal is always to come to terms with the powers which shape the world. Before, many traveled to the closest Iron Pact settlement, but nowadays humankind and above all the newly arrived Ambrians are as interesting, or more interesting, than the elves.

- **Skill Proficiencies (choose one):** Arcana, History, Medicine or Religion
- **Tool Proficiencies (choose one):** Calligrapher's supplies, cartographer's tools, painter's supplies or herbalism kit
- **Equipment:** Supplies to match your tool proficiency, large clothes and 2d6 + 8 shillings.

Feature: Cunning Student

At the end of an extended rest, choose a skill that you are not proficient in. You have a bonus to that skill equal to half of your proficiency bonus rounded down. When you take another extended rest you must select a different skill, as your attention wanders to a new subject.

Suggested Characteristics

You are out in the world for the first time. Perhaps it will be the only time? The world seems both exciting and frightening and one moment you wish you were home and another that you had unlimited time for your explorations.

1d8	PERSONALITY TRAIT
1	I am easily impressed by the works of goblins and humans. They are short-lived but accomplish so much!
2	Everything I see is interesting, but nothing like home. I miss it.
3	There's so much to learn, I don't think I could ever keep track of it all!
4	I can listen to stories all day long.
5	I feel I have much to teach as well, and do so at every opportunity.
6	I am not comfortable talking to strangers unless I've had a strong drink.
7	I am more interested in the stories told by places and things. People are just noisy.
8	I sing all the time, even if it's just low humming.

1d6	IDEAL
1	**Preservation.** The darkness is growing but I want to at least have a written record of life before the shadows destroy everything.
2	**Moment of Truth.** Pain, fear and death reveals who we truly are. Peace obscures truth.
3	**Responsibility.** If I do not act on the things I know, what point is there to seek more knowledge?
4	**Legacy.** The knowledge I will pass on to future generations is the measure of my life.
5	**Mentoring.** Seeing the growth of others is the greatest reward in life.
6	**Power.** Knowledge not used is a weapon left to rust; watch me swing my mighty truth-hammer!

1d6	BOND
1	I brought something from home with me, I look at it every night.
2	I have a favorite knick-knack that I bought in these lands, I plan to keep it forever.
3	Someone taught me a special song or story, I thanked them for their gift.
4	I make notes of my journeys in my precious lore-book.
5	I am caught up in a mystery, one I must unravel.
6	I feel sorry for ogres, and want to help them rejoin the troll community.

1d6	FLAW
1	I am starting to think that troll society is very flawed.
2	I think that these strangers need more challenges in their lives, they are too soft.
3	In my darker hours I find myself judging everyone and finding them lacking.
4	I fear I am not as strong as I project, and take big risks to prove my fear wrong.
5	I have ventured too far, and sometimes feel spiritually lost.
6	I have visions of my own death, and that makes me cautious in the eyes of men - and a coward in the eyes of other trolls.

Undead

SOMETHING IS NOT right with the world. The shadows grow darker as the Corruption grows deeper, and natural laws are failing in this twilight of existence. One clear piece of evidence of this downfall is the increasing number of undead.

Undead, as in thoroughly corrupted creatures thirsting for the life-force of the living, are nothing new: the Dark Lords confronted during The Great War awoke whole armies of these gravely cold beings, and Davokar's ancient tombs harbor their fair share of vengeful undead.

However, a new kind of undead creature has recently appeared in Ambria. People who die – or should have died – rise again. The Black Cloaks, who secretly are investigating the worrying rumors, seem to think that Ambria's capital is at the heart of this horrific development. Reports sent to the monastery in the Titans include a slain cultist in Yndaros who clawed himself from his grave and disappeared into the night; a man dead from old age who awakened as if having slumbered and was chased away after having gone to his work-place; and a woman of noble birth who died in childbirth and later escaped the family crypt to kidnap her living child. All these three were later tracked and found, one of them killed by a group of Templars, one captured by Black Cloaks for study-purposes and the third caught by an angry mob but lucky enough to escape being burned at the stake – all of them telling examples of what the undead will face if revealed for what they are.

Common for all these new undead beings is that they show clear indications of actually being dead – they are cold, they do not bleed or eat or sleep – yet their minds appear to be intact. And they are all very slowly decaying towards their final death, which might come centuries after their first death.

The Hordes of Darkness

Despite the fact that more than two decades have passed since the victory, the Dark Lords and the Great War is ever present in the lives of the Ambrians.

Usually people only talk about the triumphs, about the heroic deeds of the lightbringers, about how the armies of Korinthia massacred hordes of undead creatures. All else is repressed – not least that the Queen's soldiers were often forced to kill the same enemies again and again; enemies that, in addition, had been their brothers and sisters until they fell victim to the murderous magic of the Dark Lords.

The ones who were there remember. Those who have nothing but stories to go on fantasize. But with the exception of ravings caused by nightmares or too much to drink, the Ambrians never talk about the fear and the horrors. No, Korinthia's subjects try their very best to look ahead, no matter how difficult life may seem. They are determined to grow so strong that no one dares attack them ever again.

UNDEAD TRAITS

Undead player characters are thoroughly corrupt from the start. Like others of their kind, the undead character has a mind and free will; they are not howling abominations bent on destruction.

- **Ability Score Increase.** Your Constitution score increases by 2. Increase any other ability score by 1.
- **Age.** Undead are exclusively human in origin. They can have died their first death at almost any age after attaining adulthood. If they can maintain themselves (see below), they can live for centuries.
- **Size.** Undead are of human stock and thus vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium and you have a d8 Hit Die. At first level you have 8 hit points plus your Constitution modifier. When you gain a level in any class, you gain 5 (1d8) plus your Constitution modifier hit points. You do not gain a Hit Die, see Undead (below).
- **Speed.** Your base walking speed is 30 feet.
- **Darkvision.** A creature of Corruption and death, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Languages.** Undead speak the language they used in life, usually either Ambrian or Barbarian.
- **Physical Degeneration.** The undead have no souls, and any Corruption that they accrue instead causes physical degeneration of their body. This is represented by your current Corruption total reducing your current and maximum hit points on a 1:1 basis. If you exceed your Corruption Threshold, you roll for marks of Corruption as normal.

  If your total Corruption equals or exceeds your current hit points you become unconscious (but stable) until your Corruption is reduced or your hit points increase (an unconscious undead creature counts as taking a short or longer rest if they remain undisturbed). If you acquire more permanent Corruption than your Corruption Threshold (see page 37) then your character is no longer playable.

  EXAMPLE: *An undead sorcerer gains 1d4+3 temporary Corruption for a 3rd level spell, rolling 2 + 3 for a total of 5. Their current and maximum hp totals are reduced by 5.*

- **Undead.** You do not sleep, cannot eat normal food, do not need to breathe (except to talk). You can drink small amounts of liquid. You do not naturally heal during a short or long rest, instead you must either drink blood or consume raw flesh during a long rest to restore your single Hit Die, which you can then use to regain hit points or reduce temporary Corruption. You can benefit from healing magic.

  When you interact with the living, you must make a Charisma (Deception) check against their passive Insight in order to fool them. However, a character with Shadow-sight or an active spell that allows them to see Shadows might still recognize you as undead.

Magical Discretion

An undead character that uses the elixir Twilight Tincture (see page 183) automatically passes their Deception check. In order to fool Shadow-sight or similar magics, the ritual spell *exchange shadow* (page 198) can be used.

UNDEAD NAMES

Undead names follow the patterns of human names, see page 72.

Undead Backgrounds

WHILE EACH UNDEAD person has their own personal history, they also share some commonalities as they have made the transition from death into unlife. The new form of undead has become known as revenants, those who have returned for some reason.

Revenant

You have been reborn in a way, or at least you did not stay dead. You didn't choose this fate for yourself (or at least, that's what you tell others) but you must constantly be on guard against witch hunters and Black Cloaks.

- **Skill Proficiencies:** Deception
- **Tool Proficiencies:** Herbalism kit
- **Equipment:** A kit to match your tool proficiency, clothes to cover most of your body and 2d6 + 3 shillings.

Feature: Undead

You are immune to poison damage and the poisoned condition. Diseases do not affect you.

Suggested Characteristics

The undead have a wide variety of beliefs and understandings. However, their need for secrecy and desire to understand their new 'life' is nearly universal.

1d8	PERSONALITY TRAIT
1	I pretend to be who I was in life, and feel like a phony doing it.
2	I once knew someone that impressed me; I now try to emulate that person.
3	I keep to myself, even among those who know what I am.
4	I pretend to be a leper and sometimes even enjoy the horrid looks I get.
5	I use copious amounts of perfume to hide the stench I imagine surrounds me.
6	My breath reeks of sulfur and doom, and I use it to my advantage.
7	I try to come off as nice and optimistic, but end up being creepy.
8	I sometimes forget to breathe when I speak and instead just hiss. Always makes me giggle, not sure why.

1d6	IDEAL
1	**Memory.** I try to hang on to recollections of my previous life.
2	**Redemption.** I got a second chance and have promised myself that I will use it wisely.
3	**Vengeance.** Someone killed me, and now they will die by my hand.
4	**Mystery.** How can I die and yet live? This unlife must be understood.
5	**Hedonism.** I will live like every day was my last. Besides, debauchery only harms the living.
6	**Resurrection.** I and others like me must return to the living, there has to be a way.

1d6	BOND
1	I have something rescued from where I lived when I was alive.
2	I have a special treasure, something that may have come from my grave.
3	My old family still needs me, even though they can't know I am still around.
4	I worship the living around me and would gladly die for real for them.
5	There is one place where I still feel alive, and I will not let it go to ruin.
6	My curse is tied to the darkening of the world; as a last good deed I will fight the coming darkness.

1d6	FLAW
1	I am beginning to forget what it's like to be hot or cold because of the weather; I am forgetting to complain.
2	I was always a little careless, even in life. But now that I don't feel pain, I've lost a few toes and even a finger to accidents and I can't afford to lose anything else.
3	I only feel alive when I do something bad. Really bad.
4	I do not form feelings for people I didn't already know in life.
5	I am desperately scared that someone will find out; and of what I will do to them.
6	I long for true death and might drag others with me.

SECTION 4

Classes & Feats

The pool of blood spread across the floor around Jela; Kasimer pressed his strong hands against her wound to stop the bleeding. Gormyx leaned against the door, trying to keep it closed, and by the troll's side was Agniesha, seated on the floor, hugging her rune staff, exhausted. Arron lay dead in the corridor outside. There was no point in fighting anymore; the bone crafts of the false cleric would soon breach the door.

Sarli, the group's cadaver-like employer, seemed unaffected by the mess, maybe because she was already dead. She gazed through the cracks in the door. "We hit them from behind." She turned to Gormyx: "You won't enjoy the ride."

The troll muttered and adjusted his helmet. Agniesha stood up, supported by her staff, and Jela removed Kasimer's hands, replacing them with her own. "Go," she whispered. The dwarf nodded and kissed her forehead.

Sarli drew her sword and cleaved the air in front of her. She entered through the rift to the Yonderworld and pulled the troll with her. The opening collapsed behind them.

Jela felt the world around her grow darker. As if in a dream, she saw the door collapse. Agniesha smashed through the floor before her with a single thrust of her staff and the bone-crafted acolytes that charged into the room tumbled down the hole. From somewhere further away came the war song of Gormyx.

The last thing Jela perceived before darkness took her was Kasimer jumping the hole and attacking the dark priest with his two axes.

THE FOLLOWING CLASSES are provided for use in *Ruins of Symbaroum*. They all have special features that allow them a unique approach to exploring the setting. Note that our origins and classes are designed to work together – a Symbaroum goblin has additional features that make up for their d6 Hit Die! We have provided class-specific Hit Dice information as well, just in case you want to import the classes into your own setting without the custom origins.

Captain

"War is not just won with soldiers, war is won in the planning tent and with leaders on the field."
– Field Marshal Beremo Herengol.

THE CAPTAIN CLASS provides the battlefield leaders that were so important in the defeat of the Dark Lords. They are expected to lead both on the battlefield and off it, so they possess both personal martial prowess combined with a capability to command and train others to improve the fighting ability of a group as a whole.

CAPTAINS AND THE ORIGINS

Most captains are found among humans, especially the Ambrian nobility. Barbarian tactics are usually more direct, but they sometimes produce a chieftain that values long-term thinking and strategy. Sometimes, exceptional ogres can become captains, focusing less on complex tactics and instead using 'lead from the front' tactics. Changelings are rarely trusted enough to serve as captains and the few goblin captains that exist tend to focus on leading goblin raiding parties rather than adventuring groups.

CAPTAIN SHADOWS

The Shadows of young captains can glow like their burnished armor shining in the noon-day sun. But for those captains who have experienced battle and sent forth warriors on impossible missions, knowing that their deaths were part of a larger plan, they have darker spots where their soul no longer shines and they might begin to coalesce into darkness as a captain realizes the futility of struggling against the world itself.

Class Features

As a captain, you have the following class features:

Hit Points

- **Hit Dice:** If you are not using your origin to determine Hit Dice, your Hit Die is a d8.
- **Hit Points at 1st Level:** If you do not use your origin to determine hit points, you have 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** If you do not use your origin to determine hit points, you gain 1d8 (or 5) + your Constitution modifier per captain level after 1st.

Proficiencies

- **Armor:** All armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Charisma, Constitution
- **Skills:** Choose four from Animal Handling, Athletics, **Deception, History, Insight, Intimidation, Perception, Persuasion and Survival.**

Shadow

Your Corruption Threshold is equal to twice your proficiency bonus plus your Charisma modifier, to a minimum of 2.

Equipment

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

- (a) chain shirt or (b) studded leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

APPROACH

At 1st level you also choose your approach as a leader of others. Are you a merchant master with a keen eye for prowess as well as profit? A veteran officer of the Queen's army? An outlaw that leads others in schemes and skulduggery? Or a poet-warrior, equally skilled with words and weapons?

Your approach gives you benefits at 1st, 3rd, 6th, 9th, 13th and 17th levels.

The Captain

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Approach, Fighting Style, Tactical Acumen
2nd	+2	Field Dressings (d6)
3rd	+2	Approach, Bid to Action
4th	+2	Ability Score Improvement or Feat
5th	+3	Extra Attack (2)
6th	+3	Approach
7th	+3	War Stories
8th	+3	Ability Score Improvement or Feat
9th	+4	Approach, Field Dressings (d8)
10th	+4	Ability Score Improvement or Feat
11th	+4	Field Dressings (d10)
12th	+4	Ability Score Improvement or Feat
13th	+5	Approach
14th	+5	Ability Score Improvement or Feat
15th	+5	War Stories (×2)
16th	+5	Ability Score Improvement or Feat
17th	+6	Approach, Field Dressings (d12)
18th	+6	Extra Attack (3)
19th	+6	Ability Score Improvement or Feat
20th	+6	Unending Conflict

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery
You gain a +2 bonus to attack rolls you make with ranged weapons.

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

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

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

Polearm Fighting
When wielding a reach weapon, you can use your reaction to impose disadvantage on a melee attack roll within your reach.

Shield Fighting
If you make a successful melee attack roll you can use your bonus action to slam a target within 5 ft with your shield. If the target is your size or smaller, it must make a Strength saving throw against 10 plus your Strength (Athletics) modifier. On a failure you can choose to move the creature 10 feet in a line, or cause it to become prone.

Snare Fighting
If using a weapon with the ensnaring property and you make a successful attack roll, you can spend a bonus action to forgo doing damage, instead tripping the target and causing it to fall prone. This only works on creatures your size or smaller with two or less legs, or similarly shaped targets.

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

TACTICAL ACUMEN

You are often more concerned with your group's readiness at the expense of your own. When combat begins and you are not surprised you can take disadvantage on your initiative roll in order to give advantage on initiative rolls to a number of creatures equal to your proficiency bonus.

FIELD DRESSINGS

Starting at 2nd level, you can help wounded allies during a short or long rest. If you or any friendly creatures regain hit points at the end of the rest by spending one or more Hit Dice, each of those creatures regains an extra 1d6 hit points.

The extra hit points increase when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 11th level, and to 1d12 at 17th level.

BID TO ACTION

Beginning at 3rd level, you can spur others to act quickly. When a creature's turn ends, use your reaction to nominate a friendly creature to have its turn next instead of acting on its normal initiative count. The creature must not have already taken its turn yet this round and retains its original initiative count for future rounds.

ABILITY SCORE IMPROVEMENT OR FEAT

When you reach 4th level, and again at 8th, 10th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Instead of improving your ability scores you can instead choose to gain a feat. See page 146 for more about feats.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 18th level in this class.

WAR STORIES

Beginning at 7th level, you can tell encouraging stories to steel the resolve of your companions. You may restore a number of Hit Dice equal to your proficiency bonus to each friendly creature you share a short or long rest with. Once you use this feature you must take an extended rest before using it again.

At 15th level, you can use this feature twice before needing to take an extended rest.

UNENDING CONFLICT

At 20th level, when you roll initiative, you gain 1d10 + 10 temporary hit points.

Captain Approaches

EACH CAPTAIN IS a superb leader of others but their goals may be as unique as their personalities. When you choose an approach, you make a choice about what kind of leader you are and what benefits you offer those who follow you.

Merchant Master

These captains are those who have taken the lessons of military life and applied them to ordinary affairs, especially mercantile concerns. After all, a merchant caravan in the wild is in almost as much danger as a scouting party along the front lines. Many merchant masters lead expeditions paid for by future shares, see page 161.

Some of the benefits from this approach provide equipment to the party members. These benefits are considered to be paid for by the trading efforts of the group that mostly happen "off-screen". Also, if a character loses an item that the merchant master gave them for whatever reason its loss should be temporary and its replacement automatic and at no cost to the character.

Assessment

As an action, you can observe a creature and make a DC 10 Wisdom (Insight) check to notice a weakness that you might exploit. With a success:

- If you make an attack roll against the creature you have advantage. Once you make a successful attack roll, you no longer have advantage due to this feature.
- If you make a contested ability check, you have advantage on the roll. If you succeed at the check, you no longer have advantage due to this feature.

Alternatively, you can assess an object instead. Make a DC 10 Intelligence (Investigation) check. You must be able to see and handle the object. On a success, the GM will answer one of these questions (your choice):

- Approximately how old is this object?
- Approximately how valuable is this object?
- Who is most likely to have made this object?
- What is the most likely purpose for this object?

After using this feature on a creature or object you must take an extended rest before using this feature again on the same creature or object. You can't detect magic, but might suspect it based on appearance or origin.

At 9th level, you can assess a creature or object using your bonus action instead.

Constant Training

At 3rd level, you have resolved that the folks you surround yourself with should benefit from consistent training. Choose a number of pupils up to your proficiency bonus. As long as you shared their last extended rest with them, you can use your bonus action to remind them of their lessons.

Each pupil has advantage on any attack rolls they make before your next turn. You must take a short (or longer) rest before using this feature again.

Consummate Haggler

Also at 3rd level you are experienced with making deals with all kinds of people and guiding your friends with subtle signs. If an ally can see and hear you during a social situation they have advantage on any Wisdom (Insight) checks.

You have advantage on any Charisma (Persuasion) checks used to negotiate the price of equipment or services.

Exceptional War Gear

When you reach 6th level, you invest in your guards and loan them special gear. Each current pupil chooses to gain either a non-magical +1 to a weapon's attack roll or their armor class total. This bonus cannot be applied to a weapon or armor that already provides a bonus and cannot be used on a shield.

Treasure Surveyor

At 9th level you have a keen eye for value and when you find a curiosity or a Mystical treasure in a ruin you can double its value at market.

Superior War Gear

At 13th level, your commitment to those who join you in battle spares no expense. Each current pupil can have a magical bonus of +1 to a weapon for damage and attack rolls, or increase their armor class total by a magical bonus of +1. This magical bonus causes no permanent Corruption. You cannot apply the bonus to a weapon or piece of armor that already has a bonus.

At 17th level, your pupils' magical bonus becomes +2.

Officer

You grew up in or around the military. You might have been one of the children in the baggage train that every army accumulates with no sure knowledge of your parents (or at least your father's identity), or you might have waited at your parents' estate for any news from the front lines. As soon as you were able, you joined the battle and learned even more then.

But now the war is over and most soldiers, even Officers, have been dismissed. You might find a sort of similar satisfaction in watching over a misfit group of adventurers, drilling them into something resembling a squad of your soldiers.

Army Brat

Gain proficiency in the Medicine, Nature or Survival skill. You also gain proficiency with siege weapons. Finally, you gain proficiency with a gaming set of your choice.

Squad Orders

At 3rd level you can spend time training your fellow adventurers to work together during combat. Choose a number of other characters equal to 1 plus your Charisma modifier to join your squad (when your Charisma modifier increases you can increase the size of your squad). You are automatically a member of the squad and do not count towards the total.

When you roll initiative you can give the squad one of the following orders:

- "Be alert!" Each member of the squad has advantage on Wisdom (Perception) checks made in combat.
- "Brace yourselves!" If the member does not move on their turn, any melee attacks against them are at disadvantage until the beginning of their next turn.
- "Stand fast!" Each member of the squad has advantage on saving throws or ability checks to resist movement effects.

The command is the same for all squad members and the effect of the command lasts for 1 minute.

Aura of Aggression

When you reach 6th level you are able to motivate others just by being present. You can activate this aura by using your bonus action on your turn and shouting some choice invectives to spur your allies into being exceedingly aggressive against your enemies. On their next turn, a character that can hear and see you can spend their bonus action to make an additional single melee attack roll against a target within 5 feet.

You can do this a number of times up to your proficiency bonus and then must take a short or longer rest before using this feature again.

Additional Orders

At 9th level you train your squad to execute some new orders:

- "Braced fire!" At the start of their turn, a member of the squad can use their bonus action to reduce their speed to 0 to gain advantage on their first attack roll with a ranged weapon.
- "Form ranks!" If a member of the squad is within 5 feet of another squad member when they take the Attack action with a melee weapon then the member has advantage on their first attack roll.
- "Stay focused!" Each member of the squad has advantage on saving throws against becoming charmed.

The command is the same for all squad members and the effect of the command lasts for 1 minute.

Aura of Confidence

At 13th level you and any ally within 30 feet of you are immune to the frightened condition.

Unwavering

At 17th level, your commitment in battle is unparalleled. If you are reduced to 0 hit points, make a Constitution saving throw (DC 10 or half the damage done, whichever is higher). On a success you are reduced to 1 hit point instead. You must take a long or extended rest before using this feature again.

Outlaw

Not every captain fights on behalf of their higher-ups. An Outlaw has broken free from their society and now disobeys its laws. Human Outlaws, either from the barbarians or Ambrians, are often concerned with those their society has left behind. Others, like elves, dwarves or trolls may have strained at their limitations and decided on plotting their own way forward. Outlaws focus on stealth and ranged weaponry to even the odds and remain free.

Hard to Find

You tend to avoid people, especially those associated with authority. Gain proficiency in your choice of Deception, Stealth or Survival.

Secret Signs

You have taught some of your companions (a number equal to your proficiency bonus) how to communicate by using subtle gestures and movements of the body. This secret language invented by you can only communicate basic concepts but during your turn you can use your bonus action to discreetly signal one of your companions.

Fleet-footed

At 3rd level you become very light on your feet and are accustomed to running very quickly. Your base speed increases by 10 feet.

Eagle's Eye

At 6th level, you can use your reaction to give yourself or a friendly creature within 30 feet of you advantage on a ranged weapon attack, as long as they can see and hear you.

Natural Leader of the Common Folk

Also at 6th level, you have advantage on any Charisma checks as long as half or more of the people who can hear you are non-noble members of your origin.

Archery Expert

At 9th level, you can use your bonus action to make a ranged weapon attack.

Secret Folk

At 13th level you become an expert at hiding. If you are within 30 feet of an ally, each ally gains a bonus to their Dexterity (Stealth) check equal to twice your proficiency bonus.

Superior Marksman

At 17th level, you can shoot other missiles out of the air. When targeted by a ranged weapon attack you may use your reaction to make a ranged weapon attack roll, using the opponent's attack roll result as your target number. On a success, the opponent's attack fails.

Poet-warrior

You became a captain not because you love war, or hate oppression, or even wish to profit from your own safety. But instead you are a true philosopher of war, one that observes and then acts with efficiency for its own sake. Your weapon becomes like your pen, a teacher in deeds, not words. And those that survive your lessons would do well to think on them.

Reflection

When you take a short rest, you can meditate on an enemy that you have fought before. This could be an individual or a specific type of foe. You have advantage on attack rolls against that enemy until you miss, after which the effect ends.

Withering Words

At 3rd level, you may use either your bonus action or your reaction when a creature that can hear and understand you takes damage. You sap their confidence using choice phrases, observations and reflections on their character. The creature takes an additional 1d6 psychic damage and has disadvantage on its next attack roll.

Once you use this feature you cannot use it again until your next turn.

Quiet Fortitude

When you reach 6th level, you have extraordinary sensitivity to what drives people. When you roll initiative, choose a number of allies equal to your proficiency bonus that can hear and understand you. They are considered proficient with all saving throws for the next minute as your quiet words help steel their resolve. You must take a long or extended rest before using this feature again.

Song of the Blade

At 9th level, choose a melee weapon that you are proficient in. When wielding that weapon, you can use your bonus action to make an additional single attack roll with that weapon.

Subtle Words

At 13th level, when you use your Bid to Action feature, the ally has advantage on their first ability check or attack roll they make on their turn.

Dancing Blade

At 17th level, you can combine your skill with words and weapons to inspire fear in your enemies. On your first turn of a combat, choose a creature. If you succeed at a Charisma (Intimidation) check they become frightened of you until the combat ends. The DC is 10 or their challenge rating, whichever is higher.

THUS SPOKE AROALETA

"... and the search goes on forever, for the hidden Ambal Seba, where the truth is spelled in gold, where the keys to the primal power are etched in circles, round and round the thirteen pillars. See, the mists will never fade. Not even Fofar the Destroyer can dispel the veil over a valley that does not exist."

Hunter

THE HUNTERS AND their toil are of great importance, both for the Ambrians and among the clans of the forest. To commoners in Ambria, they may not appear to be any different from your average rogue, but for many (especially among those living close to Davokar) they are on par with true heroes. Covered in the dirt of the wilds, eyes shining with the light of the future, the hunters are vital in the project of cultivating and taming the great forest.

Among both Ambrians and barbarians, the hunters are often signified by their skillful use of ranged weapons and techniques. Exactly how they fight is primarily decided based on what they are hunting: criminals, monsters or dark-minded sorcerers.

But no matter the target, what unites the hunters is a highly developed sense for where the prey has been, how it moves and to where it is headed – a sense that borders on supernatural precision.

HUNTERS AND THE ORIGINS

All folk have their hunters, but in general it is primarily elves, abducted humans and humans that excel in this role. Still, in Thistle Hold you may very well come across goblins and even a few ogres known as trustworthy guides through the wilds.

Dwarves are not usually seen as hunters in the forest, but some of Ambria's most widely known bounty hunters are dwarves who for some reason have left their families in Yndaros.

HUNTER SHADOWS

The Shadows of hunters can be as dark as the forest they venture into but it depends on their quarry. Ironsworn and monster-hunters tend to be lighter shades of gray than bounty-hunters or especially witch-hunters, which have to be careful not to become what they seek.

Class Features

As a hunter, you have the following class features:

Hit Points

- **Hit Dice:** If you are not using your origin to determine Hit Dice, your Hit Die is a d8.
- **Hit Points at 1st Level:** If you do not use your origin to determine hit points, you have 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** If you do not use your origin to determine hit points, you gain 1d8 (or 5) + your Constitution modifier per hunter level after 1st.

Proficiencies

- **Armor:** Light armor, medium armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Strength, Dexterity
- **Skills:** Choose four from Acrobatics, Athletics, Insight, Investigation, Nature, Perception, Stealth, and Survival

Shadow

Your Corruption Threshold is equal to twice your proficiency bonus plus your Charisma modifier, to a minimum of 2.

Equipment

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

- (a) a fencing sword or (b) a shortsword
- (a) a longbow and 20 arrows or (b) a light crossbow and 20 bolts
- (a) a dungeoneer's pack, or (b) an explorer's pack
- (a) Studded leather armor and two daggers or (b) a lacquered silk cuirass

WILDERNESS EXPLORER

Beginning at 1st level, you are adept at preparing and securing campsites in the wilderness so that some of your party can gain additional benefits during a long rest. Choose a number of creatures up to your proficiency bonus to each regain an additional Hit Die. You can include yourself as one of the creatures.

If you spend an hour in the wild and succeed at a DC 10 Wisdom (Survival) check, you can supply enough food and drink for your party for one day. You must take a long rest before using this feature again.

APPROACH

At first level you also choose your approach, which determines the chosen prey of your hunter: are you a Bounty Hunter that chases criminals, an Ironsworn that enforces the ancient treaty, a Monster Hunter that seeks out the most dangerous creatures or a Witch Hunter that seeks corrupted mortals instead?

Your approach gives you benefits at 1st, 3rd, 6th, 9th, 13th and 17th levels.

HUNTER'S INSTINCT

Starting at 2nd level, if you don't already have a chosen target, you can use a bonus action on your turn to mark one creature as your chosen target. The first time you do damage to the creature on your turn add your proficiency

The Hunter

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Wilderness Explorer, Approach
2nd	+2	Hunter's Instinct
3rd	+2	Approach
4th	+2	Ability Score Improvement or Feat
5th	+3	Extra Attack (2)
6th	+3	Expertise, Approach
7th	+3	Land's Stride
8th	+3	Ability Score Improvement or Feat
9th	+4	Approach
10th	+4	Ability Score Improvement or Feat
11th	+4	Hide in Plain Sight
12th	+4	Ability Score Improvement or Feat
13th	+5	Approach
14th	+5	Vanish
15th	+5	Feral Senses
16th	+5	Ability Score Improvement or Feat
17th	+6	Approach
18th	+6	Extra Attack (3)
19th	+6	Ability Score Improvement or Feat
20th	+6	Expert Hunter

bonus as damage (using the same type of damage as your weapon). If you are wielding a ranged weapon, you can use your reaction to make an attack when the creature uses its own movement, counting the range from the creature's starting position.

ABILITY SCORE IMPROVEMENT OR FEAT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Instead of improving your ability scores you can instead choose to gain a feat. See page 146 for more about feats.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 18th level in this class.

EXPERTISE

At 6th level, choose either Nature or Survival and one of your other skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

At 14th level, choose two more skills. Your proficiency bonus is doubled for any ability check you make that uses either of these chosen proficiencies.

LAND'S STRIDE

Starting at 7th level, moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the *entangle* spell.

HIDE IN PLAIN SIGHT

At 11th level, you can spend 1 minute creating camouflage for yourself and a number of creatures up to your proficiency bonus. You must have access to fresh mud or other naturally occurring materials with which to create your camouflage.

Once you are camouflaged in this way, you can try to hide by pressing yourself up against a solid surface, such as a tree or wall, that is at least as tall and wide as you are. While camouflaged, you gain a +10 bonus to Dexterity (Stealth) checks. You can move at half-speed without breaking the camouflage effect.

Once you take an action, a reaction or move faster than half your speed, you must camouflage again to gain this benefit.

VANISH

Starting at 14th level, you can use the Hide action as a bonus action on your turn. Also, you can't be tracked by nonmagical means, unless you choose to leave a trail.

FERAL SENSES

Starting at 15th level, you gain preternatural senses that help you fight creatures you can't see. When you attack a creature you can't see, your inability to see it doesn't impose disadvantage on your attack rolls against it. You are also aware of the location of any invisible creature within 30 feet of you, provided that the creature isn't hidden from you and you aren't blinded or deafened.

EXPERT HUNTER

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

A lone and broken pillar standing on the island of Hael in the south of Lake Volgoma carries this inscription, believed to tell of the escape from something called "Symbaroum's Bane".

Hunter Approaches

HUNTERS MIGHT BE Bounty Hunters, who seek the most dangerous prey in city alleyways and other dark places, or Ironsworn, defenders of the Iron Pact. They might elect to become Monster Hunters and venture far into Davokar, or they might be a Witch Hunter, seeking out blighted humans on behalf of the Church or their own personal quest of vengeance.

Bounty Hunter

During The Great War there were deserters – many doubted that a victory over the Dark Lords was possible. To deal with the problem, King Ynedar, Queen Korinthia's father, placed a permanent bounty on the heads of the runaways. In doing so, he indirectly founded the guild of the Bounty Hunters. The tradition to pay for having fugitives caught lives on and nowadays the bounty hunters are often forced to venture into the forest of Davokar, where the most desperate – and also most valuable – targets tend to seek refuge.

Sturdy Holds
If you have a creature your size or smaller grappled, that creature has disadvantage on their attempts to escape the grapple.

Delicate Conversations
You gain proficiency with the Deception skill.

Rough Fighting
At 3rd level, you've mastered such alleyway techniques as "gutter-kiss" (a head-butt) and "goblin-squeeze" (groin kick). You do 1d6 bludgeoning damage with your unarmed strikes.

At 6th level you can use your bonus action to have advantage on an attempt to grapple a target that is your size or smaller.

Urban Tracker
At 9th level, you can find or follow almost anyone in the maze of a city. You have advantage on Dexterity (Stealth) checks to hide in an urban environment and for Wisdom (Survival) checks to track someone in a city.

Precise Strike
When you reach 13th level, your ranged weapon accuracy is such that you can disarm a creature with a shot. Use your bonus action when making an attack to attempt a precise strike; on a hit you don't do any damage but the creature must make a Strength saving throw against your attack roll result or drop what it is holding.

Stunning Blows
At 17th level, your attacks are designed to bring a foe down without killing them. Use your bonus action when making an attack roll; on a hit, instead of doing damage, the target must make a Constitution saving throw against the attack roll total. On a failure it becomes stunned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Ironsworn

The work of the Iron Pact is never done, which places great demands on its agents, the Ironsworn. The pact was created by elves at the time of Symbaroum's downfall, and after a long time in the shadows its members are on the move again, trying to stop the spreading darkness. Davokar must never awaken, and it won't, if the Ironsworn can help it.

Nowadays, the Iron Pact recruits new agents from all origins and cultures; anyone sympathetic to the struggle is tested in a series of both physical and moral challenges. Those who make it with both life and loyalty intact are invited to swear the Iron Oath. After that follows a time of training and further testing before initiates become true members of the Pact – agents devoted to the fight against Corruption.

Agile Combat

Your armor class when you wear no armor is equal to 10 plus twice your Dexterity modifier.

Lore of the Wild

You gain proficiency with the Animal Handling and Nature skills.

Loremaster

At 3rd level, the character is educated and well-versed in the ways of the world: its cultures, its history, languages and artifacts. For centuries heroes, monsters and kingdoms have come and gone, leaving behind powerful items and secret texts. This ability represents knowledge about such objects. Through extensive studies a character with this ability knows not only the story of an object but also its properties and applications.

- At 3rd level, you can attempt an Intelligence (Investigation) check to determine the properties of a magic item. On a success, if it is a magic item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. The DC is dependent on the kind of magic item: common (DC 10), uncommon (DC 13), rare (DC 16), very rare (DC 19), legendary (DC 22).

  Additionally, you are proficient in both human languages (Ambrian and Barbarian).
- At 6th level, your understanding of artifacts is extensive enough that you are not as affected by their corruptive power. You may reduce your cost of a single artifact's permanent Corruption by 1, to a minimum of 1 Corruption.
- At 9th level, you may cast spells of a level equal to or lower than your proficiency bonus directly from scrolls and such parchments.

  You gain advantage on saving throws against magical effects.

  You are proficient in the spoken and written forms of Symbaroum and know many things about those ancient people.

Sniper

At 9th level, your ranged weapon attacks have extraordinary precision. When a creature takes damage from such an attack, it must make a Constitution saving throw. On a failure, its speed becomes zero until the end of its next turn. The DC is equal to 8 + your Dexterity modifier + your proficiency bonus or the damage, whichever is higher.

At 13th level, you score a critical hit with a ranged weapon on a natural result of 19 or 20.

At 17th level, you double your ability modifier for damage with a ranged weapon.

Monster Hunter

As more and more Ambrians settle down in the shadow of Davokar, it grows more common that these settlements are haunted by the famished, vindictive or even life-hating horrors of the forest. In light of this growing threat, actionable individuals have developed techniques and skills for hunting monsters – the often considerable price of monster trophies is certainly another incentive! Also the barbarian clans have their monster hunters, even though the people of the forest adhere to the witches' taboos and seldom live or travel in monster infested areas.

A majority of the Ambrian Monster Hunters are members of monster hunting societies, established in or around places like Thistle Hold and Kastor. These groups both compete and cooperate in the never-ending work to keep the border settlements secure and the members of the societies rich. The latter part, the wealth, has attracted a growing number of barbarian Monster Hunters south, where they have turned into very successful trophy collectors, thanks to their vast knowledge of Davokar.

Monster Hunting Societies

In Thistle Hold, the Monster Hunters have gathered into a number of Societies, of which The Red Claw is the most famous. Other such Societies of note are the boastful newcomers Markas' Impalers, and the more serious teratologists belonging to Nikanor's Taxidermists Guild, who collect monster carcasses in good condition for study purposes. Many of these groups have openly established outposts close to Karvosti and frequently visit the newly opened store Crueljaws' Traps, where the retired ogre who has given the establishment its name sells his ingenious hunting devices.

The Bigger They are...
You have advantage on all attacks against targets that are Large size or bigger.

Clever Fingers
You gain proficiency with the Sleight of Hand skill.

Trapper
At 3rd level, you become proficient with alchemical and mechanical traps. You can use your action during combat to deploy a mechanical trap within 5 feet of your position. You are never threatened by the trap but treat movement within 5 feet of a trapped area as difficult terrain. You can use your action to make a Dexterity (Sleight of Hand) check to disable a mechanical trap. The DC is given on page 186.

At 6th level, you can use your action during combat to deploy a mechanical or alchemical trap within 5 feet of your position. You are never threatened by the trap but treat movement within 5 feet of a trapped area as difficult terrain. You can use your action to make a Dexterity (Sleight of Hand) check to disable a mechanical or alchemical trap.

At 9th level, if you have time before a combat, you can prepare an area with improvised traps. Each trap requires 10 minutes of preparation and does 1d8 damage (bludgeoning, piercing or slashing, depending on the trap design). See page 186 for rules on traps.

Polearm Master
When you have reached the 13th level, when a creature comes within reach of your weapon you can use your reaction to make a single attack using a weapon with reach against that creature.

At 17th level, any melee attacks against you with a weapon whose reach is smaller than yours have disadvantage.

Witch Hunter

You have dedicated your life to fighting blight beasts, maybe as a consequence of having your own life torn apart by the growing and infectious darkness: a farm burned to the ground, the grave of your family, a friend's horrendous transformation – something that reminds you of what will happen if the power of the blighted ones is not broken in time.

You will stop at nothing in your fight against evil: you wield steel, fire and even rituals learned from defeated sorcerers. You realize that the use of mystical powers may ultimately corrupt you too, but you turn a blind eye to that and instead fight on with the fervor of the fanatic.

Deep Knowledge

At 1st level you gain proficiency with both Arcana and Religion, representing your knowledge of transgressive magic and the proper teachings of the Church of Prios.

Ritualist

At 1st, 3rd, 6th, 9th, 13th and 17th level choose a ritual spell (one with the ritual tag) from the Theurg tradition list. The spell level must be equal to or lower than your current proficiency bonus.

You gain permanent Corruption (see page 37) equal to half the spell level, rounded up. If the ritual is a cantrip, you gain no permanent Corruption. You can only cast the chosen spell as a ritual – the ritual version of a spell takes 10 minutes longer to cast than normal and can only be cast at its base level. You gain no Corruption from casting one of these spells.

Deadly Need

Starting at 6th level you have learned enough of the sorcerous arts that, if pressed, you can cast a spell at need. You can cast one of the spells you know as a non-ritual spell but you gain twice the normal Corruption since your understanding of the magical arts is limited.

Steadfast

At 9th level, as part of your ritual learnings, you have developed both an iron will and stomach. You can use your reaction to give yourself advantage on a Constitution or Wisdom saving throw.

You can do this a number of times equal to your proficiency bonus and then must take a short or longer rest before using this feature again.

Retributive Rage

At 13th level, when you succeed at a saving throw granted to you by Steadfast and the source of the saving throw was a spellcaster, that creature takes 1d6 psychic damage.

At 17th level, the psychic damage increases to 1d12.

THUS SPOKE AROALETA

"... and troll-mother Vouax's cauldron, lined with the words of the weaver, smeared with the fat of the wardens, fell down the abyss, fell into oblivion. The vessel brewing the downfall of all may never again be heated, not by fire, not by the dark of the Abyss."

Mystic

IT IS WIDELY accepted that the world does not only consist of matter, and it is obvious to everyone that there are individuals who can manipulate the flows of both material and non-material energies. The use of mystical powers is in no way commonplace, not in Ambria, nor among the barbarians. But it is common enough for many cultures to have formed traditions around it.

There are many sources of mystical power in the world. These can be tapped by one who understands the underlying laws of nature or through alliances with either the light of the heavens, the spirits of the forest or the darkness of Corruption. Some mystics consider themselves to be scholars of reality and existence; others would claim they are part of a pact that offers them an intimate relationship with the source of their power.

MYSTICS AND THE ORIGINS

Changelings and humans dominate the domain of the mystical, at least according to public opinion. The stories of the witches of the barbarian clans are spread far and wide and it is near impossible not to notice the presence and influence of Ordo Magica when in Ambria. The theurgs of the Light are a less obvious group since they tend to keep to the temples or move among the faithful, but the Lawgiver is known to bless some of his champions with extraordinary powers.

Mystics among the goblins are shamans, bound to no mystic tradition but earning high status among their own kind with their home-brewed theories regarding the world and its spirits. Changelings often have the mystical gift – those who grow up among the barbarians are sent away to train with the witches, while changelings in the slums of Ambria become self-taught mystics without any specific tradition. Ogres with the mystical gift may seem like a rarity, but Ordo Magica has documented a fair number of cases since the Ambrians arrived in the region.

Class Features

As a mystic, you have the following class features:

Hit Points

- **Hit Dice:** If you are not using your origin to determine Hit Dice, your Hit Die is a d8.
- **Hit Points at 1st Level:** If you do not use your origin to determine hit points, you have 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** If you do not use your origin to determine hit points, you gain 1d8 (or 5) + your Constitution modifier per mystic level after 1st.

Proficiencies

- **Armor:** Light armor
- **Weapons:** Simple weapons
- **Tools:** None
- **Saving Throws:** Wisdom, then choose either Intelligence or Charisma
- **Skills:** Choose three from Arcana, Deception, History, Insight, Investigation, Medicine, Persuasion and Religion

Shadow

Your Corruption Threshold is equal to twice the total of your proficiency bonus plus your spellcasting modifier, to a minimum of 4. See your mystic approach for more information.

Equipment

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

- (a) a horseman's bow and quiver of 20 arrows or (b) a staff
- (a) a scholar's pack, or (b) an explorer's pack
- any one light armor, two daggers, and a component pouch

SPELLCASTING

You are a wielder of arcane might, drawing on unseen powers to bend the world to your will. However, such changes are not without a price and mystics face a constant threat of gaining Corruption that can ruin their body and soul. For more about Corruption, see page 37.

Cantrips

At 1st level, you know six cantrips of your choice from the spell list for your mystical approach. When you cast most cantrips (see Favored Spells, below) you gain 1 point of temporary Corruption.

Leveled Spells

You know two 1st level spells from the spell list belonging to your mystical approach. When you gain a level in mystic you learn another spell, which can be any spell on your list, up to the spell level shown on the Mystic table. You can also swap one spell you already know for another one of the same level.

Casting a Spell

To cast a spell you take an appropriate action and gain temporary Corruption. A cantrip causes 1 point of temporary Corruption while a leveled spell causes 1d4 plus the spell's level points of temporary Corruption.

The Mystic

LEVEL	PROFICIENCY BONUS	FEATURES	FAVORED SPELLS	MAXIMUM SPELL LEVEL
1st	+2	Spellcasting, Approach	2/1	1st
2nd	+2	Ritual Casting	3/1	1st
3rd	+2	Approach	4/2	2nd
4th	+2	Ability Score Improvement or Feat	5/2	2nd
5th	+3	Ritual Casting	6/3	3rd
6th	+3	Approach	6/3	3rd
7th	+3	Ritual Casting	6/4	4th
8th	+3	Ability Score Improvement or Feat	6/4	4th
9th	+4	Approach	6/5	5th
10th	+4	Ability Score Improvement or Feat	6/5	5th
11th	+4	Ritual Casting	6/6	6th
12th	+4	Ability Score Improvement or Feat	6/6	6th
13th	+5	Approach	6/7	7th
14th	+5	Ritual Casting	6/7	7th
15th	+5	—	6/8	8th
16th	+5	Ability Score Improvement or Feat	6/8	8th
17th	+6	Approach	6/9	9th
18th	+6	Spell Mastery	6/9	9th
19th	+6	Ability Score Improvement or Feat	6/10	9th
20th	+6	Signature Spells	6/10	9th

> **EXAMPLE:** *Mira's ogre mystic Grumpa casts* message, *a cantrip, and gains 1 point of Corruption. Later, Grumpa uses* knock, *a 2nd-level spell. She now adds 1d4+2 points of Corruption.*

Some spells allow you to cast them using a higher level spell. You can cast up to your maximum spell level as long as you pay the additional Corruption cost.

Spellcasting Ability

Your mystic approach determines your spellcasting ability, which affects your Corruption Threshold, spell save DC and your spell attack modifier:

Corruption Threshold = (your proficiency bonus + your spellcasting ability modifier) × 2
Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier
Spell attack modifier = your proficiency bonus + your spellcasting ability modifier

Favored Spells

There are certain spells that a mystic has studied extensively, so much that they can mitigate the corrupting influence of the familiar magic.

At 1st level, you can select 2 cantrips and 1 leveled spell. When you cast a favored cantrip you gain no Corruption, and when you cast a leveled favored spell you gain Corruption equal only to the level of the spell. Each time you gain a level of mystic you can make more spells favored, as shown on the Mystic table under Favored Spells, the first number is the current amount of favored cantrips and the second number is for leveled spells.

When you cast a favored spell at a higher level you add the new level as Corruption instead of the base level. For example, if you cast a favored 3rd level spell at 5th level, you gain 5 temporary Corruption instead of 3.

Certain spells are poorly researched, unreliable, or on the edge of dark sorcery. These spells cannot be favored. Unfavored spells are marked with an asterisk (*) in the spell lists found beginning on page 187.

APPROACH

At first level you also choose your approach, which determines how you learned your arcane knowledge and how you understand the nature of the world. You might be an Artifact Crafter that makes magical items; a Sorcerer that seeks shortcuts to power despite their danger; a Staff-mage that gathers and binds power; a Symbolist that wields word-magic; a Troll Singer that brings forth magic with their voice; a Theurg that wields the power of the Sun God; a Witch that follows the old ways; or a Wizard that learned an orderly and philosophical approach to magic. Or you might be self-taught, without boundaries but a danger to yourself and others.

Your approach gives you benefits at 1st, 3rd, 6th, 9th, 13th and 17th levels.

RITUAL CASTING

At 2nd level, you may choose a spell that you do not already know that is on your mystic approach spell list, has the ritual tag, and does not exceed your current maximum spell level. If you do so, you gain permanent Corruption (see page 37) equal to half the spell level, rounded up. If the ritual is a cantrip, you gain no permanent Corruption. You can only cast the chosen spell as a ritual – the ritual version of a spell takes 10 minutes longer to cast than normal and can only be cast at its base level. You gain no Corruption from casting one of these spells.

You may also learn another spell as a ritual using these rules at 5th, 7th, 11th and 14th level.

ABILITY SCORE IMPROVEMENT OR FEAT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Instead of improving your ability scores you can instead choose to gain a feat. See page 146 for more about feats.

SPELL MASTERY

At 18th level, you have achieved such mastery over certain spells that you can cast them at will and gain no Corruption. Choose two 1st or 2nd level spells that you know. You can cast them at their base level without gaining any Corruption. If you cast them as a higher level, you gain Corruption as normal.

SIGNATURE SPELLS

When you reach 20th level, you gain mastery over two powerful spells and can cast them with little effort. Choose two 3rd-level or lower spells that you know. You can cast them at their base level without gaining any Corruption. If you cast them as a higher level, you gain Corruption as normal.

The Myth of Pure Magic

Within all traditions there is a myth of Pure Magic, the undefiled miracle. In different versions it tells about a time when the world was unspoiled and when the use of mystical powers yielded no Corruption. Then something happened. Evil entered the world and with it came the blight.

Some mystics dream about recreating the pure magic of yore by healing the wounds of the world, expelling evil, slaying the World Serpent or reclaiming the long lost arch magic. However, most mystics accept Corruption as a part of their trade and just something to be dealt with.

Mystic Approaches

THE FOLLOWING APPROACHES are available: the Artifact Crafter which invests magical power into objects, the Self-taught mystic that treads a dangerous line, the Sorcerer who has already crossed that line, the Staff Mage which uses their weapon to focus their power, the Symbolist who organizes and focuses magical thoughts in writing, the Theurg who understands magic through their god Prios, the Troll Singers who best understand the magic of the world and the Witches who lead the barbarians in their worship of nature.

Artifact Crafter

The making of artifacts is a highly sought-after art form that for a long time was lost to elves and humans. However, among the trolls it has been kept alive, as an almost sacred practice.

Lately, the knowledge has been revived by humans and elves, in both cases thanks to the trolls of Davokar. The elves received it as a gift from a former ally, to aid them in these dark days, but how Ordo Magica managed to get their hands on the lost art is not known. However it happened, the knowledge has spread so that every chapter soon will have at least one artifact crafter in its service.

The sudden reemergence of artifact crafting among mystics has made others question the source of the knowledge. One belief is that the Ambrian mystics have stolen it from the trolls – maybe even captured and tortured a troll – while others suspect that the rulers of the Underworld have traded this gift in exchange for something very valuable. What version lays closest to the truth is not easily guessed and the Grand Master refuses to speak on the topic.

Titles
While the trolls may have specific titles to go with the ever-increasing understanding of their artifact crafters, they have not shared these with anyone else. In Ordo Magica, artifact crafters share the same titles as other magic users and those that are self-taught can give themselves what names please them best.

Corruption
Artifact Crafters use physical objects to mitigate the effects of Corruption. They still understand Corruption based on their origin and background – for example, an Ordo Magica Artifact Crafter still views Corruption as a natural reaction to magic, just one that can be filtered and reduced by the physical presence of an artifact. Trolls see Corruption as one more piece of evidence of the darkness now consuming the world and strive to use discipline alongside their powers to slow its conquest.

Spellcasting Ability
You use talismans to help manage the cost of Corruption but otherwise use the normal mystic rules. You can favor cantrips and spells as normal, and each talisman is bonded to one spell, reducing its Corruption whenever it is cast. You use Wisdom as your spellcasting ability modifier. You learn spells from the Troll Singer tradition list.

Talisman Crafter
During a long rest you can create a talisman to help you channel the power of a spell. You begin an adventure with one talisman already prepared. You cannot have more talismans than your proficiency bonus. While you possess the talisman, when you cast that spell you gain half the normal temporary Corruption (rounding up to a minimum of 1).

When you take an extended rest, you can divest yourself of all talismans and then begin to prepare new ones with the next long rest.

Artifact Expert
At 3rd level, you know something about the powerful secrets of the old rune smiths. At higher levels you are able to create lesser artifacts.

At 3rd level, you can attempt an Intelligence (Investigation) check to determine the spell associated with a talisman. The DC is equal to 10 plus the spell level (DC 10 for cantrips). If you do not know the spell invested into the talisman you cannot use the talisman.

At 6th level, your understanding of artifacts is extensive enough that you are not as affected by their corruptive power. You may reduce your cost of an artifact's permanent Corruption by 1, to a minimum of 1 Corruption.

At 9th level, you are able to complete construction of a lesser artifact (see page 184) when you complete an extended rest (including the one before an adventure begins).

Talisman Master
At 13th level you can use a number of talismans equal to twice your proficiency bonus. Making a new talisman still requires a long rest to prepare.

Artifact Master
At 17th level you can create one artifact of greater power. This is the work of a lifetime of learning and effort and so can only be accomplished once. The Gamemaster has further rules and sample artifacts, see page 124 in the *Ruins of Symbaroum Gamemaster's Guide*.

Complex Approaches
As you look at the various approaches available for each class, you'll find some of them contain more complexity than others. This is intentional – after all, some folks enjoy working with the mechanics of the game system to produce an interesting character. Others are more focused on the roleplay elements or the background story and prefer a more straightforward progression of mechanics. Simply select what you prefer, it won't change the overall balance of the game.

Self-taught

You are a Self-taught mystic, excluded from the traditions, never accepted by your peers and completely uninterested in the narrow worldviews they offer. However, your freedom comes at a price: Corruption is lurking around each corner and you are fair game to witch hunters and Black Cloaks. Whether you wander from village to village or hide in a bustling city, you probably earn your living by offering your services as an occult consultant or a finder of misplaced objects.

Particularly gifted individuals have always been able to bend and break seemingly inescapable laws of nature, and many scholars claim that it was through coalitions of such independent, or untamed, mystics that the traditions first arose. Whether this is true or not, there occasionally are individuals who either choose or are forced to study on their own, or in smaller groups.

Independent mystics are not burdened with the theories of a traditions, which gives them more freedom in their choice of powers. However, they are also much more vulnerable to Corruption. Many untamed mystics tend to evolve their own understanding of the world and come to espouse theories that contradict those of the established traditions.

Titles

As a Self-taught mystic, you're free to call yourself whatever you wish, although both Ordo Magica and the Church of Prios take a very dim view of folks who use a title that they have not earned.

Corruption

With limited access to new spells and the innate understanding of how to use your personal focus, most self-taught mystics think of Corruption as a secondary consideration. You do not know how to favor spells and cannot have any favored spells or cantrips. It is only as you gain power that the marks of Corruption become more prominent and the watching eyes of the villagers become colder and less trusting; then you must choose between gathering more power or more attention. The gift of freedom is double-edged and darkness is drawn to the gifted as envy to those with talent. The power of Corruption cuts deep and must be kept under control; many a free mystic has accepted the darkness although it truly is a kiss of death.

Spellcasting Ability

Self-taught mystics rely on learning and then applying the inherent principles of magic by experimentation. They use Intelligence as their spellcasting ability modifier. You learn spells from any of the traditions lists other than the Theurg (see page 187 and onwards).

Boundless Magic

With your Self-taught approach, you can learn spells from any of the given spell lists. However, you only know three cantrips and one 1st level spell at 1st level.

Personal Investment

At 3rd level when you cast a spell you can choose to put some of your personal power into it. You cast the spell as if it was using the highest spell level you know but gain Corruption as if it was cast at its base level. You then must make a Constitution saving throw against your own spell save DC. On a failure you gain a level of exhaustion.

Natural Alchemy

At 6th level, if you take a long rest in a wild area, you can prepare a number of tonics equal to your proficiency bonus. Each tonic restores one Hit Die when consumed. The tonics do not keep well, and lose their effectiveness within 24 hours.

Steadfast

At 9th level, as a Self-taught mystic, you have learned to have both an iron will and stomach. You can use your reaction to give yourself advantage on a Constitution or Wisdom saving throw. You must then take a short or longer rest before using this feature again.

At 13th level, when you succeed at a Constitution or Wisdom saving throw you take no damage from the effect. If you fail the saving throw you take half damage from the effect.

At 17th level, when you succeed at a Constitution or Wisdom saving throw and the effect was caused by a spellcaster then that spellcaster takes 1d6 psychic damage.

Sorcerer

The character is one of those who are arrogant or desperate enough to cling to the darkness. While other mystical traditions do everything they can to avoid the soul-eroding powers of Corruption, the Sorcerer chooses to do the opposite.

The legends are teeming with sorcerers: mystics who draw their power from musty wellsprings or gain their corrupt gifts from creatures of evil. It is harder to find them in the real world, but those who know how to read the Shadows can sense their presence or see traces of their tainted work.

Korinthia's people faced the undead servants of the Dark Lords during The Great War, and while the Dark Lords perished, their parasitic powers continued to drain the life out of Alberetor, forcing the Ambrians to flee north. There they instead faced the blighted creatures of Davokar, born from another kind of evil that festers in the fallen ruins of ancient Symbaroum.

Sorcery is the mystical tradition that comprises powers and rituals fueled by Corruption and taint, whose usage provides power in the short run, but corrodes the mystic's body and soul in the long run. Theurgs active among the Twilight Friars gather rituals of sorcery as well as blight-stricken artifacts in an attempt to understand this new, dark enemy. Within their monastery in the Titans, it is said that the Black Cloaks hide dark vaults oozing with corruptive energies and echoing with the lamentations of the poor, tainted souls kept there for study.

Titles

Would-be Sorcerers begin as either lowly members of another Sorcerer's cult, desperately believing that if they please their master then they will be rewarded with power. And, sometimes, this may be true, though most cult members are only useful to their leader as scapegoats or sacrifices.

Still, some become acolytes, the first true step on the path of sorcery. Changelings and others who already display magical affinities can become an acolyte directly. All such students must be wary – while their master has much to teach them, the master might also feel threatened by a too-successful acolyte and decide to feed them to an abomination. Still, the most powerful rituals require a great amount of concentrated effort that only acolytes can provide, so the Sorcerer needs their students, just like the student needs their master.

At some point, an acolyte will decide they know enough and wish to escape their master before they find themselves on the sacrificial altar. If they are successful then they may give themselves the title Sorcerer and begin to collect their own followers. If they fail, well perhaps their blood will be useful for the next ritual.

Corruption

In the view of the sorcerer the world is dying or already dead, and Corruption is but one of many symptoms of its irredeemable state. To fight Corruption is like pretending that death does not exist. Better to know it, and learn how to understand and use it as much as possible before everything meets its fated end.

To walk side by side with darkness is a precarious act of balance, to say the least. Not to give in to darkness is the key, for doing so would surely mean being completely devoured. Wise Sorcerers accept Corruption, and exploit it, while still keeping a distance from its cold embrace, for as long as they possibly can.

Spellcasting Ability

Sorcerers rely on their willpower and force of personality to use their own reserves of personal power. You use Charisma as your spellcasting ability modifier. You learn spells from the Sorcerer tradition list.

The Darkened Path

You have proficiency in your choice of either Deception or Intimidation.

Sorcerers are used to bearing Corruption as they seek to gain ever greater power. When you make a Corruption check, you have advantage on the d20 roll. Note: this is for the initial roll to determine if you gain a mark of Corruption, not the roll to determine the mark's nature.

The Shadowed Slope
At 3rd level when you cast an unfavored spell of 4th level or lower, and you have permanent Corruption equal to the spell level or higher, you gain one less temporary Corruption than normal, to a minimum of 1 point.

> EXAMPLE: Lightning Bolt *is an unfavored spell and would normally cause 1d4+3 points of temporary Corruption. A Sorcerer might gain only 1d4+2 temporary Corruption instead.*

The Power of Corruption
At 6th level, a Sorcerer can draw on their Corruption in order to power their spells. You can cast spells up to a level total equal to or lower than your permanent Corruption without gaining any Corruption. Each spell must be equal to or lower than your maximum spell level. When you take an extended rest your total of cast spells resets to zero.

> EXAMPLE: *If you have 5 permanent Corruption then you could cast up to five 1st level spells, two 2nd level spells and one 1st level spell, one 3rd level spell and one 2nd level spell, or any other combination totaling to five spell levels. Then you would need an extended rest before doing so again.*

The Call of Darkness
At 9th level, the Sorcerer can make use of the shadows that lie in the hearts of others. When you cast a spell that requires a Wisdom saving throw, each affected creature adds its permanent Corruption to the spell saving throw DC. If the creature is thoroughly corrupt (see page 38) then this effect does not apply.

Revenant Strike
At 13th level when you kill a living creature on your turn, you may choose to gain a point of temporary Corruption. If you do so, you can use your bonus action to cause the slain creature to rise immediately as an undead (use Dragoul stats) under your control. It retains its initiative count but you now control the creature during its turn. This power has no effect on abominations.

After the combat, the creature collapses and cannot be reanimated.

Unholy Aura
At 17th level you are surrounded by a field of negative energy. You can use your bonus action to cause each creature of your choice within 30 feet of you to make a Constitution saving throw, inflicting 1d6 necrotic damage for each point of permanent Corruption that you possess, or half that amount on a success. You must take a short or longer rest before using this feature again.

Staff Mage

The mystics called Staff Mages have gotten their epithet from the rune covered staffs they always carry. A rune staff is an expression of the Staff Mage's strength as well as a powerful weapon – something that has led to some Wizards of Ordo Magica calling them by degrading names like "wand-throwers" or "broomsticks." To the Staff Mage, the staff is an extension of their soul and to experienced staff mages it may sometimes be difficult to tell where the mage ends and the staff begins; they are part of the same whole.

Whatever you call them, Staff Mages are said to descend from an order of warrior monks, tasked with protecting Symbaroum's last emperor. After the fall of Symbaroum, they withdrew to their castle deep inside Davokar. It was not until recent times that they became known to the people of the south; before that they only sought new recruits among the northern barbarian clans – individuals suited for an ascetic life in the shadow of death. Many of the potentials tended to be changelings.

With the darkness spreading through Davokar, the Staff Mages have expanded their area of search to include the southerners and their realm. Hence, the plainly dressed warrior monks with their characteristic rune staffs can sometimes be seen visiting Ambria's duchies and courts, hunting for novices and allies in the fight against the horrors haunting the ruins of Davokar.

The Order of Staff Magic consists of a number of ascetic warrior monks who see themselves as descendants to the guard of Symbaroum's last emperor. The Staff Mages live in their castle deep inside the forest, in the wild parts of Davokar where ruins from the fallen empire constantly remind them of their past failure. According to their myths, the fall of Symbaroum was directly connected to the death of the emperor, and as his bodyguards it was their duty to keep him alive. Hence, in the minds of the staff mages, the fall of Symbaroum was their doing and with the destruction of the empire, darkness entered this part of the world.

It is up to the now living Staff Mages to correct the errors of the past, meaning that they must fight Corruption and finally resurrect the fallen empire. To fight against Corruption they use their staff to capture and bind Corruption, but there is danger in this as well. They have a valuable ally in the Iron Pact; even if the mages are not official members of the pact, they often cooperate with the elves. However, the Iron Pact and the Staff Mages are not always in agreement, particularly on the idea that a new emperor must take his (or her) place on the legendary Throne of Thorns in Symbar – while the mages regard the emperor's death as the triggering factor, the elves remember the emperor himself as the root of all evil.

Aside from attacking those who from ignorance or a hunger for power fraternize with the powers of Corruption, the

Staff Mages continuously seek "The descendant and rightful heir of the last emperor". The search is as difficult as it is frustrating, with many mages in serious disagreement regarding both how to orchestrate the search and how to define the target. Most Staff Mages prefer the more tangible combat against abominations, Sorcerers and the few treasure hunters who venture so far into Davokar that they get close to the heart of Symbaroum: the ruined city of Symbar and its empty throne.

Titles

The order of Staff Mages has three titles: Staffless (apprentices; i.e. established mystics who train with the order but have yet to earn a staff), Rune Staff (those who have received a staff) and finally the Staff Masters.

Corruption

The order teaches that Corruption is a side-effect of the negligent exercise of power. Mages do not regard Corruption as immoral in itself, but emphasize that the Corruption of the mystic can become the enemy's weapon; all mages are taught that Sorcerers can use the mage's own Corruption against him or her, which is why Corruption must be avoided.

The order also keeps older and darker lessons alive, lessons that claim the careless use of mystical powers, rituals and artifacts not only affect the mystic who wields them, but also the surrounding world. As proof of this, they often refer to the deserted wasteland east of the Ravens – which at one time is said to have been flourishing farmlands and the cradle of humankind's first empire. And since the order, according to the mages, stems from the east, it is not unlikely that their moral tales on the importance of mystical restraint contain some grains of truth.

Spellcasting Ability

Staff Mages use arcane hand gestures and the movement of their staff to draw forth their magical energies and direct them. You use Intelligence as your spellcasting ability modifier. You learn spells from the Wizard tradition list.

The staff mage does not need to attune to their rune staff, it is an integral part of their magical practice and uses your own internal energy.

Bonus Spell

At 1st level, you learn the *detect magic* spell in addition to your chosen spells.

Staff Fighting

At 1st level, the staff mage is proficient with the rune staff, which provides the following benefits:

- +1 to AC when unarmored.
- The rune staff counts as a finesse quarterstaff that weighs 3 lbs.

At 6th level, the staff mage gains the following benefits for their rune staff:

- The staff is considered magical for the purposes of magical weapons and armor. The rune staff gains a +1 bonus to attack and damage rolls.
- You can use your bonus action to make an attack with your rune staff.

At 13th level, the rune staff gains these additional effects:

- The staff now provides a +2 bonus to AC, as well as on attack and damage rolls.
- When a creature that is in your reach ends its turn you can use your reaction to make an attack roll against that creature.

Staff Magic

At 3rd level, the staff mage gains the following benefits from the rune staff:

- A touch from your staff as long as you wield it counts as you touching a creature for spell effects.
- When the staff mage gains a point of permanent Corruption they can assign it to the rune staff instead of themselves. Once the rune staff already has three or more permanent Corruption, each time you add a point of permanent Corruption to the staff, roll a d20. If the result is equal to or lower than the new total of permanent Corruption held by the staff then the staff splits asunder and you gain the staff's permanent Corruption immediately. Creating a new staff requires an extended rest.
- The mage can use their bonus action to activate an elemental rune on the staff and add 1d4 damage to a single damage roll using the staff. The additional damage is your choice of acid, cold, fire, or lightning.

At 9th level, the rune staff grants these additional effects:

- The elemental damage rises to 1d8.
- Once per long or extended rest you can cast an additional spell of a level equal to half your staff's permanent Corruption total, rounded down. You gain no Corruption from casting this spell.

At 17th level, the staff mage gains the following benefits from the rune staff:

- The elemental damage rises to 1d12.
- The rune staff provides advantage on all Corruption checks.

Symbolist

That symbols and signs have power is well-known and made use of in most mystical traditions, at least in rituals. Pure Symbolism is a tradition that almost solely builds its power on symbols and signs. Symbolism was born in the east, beyond the Ravens, and fleeing mystics brought it to what is now Clan Vajvod's territory in Davokar. The symbolists predate the founding of Clan Vajvod, at least according to the rune-covered remnants that the clanfolks discovered when they first came to the area.

Foremost among these remnants is the Azure Temple, built in blue stone brought to Vajvod from beyond the mountains and covered in runes carved by many generations of symbolists. Still today, the blue temple is the scene of the yearly Rune Meets, when new members are initiated into the tradition.

Ambrian scholars suspect that Symbolism – strange, powerful and decadent – is a vital clue to understanding why the barbarians of eastern Davokar are in disagreement with Karvosti and its authorities, the Huldra and the High Chieftain. It may lead to an explanation as to why the Vajvods, for cultural and philosophical reasons, distance themselves from Karvosti, and at the same time, are more open to outsiders than other clans, Clan Odaiova excluded. Rumor has it that Vajvod's Clan Chieftain, Zoltar the Old, has not a witch but a symbolist by his side, likely one trained at the Azure Temple in the heart of the river lands.

Titles

The symbolists have few titles and only differ between apprentices and initiated members, often called "Followers" and "Weavers". The term "Master Weaver" is also used as an honorary title for prominent symbolists. The followers are sometimes jokingly called "Spindles," after the spinning tool, since many symbolists think of the world as a weave or painting which they remodel or repaint with their powers.

It is also customary for Weavers to take titles they think they deserve – from "Sign Carver," "Fate Painter" and "Pattern Braider," to "Rune Artist" and "Power Crafter." At the Rune Meet, a yearly gathering where symbolists who are able convene at the Azure Temple in Vojvodar, only Weavers may speak and vote, while Followers listen. Master Weavers have no special authority besides that which is granted to all Weavers, but naturally their opinions carry extra weight.

Corruption

The origin of Symbolism can be traced back to the destruction of the east, and many rune crafters explain the birth of their tradition as based on the aim to resist and/or avoid Corruption. As the east was drained of life and became the ruined, deserted wasteland it is today, the symbolists were busy advancing their knowledge. Not until the empire beyond the Ravens fell and the surrounding region proved to be devastated – the work of other mystics, according to symbolist legends – did the founding mystics of Symbolism flee across the mountains to the uninhabited river landscape that is today known as Vojvodar, the home of clan Vajvod.

The strength of Symbolism is its resilience to Corruption. They suffer some Corruption when a symbol is activated, but less than the members of other traditions – as little as only one point in temporary Corruption per activated symbol. Symbolism's weakness is that it is slow; a symbolist trades their protection from Corruption for the time it takes to craft the symbols. However, the rituals of Symbolism function just like the rituals of other traditions.

Spellcasting Ability

Symbolism requires the creation of intricate and complex runes that contain and bind their magical power. Thus, a symbolist uses Intelligence for the spellcasting ability modifier. You learn spells from the Wizard tradition list. However, you do not cast most magic as a normal mystic, preparing and activating runes instead. You do cast cantrips and rituals as normal. You can favor cantrips as normal, but you use runes instead of normal spells otherwise.

Each rune is equivalent to casting one spell at a chosen spell level (a symbolist cannot prepare a rune at a higher level than their maximum spell level). When the rune is activated, the spell is cast and you gain temporary Corruption equal to the spell's prepared level. An unfavored spell costs double the prepared level. You decide the spell's effective level while preparing the rune and cannot change the spell level when you activate the rune. You can activate the rune multiple times.

> EXAMPLE: *Thurnia, a symbolist, prepares* hold monster, *normally a 5th level spell. She decides to create a rune as if it were cast at 8th level (the maximum she can, as she is 15th level). When she activates the rune, it will affect four creatures and she will gain 8 temporary Corruption.*

At the beginning of a long or extended rest, you must choose one of your runes to lose potency. That rune cannot be used to cast a spell until it is prepared again. At the beginning of any rest, you can choose to destroy one or more runes, in order to prepare different runes.

Runes can only be prepared during a rest. You may prepare four runes during an extended rest, two runes during a long rest and one rune during a short rest. You cannot have more active runes than twice your proficiency bonus.

Bonus Spell

At 1st level, you learn the *detect magic* spell in addition to your chosen spells.

Rune Tattoos

At 3rd level, you can make a rune tattoo that protects from weather and wind like a full set of clothes. Also, when attacked, you can spend your reaction and gain +4 to your AC until the start of your next turn and you gain 1 point of temporary Corruption. As long as you choose to continue to gain Corruption at the start of your turn, you can continue this effect for additional rounds.

At 6th level, you learn how to make a rune tattoo that glows when you take a wound. At the start of your turn, you can choose to gain 1 point of temporary Corruption and regenerate hit points equal to your proficiency bonus.

At 9th level, you make a rune tattoo that adds power to your attacks. Use your bonus action to empower yourself and gain 1 or more points of temporary Corruption. Add 1d8 radiant damage to a number of attacks equal to the Corruption gained.

Protective Runes

At 13th level, you can prepare a special rune that you can use as a reaction. You must attune to the rune, gaining 1 point of permanent Corruption. You choose *counterspell* or *dispel magic* and can now activate that spell as a reaction. The spell functions as if cast at 3rd level. You cannot use this feature again until you take a long or extended rest.

At 17th level, you can improve your special rune that you can use as a reaction for another point of permanent Corruption. It now provides the benefit of *counterspell* or *dispel magic* (your choice) as if cast at 6th level. You cannot use this feature again until you take a long or extended rest.

Theurg

You are a theurg, a priest with mystical powers. Your faith in the Lawgiver is unwavering: Prios is the sun and the light of the soul, the One who saved mankind from the bondage of the Young Gods, the creator of the world and protector of all life. From this pure spring flows extraordinary power. Your mystical knowledge would have been aimless and dangerous without your faith as a compass and foundation, as is often shown when godless mystics wield their powers.

Theurgy is nowadays understood as the teachings of the mystical force that radiates from the sun and which burns at the heart of the human spirit. Its powers are only found among the most loyal worshipers of the light: the chosen champions of Prios. The theurgs are considered the emissaries of Prios in the world of the living, and their burden is truly a great one. They lead the faithful in prayer, thereby guiding the sun through the darkness of the underworld each night. And their passion keeps the heavenly light from fading; without their strenuous work the ailing Sun God would surely die and the world would plunge into The Eternal Night.

Theurgy is an ancient tradition, first developed by the priesthoods devoted to the Old Gods. It is disputed among scholars and the learned whether witchcraft is older than theurgy or if it is the other way around. Either way, the golden age of theurgy is now. Ever since Prios earned himself the devotion and faith of most Ambrians, the bearers of the tradition have thrived. It is not important to them which of the traditions came first and which is the oldest. As far as the theurgs are concerned, the worshiping of moss and veneration of trees are unworthy of mankind's holy spirit, and most consider witchcraft to be a path that leads only to decay and sorcery. They regard wizardry – the mystical order built on the foundation of older theurgy – in much the same way, as a truly godless and morally questionable practice.

The Titles of Theurgy

The titles within the tradition of theurgy are intertwined with the Church of Prios, since theurgs are the defenders of the Church, chosen by the Sun God himself. Obedience to one's elders is both highly regarded and enforced, and the punishments for disobedience are severe. Lowest in rank are the initiates, who assist and are tutored by the Church's Brothers and Sisters, who in turn serve under the elder theurgs, called Fathers or Mothers. Within the organization of the Sun Church there are also priests who have not been granted the God-given powers of the theurgs, and they are called liturgs.

Corruption

The theurgs of Prios teach that Corruption occurs when nature is allowed to grow without being cultivated and tamed. Corruption thrives in the wild, in chaos, that which is uncontrolled by humans – and in their encounters with Davokar they seem to find all the evidence needed to support this interpretation of the world order.

Every devotee of Prios must accept the threat of Corruption and keep their inner flame burning despite the risk of taint; just as the Lightbringer Ofelya Attio is said to have proclaimed while standing at the threshold of the Dark Lords' stronghold: "Fire shall with fire be fought, darkness shall with darkness be vanquished!"

Spellcasting Ability

Theurgs rely on the teachings of the Sun God when interpreting his teachings or calling upon his power. They use Wisdom as their spellcasting ability modifier. You learn spells from the Theurg tradition list.

Bonus Spell

At 1st level, you learn the *bless* spell in addition to your chosen spells.

Turn Undead

At 3rd level, you can use the power of the Lawgiver to rebuke the undying. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead within

30 feet of you that can see and/or hear you must make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. You can perform this a number of times equal to your proficiency bonus before needing to take a long or extended rest.

At 9th level, any affected undead with a challenge rating equal to or lower than half your proficiency bonus (rounded down) are destroyed instead of turned. Player characters of the undead origin do not have a challenge rating and cannot be destroyed by this feature, though they can be turned.

Medicus

At 6th level, you can invest some of your faith into healing energies that do not incur any chance of Corruption to you. If you spend an action binding a wound, you restore one Hit Die to the treated creature. You can do this a number of times equal to twice your proficiency bonus and then must take an extended rest to recharge.

At 13th level, when you use this ability you restore 1d8 + your Wisdom modifier hit points immediately and the creature also regains the Hit Die.

Matter of Faith

When you reach 17th level, choose one of your ritual spells. Remove permanent Corruption equal to half its spell level, rounded up. This spell no longer weighs on your soul, since you have internalized its power as being provided solely by Prios.

Troll Singer

Singing as a source of power has its most evident expression in the troll-singing skalds, whose voices lay mysteries bare and win battles. Poetry and singing exist in all cultures, but they are most powerful among elves, dwarves and trolls – with the possible addition of ogres. In all of these diverse cultures, singing is often combined with physical attributes – most skalds are true warrior poets that lead their allies to victory using the great power of their voice and muscles.

As a tradition, Troll Singing is as old as the race of trolls – at least, their collective memory remembers nothing before the songs. According to myth, the troll race was created through the songs of the world, hummed by the spirits of air and dust, in rhythm with the tail of the World Serpent drumming against the bedrock.

To trolls, the songs of the skalds together with the hammering of the smiths, and the warriors' clawing at the stone walls of the Abyss compose the great hymn of life. The troll culture, yes even the existence of a single troll, is unthinkable without the songs.

Titles

Troll singers have no titles, but follow a simple apprenticeship system where a promising singer learns from a master. When an apprentice has learned enough they are tasked with serving the rulers as best they can, and later on the time comes to pass knowledge and skills on to some new apprentice.

Corruption

To willingly accept Corruption is unthinkable to most troll singers. Through the songs, the trolls remember the world as it was before the Corruption, long before humans arrived and started building their empires. When Symbaroum grew dark from hunger and rapacity, the trolls welcomed the elven intervention; they supported the Iron Pact and contributed to the birth of Davokar. At least this is said in the songs.

Nowadays, the trolls live beneath the woods in the Abyss where darkness broods; in cavities and caves it gathers in pools of malice. These birthplaces of abominations remind all trolls, singer or not, that the twilight or winter of the world has come. They also know that this twilight cannot be expelled by the eerie lights glowing in their underground halls; that this is a winter during which even the temperatures of the Underworld will not protect them from being bitten by the frost.

Spellcasting Ability

As Troll Singing is dependent on the performance of singer and song, the spellcasting ability modifier is Charisma. You learn spells from the Troll Singer tradition list.

Each spell must be sung, which always requires at least one action. If a troll singer wishes to cast a spell at a higher level they must sing an additional round for each level they wish to add. They then make their saving throw (see below) at the base spell level.

Spells whose casting time is longer than an action use the same unit of time for each spell level upgrade. For example casting *geas* as a 7th level spell would require 3 minutes (1 minute for the base casting, 1 minute for each spell level upgraded).

Songs of the Dawn

Troll singers do not gain temporary Corruption for singing their spells. Instead they must make a Charisma saving throw for each leveled casting, gaining a point of permanent Corruption on a failure. If a spell is favored, you have advantage on the saving throw. If the spell is unfavored, you gain disadvantage instead. Troll singers automatically succeed at casting cantrips. The DC is based on the spell level, using the chart below (the DC is equal to double the spell level plus 12).

SPELL LEVEL	DC
1st	14
2nd	16
3rd	18
4th	20
5th	22
6th	24
7th	26
8th	28
9th	30

Songs of the Dusk

At 3rd level troll singers have mastered the ability to invoke some of their ancient magic without the threat of Corruption. You can cast spells with a level total of up to twice your proficiency bonus, with a maximum spell level equal to your proficiency bonus without Corruption. You recover used spell levels when you complete a long rest.

> **EXAMPLE:** *If you are a 13th level troll singer, you could cast up to a 5th level spell without a saving throw and then cast two 1st level spells and a 3rd level spell, or any other combination of spells totalling 10 spell levels.*

Songs of the Masters

At 6th, 9th, 13th and 17th level, troll singers can learn one of the following songs. You begin a song by using your action on your turn. Any creature affected by the spell must be within 60 feet of you and able to hear you. You must concentrate on these magical songs just like spells. You can use a bonus action on subsequent turns to continue the same song to maintain it up to 1 minute. Singing a spell, singing a new song or ending the song causes the effect to end.

Combat Hymn

There is a raw and untamed power in singing, and some mystics learn to sing while fighting to gain considerable extra strength when battling the enemy. When you sing this song, you and up to six allies gain a bonus equal to half your proficiency bonus (rounded up) to your attack rolls and weapon damage rolls. Your weapon damage now counts as magical. You must take a short or longer rest before singing this song again.

Dancing Weapon

When you sing this song, a simple one-handed weapon that belongs to you becomes animated and can hover up to 6 feet above the ground. Other than this, it remains as it was. If it is magical, you can use any magical effect as if you were

wielding the weapon yourself. On your initiative it can move up to 30 feet and then make a single attack roll. It uses your Charisma modifier and your proficiency bonus for attack rolls and your Charisma modifier for damage. You must take a short or longer rest before singing this song again.

Heroic Hymn
When you sing this song you and up to six friendly creatures gain advantage on Dexterity, Constitution or Wisdom saving throws (the same saving throw for each). You must take a short or longer rest before singing this song again.

Retribution Hymn
Choose an enemy creature that you can see. It must make a Charisma saving throw. On a failure, when the creature does damage to you, you split the damage evenly between the two of you. In the case of an odd division, you receive the extra point of damage. You must take a short or longer rest before singing this song again.

Sustaining Hymn
When you begin this spell and on the start of your turn as long as you continue singing this song, you and up to six allies gain a number of temporary hit points equal to your proficiency bonus plus your Charisma modifier. You must take a short or longer rest before singing this song again.

Weakening Hymn
As an action, you can force up to seven creatures of your choice to make a Charisma saving throw. On a failure they have disadvantage on all saving throws until the song ends. On a success they are immune to this song for 24 hours. If you continue your singing, then a creature that failed the saving throw can repeat it at the end of their turn (with disadvantage) in order to become immune for 24 hours as above. You must take a short or longer rest before singing this song again.

Witch

Your home is the wilds; to balance your own needs with the ones of nature is your calling. As a witch you have a strong connection to the land itself and can add its primal powers to your inner strength. You negotiate with the spirits of nature, understand the flow and needs of the land, and your powers are derived from the circle of life and death.

The witches' world is composed of winds, blood and all things growing, together forming the three hazardous paths a witch has to wander: the white path where the wind wails and spirits howl; the red path of the slow-running blood; and the green path, overgrown by thickets and roots. According to the mythology of the witches, there are places where these paths converge, such as the cliff of Karvosti deep within Davokar.

Witchcraft is believed to be the oldest and most deeply rooted of the traditions. Some tutors at Ordo Magica even claim that witchcraft – despite its primitive flaws – forms the basis of theurgy, and because of this, both Theurgs and Wizards have the wise Witches of old to thank for understanding the fundamental principles of magic.

Titles
Witches believe in independence, thus they are wary of titles and hierarchical structures. The harsh living conditions of Davokar have resulted in each barbarian village housing a witch, and every witch is expected to have a helper (an apprentice). Furthermore, within each clan there is a witches' node supervised by a Keeper, often called a Hex Mistress by southern scholars. All nodes convene at Karvosti, where the High Chieftain is advised by the Huldra, the foremost of all witches, whom outsiders generally call the Arch Witch.

Corruption

For practitioners of witchcraft Corruption is viewed as nature's way of seeking balance; what the witch does to the world strikes back against him or her. The Corruption must be weighed against the necessity of what the witch is about to do and be handled accordingly. Some witches will choose to sacrifice themselves to the Corruption in order to save their people; such is the fate of a witch according to the demands of life in the gloom of Davokar.

Spellcasting Ability

You are sensitive to the natural flow of magic and the ancient power of the land. You use Wisdom as your spellcasting ability modifier. You learn spells from the Witch tradition list.

A Chosen Path

At 1st level choose one of the following paths to follow. You receive the first benefit when you make the choice and an additional benefit when you gain your next Approach feature (e.g. if you choose the Red Path at 1st level you gain Lay on Hands immediately, Nature's Embrace at 3rd level, and Song of Spring at 6th level). At 9th level, choose another path, gaining one benefit now, then 13th level and finally 17th level.

The Green Path

These features interact with nature itself.

- **Forest Trails.** You can find or create trails in Davokar or wherever you go that make travel easier. You and a number of companions equal to your proficiency bonus have advantage on saving throws against Exhaustion due to travel.
- **Shapeshifter.** You can use your action to magically assume the shape of a natural beast you have seen before. You can use this feature a number of times equal to your proficiency bonus before you have to take a short or longer rest to regain your expended uses. Your mystic level determines the type of beast you can transform into, see the table below.
- **Nature's Lullaby.** By singing softly and focusing on a particular abomination that can hear you, you and your companions can pass by it without it reacting – you are essentially invisible to the blighted creature. If anyone acts aggressively or you stop singing (to cast a spell, for example) the benefit ends. You can make use of this feature a number of times equal to your proficiency bonus and then must take a long or extended rest before using this feature again.

Beast Shapes

MYSTIC LEVEL	MAX. CR	LIMITATIONS	EXAMPLE
3rd	1/4	No flying or swimming speed	Mare Cat
5th	1/2	No flying speed	Skullan
8th	1	—	Giant Vulture

You can stay in a beast shape for a number of hours equal to half your mystic level (rounded down). You can then expend another use of this feature to remain in the beast shape. You can revert to your normal form as a bonus action and you automatically revert if you fall unconscious, drop to 0 hit points, or die.

While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as *eyebite*, that you've already cast.
- You retain the benefit of any features from your class, origin, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.
- You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

The Red Path

These powers focus on your healing features.

- **Lay on Hands.** As an action you can restore 1 plus your Wisdom modifier hit points to a creature. You can do this a number of times equal to your proficiency bonus before you must take a long or extended rest to use this feature again.
- **Nature's Embrace.** If you take a long rest in the wilderness, you can use your knowledge of natural restoratives to have a number of creatures up to your proficiency bonus regain a Hit Die. You can include yourself in this benefit.
- **Song of Spring.** You can use your action to restore 10 × your proficiency bonus of hit points to a number of allies equal to your proficiency bonus that can see and hear you. You must then take an extended rest to use this feature again.

The White Path

These powers focus on your interactions with spirits.

- **Censure Undead.** As an action, you rebuke the undead. Each undead within 30 feet that can see and/or hear you must make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is rebuked for 1 minute or until it takes any damage. A rebuked creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.
- **Call Spirits.** You can seek to communicate with the local spirits and learn something useful from them. You must spend 10 minutes preparing the area and then you invite the spirits to join you. Roll the percentile dice, if the result is equal to or lower than twice your mystic level you have been successful. The spirits might be able to provide you with extensive and helpful knowledge or a magical effect that resembles a spell of level equal to or lower than your proficiency bonus. You must take a long or extended rest before you use this feature again.
- **Purification.** Use your action to touch one melee weapon. For the next minute, that weapon does radiant damage and adds 1d4 plus your proficiency bonus to its damage total. You gain 1 point of temporary Corruption.

Nature's Bounty

At 1st level you become proficient with Alchemist's Supplies and the Field Laboratory, allowing you to create Alchemical Elixirs in the wild.

Wizard

You are schooled in the secrets of the old magic of the Order, knowledge born in the southern kingdom and refined by a millennium of research and education. To you, mystical powers are an extension of the fundamental laws of the world, laws that you have studied carefully and know how to use for effects both grand and impressive.

The powers of wizardry come from disciplined studies into the fundamental laws of nature, and from insights regarding how those laws can be used and controlled by sheer will and reason. It is a strenuous education, even without the boring everyday tasks that the novices must perform for their masters. Only half of those who begin their studies with Ordo Magica see them through, but those who prevail are rewarded with a deep understanding of the mysteries of wizardry.

Wizardry grew out of early forms of theurgy, in a time when the people of Alberetor still worshiped the pantheon of the Young Gods. Philosophers and scholars started to renounce the metaphysical ideas of the priesthood, instead regarding the laws of nature as independent from the machinations of deities. To the founders of wizardry, the Young Gods were seen as the creators of the world, but not its shepherds. Instead the world is regarded as being profoundly magical and not in need of any gods to function. Nor is the world meant to be worshiped, merely understood – and used.

The Titles of Ordo Magica

The titles of wizardry are closely linked to the competence and function, as well as the status, of the individual. The list of a novice's duties is a long one, and the commitments of the adept Wizard are considerable, though their new title comes with a touch of authority and privilege. An adept who is experienced enough to teach students carries the title Magistrate.

The Masters often have a specific area of expertise, and the few obligations they have can usually be delegated to a novice or adept under their rule. Each order chapter (commonly called "Wizards' guild") is governed by a Chapter Master, who represents Ordo Magica when dealing with the local authorities. Ordo Magica as a whole is headed by the Grand Master, stationed at the chapter in Agrella.

The title of Arch Mage is no longer in use. Before The Great War the Grand Master of the organization was chosen from within the circle of Arch Mages. But since all Arch Mages perished in the war, the Grand Master is instead chosen by, and often from among, the acting Chapter Masters.

Corruption

According to Ordo Magica, Corruption is largely misunderstood, thanks to the sermons of hot-headed theurgs and the fairy tales of witches. It all comes down to a regulated response; a reaction that occurs when a mystic uses their power to affect nature.

This is not that different from what happens when someone jumps off the stern of a boat, simultaneously pushing the boat forward with the same amount of force that goes into the jump. If the jumper is reckless, he will drop into the water; if the jumper is careful, he will land on the dock with dry shoes.

Spellcasting Ability

Wizards rely on the philosophy and knowledge taught to them during their time with Ordo Magica to understand the ancient secrets of the world. You use Intelligence as your spellcasting ability modifier. You learn spells from the Wizard tradition list.

Bonus Spells

At 1st level, you learn the *detect magic* spell in addition to your chosen spells. At 3rd level you learn *arcane lock* as a bonus spell.

At 5th level you learn your choice of *counterspell* or *dispel magic* as a bonus spell.

Loremaster

At 3rd level, the character is educated and well-versed in the ways of the world: its cultures, history, languages and artifacts. For centuries heroes, monsters and kingdoms have come and gone and left behind powerful items and secret texts. This ability represents knowledge about such things. Through extensive studies a character with this ability knows not only the story of an object but also its properties and applications.

- At 3rd level, you can attempt an Intelligence (Investigation) check to determine the properties of a magic item. On a success, if it is a magic item, you learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any. You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. The DC is dependent on the kind of magic item: common (DC 10), uncommon (DC 13), rare (DC 16), very rare (DC 19), legendary (DC 22).

  Additionally, you are proficient in both human languages (Ambrian and Barbarian).
- At 6th level, your understanding of artifacts is extensive enough that you are not as affected by their corruptive power. You may reduce your cost of a single artifact's permanent Corruption by 1, to a minimum of 1.

  You also become proficient in the ungainly tongues of both elves and trolls.
- At 9th level, you may cast spells of a level equal to or lower than your proficiency bonus directly from scrolls and such parchments.

  You gain advantage on saving throws against magical effects.

  You are proficient in the spoken and written language once used in Symbaroum and know many things about that realm's ancient people.

Overpowering Magic

At 13th level, when you cast a 1st - 5th level spell that requires an action to cast, you can use your bonus action to empower that spell. When you roll damage for the spell, you can reroll any 1s or 2s on the dice. (You must use the new value, even if it is a 1 or 2.) You must take a long or extended rest before you use this feature again.

Ritual Mastery

When you reach 17th level, you can reduce your permanent Corruption by 1 for each ritual spell that you know of 3rd level or higher.

The witches of Davokar can sometimes be seen in the company of the strange, hulking creatures called colossi. Ordo Magica's attempts to catch a specimen for study purposes have so far been in vain...

Scoundrel

IN AMBRIA THE word "scoundrel" is used broadly and refers to all who "steal" something from others, be it their trust, secrets, money or life. The calling of the warrior, to proudly face an opponent face-to-face, is an exception to this rule: it is the sneaky assassin that counts among the thieving scoundrels. In essence, warriors, craftsmen and scholars are the ideal occupations among the Ambrians; the rest are more or less regarded as scoundrels.

SCOUNDRELS AND THE ORIGINS

People at large would say that changelings and goblins are synonymous with scoundrels, and are usually surprised when they realize that ogres and humans can also be found amongst their number.

SCOUNDREL SHADOWS

The Shadows of scoundrels are invariably darker than their fellows', but the nature of their appearance varies based on their focus. A charlatan looks like they're wearing a mask or hood of deep shadow while a thug is grim and gray all over. Tendrils of darkness emerge from a treasure-hunter's heart and a ranger is cloaked by a green so dark that it seems black and it obscures their movements.

Class Features

As a scoundrel, you have the following class features:

Hit Points

- **Hit Dice:** If you are not using your origin to determine Hit Dice, your Hit Die is a d8.
- **Hit Points at 1st Level:** If you do not use your origin to determine hit points, you have 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** If you do not use your origin to determine hit points, you gain 1d8 (or 5) + your Constitution modifier per scoundrel level after 1st.

Proficiencies

- **Armor:** Light armor
- **Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords
- **Tools:** Thieves' tools
- **Saving Throws:** Dexterity, Charisma
- **Skills:** Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Shadow

Your Corruption Threshold is equal to twice your proficiency bonus plus your Charisma modifier, to a minimum of 2.

Equipment

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

- (a) a fencing sword or (b) a shortsword
- (a) a horseman's bow and quiver of 20 arrows or (b) a shortsword
- (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- (a) studded leather armor, two daggers, and thieves' tools or (b) woven silk armor

EXPERTISE

At 1st level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

At 6th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

BACKSTAB

Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with a melee weapon attack if you have advantage on the attack roll. You must be proficient with the weapon used.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Backstab column of the Scoundrel table.

APPROACH

At first level you also choose your approach, the way that your scoundrel interacts with the world: are they an Explorer, a Spy, a Treasure-hunter, a Thug, or a Sapper? Each

The Scoundrel

LEVEL	PROFICIENCY BONUS	BACKSTAB BONUS	FEATURES
1st	+2	1d6	Expertise, Backstab, Approach
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	Approach
4th	+2	2d6	Ability Score Improvement or Feat
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise, Approach
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Improvement or Feat
9th	+4	5d6	Approach
10th	+4	5d6	Ability Score Improvement or Feat
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Improvement or Feat
13th	+5	7d6	Approach
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Improvement or Feat
17th	+6	9d6	Approach
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Improvement or Feat
20th	+6	10d6	Stroke of Luck

approach deals with subterfuge and a careful approach to problems, but they typically find themselves in different environments with drastically different foes.

Your approach gives you benefits at 1st, 3rd, 6th, 9th, 13th and 17th levels.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ABILITY SCORE IMPROVEMENT OR FEAT

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Instead of improving your ability scores you can instead choose to gain a feat. See page 146 for more about feats.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an *ice storm* spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

RELIABLE TALENT

By 11th level, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

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

Scoundrel Approaches

WE COVER THE Explorer approach for those who wish to get into trouble in the wild, the Former Cultist for scoundrels with a dark history, a Guild Thief for one that follows (certain) rules, Sappers that attack the foundations of society, Spies that seek secret information on behalf of their master, Thugs that serve as the chosen enforcers of other criminals and Treasure-hunters that are only concerned with finding more valuables.

Explorer

You have chosen to turn away from civilization and strike out into the wilderness. Your home is in the deep forest or the mountain valley, where you hunt beasts for food and fur or to protect inhabitants and travelers from harm. You have learned how to stay clear of your enemies' reach while your arrows still find their mark.

Precise Shot

You can add your backstab damage to a ranged weapon attack. You must either have advantage on the attack or have an ally within 5 feet of the target and not have disadvantage on the attack.

Wilderness-master

You gain proficiency with the Nature and Survival skills along with the Light Crossbow and Longbow.

Steadfast Watch

At 3rd level, you become so adept at preparing and securing campsites in the wilderness that some of your party can gain additional benefits during a long rest. Choose a number of creatures up to your proficiency bonus to each regain a Hit Die. You can include yourself as one of the creatures.

Specialties

When you reach 6th level, choose one of the following specialties.

Marksman

Marksmen have their natural position in every army, scouting party and band of brigands. You can inflict serious damage on enemies with a bow or crossbow, hoping to either bring them down or at least make sure that they do not reach your allies who are equipped only for melee combat.

- At the start of your turn you can use your bonus action to aim. Your speed becomes 0 and you now have advantage on ranged weapon attacks.
- At 9th level you score a critical hit on ranged weapon attacks with a natural roll of 19 or 20 on the die.
- At 13th level you no longer suffer disadvantage for being at long range.

Monster Lore

The character is schooled in the lore of beasts and knows the secrets of most monsters. Many monsters possess special abilities and unique attacks as well as weaknesses which are good to know about when trying to bring them down.

- Make an Intelligence (Nature) check with the DC equal to 10 plus the challenge rating (rounding down for fractional ratings) of any beast, giant, humanoid or plant. On a success, the GM must inform you of any vulnerabilities, resistances or immunities the creature possesses and provide you with a general assessment of its threat to the party ('minimal', 'average', or 'severe').
- At 9th level, you can also make the same assessment of dragons, elementals, fey and monstrosities.
- At 13th level you can make the same assessment for abominations, constructs, oozes and undead.

Sixth Sense

When moving through dark forests or mountain tunnels, one's eyes are no longer very useful. Lighting a lantern or torch may attract dangers, so the explorer had better learn to rely on their other senses. With dedicated training it is possible to awaken these other senses and sharpen them to the brink of eeriness.

- You can see in dim light as if it were normal light. In complete darkness, you rely on your other senses to give you blindsight within 30 feet. You never receive disadvantage on Wisdom (Perception) checks due to darkness.
- At 9th level, you are always aware of your environment and cannot be surprised.
- At 13th level, your blindsight increases to a 90-foot range.

Wilderness Home

At 17th level you are almost more comfortable in the wilderness than civilization. You and a number of creatures equal to your proficiency bonus can take long or extended rests almost anywhere in the wilderness. Your camp is always considered a safe location.

Former Cultist

Many sorcerers foster cults around themselves and their beliefs, promising drug-induced insights and black salvation to those willing to follow the mystic into the dark. Not many defect from such cults and those who do and survive more than a few days are fewer still, hunted as they are by both the cult they left behind and by witch hunters and Black Cloaks. The situation is not made any easier by the defector's own burdens – memories of services rendered to please their master and explicitly cruel actions performed in the name of the cult weigh most Former Cultists down and haunt their nightmares long after leaving the master.

You might have been a deeply convinced fanatic, or someone for whom the membership was more of a practical choice motivated by ambition or greed. However, if one is to believe the interrogation protocols of the Black Cloaks, desperation is the most common characteristic among cultists – the injustices of life combined with a charismatic leader who promises redemption and strength can be an attractive combination. But no matter your background, the choices of the cultist were never innocent; your hands are forever colored by blood.

Channeling

You were taught some of the lesser powers of your sorcerous master. Like other Sorcerers, your spellcasting ability modifier is Charisma. You learn spells from the Sorcerer tradition list.

Corruption threshold = (your proficiency bonus × 2) + your Charisma modifier
Spell save DC = 8 + your proficiency bonus + your Charisma modifier
Spell attack modifier = your proficiency bonus + your Charisma modifier

You know two cantrips and one 1st level spell from the sorcerer list, plus the *detect magic* spell. You do not have any favored spells. You learn spells according to the following chart, and can cast any spell you know at any time, gaining Corruption each time:

LEVEL	CANTRIPS KNOWN	TOTAL SPELLS KNOWN PER LEVEL 1ST	2ND	3RD	4TH
1st	2	1	—	—	—
3rd	3	2	1	—	—
6th	4	3	2	1	—
9th	5	4	3	2	1
13th	5	4	4	3	2
17th	5	4	4	4	3

The Darkened Path
Like your former master, you are used to bearing Corruption as you seek power. When you make a Corruption check, you have advantage on the d20 roll. Note: this is for the initial roll to determine if you gain a mark of Corruption, not the roll to determine the mark's nature.

Alchemy
At 3rd level, you gain proficiency with Alchemist's supplies, which you can use to produce elixirs (see page 180) or identify drugs and poisons, or to gain clues as to where they came from. You have a natural talent to create elixirs. You can also make a DC 10 Intelligence (Alchemist's supplies) check to produce one dose of a weak or basic elixir. You must take an extended rest before using your talent again to manufacture an elixir.

- When you reach 9th level, you can make a DC 15 Intelligence (Alchemist's supplies) check to produce one dose of a moderate elixir or 1d3+1 doses of a weak or basic elixir. You must take an extended rest before using your talent again to manufacture an elixir.
- When you attain 17th level, you can make a DC 20 Intelligence (Alchemist's supplies) check to produce one dose of a strong elixir, or 1d3+1 doses of a moderate elixir, or 1d6+2 doses of a weak or basic elixir. You must take an extended rest before using your talent again to manufacture an elixir.

Poisoner
At 6th level, you become bold enough to try your hand at the arts of poison. While taking a short or long rest, you can prepare a weapon or 20 pieces of ammunition with a poisonous coating. Make a DC 15 Intelligence (Poisoner's kit) check:

- If you succeed by 5 or more, the weapon adds (a) 1d6 poison damage to any successful strike and (b) the creature must make a Constitution saving throw vs 8 + your Intelligence modifier + your proficiency bonus or become poisoned for one minute.
- If you score a normal success, you can choose either (a) or (b) but not both.
- If you fail by four or less, the creature must make a Constitution saving throw as (b), but the Poisoned effect lasts only until the end of its next turn and it takes no damage.
- If you fail by five or more the poison has no effect.

In any case, the poison lasts only until your next rest, at which time you must either reapply it or go without.

At 13th level the poison damage rises to 3d6.

Guild Thief

The Guild Thief has a long, if not proud, tradition rooted in Alberetor, a tradition that emerged stronger after the relocation to the north. Each of Ambria's towns has at least one Thieves' Guild, larger ones often have one based in each district or block.

Not just anyone is qualified to be a Guild Thief. Sure, pickpockets and simplistic thugs may prove to be suitable recruits but only the most cunning and agile can hope to gain membership in the Guild. To strike unnoticed and know who is untouchable are matters of principle to the Guild Thief.

Speciality
Each Guild Thief chooses one avenue to specialize in:

- **Fence Work.** Become proficient with Deception if you're not already. You have a Market contact.
- **Overhead Work.** Become proficient with Acrobatics if you're not already. Your climb speed is equal to your normal speed.
- **Special Work.** You focus on higher-end targets. Gain a Noble contact.
- **Streetwise Work.** Become proficient with Sleight of Hand if you are not yet. You have an Alleyway contact.

If you gain a contact, this is a person you can have a social challenge (page 36) with to learn appropriate information.

Blade Work
If you are wielding only knives or daggers, add your ability modifier to damage with your off-hand weapon.

At 6th level, you are an expert at close-in fighting. If you're wielding knives or daggers in both hands and your opponent has longer weapons they have disadvantage on their attack rolls against you. Natural weapons don't trigger this feature.

Cheap Shot

At 3rd level, you've mastered such alleyway techniques as "gutter-kiss" (a head-butt) and "goblin-squeeze" (groin kick). You do 1d6 bludgeoning damage with your unarmed strikes.

At 9th level you can use your bonus action to gain one of the following benefits:

- Make two additional unarmed attacks.
- Make a single strike that, instead of doing damage, may stun your opponent. The target must make a Constitution saving throw against 8 + your Dexterity modifier + your proficiency bonus. On a failure, they are stunned until the end of your next turn.

Opportunist

When you reach 13th level, you have advantage on any opportunity attacks. If you deal damage to a creature with an opportunity attack their movement becomes zero.

Trapper

At 17th level, you can use your action during combat to deploy an alchemical or mechanical trap within 5 feet of your position. You are never threatened by the trap but treat movement within 5 feet of a trapped area as difficult terrain. See page 186 for rules on traps.

Sapper

War can be won on battlefields or through sieges, and both of these require advanced field-works. In Ambria, most such tasks are handled by Her Majesty's Sapper Corps, 7th Army, Yndarien. Ordo Magica also has a department for battlefield alchemy at their headquarters in Agrella. Known as The Panzer Alchemists, this elite group of Sappers serves the duchy of Kasandrien. The other duchies also have Sapper squads, though not of the same caliber. All Sappers are trained in the use of siege weapons, from ballistae to trebuchets, and the most qualified can handle alchemical weapons. Sappers are also trained to craft simple fortifications, like barricades for cavaliers, trenches and undermining tunnels.

Ordo Magica has realized that ogres are well equipped to be Panzer Alchemists and the Wizards are supervising attempts to school a number of ogres in the use of alchemical weapons. These pensive giants have also convincingly proven that the heavy alchemical firetube can be employed as an effective, two-handed crushing weapon (counts as a great club). This is assumed to increase the life expectancy of the Sappers, since those who discharge an alchemical firetube often are at a worryingly short distance from the enemy.

Blacksmith

All peoples in Ambria and Davokar have their own blacksmiths, which says something about their importance. Master smiths are revered in all cultures, but especially among Ambrians and trolls.

You become proficient with smith's tools if you are not already. This feature may be used when you have downtime (see page 40) to produce metal implements. The base time requirement is 1 day per 5 thaler of market value, rounding up, and the material cost is half the market value. You can make a DC 15 Strength (Smith's Tools) check with the following effects:

- If you succeed by 5 or more, you can both halve the material cost and the total amount of time required.
- With a regular success you can either halve the material cost or the total amount of time required but not both.
- With a regular failure there is no change.
- With a failure by 5 or more, either the time required is doubled or the material cost is increased by half (to 75% of the market value).

Firetube
Also at 1st level, a Sapper can choose to relinquish their sword and gain a portable alchemical firetube instead. You become proficient with alchemical weapons. Untrained use is dangerous and Sappers don't loan out such weapons easily.

You become proficient with alchemist's supplies if you were not already. You can make firetube powders using the DCs given and can make up to three powders per day of downtime (see page 40). Each powder requires raw supplies equal to half its market cost or one downtime day of gathering materials from the wild.

Siege Expert
At 3rd level, you have been trained to identify weaknesses in inanimate objects. You do double damage to such objects and structures. You also become proficient with siege weapons.

When you reach 9th level, you can add your backstab damage to an attack on an object. You then double the total damage done, as above.

Weapons Specialist
At 6th level, you are extensively trained on using alchemical weapons. You can now use an alchemical firetube to do backstab damage as long as all other conditions of the backstab are met.

Fast Work
At 13th level you can use your cunning action feature to throw a grenade or set a breaching pot.

Alchemical Expert
By the time you reach 17th level, your alchemical experiments have made you an expert in the field. You gain advantage on any alchemist's supplies check.

Spy

Already during The Great War there were secret agents working for the King and the court in Alberetor. After the war, the agency lay dormant until the recent troubling times made Queen Korinthia breathe life into what is called the Royal Sekretorium.

The Sekretorium consists of a number of reliable nobles who secretly enforce the Queen's command to infiltrate various operations and hunt for sensitive information – or spread disinformation. The committee is led by high-borns, while the field work is carried out by nobles of lower rank. A vital part of the operations is aimed at Korinthia's own allies within the Sun Church, Ordo Magica, the military and also the duchies of the realm, meaning the Queen's close relatives. Some Spies are not equipped to handle the intrigues and moral ambiguities; others are cast out in the cold after incriminating failures. Former Spies of the Queen often live short lives, constantly on the run from both enemies and their former superiors.

Some other organizations surely have a few spies placed in Ambria, causing many people to be suspicious of converted barbarians, changelings, abducted humans who have returned, and other strangers.

Dissembling Words
Spies gain proficiency in the Deception skill.

Network of Contacts
As a spy, you've built up a group of individuals that can provide you with information. You number of contacts is equal to twice your proficiency bonus. When you first take this approach and each time your proficiency bonus increases, you can select new contacts. You can learn appropriate information from them or arrange a meeting with a person of that social level by meeting with your contact (see social challenges, page 36).

Each belongs to one of the following types:

- **Alleyway Contact.** This contact is in touch with the shady dealings of a community and the lowest rungs of society.
- **Market Contact.** This contact is involved in the trade concerns of the community and the middle class merchants and traders.
- **Noble Contact.** This contact is involved in the political concerns of the community and the machinations of the royalty and other nobles for control of the community.

Feint
You have developed techniques for feinting – handling a weapon in both a discreet and confusing manner. You must be wielding a weapon with the finesse property to use these features.

At 1st level you can use your bonus action to intentionally leave an opening free in your defense to take advantage of later. Until your next turn, when an opponent attacks you they have advantage on the attack but you can use your reaction to make an attack roll immediately after their attack. Attackers lose advantage once you use your reaction.

At 6th level, you can use your bonus action to make a feint against an opponent. Make a Dexterity (Sleight of Hand) check against an opponent's armor class. If successful, you have advantage on attacks against that opponent until the end of your turn.

Twin Attack
At 3rd level, if you are wielding a finesse melee weapon in your primary hand and a light weapon in the other hand, you add your ability modifier to damage rolls with your off hand.

At 9th level you can wield a finesse weapon in each hand and add your ability modifier to damage rolls with each hand.

Poisoner
At 6th level, you become bold enough to try your hand at the arts of poison. While taking a short or long rest, you can prepare a weapon with a poisonous coating. Make a DC 15 Intelligence (Poisoner's kit) check and compare it to below:

- If you succeed by 5 or more, the weapon adds 1d6 poison damage to any successful strike and the creature must make a Constitution saving throw vs 8 + your Intelligence modifier + your proficiency bonus or become poisoned for one minute.
- If you score a normal success, you can choose one of the above effects but not both.
- If you fail by four or less, the creature must make a Constitution saving throw as above, but the Poisoned effect lasts only until the end of its next turn and it takes no damage.
- If you fail by five or more the poison has no effect.

In any case, the poison lasts only until your next rest, at which time you must either reapply it or go without.

At 13th level the poison damage rises to 3d6.

At 17th level, the poison damage rises to 5d6.

Thug

The eastern districts of Yndaros are a wilderness as dangerous as Davokar, and just as rewarding for those who know how to harvest its fruits. You grew up on streets whose gangs have taught you the art of making a profit from others' hard work, right under the noses of the city watch. Other Thugs rise through the ranks by becoming employed by barons or counts, free to act as ruffians and enforcers without being bothered by the Queen's watchmen.

You have always preferred the direct approach, dispensing violence directly against your enemies and your employer's enemies.

Twin Attack
At 1st level, if you are wielding a finesse melee weapon in your primary hand and a light weapon in the other hand, you add your ability modifier to damage rolls with your off hand.

At 6th level you can wield a finesse weapon in each hand and add your ability modifier to damage rolls with each hand.

Acrobatic Fighter
By 3rd level, if you are not already proficient with Acrobatics you become proficient with that skill. When a weapon attack targets you, you can use your reaction to make a Dexterity (Acrobatics) check with the attack roll result as the DC. If you succeed, you take no damage from the attack.

Strangler
Once you reach 9th level, if you are grappling a living creature your size or smaller and are not carrying anything else, you may use a garrote to strangle the creature as your action. If you have a creature garroted at the start of their turn, they begin to choke and will become unconscious after a number of rounds equal to their Constitution modifier. A garroted creature can't call out for help, but might be able to get an ally's attention by other means.

At 13th level, when you have a creature garroted they have disadvantage on their Escape attempts.

At 17th level, when you grapple a creature you can use Dexterity (Acrobatics) to initiate the grapple.

Treasure-hunter

The depths of Davokar hide many treasures; to locate, salvage and return them to civilization is your bread and butter. You dream of overgrown ruins and fantasize about sunken temples. Unlike many others, you have proven yourself willing to risk your life in order to succeed. You have developed an impressive set of skills in order to do just that and there are few situations within Davokar for which you have not prepared a strategy.

Steel Throw
At 1st level, you can use your Backstab feature if you make a ranged weapon attack with a throwing weapon.

By 13th level, you have become an expert at throwing weapons. You do not receive disadvantage with throwing weapons for being at long range and score a critical hit on a natural roll of 19 or 20.

Tactician
Also at 1st level, you have extensively studied small-scale combat. You have advantage on initiative rolls.

Alchemy
At 3rd level, you gain proficiency with alchemist's supplies, which you can use to produce elixirs (see page 180) or identify drugs and poisons, or to gain clues as to where they came from. You can also make a DC 10 Intelligence (Alchemist's supplies) check to produce one dose of a weak or basic elixir. You must take an extended rest before trying again to manufacture an elixir.

- When you reach 9th level, you can make a DC 15 Intelligence (Alchemist's supplies) check to produce one dose of a moderate elixir or 1d3+1 doses of a weak or basic elixir. You must take an extended rest before trying again to manufacture an elixir.
- When you attain 17th level, you can make a DC 20 Intelligence (Alchemist's supplies) check to produce one dose of a strong elixir, or 1d3+1 doses of a moderate elixir, or 1d6+2 doses of a weak or basic elixir. You must take an extended rest before trying again to manufacture an elixir.

Fast Hands
Also starting at 3rd level, you can use the bonus action granted by your Cunning to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Nimbleness
At 6th level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier. You also have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

Treasure Surveyor
At 9th level, you have a keen eye for value and when you find a curiosity or a Mystical treasure in a ruin you can double its value at market.

You can hunt for fabled artifacts in the monster infested forest, or you can aim for the coins and other valuables hidden in the city of Yndaros. Not to say that the latter is easier or less dangerous.

Warrior

THE BARBARIAN CLANS of Davokar and the kingdom of Ambria house many traditions of war and combat. Some warriors are professionals – soldiers with a pragmatic point of view, regarding warfare as a vocation. Others stem from noble families and bloodlines, and consider the glory of battle to be a part of their heritage. To some the art of war is nothing more than a method needed to survive, while others use their prowess in battle for a higher purpose, such as serving Prios the Sun God or restoring family honor lost during The Great War.

Regardless of culture and origins, the warrior's main arena is the battlefield, where he or she often assumes the role of a heavily armed shock trooper. The warrior can also contribute to effective problem-solving, mainly through their capacity to lead.

WARRIORS AND THE ORIGINS

Ogres are commonly considered to be exemplary warriors, closely followed by humans and trolls. Changelings are seldom regarded as classical warrior material, and the same goes for goblins. You can definitely find warriors among changelings and goblins, but these tend to rely on agility and finesse rather than on raw physical strength.

Class Features

As a warrior, you have the following class features:

Hit Points

- **Hit Dice:** If you are not using your origin to determine Hit Dice, your Hit Die is a d8.
- **Hit Points at 1st Level:** If you do not use your origin to determine hit points, you have 8 + your Constitution modifier.
- **Hit Points at Higher Levels:** If you do not use your origin to determine hit points, you gain 1d8 (or 5) + your Constitution modifier per warrior level after 1st.

Proficiencies

- **Armor:** All armor, shields
- **Weapons:** Simple weapons, martial weapons
- **Tools:** None
- **Saving Throws:** Strength, Constitution
- **Skills:** Choose three from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, and Survival.

Shadow

Your Corruption Threshold is equal to twice your proficiency bonus plus your Charisma modifier, to a minimum of 2.

Equipment

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

- (a) chain shirt or (b) studded leather armor, longbow, and 20 arrows
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) a dungeoneer's pack or (b) an explorer's pack

BATTLE WIND

You are familiar with the ebb and flow of battle and know how to defend yourself against the wild blows of desperate opponents. When you are hit by an attack roll you can use your reaction to gain temporary hit points equal to 2d4 + your Constitution modifier. You immediately gain the temporary hit points and can apply damage from the triggering attack to them.

You can use this feature a number of times equal to your proficiency bonus and then you must take a long or extended rest before using this feature again.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Archery

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

Defense

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

Dueling

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

Great Weapon Fighting

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

Polearm Fighting

When wielding a reach weapon, you can use your reaction to impose disadvantage on a melee attack roll within your reach.

The Warrior

LEVEL	PROFICIENCY BONUS	FEATURES
1st	+2	Battle Wind, Fighting Style, Approach
2nd	+2	Action Surge
3rd	+2	Approach
4th	+2	Ability Score Improvement or Feat
5th	+3	Extra Attack (2)
6th	+3	Approach
7th	+3	Indomitable
8th	+3	Ability Score Improvement or Feat
9th	+4	Approach
10th	+4	Ability Score Improvement or Feat
11th	+4	Extra Attack (3)
12th	+4	Ability Score Improvement or Feat
13th	+5	Approach
14th	+5	Ability Score Improvement or Feat
15th	+5	Action Surge
16th	+5	Ability Score Improvement or Feat
17th	+6	Approach
18th	+6	Extra Attack (4)
19th	+6	Ability Score Improvement or Feat
20th	+6	Undying Courage

Shield Fighting
If you make a successful melee attack roll you can use your bonus action to slam the target with your shield. If the target is your size or smaller, it must make a Strength saving throw against 10 plus your Strength (Athletics) modifier. On a failure you can choose to move it 10 feet in a line, or cause the creature to become prone.

Snare Fighting
If using a weapon with the ensnaring property and you make a successful attack roll, you can spend a bonus action to forgo doing damage, instead tripping the target and causing it to fall prone. This only works on creatures your size or smaller with two or less legs or similarly shaped targets.

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

APPROACH
At 1st level you also choose your approach to the profession of fighting. Are you a Berserker, dangerous to friends and foes alike? A studied Duelist used to combat against a single opponent? A Knight who has pledged their very life to the protection of the kingdom? A Rune Smith using custom weapons? A faithful Templar? Or one of the dangerous Wraithguard?

Your approach gives you benefits at 1st, 3rd, 6th, 9th, 13th and 17th levels.

ACTION SURGE
Starting at 2nd level, you can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action. Once you use this feature, you must finish a rest of any length before you can use it again. Starting at 15th level, you can use it twice before a rest, but only once on the same turn.

ABILITY SCORE IMPROVEMENT OR FEAT
When you reach 4th level, and again at 8th, 10th, 12th, 14th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Instead of improving your ability scores you can instead choose to gain a feat. See page 146 for more about feats.

EXTRA ATTACK
Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 11th level in this class and to four when you reach 18th level in this class.

INDOMITABLE
Beginning at 7th level, you can reroll a saving throw that you fail. If you do so, you must use the new roll, and you can't use this feature again until you finish a long or extended rest.

UNDYING COURAGE
At 20th level you can shrug off effects that would incapacitate lesser warriors. When required to make a saving throw you can choose to pass it instead. If you do so, you cannot do so again until you take a rest of any length.

Warrior Approaches

THOSE WHO FIGHT have a variety of techniques from the wild attacks of Berserkers to the controlled grace of the Duelist, the protective arts of the Knight or the Rune Smith, the strange techniques of the Tattooed Fighter, the faith of the Templar and the unwavering resilience of the Wrathguard.

Berserker

Spirits of rage follow you and fill you with uncontrolled ferocity in battle. When you are not in combat you are of a thoughtful and patient disposition, a contrast that makes you both appreciated and feared. The barbarians speak of the Guard of the Slumbering Wrath (see page 145), that serve as the High Chieftain's bodyguard – do you dream of joining their ranks, or do you seek to defeat one of them as revenge for taking your place among them?

Rage

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll. The bonus damage is 1 + half of your proficiency bonus, rounded down.
- You have resistance to bludgeoning, piercing, and slashing damage.
- If you are able to cast spells, you can't cast them or concentrate on them while in a rage.

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

Once you have used your rage a number of times equal to your proficiency bonus, you must finish a long or extended rest before you can use this feature again.

Reckless Attack

Starting at 3rd level, you can throw aside all concern for defense to attack with fierce desperation. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

Mindless Rage

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

Brutal Critical

At 9th level, if you are raging, you can roll one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

At 13th level, this increases to two additional dice.

At 17th level, this increases to three additional dice.

Incredible Might

Beginning at 17th level, if your total for a Strength check is less than your Strength score, you can use that score in place of the total.

THUS SPOKE AROALETA

"... and he who was called 'first among equals' was nevertheless the fastest, the toughest and the most skilled with the spear; he was Maiesticar, the pillager who thrust Spiderbane at the heart of the Spider King, and all the way through."

Duelist

Honor and glory is everything for a warrior, and even better if one can defend their name with some flair and finesse. You have been living your whole life guided by that code and the fact that you are still alive undoubtedly speaks well of your talent.

Feint

You have developed techniques for feinting – handling a weapon in both a discreet and confusing manner. You must be wielding a weapon with the finesse property to use these features. At 1st level you can use your bonus action to intentionally leave an opening free in your defense to take advantage of later. Until your next turn, when an opponent attacks you they have advantage on the attack but you can use your reaction to make an attack roll immediately after their attack. Attackers lose advantage once you use your reaction.

At 6th level, you can use your bonus action to make a feint against an opponent. Make a Dexterity (Sleight of Hand) check against an opponent's armor class. If successful, you have advantage on attacks against that opponent until the end of your turn.

Twin Attack

When you reach 3rd level, if you are wielding a finesse melee weapon in your primary hand and a light weapon in the other hand, you add your ability modifier to damage rolls with your off hand.

At 9th level you can wield a finesse weapon in each hand and add your ability modifier to damage rolls with each hand.

Bladed Defense

At 13th level, when you wield two melee weapons increase your armor class by 2.

Lightning-Quick Blades

Also at 13th level, if you wield two melee weapons, when you use your reaction to make an opportunity attack you make two attack rolls, one with each hand.

Acrobatic Footing

At 17th level, you are immune to the prone condition, as you've trained yourself to roll with any blows and then immediately regain your stance.

Knight

You are a noble Knight who fights to break the enemy's lines or to hold your own. Heavily armored on the outside and with a deep sense of duty on the inside, you fight for the favor of your lord, the lives of your allies or your own family's glory.

Maybe you dream of one day becoming a member of the Queen's royal guard, the Pansars, or a Templar fighting in the name of Prios.

Bodyguard

You are trained to put yourself between those you escort and any danger.

You can use your reaction to take a blow meant for another creature within 5 feet of you. You must be within 5 feet of the attacker. The attack roll against the original target is compared to your armor class and you take damage only if it would strike you.

At sixth level, when you use your reaction for this feature you may also make a single attack roll against the attacking creature if you are wielding a weapon capable of hitting it.

Two-handed Force

At 3rd level, if you are wielding a two-handed heavy or massive melee weapon and miss an attack roll, you can use your reaction to reroll that attack.

At 9th level when you wield a heavy or massive melee weapon you score a critical hit on a roll of 19 or 20 on the die.

Equestrian

At 9th level, you are adept at handling mounts in combat and can force an opponent to always attack you and ignore your mount. You also gain proficiency in Animal Handling.

Man-at-Arms

At 13th level you become an expert with armor, being able to position it for maximum effect and familiar with wearing it. Your armor class is improved by 1 as long as you are wearing armor. Furthermore, your time required to don or doff armor is half the normal amount.

Peerless Effort

By 17th level, you have advantage on all melee weapon attack rolls.

Rune Smith

Among the trolls there are warriors who have sworn a holy oath to only fight with weapons of their own making, dressed in armor crafted by their own massive hands. These Rune Smiths count among the most skilled craftsmen of the Underworld and are fierce warriors. It seems ogres are also drawn to the fire of creation, just as elves appreciate the art of the forge, the hammer often held by abducted humans.

In Ambria, there are strong blacksmith traditions but even if blacksmiths are often seen wielding their own weapons, most of them lack the dedication the trolls show on the battlefield. However, lately the old secrets have begun spreading to Ambria, lifting its blacksmiths to new heights.

Blacksmith

All peoples in Ambria and Davokar have their blacksmiths, which says something about their importance. Master smiths are revered in all cultures, but especially among Ambrians and trolls.

You become proficient with smith's tools if you are not already. This ability may be used when you have downtime (see page 40) to produce metal implements. The base time requirement is 1 day per 5 thaler of market value, rounding up, and the material cost is half the market value. You can make a DC 15 Strength (Smith's Tools) check with the following effects:

- If you succeed by 5 or more, you can both halve the material cost and the total amount of time required.
- With a regular success you can either halve the material cost or the total amount of time required but not both.
- With a regular failure there is no change.
- With a failure by 5 or more, either the time required is doubled or the material cost is increased by half (to 75% of the market value).

Two-handed Force

At 3rd level, if you are wielding a heavy or massive melee weapon and miss an attack roll, you can use your reaction to reroll that attack.

At 9th level when you wield a heavy or massive melee weapon you score a critical hit on a roll of 19 or 20 on the die.

Hammer Rhythm

As a weapon, the hammer is ancient and its brutal simplicity may in the right hands pound forth a deadly rhythm echoing over the battlefield. You are one of those who, through training and experience, can utilize the force of the hammer, whether in its single-handed or heavy version.

At 6th level you can crush the enemy's shield with the hammer. After a failed attack roll where the opponent defends with a shield, you may use your bonus action to roll a Strength check against the target's Armor Class. If successful, a wooden shield shatters to splinters while a metal shield is torn from the opponent's arm and dropped. The shield carrier also suffers 1d6 bludgeoning damage from the heavy blow.

At 13th level you can use your hammer to shove your opponent. After a failed attack roll, you can use your reaction to grip the hammer with both hands and use it to ram the enemy. Make an opposed Strength check with the target. On a success, you can either move the target 5 feet or make them prone. On a failure you and the target remain where you are.

Iron Fist

At 17th level, you are trained to use your strength for maximum effect on a target in melee combat. You have advantage on all strength based attack rolls. You may use your reaction to add your proficiency bonus to a melee damage roll.

Tattooed Fighter

Many barbarian warriors have their bodies covered with tattoos, but the Tattooed Fighters of Vajvod differ in that they are tattooed by symbolists – mystics with a special understanding of the power of symbols. The foremost among the tattooed fighters has the honor to serve as the guards of Clan Vajvod's chieftain.

There are also goblins and trolls among the Tattooed Fighters, totally unrelated to the work of Vajvod's symbolists. Amid both trolls and goblins, these warriors comprise an elite among the elite. The Tattooed Fighters are often seen fighting alongside their ruler on the field of battle, be it down in the Underworld or in the shadowy depths of Davokar.

Unarmored Defense

While you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. If you are unarmored your base speed increases by 10 feet.

Rune Tattoos

The rune crafters of Clan Vajvod in eastern Davokar often tattoo themselves and their allies with powerful runes. These runes seem almost alive and glow red-hot when activated in combat. The character carries such tattoos, either self-made or granted to the character as a gift or a reward, likely for a service of great importance for the symbolist who made it.

At 1st level, the rune tattoo protects from weather and wind like a full set of clothes. When attacked, you can spend your reaction and gain +4 to your AC until the start of your next turn and you gain 1 point of temporary Corruption. As long as you choose to continue to gain Corruption at the start of your turn, you can continue this effect for additional rounds.

At 3rd level, the rune tattoo adds power to your attacks. Use your bonus action to empower your weapon and gain 1 point of temporary Corruption. Add 1d6 radiant damage to each attack until the beginning of your next turn.

At 6th level, the rune tattoo glows when you take a wound. At the start of your turn, you can choose to gain 1 point of temporary Corruption. If so, you regenerate hit points equal to your proficiency bonus.

At 9th level, the rune tattoo adds even more power to your attacks. Add 1d8 radiant damage (instead of 1d6) to each attack.

At 13th level the increased power becomes 1d10 radiant damage per attack and at 17th level it is 1d12 radiant damage per attack.

Templar

The church of Prios and its representatives are protected by the Knights of the Dying Sun, heavily armed and with the fire of faith burning behind their breastplates. The power of faith makes the armor of the sun knights harder than steel. Their mere presence repels abominations by the sheer radiance of their conviction or by weapons burning with Prios' holy rage.

Lately, a schism is said to have grown between the commander of the Templars and the Church's Curia in Templewall. Initially, the dispute was about how to handle the ancient sun temple found close to Karvosti, but apparently there are other ideological differences between the Knights of the Dying Sun and the Sun Church in general. What will come of this conflict is not easily guessed; some dismiss it as a natural effect of the Church's development, others whisper of a possible division of the Church, in line with the conflicting views that exist regarding the dying Prios and humanity's role in the drama.

Armored Mystic

Despite your extensive training in weapons and warfare, you have also been introduced to the ways of the mystic (see page 108). Like other Theurgs, your spellcasting ability modifier is Wisdom. You learn spells from the Theurg tradition list.

If your Wisdom modifier is higher than your Charisma modifier, you can use it instead of Charisma to calculate your Corruption Threshold.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier
Spell attack modifier = your proficiency bonus + your Wisdom modifier

You know two cantrips and one 1st level spell from the Theurg list, in addition to the *bless* spell. You do not have any favored spells. You learn spells according to the following chart, and can cast any spell you know at any time:

LEVEL	CANTRIPS KNOWN	TOTAL SPELLS KNOWN BY LEVEL 1ST	2ND	3RD	4TH
1st	2	1	—	—	—
3rd	3	2	1	—	—
6th	4	3	2	1	—
9th	5	4	3	2	1
13th	5	4	4	3	2
17th	5	4	4	4	3

Holy Aura
At 3rd level, your devotion to Prios and understanding of his power has suffused your very muscles with magical power. When you make a successful melee attack roll you can choose to gain Corruption just as if you were casting a spell that you know. Roll for temporary Corruption as normal and add three times that amount in radiant damage to your attack.

> EXAMPLE: *Brinana is a 3rd level Templar fighting a Blighted enemy. She can cast up to second level spells and decides to unleash that power when her sword strikes her adversary. She gains 4 (1d4 + 2) temporary Corruption and does 12 points of radiant damage in addition to her weapon damage.*

Theurgy
By 6th level, you have learned more of the secret arts taught by the Church of Prios. You can choose either the 'Turn Undead' feature or the 'Medicus' feature below:

Turn Undead
You can use the power of the Lawgiver to rebuke the undying. As an action, you present your holy symbol and speak a prayer censuring the undead. Each undead within 30 feet that can see and/or hear you must make a Wisdom saving throw against your spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. You can do this a number of times equal to your proficiency bonus before needing to take a long or extended rest to use the feature again.

Medicus
You can invest some of your faith into healing energies that do not incur any chance of Corruption to you. If you spend an action binding a wound, you restore one Hit Die to the treated creature. You can do this a number of times equal to twice your proficiency bonus and then must take an extended rest to recharge.

Witchhammer
At 9th level, your weapons are imbued with the power of Prios. Add 1d8 radiant damage to all of your melee weapons.

At 13th level this becomes 1d10 and at 17th level it becomes 1d12 radiant damage.

Weapon Master

You have dedicated yourself to the mastery of a single weapon. Among the warriors of Ambria and Davokar there are those who have committed themselves to becoming true masters of a specific weapon. Through persistent training, these Weapon Masters have become very skilled with their weapon of choice, and often adhere to a philosophy about the struggle between life and death.

They are known as Sword Saints in Ambria, devoted to perfecting their skill with the chosen weapon. Among barbarians there are the Axe Artists, often wielding one axe in each hand – a tradition also adopted by some of the goblin tribes of Davokar. The elven equivalent to a weapon master is called a Spear Dancer, an art form also practiced by abducted humans. Among trolls, chain weapons are considered extra noble, both very demanding and very effective in the right hands. Such Flailers, in the form of ogres, can often be found in the gladiatorial arenas of Ambria.

Fighting Style Mastery

You gain the appropriate benefit based on your chosen weapon mastery:

- If you are a Sword Saint, then the Dueling fighting style provides +3 bonus damage.
- If you are an Axe Artist, then one of your two weapons used in Two-Weapon Fighting does not need to be light. (It cannot be heavy, massive or two-handed.)
- If you are a Spear Dancer, then your spear counts as having reach.
- If you are a Flailer, when you use a bonus action to trip an opponent they also take damage equal to your Strength modifier.

Acrobatic Fighter

At 3rd level, if you are not already proficient with Acrobatics you become proficient with that skill. When a weapon attack targets you, you can use your reaction to make a Dexterity (Acrobatics) check with the attack roll result as the DC. If you succeed, you take no damage from the attack.

Combat Speciality

At 6th level, your intense dedication to your weapon training shows itself with a new feature:

- For Sword Saints, you can use your reaction after taking damage from a melee attack to make a single attack roll against that attacker with your sword if the attacker is in reach.
- For Axe Artists, when you succeed at your first attack roll you can use your reaction to gain advantage on your second attack roll.
- For Spear Dancers as long as you wield only your spear, you have a +1 bonus to AC.
- For Flailers, when an attacker fails on their attack roll, you can use your reaction to ensnare their weapon. Make an opposed Strength check, if you succeed the attacker is disarmed.

Combat Mastery

At 9th level, your continuing dedication to your weapon training provides another feature:

- For Sword Saints, you can use your reaction after a missed melee attack to make a single attack roll against that attacker with your sword if the attacker is in reach.
- For Axe Artists, you score a critical hit with either of your axes when you roll a 19 or 20 on the d20 for an attack roll.
- For Spear Dancers, when you make a successful attack roll you can use your bonus action to force the target creature to make a Dexterity saving throw with the DC equal to the attack roll. On a failure, the creature is knocked prone.
- For Flailers, when you miss with your weapon you can use your reaction to whip the chain back and make a second attack roll.

Man-at-Arms

At 13th level you become an expert with armor, being able to position it for maximum effect and familiar with wearing it. Your armor class is improved by 1 as long as you are wearing armor. Furthermore, your time required to don or doff armor is half the normal amount.

At 17th level the bonus to your armor class becomes +2 and you can don or doff armor in one-quarter the normal time.

Wrathguard

The High Chieftain of Karvosti is guarded by a select number of warriors in the Guard of the Slumbering Wrath. Anyone who has met a Wrathguard in combat knows that there is nothing drowsy about them. On the contrary, the blood of a Wrathguard boils with fighting spirit, and the Huldra teaches them to use that passion effectively. To damage a Wrathguard is to wake their fury; to badly hurt an experienced guard is like summoning a furious aboar in human shrouding.

Every clan sends their nine most skilled warriors to Karvosti to become members of the Wrathguard. Nominations are made by the clan chieftains when one of their representatives falls in combat or – in singular cases – retires. He or she who is appointed can hardly say no, partly because the mission is regarded as one of the most honorable a clan warrior can be tasked with, partly because a rejection likely would mean exclusion from the clan or see the warrior branded as an outlaw. There are tales of barbarians who have been appointed to the Wrathguard after having left their clans, and therefore refused to serve. But it is also said that the defiance of these defectors always ends up costing them their lives, sooner or later...

Wrathful Fury

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

- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you gain a bonus to the damage roll. This bonus damage is equal to 1 + half of your proficiency bonus, rounded down.
- If you are able to cast spells, you can't cast them or concentrate on them while in the wrathful fury.

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

Once you have used your wrathful fury a number of times equal to your proficiency bonus, you must finish a long or extended rest before you can use this feature again.

Blood Combat

At 3rd level, if you are in a wrath and current hit points are equal to half or less of your maximum hit points (rounded up), you have advantage on all your attack rolls.

At 6th level, if you are in a wrath and current hit points are equal to half (rounded up) or less of your maximum hit points, you add your proficiency bonus to your damage rolls.

At 9th level, when you are in a wrath and you do damage to any enemy you recover hit points equal to half that damage, rounded down. When you recover hit points you cannot exceed your maximum hit point total.

Relentless

At 13th level, your wrath can keep you fighting despite grievous wounds. If you drop to 0 hit points while you're in a wrathful fury and don't die outright, you can make a DC 5 Constitution saving throw. If you succeed, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. When you finish a short or longer rest, the DC resets to 5.

Champion of the Wild

At 17th level, you embody the power of the wilderness. Choose Strength or Constitution. Your chosen score increases by 4 and your maximum for that ability score is now 24.

Feats

A FEAT REPRESENTS a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, your class gives you the Ability Score Improvement feature. Using the feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. For example, the Grappler feat requires you to have a Strength of 13 or higher. If your Strength is reduced below 13 somehow – perhaps by a withering curse – you can't benefit from the Grappler feat until your Strength is restored.

The rules for feats are optional and each gaming group must decide whether they add something positive to the game or not. If put into play, these rules will primarily affect the way characters are created and developed. There are three types of feats:

- Boons and burdens provide interesting features and role-playing hooks together in a package. Any character can take a boon or a burden.
- Some feats are based on a character's origin. Whether endemic to a particular society or a matter of birth, only certain characters can choose these feats.
- Some feats are based on the character's class. These feats either provide bonus features or unlock special knowledge based on the role you've chosen to play.

The Marshes on the border between New Beretor and Clan Vajvod are protected by a regiment of Queen's Rangers, but only a fool would believe that their presence means it is safe to travel the area.

BOONS AND BURDENS

Boons and burdens provide additional roleplaying hooks and many of them provide a bonus to an ability score at the same time. Choose from these lists to provide extra color to your characters, setting them aside from a common origin or class.

Boons

The following feats generally provide limited benefits for a specific situation, or might allow a character to do something that would otherwise be impossible. Many boons provide a bonus, increasing one of your ability scores by 1 as well.

Absolute Memory

- **Bonus:** +1 to Intelligence
- **Restriction:** Dwarves cannot take this feat (they have it as part of their origin already)

You come from a culture or tradition that does not use writing, but which instead has developed memory techniques to preserve and transmit vital knowledge. You remember everything seen or heard, which means that the player may ask the Gamemaster about details perceived by the player character during their past adventures. The Gamemaster must answer as thoroughly as possible.

Boons

Absolute Memory	Forceful Personality
Archivist	Green Thumb
Augur	Heirloom
Beast Tongue	Hideout
Bloodhound	Impressionist
Blood Ties	Manipulator
Cat Burglar	Medium
Commanding Voice	Mirage
Con Artist	Pathfinder
Contacts	Pack-mule
Double-tongue	Pet
Enduring March	Poison Resilient
Enterprise	Servant
Escape Artist	Shadow Spawn
False Identity	Soulmate
Fire Forged	Storyteller
Fleet-footed	Telltale
Forbidden Knowledge	Tough

Archivist

- **Bonus:** +1 to Intelligence

You are trained to organize and search for information. You gain advantage on Intelligence (Investigation) checks when researching in archives and libraries.

Augur

- **Bonus:** +1 to Wisdom

You have always seen signs others have missed, and easily conduct rituals dealing with fate or hidden information. When you learn a divination spell as a ritual you gain one less permanent Corruption than normal, to a minimum of 1 permanent Corruption.

Beast Tongue

- **Bonus:** +1 to Wisdom

You can speak to creatures from the monster category Beasts. Beasts have their limitations but can answer questions about which creatures are in, or have traveled through, an area, and also estimate their numbers (one, two or many). The beasts do not perform any services; they talk to you as equals.

Bloodhound

- **Bonus:** +1 to Wisdom

You have a developed sense for finding people, no matter if the traces of their presence are found on the ground, in a lair or among discovered belongings. You have advantage on Wisdom (Perception or Survival) checks when pursuing a specific individual.

Blood Ties

- **Bonus:** +1 to an ability score of your choice.

You have established a mystical blood tie to a creature of a different origin. Because of this link, you can later on choose a feat belonging to the origin of the blood-friend (see page 153). It is most likely that the blood tie of the character is linked to another cultural origin, but beasts and other creatures are a possibility. The story of how the character came to enter into the relationship is probably interesting and telling of your life history, and maybe also of your morals and worldviews.

Cat Burglar

- **Bonus:** +1 to Dexterity

You are trained to open locks, latches and bolts, and disarm traps. You are proficient with thieves' tools.

Commanding Voice

- **Bonus:** +1 to Charisma

You have a well-tuned and loud voice, able to rise above the clamor of combat. As a bonus action, you can allow any allies within 60 feet of you that can hear you to gain advantage on Charisma saving throws until the start of your next turn. You do not gain advantage yourself.

Con Artist

- **Bonus:** +1 to Wisdom or Charisma (your choice)

You have been trained to quickly twist the truth, and to generalize or exaggerate when it is called for. You have advantage on both Charisma (Deception) and Wisdom (Insight) checks regarding lies; hence, both for making a lie and noticing when others are lying. The lie's veracity is usually found out quickly, so the liar must hurry if they are to take advantage of it.

Contacts

- **Bonus:** +1 to Charisma

The character has served in an organization or traveled far and wide, and has therefore spun a wide web of contacts. With a successful DC 10 Charisma check, the character implores a contact to help with a specific question, precarious situation or other matter. The contact will help to the extent possible, but rarely risks life or limb. The contact may not be available directly – that depends on who is included in the character's web of contacts. Suitable factions and people when it comes to specifying the character's contacts are: the Queen's Army, the Queen's Rangers, Thieves' Guilds, Witches, Ordo Magica, the Church of Prios, the Noble Houses and Treasure Hunters.

Double-tongue

- **Bonus:** +1 to Charisma

Double-tongue is a language developed by the Thieves Guild in Yndaros – you say one thing but mean another. This way, sensitive conversations can be held within earshot of outsiders. If multiple characters know Double-tongue, they can speak about secrets without risk – provided that the bystanders do not know the language as well...

Enduring March

- **Bonus:** +1 to Constitution

After having marched many, many miles in military columns or through the wilds, you have advantage on Constitution saving throws during forced marches (see page 34).

Enterprise

- **Bonus:** +1 to Intelligence or Charisma

You own some kind of establishment – a small tavern, a smaller store or some other simple craft service like a cobbler or trinket shop. Other alternatives are a theater or a troupe of acrobats. The enterprise can be stationary in a place often visited by the characters between adventures, or it can be mobile in the form of a wagon or a river boat if that feels more reasonable.

During an extended rest, you may make a DC 15 Intelligence or Charisma check. A success renders a profit of 10+1d10 thaler, after all expenses have been paid. This goes into the enterprises' reserves. A failure indicates a loss of thaler equal to the roll. If the business does not have any reserves to pay what it owes, it may operate until the next

extended rest. If it fails again, the enterprise cannot try again until you spend some downtime on site, correcting any issues. If more than one character has Enterprise, they can be part of the same establishment or business. If so, both characters roll a profit check each. Characters that visit the enterprise can withdraw money from the business's reserves, or add to the reserves from their own funds.

Escape Artist

- **Bonus:** +1 to Dexterity

You have loose joints and have been trained to utilize this in order to get free from bonds or squeeze through narrow passages. You can also get free from the clutches of an enemy or out of traps such as nets and snares. In all these cases, you have advantage on the escape attempt.

False Identity

- **Bonus:** +1 to Charisma

You have a false identity, complete with clothes, equipment and papers to back it up. The identity is so well-crafted that it cannot be exposed unless the person who created it (usually a prominent member of the organization or faction to which the character belongs) discloses it – or if you do something clearly revealing.

Fire Forged

- **Bonus:** +1 to Constitution

You were born beneath a glowing celestial phenomenon or were the only one to survive a devastating fire. You are resistant to fire damage.

Fleet-footed

- **Bonus:** +1 to Strength

You can move at an unusually high speed. You can use your bonus action to Dash.

Forbidden Knowledge

- **Prerequisite:** You must be 12th level or higher
- **Bonus:** +1 to Intelligence

You have come to possess the secrets of the mystical processes regarding artifact crafting; maybe as a result of espionage or after having served a far-traveled master. During an extended rest, you can create a lesser artifact, including those belonging to the secrets of other traditions.

Forceful Personality

- **Bonus:** +1 to Charisma

You know how to be threatening in an effective way and can scare people into acting according to your will, if only for a short while. You have advantage on Charisma (Intimidation or Persuasion) checks pertaining to threats, interrogation and coercion. The effect is momentary; later the victim will likely retaliate against you when a chance presents itself.

Green Thumb

- **Bonus:** +1 to Wisdom

The character has a mystical connection to all growing things and has advantage on Wisdom(Survival) checks related to challenges in the wilds, such as orienting in the woods and finding food and shelter.

Heirloom

- **Bonus:** +1 to Strength

You have inherited a family heirloom. Choose a weapon or armor from the lists starting on page 162 that costs 50 thaler or less. You acquire the gear without paying for it.

Hideouts

- **Bonus:** +1 to Intelligence

Many organizations and networks regularly establish hideouts in Ambria and the outer regions of Davokar; guilds and factions like witches, the Queen's Rangers and most barbarian clans maintain such places for their members. The character knows of, and has access to, a series of such hideouts, linked to a specific group. There they can lay low and replace or repair vital equipment, including weapons and armor.

When you need to find a hideout, make a DC 15 Intelligence check – a success means that you recall the location of a place in the vicinity. The location is hidden, safe and contains equipment to a value of 10 thaler; the character decides what is kept in the hideout, items and/or coins. If you take something from a hideout, you're expected to replace it later, or at least report what was taken and for what purpose.

Impressionist

- **Bonus:** +1 to Charisma

You are a skilled impressionist, whether trying to impersonate a type of person belonging to your origin or imitating a specific individual. You gain advantage on Intelligence or Charisma checks when trying to impersonate a type of person (for instance a town guardsman) rather than a specific individual. If you have a disguise kit then you have advantage on impersonating a specific individual that shares your origin. If you are impersonating a type of person from a different origin then you have disadvantage on the check; impersonating a specific individual of a different origin is almost always impossible.

Manipulator

- **Bonus:** +1 to Charisma

You know how to manipulate others, using flattery, threats, or a combination thereof. It takes time to influence someone; it requires a scene of emotional manipulations to achieve the intended effect. Once you've chosen a victim, you have advantage on Charisma checks for that manipulation. On the other hand, the influence lasts longer than when simply lying – the victim accepts the sentiments as its own and will defend them long after the manipulator has left the place.

Medium
You grew up in the presence of ghosts and have developed a connection to the realm of spirits. You have advantage on saving throws and ability checks regarding the spirits or the spirit world.

Mirage
You have a mystical gift and may weave momentary mirages from thin air; flames that emit no heat jump between your hands, tiny figures of light dance in the air, and so on. You can also weave false images over smaller objects, for instance making pebbles appear as shining coins. You can cast *prestidigitation* without gaining any Corruption.

With Mirage, you may make an opposed check – your Charisma (Deception) vs their Wisdom (Insight) to dupe someone into accepting fake goods or payment in the form of illusory coins, to a maximum "value" of a hundred thaler. Also, Mirage can grant advantage on a Charisma check when you threaten someone with "powerful magic."

Pathfinder
❖ **Bonus:** +1 to Wisdom
You have well-tuned senses for spotting and following tracks, both below ground and on the surface. You have advantage on Wisdom (Survival) checks when trying to follow a trail or find the way to, or back from, a place.

Pack-mule
❖ **Bonus:** +1 to Strength
You can carry equipment weighing up to 20 times your Strength score in pounds (9 times your Strength score in kilograms).

Pet
You have a trusty friend in the form of a jakaar or mare cat – any beast will do, so long as it is CR 1/4 or less. The pet is unswervingly loyal to you. In combat and problem-solving you play it almost as a second character, but you must use your bonus action to coax it to make use of its action. It shares your initiative count and acts immediately after your turn. It does not gain experience points and cannot develop its stats. If the pet dies, the character can have it replaced at the start of the next adventure.

Poison Resilient
❖ **Bonus:** +1 to Constitution
By carefully exposing yourself to toxins, you have built up a remarkable resilience. You have resistance to poison damage and advantage on saving throws to avoid the poisoned condition.

Servant
You have a personal servant. It may be an employed attendant, a serf chamber boy or something like that. The servant is loyal to you, but is otherwise useless in terms of skills. It can perform simple chores, stand guard at night or convey messages to others, but it will not contribute in dangerous situations. The servant is played by the Gamemaster and should be provided a suitable personality.

Shadow Spawn
❖ **Bonus:** +1 to Dexterity
You were born during a solar eclipse and ever since then shadows are drawn to you. You have advantage on any Dexterity checks when sneaking or hiding.

Soulmate
You have a soulmate, either in the romantic or familial sense. Irrespective of which, you may telepathically communicate simple messages and feelings to your counterpart. You always know approximately where the other person is and if they are in any kind of trouble. The counterpart may be a non-player character important to the game or the character of another player; talk to your gaming friends and decide what is best. In the latter case, it is enough that one of the characters acquires the boon in question. If the soulmate perishes then after a period of grieving you can gain +2 to an ability score of your choice as you redirect your energies.

Storyteller
❖ **Bonus:** +1 to Charisma
You are a gifted storyteller and no matter if you narrate legends, religious myths or burlesque tales, you will impress the audience. You gain advantage on Charisma (Deception or Performance) checks when attempting to weave a credible story to impress your listeners, and you are skilled enough to earn an income from your performances (see Downtime, page 40).

Telltale
❖ **Bonus:** +1 to Charisma
You have ears and a tongue for gossip and can sniff out rumors and also pass them on to new places. You have advantage on all Charisma or Wisdom checks in connection to hearing, spreading or realizing the truth behind rumors.

Tough
❖ **Bonus:** +1 to Constitution
You have a tough body and a strong soul, meaning that your heart keeps beating when the hearts of others would give up. You have advantage on death saving throws.

Burdens

Burdens are negative traits which add to the character's history and also provide opportunities to earn inspiration by using the negative effects in game. Using burdens is considered an optional rule (even more so than the choice to use feats themselves), so the gaming group has to reach a common understanding on whether or not to do so. You might, for example, have each character begin with a single burden, improving their stats but setting the stage for possible disaster.

Addiction

- **Bonus:** +2 to an ability score (see below)

You have developed an addiction and must have a dose of your drug each day, or suffer from withdrawal symptoms. The drug (wine (Constitution), dream snuff (Wisdom), daft root (Strength) or similar drugs) costs one shilling per dose. An alchemist can create the drug for themselves or a friend for half that price.

Each day without the drug, you must also pass a DC 10 Wisdom saving throw. If it fails, you will abandon all other projects and start hunting for the daily dose. Withdrawal symptoms give a level of exhaustion each day, with no non-magical way to recover the exhaustion. After the fifth day, you begin to recover exhaustion as normal, and you become free of the drug once you have no exhaustion remaining. Once free, you only need to make the Wisdom saving throw once a month or on a triggering event (GM's discretion).

Arch Enemy

- **Bonus:** +2 to Charisma

You have, by actions or name, made an arch enemy. This individual has devoted their existence to destroying – and in the end, taking – your life. At least once during each adventure, the influence of the arch enemy will show. They primarily act through others; hiring thugs or spreading lies in the hope that others will make life difficult for the character. Exactly who this arch enemy is, why they hate the character and what resources are at hand, is for the player and Gamemaster to decide. However, it cannot be someone who is easily avoided or stopped from acting out their hatred.

Bestial

- **Bonus:** +2 to Constitution

You have a bestial appearance, in the form of one (or a few) conspicuous traits – jakaar eyes, aboar tusks, lindworm scales on arms and neck, or something else arousing fear and disgust.

Concealing the traits requires you to pass a DC 10 Charisma saving throw. If the save is failed, you have disadvantage on all Charisma (Deception, Performance or Persuasion) checks. However, the bestial exterior grants advantage on Charisma (Intimidation) checks. As soon as they can, those subjected to your intimidation efforts – whether or not it is successful – will report you to the Town Watch (or similar authorities) as a suspected abomination.

Burdens

Addiction	Impulsive
Arch Enemy	Nightmares
Bestial	Mystical Mark
Bloodthirst	Seizures
Code of Honor	Sickly
Dark Blood	Slow
Dark Secret	Wanted
Elderly	Ward

Bloodthirst

- **Bonus:** +2 to Strength

You have a thirst for blood, easily awoken and hard to quench. The thirst appears if you take damage and means that you will not spare any enemies – not even if they surrender. Trying to spare an enemy requires an almost overpowering effort; you must succeed at a DC 20 Wisdom saving throw.

Code of Honor

- **Bonus:** +2 to Wisdom

You have adopted a very strict code of honor, applicable in all situations but especially burdensome in combat. The code might specify that all opponents must be defeated, or that you never stand down from a fight or that every battle must be an honorable battle one on one. Work with your GM to determine the specifics.

Dark Blood

- **Bonus:** +1 to two different ability scores of your choice, +2 to permanent Corruption

Dark blood flows through your veins, passed down from an ancestor, or as a result of being cursed. Maybe you were simply born in the wrong part of Davokar at the wrong time. The dark blood always comes with some effect, roll on the Marks of Corruption table on page 38. The listed mark is permanent.

The character may acquire and develop the following monstrous traits by selecting them as feats: Natural Weapon, Armored, Robust, Regeneration, Wings. (See the *Ruins of Symbaroum Bestiary* for more information). You gain 2 additional points of permanent Corruption each time you gain a monstrous trait.

Dark Secret

- **Bonus:** +2 to Charisma

You have some kind of dark secret, which threatens to destroy your reputation and life if revealed. Maybe you were a member of a corrupted cult, killed someone, or protected a murderer and never got caught. Should the dark secret become publicly known, you have disadvantage on Charisma checks whenever the other party knows (and cares) about the secret.

Once per adventure there is a risk that the secret will be exposed; the character must make a DC 10 ability check, with the ability chosen based on the circumstances. If failed, someone discovers a clue which can lead to the truth. Maybe some kind of physical evidence surfaces (a letter, for instance)? Is it a witness claiming to have seen something or is the character talking in his sleep? Whether the suspicious person is a non-player character or a character, you must lay their curiosity to rest or suffer the consequences. This normally requires an opposed Charisma (Deception) vs Wisdom (Insight) check. Note that a non-player character may want to extort, rather than expose, the character.

Elderly

- **Bonus:** +2 to Wisdom

You are past your prime and have both good and bad days. If the first ability check of the day is a success, it is a good day and everything seems to be alright; if the first check of the day is a failure, it is a bad day – the gout sets in, all your joints are aching or you are out of breath even when seated. You have disadvantage on ability checks until you succeed at one, at which time this effect ends.

Impulsive

- **Bonus:** +2 to Strength or Charisma

You act before thinking. This means that as soon as the player declares that the character does something, you act – and cannot have second thoughts. The only way for you to restrain yourself is to take a point of temporary Corruption as your internal conflict allows darkness to seep in.

Nightmares

- **Bonus:** +2 to Constitution

You are haunted by nightmares each and every night, possibly because of something you have experienced, or for more abstruse reasons, such as an ominous omen or the consequence of a family curse. Each night, you must pass a DC 10 Constitution saving throw or gain a level of exhaustion.

Mystical Mark

- **Bonus:** +2 to Charisma

You have a mystical mark somewhere on your body, maybe a birthmark or a scar gained later in life, that requires effort to conceal. Whatever the origin, you are at risk of being mistaken for having a blight-mark. In situations when it is relevant, you must pass an opposed Charisma (Deception) versus Wisdom (Perception) roll or attract unwanted attention (which can take different forms depending on the situation).

Seizures

- **Bonus:** +2 to Intelligence or Wisdom

You are afflicted by a sensitive mind, meaning that you can be exposed to violent cramps throughout the body when excited or stressed. If you roll a natural 1 on an ability check you become stunned for 1d4 turns. Afterwards you gain 1 level of exhaustion.

Sickly

- **Bonus:** +2 to Wisdom

You suffer from a chronic disease, making you weak but also giving you insight into healing and your body's structure. Normally, your weakness does not show, but when you must make death saving throws they are at disadvantage.

Slow

- **Bonus:** +2 to Wisdom

You move at an unusually slow pace. Reduce your base speed by 10 feet, to a minimum of 10 feet.

Wanted

- **Bonus:** +2 to Charisma

You are wanted for a some kind of serious crime, either justly or falsely accused. The effect is that you risk getting recognized and hunted. Once per adventure, you must pass a DC 10 Charisma (Deception) check to avoid being identified by authorities.

Ward

- **Bonus:** +2 to Intelligence or Charisma

You are responsible for another person, your ward. The ward can be a beloved child, an elderly but respected mentor, a soulmate or just an annoying relative whose welfare is connected to a future inheritance for the character. You pay your ward's lifestyle expenses, which include basic caregiving, but also must sometimes attend to them directly, for example the ward might get into trouble and need your aid. The Gamemaster plays the ward, who has no stats and gains no experience points for adventuring.

If the ward dies or goes missing, you are afflicted by other problems; sorrow and remorse, mirrored by changing this burden into a suitable burden (the bonus from this burden fades and the bonus from the new burden is added). If you protected the person from love, burdens like Addiction or Nightmares can be appropriate. And if the protection was related to personal gains, maybe Wanted or Arch Enemy is better – the relatives of the ward do not easily forget the character's betrayal.

Origin Feats

THERE ARE CERTAIN features that you might inherit because of your origin. In many cases, you might have always had the potential for this feature but only just begun to concentrate on developing and using it reliably in recent days.

ABDUCTED AND HUMANS

Some humans, including those abducted by the elves, have the ability to see the shadows of creatures and people, if they concentrate upon them.

Shadow-sight

Some humans are sensitive to the ethereal echoes of Shadows and, when concentrating, can see them. If you take this feat, you can spend a bonus action and take 1d4 temporary Corruption to discern a creature's Shadow, and judge it to be normal, blight-stricken, blight-marked or thoroughly corrupt (see page 38).

The Gamemaster will compare your passive Insight to the target's passive Deception. If you fail, you see the creature's normal shadow, as it looked before suffering any corrupting influences.

CHANGELINGS

Some changelings retain the ability to disguise themselves magically.

Change Self

You transform your appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. You can make yourself appear as a member of another origin, though none of your statistics change. You can only appear as a creature of the same size category as you, and your basic shape stays the same; you can't use this effect to become quadrupedal, for instance. The effect ends at dawn, but you can use this effect again after a short or longer rest, so that you can continue the disguise as needed.Suspicious folk might reveal the truth by making a Wisdom (Insight) vs Charisma (Deception) check.

DWARVES

All dwarves hold grudges, but for some, the anger can manifest in a magical revenge against their enemies.

Retribution

When you are in danger, you can speak a word of power as a reaction and select an enemy creature within 30 feet that can hear you. For the next minute, whenever you take damage from the chosen enemy, it is divided in half and assigned both to you and that enemy (you take the additional point if the damage amount is odd). After the effect ends, you must take an extended rest before using this feature again.

ELVES

The study of magic, especially the nature-based approaches of the witches of Davokar, comes easily to the elves.

Ancient Magic

At the end of a short rest, choose a number of cantrips from the Witch approach (see page 189) equal to your proficiency bonus. You can cast these spells without gaining any Corruption.

GOBLINS

Despite their small stature goblins can endure a tremendous amount of pain.

Tough and Stringy

When rolling hit points for a new level, if you receive less than the average (4) you can reroll the Hit Die. You must use the new value. If using the average value, use 5 on even levels and 4 on odd.

OGRES

While ogres tend to be smaller than their cousins the trolls, they are mere inches away from qualifying as Large creatures.

Big-boned

◆ **Bonus:** +1 to your Strength modifier.

You are just at the edge of Medium size and have more muscle mass than most creatures your size. When determining your carrying capacity and lifting capacity you count as Large (double the amount a Medium creature can carry or lift). You also count as being Large when creatures try to grapple you.

TROLLS

The trolls of Symbaroum are hardy creatures, some of them seem to feel no pain at all in combat.

Robust

You are exceptionally sturdy and many hurts fail to do lasting damage to you. Reduce any nonmagical damage you take by an amount equal to your proficiency bonus.

UNDEAD

The newly arisen undead are rumored to subsist on raw flesh. Some of them seem especially revitalized by this unusual diet.

Ravenous Hunger

If your current hit points are less than 1/4 of your maximum hit points (rounded down), you are overcome by an almost undeniable hunger. If you take your action to feast on raw flesh then you recover 1d4 plus your Constitution modifier in hit points. This effect ends when you start your turn with more than 1/4 of your maximum hit points and will not occur again until you take a short or longer rest.

The many sculptures and statues found throughout Davokar come in different sizes, shapes, and postures, and a good deal of them are horrifying to behold – twisted and bizarre, more monster than human.

Class Feats

A CERTAIN SELECTION of feats are available to specific classes. These are additional features that only a specific class can learn. For the mystic, some of these features provide access to spells that are otherwise unavailable.

CAPTAIN

As a battlefield leader, you can train yourself to instill fortitude in your allies, aid them in combat and defend yourself admirably.

Battle Speech

- **Prerequisite:** Your Charisma must be 13 or higher.

As a reaction when you roll initiative and are not surprised, you can make a speech to fortify your companions. You and up to six other creatures of your choice that can hear and understand you gain temporary hit points equal to your proficiency bonus plus your Charisma modifier for the next hour.

Command Expert

You have trained extensively to lead others in battle. You gain a number of Command dice (d6s) equal to your proficiency bonus. Using your reaction you can add a Command die to an ally's weapon attack or damage roll. You regain any spent Command dice when you take a short or longer rest.

Parry

- **Prerequisite:** Either your Strength or Dexterity must be 13 or higher.

You can use your reaction to a melee attack to add your proficiency bonus to your armor class. If your new armor class is higher than the attack roll you take no damage. You must be wielding a melee weapon.

HUNTER

As a master of ranged weaponry, you can become an exceptional guard, and learn to deliver extraordinarily precise shots that can amaze and amuse your allies.

Overwatch

You can spend up to two hours each day in a state of heightened awareness, usually as part of your nightly watch duties. During this time you cannot be surprised, have advantage on initiative rolls and have advantage (+5) on your passive Perception checks that rely on sight.

Ranged Expert

You have trained extensively in ranged combat. You gain a number of Ranged dice (d6s) equal to your proficiency bonus. On your turn you can use your bonus action to add a Ranged die to your ranged attack roll or your weapon damage if you succeed with a ranged attack. You regain any spent Ranged dice when you take a short or longer rest.

Trick Shot

- **Prerequisite:** Your Dexterity must be 13 or higher.

You have practiced performing exceptional shots with your ranged weapon. You can use one of your attacks to provoke an object interaction (such as shooting a lantern to put out its flame, hitting a switch or lever, cutting a rope, etc.) If you attempt to knock a weapon out of a creature's control, it can make a Strength saving throw with your attack roll as the DC to retain control of the weapon.

MYSTIC

As a master of magic you might excel in combat situations, learn additional spells from your research or become inducted into one of special orders within your magical organization.

Combat Magic Expert

You have trained extensively to use your magic in combat. You gain a number of Combat dice (d6) equal to your proficiency bonus. On your turn you can use a bonus action to add a Combat die to your spell attack roll or your spell damage. You can use your reaction to add a Combat die to a saving throw to maintain concentration.

You regain any spent Combat dice when you take a short or longer rest.

Confessor

- **Prerequisite:** You have taken the Theurg approach and attained at least 11th level in the mystic class. You cannot take both the Confessor and Inquisitor feats.

Some theurgs regard themselves as herdsmen of the people, as missionaries and healers. These Confessors primarily work to enforce that which is good, keeping the flickering light of Prios alive by providing it with fuel. They are often found in leading positions, within or outside the Church, in order to reach as many people as possible when working to spread light and truth. Many of the highest leaders and greatest theurgs in the Church of Prios wander the road of the Confessor. You gain the following benefits:

You learn the following rituals: *lifegiver, exorcism, atonement*. You gain only 3 permanent Corruption for these rituals and do not gain any Corruption when you cast them.

Dedicated Focus

- **Prerequisite:** Your spellcasting ability score must be 13 or higher.

Choose one of the schools of magic (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy or transmutation). When you learn a spell of the chosen school you can learn a spell of the same school that is the same level or lower.

Demonologist

- **Prerequisite:** You have taken the Sorcerer approach and attained at least 7th level in the mystic class.

Beyond the world – or between worlds, if one believes in the existence of multiple worlds – lays the Yonderworld. In the Yonderworld soul-eating creatures roam, indistinguishable from abominations to the common man. Sorcerers appreciate the likeness, but call them "daemons" in acknowledgment of their differing origins. The daemons can be forced, lured or invited into the physical world by those who know of passages between the worlds.

You learn the following ritual: *summon daemon*. You gain only 1 permanent Corruption for this ritual and do not gain Corruption when you cast it at the basic option (see page 206).

The History of Demonology

Many demonologists regard their trade as vastly different from that of other sorcerers. In essence, they see themselves as explorers, seekers of the truth, and as more advanced compared to mossy Wizards who are satisfied poking around in the soil of the "Here-and-Now." Sadly, they will likely never gain the admiration and respect they think they deserve.

According to many legends, the demonologists of the past invited Corruption into the world, precisely because they were scratching and tearing at the world's fabric. Later stories blame them for having destroyed the once so lush realm of the Dark Lords, Lyastra. If anything, the demonologists will always be seen as the worst kind of sorcerers.

Extensive Learning

- **Prerequisite:** Your spellcasting ability score must be 13 or higher.

Choose four spells on your spell list that are equal to or lower than your maximum spell level. You learn those spells. You can take this feat more than once, learning four new spells each time.

Inquisitor

- **Prerequisite:** You have taken the Theurg approach and attained at least 11th level in the mystic class. You cannot take both the Confessor and Inquisitor feats.

For some theurgs, whether among priests or Black Cloaks, the hatred of the dark is so strong that they choose the inquisitor's road: to seek out and destroy the enemies of Prios. Inquisitors are happy to cooperate with Templars and other members of the Church; they are not interested in understanding the darkness and tend to rely on cunning, ambushes and assassination to reach their goals, never brute force like the Templars.

To most inquisitors, sorcerers and their followers have no right to exist, and for that reason no moral consideration is necessary when they are fighting the dark.

You learn the following rituals: *holy smoke, anathema, purgatory*. You gain only 3 permanent Corruption for these rituals and do not gain any Corruption when you cast them.

Necromancer

- **Prerequisite:** You have taken the Sorcerer approach and attained at least 9th level in the mystic class.

The Spirit World is the outer realm of the world, where the dead journey towards their final rest – if they are not disturbed by a necromancer on the way. Necromancers can force the spirits of the outer realm to return, in order to relay their secrets or to occupy a dead body and serve the death mage as a dragoul or some other undead being. An understanding of the mechanics of death also gives the necromancer access to ghastly powers and rituals.

You learn the rituals *spirit walk, animate dead, commune with spirits*. You gain only 3 permanent Corruption for these rituals and do not gain any Corruption when you cast them.

Pyromancer

- **Prerequisite:** You have taken the Wizard approach and attained at least 9th level in the mystic class.

For pyromancers, the element of fire has a special allure. By studying the essence of fire, the pyromancer learns to master the exothermic principle to such a degree that fire is transformed into an ally and a shelter, rather than being a dangerous element.

You learn the following rituals: *tale of ashes, flaming servant, fire soul*. You gain only 3 permanent Corruption for these rituals and do not gain any Corruption when you cast them.

Secrets of the Order

- **Prerequisite:** You have taken the Staff Mage approach and attained at least 7th level in the mystic class.

Deep within Davokar, ruined monasteries contain secrets practiced for generations. These mysteries are taught to those trusted by the order, or to its members who have achieved much in their battle against Corruption. With knowledge of these secrets a Staff Mage truly becomes one with their staff.

You gain the following three abilities:

- **Mastery.** Twice per day you may invoke your mastery over your staff by using an action to magically fix it in place. Until you spend an action to release the staff it will not move, even if it is defying gravity. Whilst under this effect the staff may hold up to 8,000 lbs of weight. More weight than this causes the staff to release and fall. A creature can make a DC 30 strength check, moving the staff

10 ft. on a success. You must be able to see your staff and be within 100 ft. of it to be able to activate this feature.

- **Unity.** As a bonus action you may fuse your staff with your own body, drawing it into yourself. Whilst fused in this manner the staff weighs nothing and cannot be detected or discovered by other creatures. As another bonus action you call forth your staff causing it to grow from your palm ready to be used. After the first hour of being fused with you, any permanent Corruption begins to be drawn to you. At the end of the second hour the staff loses a point of permanent Corruption and you gain that point. This effect continues each hour until the staff has no permanent Corruption left.
- **Strength.** You draw vigor from wielding your staff, whilst you are touching your staff you have advantage on saving throws against poison and diseases. In addition, while you are wielding your staff as a weapon, you have advantage on ability checks to resist being pushed or knocked prone.

SCOUNDREL

You are a master of stealth and thievery. You might focus on being flexible and fast, or disappearing into darkness or surprising folks in combat.

Nimble

- **Prerequisite:** Dexterity 13 or higher.

You are extraordinarily dexterous:

- Your base speed increases by 10 feet.
- You can make a Dexterity (Acrobatics) check instead of a Strength (Athletics) check to climb surfaces.
- If you suffer falling damage, you can make a DC 10 Dexterity saving throw. On a success you take half damage from the fall.

Shadow Walker

- **Prerequisite:** Dexterity 13 or higher.

You are an expert at stealth. You gain the following benefits:

- You have advantage on Dexterity (Stealth) checks as long as you are obscured from any observers.
- If you are hidden, a failed attack roll does not reveal your location.

Skirmish Expert

You have trained extensively in close-in spontaneous combat. You gain a number of Skirmish dice (d6s) equal to your proficiency bonus. When it is your turn, if you are unarmed or are using an improvised weapon, you can use a bonus action to add a Skirmish die to your attack roll or damage roll.

You regain any spent Skirmish dice when you take a short or longer rest.

WARRIOR

As a master of weapons and strength, you might learn to bring your full weight and strength against your enemy, to hold them steady and prevent them from hurting others or to wield your weapon with deadly grace.

Bull Rush

- **Prerequisite:** Strength 13 or higher.

If you move 20 feet or more towards a target that is at least 20 feet away you have advantage on attack rolls (including shove checks) until the end of your turn.

Grappler

- **Prerequisite:** Strength 13 or higher.

You've developed the skills necessary to hold your own in close-quarters grappling. You gain the following benefits:

- You have advantage on attack rolls against a creature you are grappling.
- You can use your action to try to pin a creature grappled by you. To do so, make another grapple check. If you succeed, you and the creature are both restrained until the grapple ends.

Melee Expert

You have trained extensively in the arts of war. You gain a number of Melee dice (d6s) equal to your proficiency bonus. On your turn you can use a bonus action to add a Melee die to your melee attack roll or your weapon damage if you succeed with a melee attack.

You regain any spent Melee dice when you take a short or longer rest.

According to Master Malliano these signs, carved in the tower ruin in Old Kadizar, seem to name the settlement that lay there at the height of Symbaroum's power. He has proposed Agrathor or Ergatharor as possible pronunciations.

SECTION 5

Resources

Light fell through cracks in the ceiling, dancing with the dust that covered everything in the room – the bottles of elixirs, poorly preserved monster trophies and the matron herself, an aged changeling.

It was Kasimer who had led them to the cabin. Agniesha remained by the door, apparently uneasy. Gormyx spoke for the group, partly because the steady voice of the troll singer made him a great negotiator, partly because he knew more about the Underworld than the rest of them combined. Knowledge of the Abyss was undoubtedly relevant in the situation; their nemesis had fled there after the confrontation and the group had decided to hunt him down.

It looked as if the troll and the changeling had already agreed on a price for a number of items and elixirs, but they were still squabbling over a brew that the matron claimed could provide anyone with armor-like skin, claws and even wings. Gormyx was just about to present a new argument when Jela heard herself cry out, "I'll take it!" The others gave her puzzled looks.

In a calmer voice she explained, "I'll take it. I'd rather die than allow the black priest to escape again!"

THIS SECTION PROVIDES resource information that you'll use during character creation and play. We first cover the economy of *Ruins of Symbaroum*, including listings of common equipment, weapons, armor, services, elixirs, lesser artifacts, traps, entertainment and trade goods. This helps with building the setting and giving you, the player, a strong handle on what is available.

The next section is a listing of all of the spellcasting traditions and the spells available to them at each casting level. This listing includes standard OGL spells, modified OGL spells and brand-new Symbaroum-only spells.

The last section provides detailed information on any of the OGL spells that were modified to fit *Ruins of Symbaroum* and all of the new spells. It is provided in order by casting spell level and then alphabetically within each level, allowing you to find a spell of an appropriate level quickly.

Equipment

IN THIS CHAPTER you will find some basic information about the economy and currency of Ambria, in addition to descriptions of equipment that the player characters may need during their adventures, along with items and services they may require when relaxing and recuperating. The objects and services listed are available in all major settlements in Ambria but some can also be manufactured by skilled player characters.

Economy and Money

THE ECONOMY OF Symbaroum is largely localized and based on the trading of goods. Ambrian barons pay their dukes with armed warriors, and build their own fortunes on the backs of laboring crofters who harvest the fruits of their lands for them. In Davokar and on the western plains, the village chieftains provide their clan chieftains with warriors, and it is the work of the serfs that carries the economy of the households.

The use of coins has been customary for Ambrians since before they fled from Alberetor. With time the Ambrian economy has become regionally accepted, so that trade between Ambrians and barbarians can be conducted in thaler. An increasing number of vassals are also paying their liege lords in actual coin, which has allowed the lords to hire mercenaries. Even the Queen has a standing royal regiment of guards, paid in pure silver.

THALER, SHILLINGS AND ORTEGS

The main currency is the thaler, which can be divided into shillings (10 for each thaler) and ortegs (100 for each thaler). Farmers rarely handle coins larger than a shilling, since most of their transactions are made through trade, using ortegs and shillings as change. The thaler is the coin of the merchants and often found in the form of a paper Writ of Debt rather than actual coins. The nobles' bailiffs count in thaler as well, but usually handle them in the form of days worked or goods. At the bottom of the Ambrian society the economy consists of favors, alms, beggar's bread and lonely ortegs.

The following table gives the values of thaler, shillings, and ortegs in gold pieces, silver pieces and copper pieces. Essentially, a thaler is worth a gold piece, a shilling is equivalent to a silver piece and an orteg is like a copper piece.

COIN NAME	GP VALUE	SP VALUE	CP VALUE
Thaler	1	10	100
Shilling	1/10	1	10
Orteg	1/100	1/10	1

WRIT OF DEBT

The establishment of the thaler as a common form of currency has also spread the use of the Writ of Debt. Wealthy individuals can pen a Writ of Debt, wherein the person applies their seal and before witnesses promises that the carrier of this writ (the creditor) can withdraw money from any member of the debtor's family, alternately from a trading house or another institution which then demands the sum from the debtor's family.

THUS SPOKE AROALETA

"... and under moss and roots, under the trails of crawlers and wrigglers, there are caverns basking in the gloom of the underworld; there thrive implings and the bone pale; there the blight grows on rocky walls and abominable shells; there the weepers walk in the Halls of a Thousand Tears, round and round a well about to overflow ..."

BRIBES

Bribing is a common way to grease the wheels in Ambria. The size and value of a bribe depends on who is being bribed (income) and what kind of action or request the bribe is meant to pay for (in essence, the risk for the one being bribed).

LEVEL OF RISK	INTENT	SIZE OF BRIBE
Low	To do one's job faster	One tenth the person's daily income. If less than an orteg, bribes might be made with food or similar items.
Moderate	To break a rule	One day's income
High	To break a law	10–100 × daily income, as well as an alibi or excuse for the bribed person. Very few people will risk death or exile just for money.

FUTURE SHARES

Future shares have evolved in Thistle Hold as a way to finance adventures into the depths of Davokar. The risks are sky-high, but may also yield exponentially greater returns. Future shares consist of a witnessed contract where investors pay coin to a high-risk enterprise with the promise of a return of money in proportion to the investment.

EXAMPLE: *The characters need capital and choose to invest in future shares. Grafoldo, the baron of Erebus, is about to launch an expedition to the Arc of Beremegos. The Gamemaster tells the players that the adventure has a series of challenges: it is worth five times the money invested if all of these are overcome, while the characters will get their money back, more or less, if half of the challenges are solved. If fewer than that are solved, then everything is lost. The characters invest a thousand thaler and accompany the expedition into Davokar in order to protect their investment.*

SETTLEMENTS AND EQUIPMENT

The characters will want to purchase equipment as they are out adventuring in the world. Different locations have different possibilities of satisfying their needs in that regard. The size of a settlement determines its supply of goods.

SETTLEMENT TYPE	SINGLE ITEM (MAX. COST)	TOTAL VALUE AVAILABLE
Lonely Farm	1 shilling	1 thaler's worth
Solitary Village	1 thaler	10 thaler's worth
Ordinary Village	3 thaler	30 thaler's worth
Trade Station	10 thaler	100 thaler's worth
Ambrian Town	50 thaler	500 thaler's worth
Thistle Hold	100 thaler	1000 thaler's worth
Yndaros	1000 thaler	10000 thaler's worth

Single Item: The highest cost for a single object that can be purchased in the settlement. You can probably order more expensive objects to this place (depending on how isolated it is from the surrounding world), but there will be an added transport time, there and back, and the price will be 50% higher than usual.

Total Value Available: The cost if you were to buy all of an available item from that location. Divide this number by the cost of the item to calculate how many units of that product are available for purchase.

EXAMPLE: *The player characters visit a solitary village and ask for Choking Spores (cost 10 thaler). The village wise man mumbles something about a bad harvest – they do not have any to sell, as only items costing 1 thaler or less are available here. The characters then ask for rations (cost 5 ortegs) which brightens the old man's mood: he surely has that! The characters purchase half of his entire stock, which is 100 units (total value 10 thaler/single item value 0.05 thaler = 200 units total, half of which is 100).*

Weapons

YOUR CLASS GRANTS proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The tables show the setting's most common weapons, their price, weight, damage, and any special properties. The weapons are classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

After each table notes are given on any unusual weapons.

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Wt.	Properties
Club	1 shilling	1d4 bludgeoning	2 lb.	Light
Dagger	2 thaler	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 shillings	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 thaler	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 shillings	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 thaler	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 thaler	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 shillings	1d8 bludgeoning	4 lb.	Two-handed
Sickle	1 thaler	1d4 slashing	2 lb.	Light
Spear	1 thaler	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

Greatclub. A heavy stick. Portable firetubes, when used in melee, also count.

Javelin. With a shaft that is lighter and shorter than a spear's, these weapons are built for throwing, usually at the beginning of a battle.

Light hammer. Usually the tool of a carpenter or blacksmith, this weapon is often found among militias.

Mace. A short-handled rod with a heavy metal ball or flanged head on one end.

Sickle. A bent-bladed device with the cutting edge inside of the curve, usually used for gathering crops, sometimes for ending lives.

Spear. Easy to train with and adaptable, spears are often the first choice of barbarians and Ambrian militias.

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Wt.	Properties
Crossbow, light	15 thaler	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 ortegs	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Horseman's Bow	10 thaler	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 shilling	1d4 bludgeoning	—	Ammunition (range 30/120)
Spear Sling	5 thaler	1d6 piercing	2 lb.	Ammunition (range 40/160), deep impact

Horseman's Bow. Shorter than a longbow, this weapon can be used while mounted and also works well on foot within the forest of Davokar.

Spear Sling. The barbarians of eastern Davokar, and especially the members of clan Karohar, prefer the use of spear slings – a throwing arm with a hook that is attached to the end of a short spear in order to throw it with tremendous force.

MARTIAL MELEE WEAPONS				
Name	**Cost**	**Damage**	**Wt.**	**Properties**
Assassin's Blade	20 thaler	1d6 piercing	1 lb.	Concealed, finesse
Axe	20 thaler	1d8 slashing	3 lb.	—
Chain Staff	20 thaler	1d8 bludgeoning	3 lb.	Ensnaring, reach
Crow's Beak	5 thaler	1d8 piercing	3 lb.	Deep impact
Double-axe	30 thaler	1d12 slashing	7 lb.	Massive, two-handed
Estoc	30 thaler	1d8 piercing	3 lb.	Deep impact, finesse
Executioner's Sword	60 thaler	1d12 slashing	4 lb.	Massive, two-handed
Fencing Sword	25 thaler	1d8 piercing	2 lb.	Finesse
Flail	10 thaler	1d8 bludgeoning	2 lb.	Ensnaring
Grappling Axe	30 thaler	1d8 slashing	4 lb.	Versatile (1d10)
Great Flail	20 thaler	1d12 bludgeoning	8 lb.	Ensnaring, heavy, two-handed
Greatsword	50 thaler	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 thaler	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 thaler	1d12 piercing	6 lb.	Heavy, reach, special
Long Hammer	25 thaler	1d8 bludgeoning	2 lb.	Versatile (1d10)
Longsword	15 thaler	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 thaler	2d6 bludgeoning	10 lb.	Heavy, two-handed
Parrying Dagger	5 thaler	1d4 piercing	1 lb.	Balanced, light
Pike	15 thaler	1d10 piercing	18 lb.	Heavy, reach, two-handed
Shortsword	10 thaler	1d6 piercing	2 lb.	Finesse, light
Stiletto	5 thaler	1d4 piercing	1 lb.	Deep impact, finesse
Whip	2 thaler	1d4 slashing	3 lb.	Ensnaring, finesse, reach

Assassin's Blade. The slender grip and the feather-thin steel of the blade makes this weapon easy to conceal without sacrificing its bite. It is easily strapped to the wrist or ankle, or even attached behind the neck with a lump of resin. Special girdles or hidden pockets in clothes work just as well. The weapon can be smuggled past guards, to be used on secret missions or to be handed over to a prisoner.

Axe. Preferred weapon of many barbarians.

Chain Staff. The chain staff was developed by elves and has been adopted by some barbarian clans. The weapon is composed of a staff with a short chain attached to each end, making it possible to use the weapon to ensnare a target. The chains often end in a weight or a short blade, making it even more deadly.

Crow's Beak. A less elegant, but still effective weapon is the crow's beak, also known as a Kandorian war pick after the city in Alberetor where it was first forged. The crow's beak is a club whose metal head is fitted with a spike or a beak of steel, in order to punch through armor more easily. After the escape to Yndaros, the smiths of the Kandorian war pick settled down in the district of Old Kadizar where they have continued to craft their dreaded weapons.

Double-axe. The barbarian double-axe (not to be confused with the more common pole axe with its single-edged axe head) is aptly named after its twin axe heads and is presumed to be a legacy from the fallen Symbaroum. In those days the double-axe was a weapon as well as a symbol of status and standing. Even though the knowledge of metallurgy has dwindled since the fall of Symbaroum these powerful weapons can still be forged, often made for particularly prominent warriors. Ambrians consider the double-axe crude and savage, fit for barbarians and few else, but its shape is well known because of its similarity to the royal rune, Labrys.

Estoc. This is a fencing sword but with a tapered blade that ends in a wedge-shaped tip, intended to penetrate the target's armor.

Executioner's Sword. This giant sword is used by executioners to end the lives of nobles – the axe is for merchants and artisans, the rope for commoners – but there are also those who wield the weapon on the battlefield.

Fencing Sword. In Yndaros, the Ambrian fencing sword is considered to be of the highest fashion, an instrument with superior precision made from strong but flexible steel. It is often combined with the duelist's favorite, the parrying dagger, which gives the lightly armored fighter a stronger defense in combat.

Flail. The single-handed cousin of the great flail.

Grappling Axe. This long-shafted axe is often used during assaults. It can be held one-handed, together with a shield, or alone when climbing ladders to the battlement where it is gripped in both hands to clear the top of the wall. Older models from The Great War were used in sea battles and have a grappling hook on the back of the axe head, in order to secure safe passage from one ship to another.

Great Flail. The great flail is a larger version of the regular flail. As might be expected, the heavier flail is slower but has a greater impact on the unfortunates who are hit by its massive head.

Greatsword. This double-handed blade is the weapon of choice for some of the most famous knights of Ambria.

Halberd. Known as the pole axe among barbarians, it combines the point of a spear with the head of an axe. It cannot thrust as quickly as the spear, but its sweeping chop can have a devastating effect.

Lance. The value of this weapon should not be underestimated – the largest monstrosities of the Dark Lords were often slain by lances in the hands of brave knights. The weapon was also used by the Ambrian cavalry to gain dominance over the lowlands and drive barbarians, packs of predators and abominations into the forest of Davokar.

Long Hammer. This mighty weapon can be used in one hand together with a shield but will come into its own only when held in a two-handed grip.

Longsword. The master smiths of the Pansars forge the finest weapons in Ambria, and the longswords of the

Queen's Guard are an exquisite testament to that fact, at least when wielded by the right warrior. The weapon is preferably handled with both hands but can also be used single-handedly with a shield.

Maul. This weapon is a long-handled hammer with a heavy head of wood, lead, or iron.

Parrying Dagger. The parrying dagger, with its wide and v-shaped cross-guard, has become very popular in Yndaros, and is often wielded together with a fencing sword.

Pike. The slender shaft and fire-tempered steel point of the Ambrian pike slides towards the target with great precision.

Shortsword. A straight blade with a sharp point for thrusting attacks.

Stiletto. The slender and agile stiletto is a dagger whose razor sharp point stabs deeply – the weapon of an assassin.

Whip. This whip has been adapted from the common herding or slave-driving whip; its function is not only to drive but also to snare the target. Also, its length gives it a considerable flicking power able to wound lightly armored targets.

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Wt.	Properties
Arbalest	50 thaler	1d10 piercing	18 lb.	Ammunition (range 100/400), deep impact, heavy, loading, two-handed
Blowpipe	10 thaler	1 piercing	1 lb.	Ammunition (range 25/100), loading
Bolas	5 thaler	1 bludgeoning	2 lb.	Finesse, restraining, thrown (range 30/90)
Composite Bow	30 thaler	1d8 piercing	3 lb.	Ammunition (range 80/320), deep impact, two-handed
Crossbow, hand	75 thaler	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	25 thaler	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, repeating	100 thaler	1d8 piercing	20 lb.	Ammunition (range 80/320), two-handed
Longbow	20 thaler	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 thaler	—	3 lb.	Ensnaring, special, thrown (range 5/15)
Throwing Wing	10 thaler	1d6 bludgeoning	1 lb.	Returning, thrown (range 30/90)

Arbalest. This is a heavy Ambrian crossbow with a bow of feather-light steel, which gives its bolts a bit of extra punch.

Blowpipe. The purpose of this weapon is to fire a poisoned dart towards a target. The dart deals minimal damage itself, but penetrates any protection worn on a successful hit. See page 182 for more details on poisons.

Bolas. This weapon is used in Davokar when someone wants to capture the prey alive; or in order to slow down a target before moving in for the kill. The bolas are made of two or more weights tied together with ropes that, together, are hurled at the target's legs or arms in order to hinder movement. Normally, such a weapon is thrown at the opponent's legs and if the attack roll is successful, the target becomes prone and restrained. It is harder to hit the arms of the target – this requires an attack roll at regular range with disadvantage. On a success the target cannot use their arms. Removing the bolas requires an action to attempt a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check.

Composite Bow. Among the wagon-riding Varaks and Saars who live on the plains west of Davokar, bow-making is a highly esteemed art form. The composite bow is made from layers of horn and sinews over a wooden core; it is shorter and not as precise as the longbow but more powerful. Its size makes it perfect for use while on horseback, the driver's seat of a wagon or the narrow platform of a battle chariot.

Crossbow, hand. Among the thieves and gangs of Yndaros, a smaller and more easily concealed version of the crossbow is used. It can be held and fired in one hand, but requires two to load and has nearly the same punch as the standard crossbow. Assassins often apply poison to the bolts, making the weapon very effective for its size.

Crossbow, repeating. This is a mechanically advanced version of the crossbow. The weapon has a push lever underneath, for quicker reloading. Only the most skilled blacksmiths are able to construct such technically advanced weaponry.

Throwing Wing. These weapons are designed to return to the user if they miss their target. In the depths of Davokar, throwing wings made from hardened wood are used to hunt small game, while the ones used in combat have a knife-sharp edge of steel all around the wing.A proficient user can catch a returning wing as an object interaction.

ALCHEMICAL WEAPONS

Name	Cost	Damage	Wt.	Properties
Breaching Pot (buried)	100 thaler*	3d10 bludgeoning	20 lb.	Siege
Breaching Pot (ground)	100 thaler*	3d8 fire	20 lb.	Area effect (20-foot radius)
Firetube, Portable	100 thaler*	See Firetube Ammunition	20 lb.	Ammunition (range 0), area effect (20-foot cone), heavy, loading, two-handed
Firetube, Stationary	250 thaler*	See Firetube Ammunition	50 lb.	Ammunition (range 0), area effect (60-foot cone), immobile, loading, siege
Grenade	25 thaler	1d10 fire	1 lb.	Area effect (5-foot radius), thrown (range 30/90)

* This is military cost, black market can easily be double this.

Untrained Use of Alchemical Weapons

The alchemical weapons which may be used by anyone entail risk for the untrained – they must roll a d20, on a natural 1 the weapon blows up in their face. If this happens the user takes damage automatically. Any creatures within the area effect of the device must make a DC 10 Dexterity saving throw, taking full damage on a failed save and half damage on a successful one. Trained users do not risk such catastrophic failures.

Breaching Pot. This is a jar filled with volatile substances that explode when ignited or crushed. If the breaching pot has been buried close to a structure it has the siege quality; if it detonates in open air, it has an area effect instead. Note that whoever sets up a breaching pot must use a fuse to avoid suffering from the effect. Anyone can use a breaching pot but only those proficient with Alchemical Weapons can do so without risking a catastrophic failure. See the sidebar. Breaching pots can also be used as ammunition for catapults, in which case they have an area effect on impact.

Firetube, portable. This is a lighter version of the stationary siege weapon with the same name.

The portable version is made of a solid pipe, which is loaded with alchemical flammables that when ignited turn the weapon into a flamethrower. Anyone can use this weapon but see the sidebar about untrained use.

Firetube, stationary. This weapon consists of a cylinder – usually a hollowed log, but fully cast versions also exist – which is loaded with alchemical flammables that when ignited turn the weapon into a devastating flamethrower. This device requires proficiency with alchemical weapons to use.

Using an Alchemical Firetube

Firetubes have an area of effect. Instead of making an attack roll, creatures in the area of effect must make a Dexterity saving throw against a DC equal to 8 plus your proficiency bonus plus your Dexterity modifier. Creatures that succeed on the saving throw take half damage, those that fail take normal damage and are subject to any conditions until the end of their next turn.

Grenade. The alchemical grenade is the smaller cousin of the breaching pot – a sturdy ceramic vessel is filled with volatile substances that explode when ignited with a fuse or when the vessel is crushed. The grenade is fist-sized and is thrown by hand or with a sling. Anyone can use this weapon but see the sidebar about untrained use.

Throwing Grenades

When you throw a grenade, you can either aim for a creature, in which case the to-hit roll is against its AC, or aim for a specific spot on the ground which is AC 13. On a failure the grenade lands somewhere else: roll 1D8 for cardinal direction (1 = north, 2 = north-east, 3 = east, etc.) and 1d10 for distance in feet and explodes.

FIRETUBE AMMUNITION

Name	Cost (Portable/Stationary)	Wt.	Effects (Portable/Stationary)
Bang Powder (DC 25)	8/24 thaler	2 lb./5 lb.	1d10/2d8 thunder damage, deafened
Burning Powder (DC 20)	12/30 thaler	1 lb./3 lb.	1d12/2d10 fire damage
Flash Powder (DC 25)	6/20 thaler	1 lb./3 lb.	1d6/2d6 fire damage, blinded
Shock Powder (DC 30)	20/50 thaler	2 lb./5 lb.	1d12/4d6 bludgeoning damage, stunned

SIEGE WEAPONS				
Name	**Cost**	**Damage**	**Wt.**	**Properties**
Ballista	200 thaler	2d12 piercing	450 lb.	Ammunition (range 200/800), crewed (2), immobile, reload, siege
Catapult	400 thaler	3d8 bludgeoning*	2000 lb.	Ammunition (range 300/1200), area effect (5-foot radius), crewed (4), immobile, reload, siege
Missile Battery	150 thaler	3d8 fire	300 lb.	Ammunition (range 150/600), area effect (10-foot radius), crewed (2), immobile, reload
Trebuchet	350 thaler	3d12 bludgeoning*	2500 lb.	Ammunition (range 300/1200), area effect (5-foot radius), crewed (4), immobile, reload, siege

* A breaching pot can be used as ammunition instead of a rock, in this case the breaching pot explodes as if it were on the ground and uses those statistics and properties instead.

Ballista. Essentially, this is a massive, stationary crossbow, intended to fire at fixed targets, troop formations on the field and monsters of the most robust sort. In The Great War, the ballista was used against the undead draft beasts of the Dark Lords, with the intent of stopping their siege towers from reaching the ramparts. This continued during the colonization of Ambria, with the tame beasts of the barbarian warlords as the primary targets. Even today, ballistae are aimed towards Davokar from atop outposts and wall-towers.

Catapult. Ballistic devices have long been employed in Alberetor's many wars, and most frequently used, then and now, is the catapult. Compared to its bigger cousin, the trebuchet, it is relatively easy to transport but still very effective against both structures and troops. It takes someone proficient with siege weapons to load, aim and fire a catapult; it can be loaded with boulders or with breaching pots, the former crushing buildings and the latter more effective against weaker but flammable targets, including hostile troop formations on the field of battle.

Missile Battery. The missile battery is a siege weapon unsuitable for use by anyone but trained Sappers. It consists of a wooden frame into which dozens of missiles can be loaded. When ignited, the burning, screeching missiles rain down on the enemy troops.

Trebuchet. The queen of siege weapons is the mighty trebuchet, a ballistic device with power enough to raze the sturdiest walls, at least after a number of shots. The trebuchet can only be handled by someone proficient with siege weapons.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Weapon tables.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you also have an appropriate type of ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Area Effect. This weapon's ammunition explodes. Instead of making an attack roll, the user designates an area and each creature in the area makes a Dexterity saving throw with the DC equal to 8 + the user's proficiency bonus plus their attack modifier. A failed save means the target takes full damage and a successful save means that they take no damage.

Balanced. The weapon is so well balanced that it is extra effective when parrying. If you wield this weapon in one hand with a weapon in the other hand increase your AC by 1.

Crewed. These weapons requires several individuals to operate them successfully. The minimum crew is given in parentheses and at least one member must be proficient with siege weapons.

Concealed. This blade can be hidden on a creature's body, underneath clothes or armor. Make a Dexterity (Sleight of Hand) check when you hide it, and compare against passive Perception or an active search as needed.

Deep Impact. This weapon is built such that a precise blow can cause extraordinary damage. If you score a critical hit with this weapon you double both the damage dice and the damage modifier.

Ensnaring. This weapon can wrap around limbs, temporarily pulling an enemy off balance. When you make a critical hit with one of these weapons, if the target is a creature it is knocked prone in addition to taking normal damage.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Immobile. Setting up this weapon or breaking it down can only be done outside of combat (several hours usually).

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Massive. Creatures that are Small or Tiny have disadvantage on attack rolls with massive weapons. A massive weapon's size and bulk make it too large for a Small or Tiny creature to use effectively. When rolling damage for a massive weapon, roll the damage die twice and take the better result. This applies only to the initial damage die, not any bonus damage.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition, ranged or thrown property. The range usually lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. If it lists only 0, then the weapon fires directly, usually in a line or cone shape. When attacking a target beyond normal range, you have disadvantage on the attack roll, or defenders have advantage on their saving throw. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it (see chapter 9).

Reload. This weapon requires the crew to take the Reload action after firing it and thus can only be shot every other round.

Restraining. A successful hit with this weapon causes the restrained condition.

Returning. If you miss with this weapon it returns to your hand.

Siege. This weapon does double damage to structures.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with it. This property is relevant only when you attack with the weapon, not when you simply hold it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property – the damage when the weapon is used with two hands to make a melee attack.

IMPROVISED WEAPONS

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, or a wagon wheel.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's discretion, a character proficient with a weapon can use a similar object as if it were that weapon and use their proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

SILVERED WEAPONS

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 50 thaler. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

SPECIAL WEAPONS

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Armor

THE ARMOR TABLE shows the cost, weight, and other properties of the common types of armor and shields used in the world of Symbaroum.

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks; an attack roll that is lower than your AC may still hit you but the armor prevents you from taking substantial damage. The armor (and shield) you wear determines your base Armor Class.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a buckler (a small shield) increases your Armor Class by 1, a regular shield increases your Armor Class by 2. You can benefit from only one shield at a time.

LIGHT ARMOR

Light armor is easy to come by and does not limit the wearer's capabilities substantially in acrobatic situations or when performing stealthy maneuvers.

If you wear light armor, you add your Dexterity modifier to the base number from your armor type to determine your Armor Class.

LIGHT ARMOR

Name	Cost	Armor Class	Wt.	Properties
Blessed Robe	10 thaler	11 + Dexterity modifier	5 lb.	—
Concealed Armor	20 thaler	11 + Dexterity modifier	4 lb.	Concealable
Order Cloak	10 thaler	11 + Dexterity modifier	5 lb.	—
Skald's Cuirass	30 thaler	12 + Dexterity modifier	20 lb.	—
Studded Leather	20 thaler	12 + Dexterity modifier	15 lb.	—
Witch Gown	10 thaler	11 + Dexterity modifier	5 lb.	—
Wolf Skin	1 thaler	12 + Dexterity modifier	15 lb.	Cumbersome
Woven Silk	50 thaler	12 + Dexterity modifier	6 lb.	—

Blessed Robe. The priestly robes of the theurgs are blessed and protected by benevolent forces so that the Church's finest can travel safely throughout the kingdom, and beyond.

Concealed Armor. Sorcerers have many reasons to stay hidden. To do this, they often weave mystically reinforced threads into their cloths, resulting in tunics and capes that look ordinary but offer protection. Other groups, such as spies, would love to have access to such garments, so they can avoid unwanted attention while still being ready for battle.

Order Cloak. Most novice mages of Ordo Magica are given a protective cloak in time for their first long journey. These cloaks are embroidered with warding runes, which increases the chance of the novice surviving to complete their appointed task.

Skald's Cuirass. Troll singers are often warrior poets and many wear a flexible armor of woven cloth- or leather-strips, strengthened with protective harmonies. The Skald's Cuirass is durable without hampering the wearers' movement, making it popular among other groups as well. For instance, wealthy duelists in Yndaros often color their cuirasses in personal colors, so that they can be recognized from afar.

Studded Leather. Also known as brigandine, this armor has metal plates riveted (the 'studs') to a leather overcoat and cloth inner lining.

Witch Gown. The witches of the clans bind protective spirits in carved pieces of bone and the skulls of fallen enemies, and attach them to their clothing for effective protection.

Wolf Skin. For poor barbarian scouts the cheap, cumbersome wolf skin armor is a common alternative; skin that has been tanned in the most simple way and sewn together into some kind of passable protection.

Woven Silk. Woven silk is the finest light armor available, since the close weave of its threads withstands stabs and cuts far better than its weight suggests. Woven silk has been used by both barbarians and Ambrians for a long time and some scholars speculate that the technique originally comes from the elves, possibly dating as far back as the days of the Iron Pact.

MEDIUM ARMOR

Medium armor offers better protection than the light versions but at the cost of being more restrictive to the wearer's movements. However, this downside is considered an acceptable trade-off by most melee combatants.

If you wear medium armor, you add your Dexterity modifier, to a maximum of +2, to the base number from your armor type to determine your Armor Class.

MEDIUM ARMOR

Name	Cost	Armor Class	Wt.	Properties
Chain Shirt	50 thaler	13 + Dexterity modifier (max 2)	20 lb.	—
Crow Armor	5 thaler	14 + Dexterity modifier (max 2)	30 lb.	Cumbersome
Double Chain Mail	125 thaler	14 + Dexterity modifier (max 2)	40 lb.	Noisy
Lacquered Silk Cuirass	60 thaler	14 + Dexterity modifier (max 2)	18 lb.	—
Laminated Armor	150 thaler	15 + Dexterity modifier (max 2)	40 lb.	—
Scale Mail	50 thaler	15 + Dexterity modifier (max 2)	45 lb.	Noisy

Chain Shirt. A simple short-sleeved shirt of chainmail that hangs down to mid-thigh.

Crow Armor. Medium armor is more expensive than light, which is the reason why many warriors have picked, riveted and bound together a so-called "crow armor" of their own. It is cheap, but far more difficult to move around in.

Double Chain Mail. Double-threaded chainmail can only be crafted by the most skilled blacksmiths; with thinner rings that interlock in layers they craft an armor which is as flexible as chainmail but even more durable.

Lacquered Silk Cuirass. Barbarian warriors that have earned their place in the guard of a wealthy clan chieftain can sometimes be seen wearing a cuirass of lacquered silk, an armor that despite its apparent lightness protects like a breast plate. According to legend, the secret of lacquered silk was given to humankind by the elves, in a time when the Iron Pact was still strong and humans battled the parasitic darkness of Symbaroum.

Laminated Armor. This is an older armor-type, nowadays often replaced by the cheaper scale mail or the flexible chainmail. However, some old laminated sets of armor are still around and there are blacksmiths who actually prefer them because of their greater protective capability. Some of Ambria's noble houses still dress in this type of armor, for sentimental... or, as they claim, "traditional" reasons. Laminated armor can only protect the torso, shoulders and hips – arms and legs are usually dressed in studded leather (included in the Armor Class rating) to maintain mobility.

Scale Mail. This armor consists of a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

HEAVY ARMOR

Those melee combatants that can afford it usually chose increased protection at the cost of even greater restrictions to their movement. A self-respecting knight wears chainmail enforced by shoulder, knee and elbow plates, while those with the means tend to order themselves a personalized set of full plate armor.

Heavy armor doesn't let you add your Dexterity modifier to your Armor Class, but it also doesn't penalize you if your Dexterity modifier is negative.

HEAVY ARMOR

Name	Cost	Armor Class	Wt.	Properties
Chain and Plate	250 thaler	15	50 lb.	—
Field Armor	500 thaler	17	70 lb.	Cumbersome, Weighty (13)
Field Armor of the Pansars	750 thaler	18	70 lb.	Noisy, Weighty (15)
Full Plate	500 thaler	16	65 lb.	Noisy, Weighty (15)

Chain and Plate. A long-sleeved, knee-length set of chainmail with plates at sensitive joint areas like shoulders, elbows, knees, etc.

Field Armor. Field armor is a full plate forged with pleated sheets, making it less flexible than full plate, but even more impervious to slashing strikes and blows.

Field Armor of the Pansars. The master smiths working for the Pansars can forge full plate armor using pleated steel sheets while retaining the flexibility of standard plated armor.

Full Plate. Full plate consists of shaped, interlocking metal plates to cover the entire body.

SHIELDS

These defensive devices are worn on one hand and used to ward off blows. They increase your Armor Class.

SHIELDS

Name	Cost	Armor Class Modifier	Wt.	Properties
Buckler	4 thaler	+1	2 lb.	—
Shield	10 thaler	+2	6 lb.	—

Buckler. This small shield is usually held directly in front of the fist and is favored by those fencers who don't carry a parrying dagger.

Shield. This is a round or kite-shaped wooden device strapped to your forearm and usually big enough to cover your entire torso.

GETTING INTO AND OUT OF ARMOR

The time it takes to don or doff a type of armor or a shield is shown in the Donning and Doffing Armor table.

Don. This is the time it takes to put on the item. You benefit from its AC only if you take the full time to don it.

Doff. This is the time it takes to take off the item. If you have help removing armor, reduce this time by half.

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	5 minutes
Heavy Armor	10 minutes	5 minutes
Buckler	Object Interaction*	Gesture*
Shield	Action	Action

* Characters receive one free object interaction on their turn, which could be to draw and grip their buckler. Tossing the buckler to the ground is part of the character's other free gestures and would not count as an action or object interaction.

ARMOR PROPERTIES

The following are special properties related to armor.

Concealable. This armor can be worn under normal clothing.

Cumbersome. This armor is unwieldy and you have disadvantage on all Dexterity checks while wearing it.

Noisy. This armor tends to rattle or otherwise make loud sounds. You have disadvantage on any Dexterity (Stealth) checks involving hearing.

Weighty. This armor is especially heavy, you must have a Strength score equal to or higher than the number given in parentheses or reduce your speed by 10 feet.

Equipment and Services

IN THE TOWNS and cities of Ambria, a person with money in their pockets can purchase almost anything that adventurers and explorers might need. There is also the possibility to pay for numerous services, such as a bath and a shave, having a map drawn or hiring the protection of bodyguards. Goods and services grow scarcer both in the countryside and among the clans, so do not be surprised if the trader asks for a favor rather than coins as payment, should you actually find what you seek.

Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here.

Burglar's Pack. Includes a backpack, 10 feet of string, a bell, 5 candles, a crowbar, a hammer, 10 pitons, a lantern, 2 flasks of oil, 5 days rations, a tinderbox, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.

Diplomat's Pack. Includes a chest, a set of fine clothes, a bottle of ink, an ink pen, a lamp, 2 flasks of oil, 5 sheets of paper, a vial of perfume, wax seal, and soap.

Dungeoneer's Pack. Includes a backpack, a crowbar, climbing gear, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.

Entertainer's Pack. Includes a backpack, a bedroll, 2 sets of clothes (your choice), 5 candles, 5 days of rations, a waterskin, and a disguise kit.

Explorer's Pack. Includes a backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days of rations, and a waterskin. The pack also has 50 feet of rope strapped to the side of it.

Priest's Pack. Includes a backpack, a blanket, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Scholar's Pack. Includes a backpack, a book of lore, a bottle of ink, an ink pen, 10 sheets of parchment, a little bag of sand, and a small knife.

EQUIPMENT

Item	Cost	Weight
Bandages	5 ortegs	—
Bear Trap	1 thaler	25 lb
Bedroll	5 ortegs	7 lb.
Blanket	2 ortegs	3 lb.
Brass bell	6 shillings	—
Climbing equipment	1 thaler	12 lb.
Cooking pan	1 shilling	5 lb.
Crayons	1 orteg	—
Crowbar	2 thaler	5 lb.
Drinking horn	2 ortegs	3 lb. (full)
Firewood	2 ortegs	3 lb.
Fishing line, lures and hooks	5 ortegs	—
Fishing net	1 shilling	4 lb.
Grappling hook*	1 thaler	4 lb.
Holy Symbol	5 thaler	1 lb.
Hourglass	10 thaler	1 lb.
Incense (1 hour's worth)	1 thaler	—
Ink and quill	1 shilling	—
Ladder	7 ortegs	25 lb.
Lamp Oil	3 ortegs	—
Lantern	4 shillings	2 lb.
Lockpicks	1 thaler	—
Needle and thread	3 ortegs	—
Paper	7 ortegs	—
Parchment	4 ortegs	—
Perfume	4 thaler	1 lb.
Pocket mirror	10 thaler	1 lb.
Rations (per day, per person)	5 ortegs	2 lb.
Rope (per 50-foot section)	4 shillings	4 lb.
Rope ladder (per 10-foot section)	5 shillings	2 lb.
Snare	5 shillings	10 lb.
Snow shoes	5 shillings	5 lb.
Soap	5 ortegs	—
Spy glass	50 thaler	1 lb.
Tankard	1 orteg	1 lb.
Tent	5 shillings	20 lb.
Torch	3 ortegs	1 lb.

EQUIPMENT		
Item	**Cost**	**Weight**
Waterskin	1 shilling	5 lb. (full)
Wax candle	2 ortegs	—
Wax, seal	1 thaler	1 lb.
Weapon maintenance kit	5 shillings	2 lb.
Whetstone	4 ortegs	1 lb.
Whistle	2 shillings	—

* If the character has a grappling axe it can be used for the same purpose.

BUILDINGS	
Building	**Cost**
Croft	20 thaler
Farm	150 thaler
Watch tower, wood	200 thaler
Watch tower, stone	500 thaler
Estate	1000 thaler
Fort, wood	600 thaler
Fort, stone	2000 thaler
Keep	5000 thaler
Castle	10000 thaler

TRANSPORT	
Transport	**Cost***
Boat, rowing	15 thaler
Canoe	10 thaler
Cart	5 thaler
Galley	1000 thaler
Horde, draft	25 thaler
Horse, riding	50 thaler
Horse, war	200 thaler
Mule	5 thaler
Riverboat	2000 thaler
Sleigh	10 thaler
Wagon	20 thaler

* You can rent passage on a willing transport for 1/10 the cost, per person, per day. For rowing boats, canoes and animals you must leave a deposit equal to 1/2 the cost, or your expected bill, whichever is higher.

CONTAINERS	
Item	**Cost**
Backpack	1 thaler
Barrel	4 ortegs
Basket	2 ortegs
Belt pouch	5 ortegs
Chest, small	3 shillings
Chest, large	1 thaler
Clay pitcher	5 ortegs
Coin purse	3 ortegs
Decorated box	2–10 thaler
Glass vial	1 thaler
Knapsack	2 shilling
Quiver	5 shillings
Sack	2 ortegs

FARM ANIMALS	
Animal	**Cost**
Bull	10 thaler
Chicken	8 ortegs
Cow	1 thaler
Dog	1 shilling
Ox	3 thaler
Pig	1 thaler
Rooster	5 shillings
Sheep	15 ortegs

EXPENSES	
Service	**Cost**
Bath at an inn	3 ortegs
Bed and meals, countryside hayloft (per day)	2 ortegs
Bodyguard (per day)	1 shilling
Camp life, foot soldier (per day)	5 ortegs
Camp life, rider (per day)	2 shillings
Camp life, knight (per day)	1 thaler
Cartographer (per day)	1 thaler
Inn, countryside (per day)	5 ortegs
Inn, town (per day)	1 shilling or more
Medicus	1 shilling plus elixir cost
Mystic, ritual	10 thaler or more
Road or city toll	1 orteg or more
Washing of clothes	7 ortegs

CLOTHING	
Clothes	**Cost**
Sets:	
Rags	5 ortegs
Simple garb	1 shilling
Artisan work-clothes	5 shillings
Burgher's dress-clothes	1 thaler
Priest's vestments	5 thaler or more
Noble's outfit	10 thaler or more
Individual Items:	
Boots	1 shilling
Cap	2–4 ortegs
Cloak	2–6 ortegs
Coat	5–10 ortegs
Dress	1–10 shillings
Gown	1–5 ortegs
Hat	2–4 ortegs
Mask	5–10 ortegs
Pants	1–5 ortegs
Robe	1–5 shillings
Scarf	1–2 ortegs
Shirt	1–4 ortegs
Skirt	5–10 ortegs
Tunic	2–7 ortegs

TOOLS

A tool helps you to do something you couldn't otherwise do, such as craft or repair an item, forge a document, or pick a lock. Your origin, class, background, or feats give you proficiency with certain tools. Proficiency with a tool allows you to add your proficiency bonus to any ability check you make using that tool. Tool use is not tied to a single ability, since proficiency with a tool represents broader knowledge of its use. For example, the GM might ask you to make a Dexterity check to carve a fine detail with your woodcarver's tools, or a Strength check to make something out of particularly hard wood.

TOOLS		
Item	**Cost**	**Weight**
Alchemist's supplies	50 thaler	8 lb.
Artifact Catalog	20 thaler	4 lb.
Bestiary	10 thaler	3 lb.
Brewer's supplies	20 thaler	9 lb.
Calligrapher's supplies	10 thaler	5 lb.
Carpenter's tools	8 thaler	6 lb.
Cartographer's instruments	15 thaler	6 lb.

TOOLS		
Item	**Cost**	**Weight**
Cobbler's tools	5 thaler	5 lb.
Cook's utensils	1 thaler	8 lb.
Disguise kit	25 thaler	3 lb.
Excavation tools	10 thaler	10 lb.
Field Laboratory	25 thaler	20 lb.
Field Library	20 thaler	25 lb.
Forgery kit	15 thaler	5 lb.
Gaming sets:		
Cheating kit	1 thaler	—
Dice set	1 shilling	—
Playing card set	5 shillings	—
Glassblower's tools	30 thaler	5 lb.
Herbalism Kit	5 thaler	3 lb.
Jeweler's tools	25 thaler	2 lb.
Leatherworker's tools	5 thaler	5 lb.
Mason's tools	10 thaler	8 lb.
Musical instruments:		
Bagpipe	1 thaler	6 lb.
Birch-bark horn	1 shilling	2 lb.
Brass horn	1 thaler	2 lb.
Drum	3 shillings	3 lb.
Fiddle	3 thaler	2 lb.
Flute	2 shillings	1 lb.
Hurdy-gurdy	3 thaler	8 lb.
Lute	15 shillings	2 lb.
Mouth-harp	5 shillings	1 lb.
Shawm	5 shillings	1 lb.
Spinet	15 thaler	200 lb.
Navigator's tools	25 thaler	2 lb.
Painter's supplies	10 thaler	5 lb.
Poisoner's kit	50 thaler	2 lb.
Potter's tools	10 thaler	3 lb.
Smith's tools	20 thaler	8 lb.
Tinker's tools	50 thaler	10 lb.
Thieves' tools	25 thaler	1 lb.
Trapper's Manual	50 thaler	3 lb.
Weaver's tools	1 thaler	5 lb.
Woodcarver's tools	1 thaler	4 lb.

Artifact Catalog

This well-thumbed copy compiling all the troll smith Xavaundo's knowledge was recorded by Master Balinda of Ordo Magica and gives you proficiency with artifact crafting.

Bestiary
A richly illustrated catalog of the dangers of the world, including marginal notes from previous owners regarding the best ways to avoid monsters – or how to combat them effectively. The bestiary gives your proficiency to identify such creatures and know perhaps their strengths and weaknesses.

Cartographer's Instruments
Writing utensils, parchment, compass, ruler and a sextant are the base instruments of a trained cartographer.

Cheating Kit
Weighted dice, marked cards and game pieces give the player character advantage on ability checks when gambling.

Disguise Kit
This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Excavation Tools
A couple of shovels, a small skewer, a strainer and a bucket, together with brushes, a knotted measuring line and a loupe. Excavation tools allow checks to find treasures in the ruins of the world.

Field Laboratory
Burner, retort stand, pipettes, mortar and other instruments needed by an alchemist. The field laboratory allows alchemical operations while in the field.

Field Library
Half a dozen reference books along with a dozen scrolls on more specialized topics. The field library allows you to make reference checks in the field.

Forgery Kit
This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set
This item encompasses a wide range of game pieces, including dice and decks of cards. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit
This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxin and potions of healing.

Musical Instrument
If you have proficiency with a given musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. Each type of musical instrument requires a separate proficiency.

- **Bagpipe.** A flute is attached to a leather bag which functions as a bellows. This instrument is particularly popular among some of the clans, but versions of it can also be found across the Ambrian countryside. However, it is never seen in Ambria's finer salons...
- **Brass Horn.** A decent bellowing instrument for pompous situations.
- **Birch-bark Horn.** Commoners in the Ambrian countryside use these horns for multiple purposes, but mainly to scare away beasts and call on their livestock. The horn is also used to send messages over long distances; a lone herdsman can signal surrounding holdings from where the message is passed on. Skilled horn-blowers actually play in a unique way, so that everyone knows who is sending the message: "here be baiagorn tracks," "a cow is missing" or "goblins have stolen my cheese."
- **Drum.** A rhythm instrument that comes in many forms, from the simpler drums heard among the clans of Davokar, to the metal-framed instruments of the Ambrian army.
- **Fiddle.** An often three-stringed instrument, played with a bow made from horsehair, very common among peasants in Ambria.
- **Flute.** There are innumerable kinds of flutes, from slender metal flutes to wind instruments made from reeds, tree branches and horn. Other known types are the panpipe and the Shawm, the latter identified by its shrill tone.
- **Hurdy-gurdy.** The hurdy-gurdy is a string-instrument with a crank handle that gives rise to a creaking sound to rhythmically accompany the music. It has long been popular in Ambria (and Alberetor before that), but in Yndaros it has come to be associated with beggars. Many refugees from the south earn their living by constantly exposing those passing by to a cacophony of melodic droning, creaking and grinding.
- **Lute.** String-instrument with a pear-shaped base, played with the fingers or a pick.
- **Mouth Harp.** The tiny mouth harp is carried by many daythalers, entertainers and jesters, and its sound can often be heard in the background at gatherings in Ambria's simpler environments.
- **Spinet.** The spinet is a fingerboard instrument (a harpsichord) which is popular in the court of Yndaros and forms the backbone of Ambrian Court Music, together with the lute.

Navigator's Tools
This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigational charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit
A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools
This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

Trapper's Manual
A used copy of the famous ogre Crueljaw's lustful tome, containing a lengthy and insightful record of traps, from simple mare snares and needle-traps in box lids, to massive contraptions suited for a king's burial mound. Learning from this book (see Training, page 41) allows you to detect and set traps.

Lifestyle Expenses

LIFESTYLE EXPENSES PROVIDE you with a simple way to account for the cost of living in a fantasy world. They cover your accommodations, food and drink, and all your other necessities. Furthermore, expenses cover the cost of maintaining your equipment so you can be ready when adventure next calls.

At the start of each week or month (your choice), choose a lifestyle from the Expenses table and pay the price to sustain that lifestyle. The prices listed are per day, so if you wish to calculate the cost of your chosen lifestyle over a thirty-day period, multiply the listed price by 30. Your lifestyle might change from one period to the next, based on the funds you

have at your disposal, or you might maintain the same lifestyle throughout your character's career.

Your lifestyle choice can have consequences. Maintaining a wealthy lifestyle might help you make contacts with the rich and powerful, though you run the risk of attracting thieves. Likewise, living frugally might help you avoid criminals, but you are unlikely to make powerful connections.

LIFESTYLE EXPENSES

Lifestyle	Cost/Day
Wretched	—
Squalid	5 ortegs
Poor	1 shilling
Modest	5 shillings
Comfortable	1 thaler
Wealthy	2 thaler
Aristocratic	5 thaler (minimum)

Wretched. You live in inhumane conditions. With no place to call home, you shelter wherever you can, sneaking into barns, huddling in old crates, and relying on the good graces of people better off than you. A wretched lifestyle presents abundant dangers. Violence, disease, and hunger follow you wherever you go. Other wretched people covet your armor, weapons, and adventuring gear, which represent a fortune by their standards. You are beneath the notice of most people.

Squalid. You live in a leaky stable, a mud-floored hut just outside town, or a vermin-infested boarding house in the worst part of town. You have shelter from the elements, but you live in a desperate and often violent environment, in places rife with disease, hunger, and misfortune. You are beneath the notice of most people, and you have few legal protections. Most people at this lifestyle level have suffered some terrible setback. They might be disturbed, marked as exiles, or suffer from disease.

Poor. A poor lifestyle means going without the comforts available in a stable community. Simple food and lodgings, threadbare clothing, and unpredictable conditions result in a sufficient, though probably unpleasant, experience. Your accommodations might be a room in a flophouse or in the common room above a tavern. You benefit from some legal protections, but you still have to contend with violence, crime, and disease. People at this lifestyle level tend to be unskilled laborers, costermongers, peddlers, thieves, mercenaries, and other disreputable types.

Modest. A modest lifestyle keeps you out of the slums and ensures that you can maintain your equipment. You live in an older part of town, renting a room in a boarding house, inn, or temple. You don't go hungry or thirsty, and your living conditions are clean, if simple. Ordinary people living modest lifestyles include soldiers with families, laborers, students, priests, hedge wizards, and the like.

Comfortable. Choosing a comfortable lifestyle means that you can afford nicer clothing and can easily maintain your equipment. You live in a small cottage in a middle-class neighborhood or in a private room at a fine inn. You associate with merchants, skilled tradespeople, and military officers.

Wealthy. Choosing a wealthy lifestyle means living a life of luxury, though you might not have achieved the social status associated with the old money of nobility or royalty. You live a lifestyle comparable to that of a highly successful merchant, a favored servant of the royalty, or the owner of a few small businesses. You have respectable lodgings, usually a spacious home in a good part of town or a comfortable suite at a fine inn. You likely have a small staff of servants.

Aristocratic. You live a life of plenty and comfort. You move in circles populated by the most powerful people in the community. You have excellent lodgings, perhaps a townhouse in the nicest part of town or rooms in the finest inn. You dine at the best restaurants, retain the most skilled and fashionable tailor, and have servants attending to your every need. You receive invitations to the social gatherings of the rich and powerful, and spend evenings in the company of politicians, guild leaders, high priests, and nobility. You must also contend with the highest levels of deceit and treachery. The wealthier you are, the greater the chance you will be drawn into political intrigue as a pawn or participant.

Self Sufficiency

The expenses and lifestyles described here assume that you are spending your time between adventures in town, availing yourself of whatever services you can afford – paying for food and shelter, paying townspeople to sharpen your sword and repair your armor, and so on. Some characters, though, might prefer to spend their time away from civilization, sustaining themselves in the wild by hunting, foraging, and repairing their own gear.

Maintaining this kind of lifestyle doesn't require you to spend any coin, but it is time-consuming. If you spend your time between adventures practicing a profession, you can eke out the equivalent of a poor lifestyle. Proficiency in the Survival skill lets you live at the equivalent of a comfortable lifestyle.

Food and Drink

BORED NOBLES, HOMECOMING treasure hunters and scrawny daythalers – they may appear to have nothing in common, but appearances are deceptive: they all know to appreciate a good meal!

Then again, what they regard as a tasty meal, and what they are prepared to pay for it, differs very much between the representatives of these groups.

Below is a list of food dishes, beverages and other types of stimulants. The listed dishes can be found on menus all over Ambria and some of them can also be offered in the settlements of the clans. But the prices listed must be seen as a guideline, since they can vary considerably – Afadir's Triumph Tavern in Thistle Hold requests shining thaler from its customers, but in the Baiags' settlement by the lake Big Mere anyone can get a fantastic meal in exchange for a utility item or a small service.

FOOD AND DRINK

Dish	Cost
Basics:	
Bread	2 ortegs
Casserole	2 ortegs
Cheese	2 ortegs
Feast, countryside (per person)	1 shilling
Feast, town (per person)	1 thaler
Desserts:	
Hack tray	3 shillings
Fried pastry	2 ortegs
Fruit pie	1 thaler
Fruit pudding	1 orteh
Fruit sherbet	7 thaler
Ice cream & fruit	2 ortegs
Honey-roasted sorrel	3 shillings
Candied ginger	1 shilling
Marmalade confectionery	3 shillings
Nuts in chocolate	1 orteg
Truffle-buttered biscuit	5 ortegs
Sugar-coated rose petals	5 ortegs
Salty-sweet needles	5 ortegs
Waffles with butter and honey	3 shillings

FOOD AND DRINK

Dish	Cost
Beverages:	
Table ale (watered stut)	1 orteg
Bottle of blot (mulled wine)	3 thaler
Bottle of ludendrink (mulled wine)	2 thaler
Bottle of red wine (unspecified)	1 thaler
Bottle of white wine (unspecified)	1 thaler
Bottle of Southern Slopes (from Alberetor)	15 thaler
Bottle of of Vearra's Red (simple wine)	2 thaler
Cup of vesa	4 ortegs
Tankard of blackbrew (unspecified)	1 orteg
Tankard of stut (unspecified)	3 ortegs
Tankard of Adersel (triple fermented ale)	8 shillings
Tankard of Argona (fine stut)	2 shillings
Tankard of The Duke's Relief (simple stut)	1 shilling
Tankard of Kurun's Honor (triple fermented)	5 shillings
Tankard of Urtal (triple fermented red ale)	3 shillings
Tankard of veloum (barbarian must)	2 shillings
Tankard of Zarekian Blackbrew	1 shilling

Beverages

Vesa. A mix of buttermilk and goat whey enjoyed by all barbarian clans. Fresh and very tasty, albeit an acquired taste.

Blackbrew. The rich beer of the clans, ranging in quality from very cheap Brutebrew to the reasonably tasty version brewed by Clan Zarek.

Stut. The most common type of ale in Ambria. Comes in many types and brands, but the most popular and price worthy is brewed by House Argona.

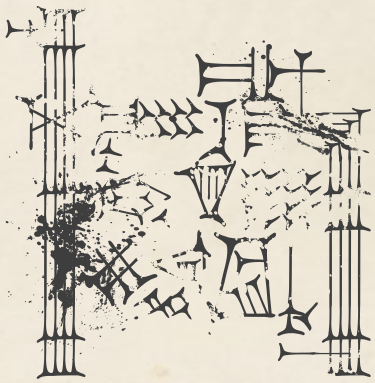
Veloum. A brighter kind of beer, common among the clans north of Karvosti. Weaker than blackbrew but just as rich and with more flavor.

Brutebrew. Hard alcohol mixed with spiced water, so disgusting that the barbarians never drink it other than in connection with bets or special rituals.

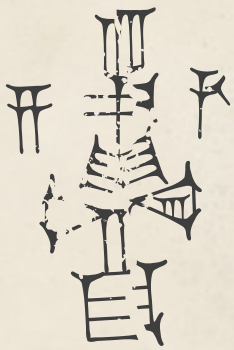
FOOD AND DRINK	
Dish	**Cost**
Fish:	
Fish sauce & crispbread	5 ortegs
Trout pudding with turnips	15 shillings
Salted herring with turnips	5 shillings
Buttered walleye with mash	22 shillings
Porridge:	
Watered porridge	4 ortegs
Ale-porridge with butter	2 shillings
Spicy cream-porridge	1 thaler
Meat:	
Barbecued young-boar with beats	6 shillings
King's steak in gravy	8 shillings
Slow-roast with stewed carrot	5 shillings
Hash patties with turnips	2 shillings
Roka sausage with mashed beats	12 shillings
Stuffed lung with black mash	4 shillings
Pies:	
Fish pie	5 shillings
Offal pie	4 shillings
Cabbage pie	1 shilling
Meat pie	2 shillings
Trout pie	8 shillings
Kidney pie	2 shillings
Mushroom pie	4 shillings
Stews:	
Mixed stew	5 ortegs
Fish & turnips	1 shilling
Cabbage stew	3 ortegs
Meat & beats	8 ortegs
Root vegetable stew	4 ortegs
Soups:	
Blood-soup with dark bread	5 ortegs
Onion soup with crispbread	4 ortegs
Teas:	
Fruit tea	1 shilling
Iron oak tea	8 ortegs
Spice tea	1 orteg
Smoked tea	4 ortegs
Herbal tea	2 ortegs

Food Cultures

The food cultures of the clans and the Ambrians are varied, but generally the Ambrians prefer processed dishes (brawns, sausages, pâtés, etc.) while the barbarian dishes are more rustic, such as stews and barbecues.



Writing carved into the stone foundation of Otra Dorno and, though difficult to decipher, believed to contain the symbol for what is presumed to read "massacre" or "blood bath".



Iasogoi Brigo brought this text from the ruined city of Odaban. It is presumed to express a proverb, along the lines of: *"In complete darkness the spark of hope shines the brightest."*

Trade Goods

TRADE IS THE life-blood of Ambria and much of it goes on in Davokar as well. Goods do not always have a practical use; instead they are the basis for different types of craft items.

TRADE GOODS

Good	Value
Cardamom, one box	5 ortegs
Cinnamon, one box	1 thaler
Clove, one box	7 ortegs
Copper, one bar	5 shillings
Cotton fabric, one roll	1 thaler
Cumin, one box	5 ortegs
Ginger, one box	5 ortegs
Gold, one bar	500 thaler
Grain, one sack	2 shillings
Honey, one jar	1 thaler
Iron, one bar	1 shilling
Mint, one box	5 ortegs
Oil (vegetable), one earthen jug	5 ortegs
Roka berries, one box	12 ortegs
Saffron, one box	50 thaler
Salt, one sack	1 shilling
Silk, one roll	50 thaler
Silver, one bar	50 thaler
Spices, one box	3 ortegs
Sugar, one sack	1 thaler
Tar, one barrel	5 shillings
Turmeric, one box	15 ortegs
Vinegar, one earthen jug	1 shilling

THUS SPOKE AROALETA

"... and deep down the world was violated, because the shell is suited for the force within; to add power to power without bracing the hide is as inexcusable as it is inconsiderate. For when the shell ruptures the force released is multiplied by the thousands, from anger and shame."

TOBACCO

Many Ambrians enjoy a good smoke, almost as much as a sturdy drink. After a meal, during work, after work or instead of work – any time is a great time for a stopping of tobacco!

TOBACCO GOODS

Good	Value
Tobacco:	
Chewing tobacco, one box	6 ortegs
Fruit tobacco, one box	4 ortegs
Herbal tobacco, one box	2 shillings
Longbottom leaf, one box	8 shillings
Smelling snuff, one box	2 thaler
Utensils:	
Clay pipe	3 shillings
Long-stemmed seafoam pipe	1 thaler
Smoke tube	5 ortegs
Snuff box	1 shilling
Wooden pipe	5 shillings

Alchemical Elixirs

THE PEOPLES OF the Davokar region possess a vast knowledge of how to transform herbs, fruits and the bodily organs of animals into useful elixirs. Among the barbarians it is usually the witches who create the elixirs, while Ambrian decoctions are often made b y specialized craftsmen and artisans.

The exchange of knowledge between alchemists in Ambria and Davokar causes ever more elixirs to become available to the Ambrians. Some drugs can only be purchased on the black market in places like Thistle Hold, since they are illegal or at least so inappropriate that selling (or buying) them will attract attention from the authorities and witch hunters. Among these are most elixirs that give Corruption; both Ambrians and barbarians handle the trade in such decoctions discreetly.

Finding a specific elixir on the black market in Ambria requires a DC 13 Charisma check by someone who has contacts in the black market (most Scoundrels, some Hunters or anyone with the Unusual Contacts feat). Alternatively, someone with Alchemist's Supplies can brew elixirs in civilization; if they also have a Field Laboratory they can do so in the wilderness. Supplies cost half the market value of the elixir or require 1 downtime day of gathering.

The table below gives the DC to produce the elixir. If the elixir provides a numerical effect this is also given. A slash (/) indicates a choice between effects, which will be explained in the elixir's entry below. Consuming an elixir is usually an object interaction, but the GM may require an action instead, depending on the location of the elixir and external factors. The chart also provides an average sale cost and likely number of elixirs available.

ALCHEMICAL ELIXIRS	
Elixir (Basic unless otherwise specified)	**Value (Amount Available)**
Antidote:	
Weak (DC 5, +2)	5 thaler (2d6)
Moderate (DC 10, +5)	10 thaler (2d4)
Strong (DC 15, +10)	15 thaler (1d4)
Antidote Candle:	
Weak (DC 10, +2)	10 thaler (1d6)
Moderate (DC 15, +5)	20 thaler (1d4)
Choking spores (DC 20)	10 thaler (1d4)
Concentrated magic (DC 15)	10 thaler (1d4)
Drone dew (DC 10†)	20 thaler (1d8)
Elemental essence (DC 15)	10 thaler (1d6)
Elixir of Life (DC 15)	10 thaler (1d6)
Eye drops (DC 13)	5 thaler (1d6)
Fire dye (DC 10)	5 thaler (1d8)
Flash powder (DC 15)	20 thaler (1d4)
Ghost candle (DC 15)	40 thaler (1d4)
Herbal cure (DC 10)	10 thaler (1d8)
Holy water (DC 17)	20 thaler (1d4)
Homing arrow (DC 13)	10 thaler (1d6)
Homunculus (DC 17)	20 thaler* (1)
Poison:	
Weak (DC 10, 1 round [+1] /1d6 poison damage [+3])	10 thaler (1d6)
Moderate (DC 15, 1 round [+1] /1d6 poison damage [+3])	20 thaler* (1d4)
Strong (DC 20, 1 minute [+3] /4d6 poison damage [+9])	30 thaler* (1)
Poison Candle:	
Weak (DC 13, 1 round [+1] /1d6 poison damage [+3])	40 thaler* (1d4)
Moderate (DC 17, 1 round [+1] /1d6 poison damage [+3])	60 thaler* (1)
Protective oil (DC 17)	20 thaler
Purple Sap:	
Weak (DC 15)	20 thaler (1d6)
Moderate (DC 17)	40 thaler (1d4)
Strong (DC 20)	60 thaler (1)
Revealing light (DC 13)	10 thaler (1d4)
Shadow tint (DC 15)	15 thaler* (1)
Smoke bomb (DC 10)	10 thaler (1d6)
Spirit friend (DC 13)	60 thaler* (1d4)
Spore bomb (DC 25)	15 thaler (1)
Stun bolt (DC 13)	5 thaler (1d6)
Thorn beasties (DC 15)	20 thaler* (1)
Thunder ball (DC 10)	15 thaler (1d6)

ALCHEMICAL ELIXIRS	
Elixir (Basic unless otherwise specified)	**Value (Amount Available)**
Transforming Draught:	
Weak (DC 13)	10 thaler* (1d4)
Moderate (DC 15)	20 thaler* (1d3)
Strong (DC 17)	30 thaler* (1)
Twilight tincture (DC 17)	60 thaler (1)
War paint (DC 15)	10 thaler (1d4)
Way bread (DC 10)	5 thaler (2d6)
Wild chew (DC 13)	5 thaler (1d6)
Wraith dust	20 thaler (1)

* This can only be purchased on the black market.

† This is the minimum DC, if you set a higher DC to make the elixir that higher DC is also used to save against the elixir's effect.

Antidote. This elixir provides a bonus to the next saving throw within 24 hours that a character makes against a poison effect. While it helps stop the poison, it does not cure any damage the creature has already sustained due to the poison. For each level the DC to create the elixir and the bonus to the saving throw are given.

Antidote Candle. When lit, this candle emits fumes that work as an antidote on all around it. Everyone affected receives a bonus to their next saving throw within 24 hours against poison. Note this does not affect damage already suffered.

Choking Spores. This elixir is produced from Davokar's lichens and mushrooms. When applied to a garrote, a choking victim becomes unconscious one round sooner than normal (they always get at least one round to attempt to escape the garrote).

Concentrated Magic. A dose of mystical essence, which allows a mystic to reduce the temporary Corruption gain from casting a spell by 1 point (minimum of 1 point of temporary Corruption). Only one can be consumed per casting and the mystic must make a DC 15 Constitution saving throw or become poisoned until the end of their next turn.

Drone Dew. This is a liquid elixir made from drone spores, also containing accelerants. A living creature who ingests a dose of the elixir immediately must make a Constitution saving throw, falling unconscious on a failure or becoming stunned for one round on a success.

Elemental Essence. If you apply a dose of elemental essence then either one melee weapon, four throwing weapons or all the arrows/bolts in a quiver deal an additional 1d4 elemental damage for 1 minute. The alchemist must choose which element to prepare: fire, cold, acid or lightning.

Elixir of Life. Consuming an Elixir of Life gives the drinker regenerative powers that heal 1d6 hit points during 1d6 turns, at the start of the character's turn. Sadly the character also suffers 1 temporary Corruption for each turn the elixir is in effect.

Eye Drops. These drops will immediately return the gift of sight to a temporarily blinded creature.

Fire Dye. Fire dye consists of salts that change the color of any fire they are cast into. If the colors are ascribed a specific meaning known to the user and an allied observer it can be used for signaling over long distances. They are also used for entertainment among the wealthy, and by charlatans to impress commoners.

Flash Powder. A finely grained powder that emits a blinding light when thrown (range 30/90). Creatures within 5 feet of the effect must make a DC 15 Constitution saving throw or become blinded until the end of their next turn.

Ghost Candle. The fumes from this candle make visible all invisible objects and creatures within a 30-foot radius..

Herbal Cure. An herbal cure consists of an alchemical poultice coupled with bandages. It smells vile but heals 1d4 hit points. A user must take a short or longer rest between doses.

Holy Water. This water, instilled with the light of Prios, can heal wounds and sooth souls. It heals 2d4 + 2 hit points and reduces temporary Corruption by 1 point.

Homing Arrow. The alchemist marinates an arrow in homing essences, thereby creating an arrow that flies past other combatants, i.e. it does not require a clear line of sight and ignores cover effects. However, the archer must be able to see some portion of the target and must succeed at a regular attack roll to successfully hit it.

Homunculus. A seed is planted and one day later a miniature servant sprouts from the ground. The homunculus is Tiny, has no skills or features and all of its ability scores are 10 (+0). It serves its maker loyally then withers away after a month; all it leaves behind is a pile of dirt. Creating a homunculus is a true violation of the natural order, meaning that the one using the seed suffers 1d6 temporary Corruption.

Poison. The DC for the poison is dependent on the type of effect selected. For example, a weak poison at its base either causes the Poisoned condition for 1 round or 1d6 of poison damage. Choose one effect and raise the DC for the manufacture of the poison based on the total effect. The save against the poison itself is the base DC before any modifiers.

Poison Candle. A candle that emits poisonous fumes for 1 hour when lit; The poison is airborne and affects everyone within a 30-foot radius. The candle must burn for 1d4 turns before the poison is released, so the assassin can light it and leave the room before it takes effect. In all other ways it is the same as a regular poison, above.

Protective Oil. This alchemical oil protects against elemental damage by providing resistance to damage from one of the elements for the duration of a scene. The alchemist must choose which of the elements that the oil shields against: fire, cold, acid or lightning.

Purple Sap. This elixir is made from a decoction of a purple Lily of the Valley, a flower whose cleansing properties and resistance to Corruption were discovered by the witches of Davokar long ago. Purchasing the elixir is expensive, because the ingredient is so rare and few alchemists are skilled enough to brew it. The elixir has no effect on permanent Corruption or on blight-marks which have already appeared on the user.

- **Weak:** This potion removes 1 temporary Corruption from the soul.
- **Moderate:** The elixir immediately removes 1d4 temporary Corruption.
- **Strong:** This version removes 1d8 temporary Corruption.

Revealing Light. A wax candle that when lit makes living creatures (not undead or abominations) glow softly in the dark, making it harder to stay hidden (disadvantage on Dexterity (Stealth) checks and advantage on Wisdom (Perception checks) for everyone. This affects everyone within a 30-foot radius, including the one who lit the candle.

Shadow Tint. This horribly sickening elixir was once used by mystics wanting to hide just how close they were to becoming thoroughly corrupt, making it a welcomed addition to all sorcerers' collections of mystical decoctions. Whoever manages to force down the sludge distorts their shadow for 24 hours, making it appear as if their Corruption total is 2d4 points lower.

Smoke Bomb. The smoke bomb is a ceramic vessel that emits dense alchemical smoke when crushed, causing a sphere with a 15-foot radius to become highly obscured.

Spirit Friend. The miraculous drug called Spirit Friend is cooked in a cauldron, but it is not the liquid that is bottled, but the vapors. The gray-white smoke is captured in small ceramic jars and inhaled when needed. Spirit Friend shifts the user into the ethereal for 1d4 turns, to the price of as many points in temporary Corruption.

Spore Bomb. The spore bomb can be thrown up to 30 feet and affects all creatures within a 10-foot radius, requiring them to make a DC 15 Constitution saving throw. On a failure the creature has disadvantage on Constitution saving throws for 1d4 + 1 rounds.

Stun Bolt. The alchemist covers a crossbow bolt in a fast acting muscle relaxant; anyone hit by the bolt must pass a DC 13 Constitution saving throw or become stunned and prone. The victim can repeat the saving throw at the end of its turn, ending the stunned effect on a success.

Thorn Beasties. A handful of seeds are thrown to the ground and one turn later 1d4 + 1 thorn beasties appear to serve the user. The thorn beasties are small, vaguely humanoid creatures made of thorns; they do not speak but squeak and crack as twigs that are bent and rubbed together. The beasties live for one hour before drying up to look like thorny witch dolls. The summoning of

Thorn Beasty

Tiny humanoid (Creeper)

Armor Class 13
Hit Points 5 (2d4)
Speed 25 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages understands the caster's language
Challenge 1/8 (25 XP, Proficiency Bonus +2)
Manner rustling and crackling
Shadow same as the mystic
Equipment none

Pack Tactics. The thorn beasty has advantage on an attack roll against a creature if at least one of the thorn beasty's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Sharp Talons. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

the thorn beasties is a clear violation of the natural order, meaning that the one using the seeds suffers 1d6 + 1 temporary Corruption.

Thunder Ball. An alchemical load that is thrown (range 30/90) at a target and detonates in a 5-foot radius with a sudden, loud flash, causing 1d12 thunder damage.

Transforming Draught. This is a powerful mutagen which transforms the body of the user in a monstrous way. During a scene the user is twisted into a half-bestiaal creature and has disadvantage on all Charisma checks until the effect wears off.

The draught gives the user a monstrous trait for the rest of the scene; the level of the trait is decided by the strength of the elixir. In addition, each dose consumed deals temporary Corruption, also determined by the strength of the elixir. Of course, the physical transformation and the corrupting effect is reason enough for the elixir to be banned and only available on Ambria's black market.

The following monstrous traits (see Bestiaal in the *Bestiary*) can be acquired, decided by the alchemist when brewing the elixir:

- **Weak.** The elixir gives either Aggressive or Awareness, at the cost of 1d4 temporary Corruption.
- **Moderate.** The elixir gives either Bite, Claws, or Leathery Skin, at the cost of 1d6 temporary Corruption.
- **Strong.** The elixir gives either Blood Frenzy, Enlarge, Reduce, or Wings, at the cost of 1d8 temporary Corruption.

Twilight Tincture. This is an extract of dried stems and leaves from the extremely rare Twilight Thistle. Up until recently the rareness of the herb (on occasion, one or a couple of stems can be found among other offerings in the ruins of Davokar, rather than an actual growing site) coupled with its moderate medical effect made it not very sought-after; it seems to have an effect on certain types of eczema and possibly also on senility if consumed.

However, with the aging of the queen mother has come an increased demand from the court. Of course, the tale of how Lasifor Nightpitch bought the land on which Thistle Hold is built for an armful of Twilight Thistles gave the herb a hefty boost in popularity among fortune hunters.

Lately, the twilight tincture has found another group of users, and a new area of use: it has proven capable of disguising a number of symptoms gained from being undead. Desperate unfortunates – some of them alchemists – searched for ways to hide their death marks, and someone discovered that the twilight tincture (consumed, not smeared on the skin) temporarily made an undead body come to life: the skin regained its redness, the body temperature rose, and the smell of the breath improved dramatically.

The effect lasts for a week and then the undead creature must make a DC 15 Constitution saving throw. If the save fails, the effect lingers for one more day before dissipating completely. On thoroughly corrupt creatures the effect only lasts for a day per dose, no saving throw is made.

War Paint. Mystically charged paints can help a warrior in combat. War paint adds +1 to either your Strength modifier or Dexterity modifier for the next 10 minutes, and the warrior decides which attribute to boost when the paint is applied.

Waybread. One loaf of this rich waybread corresponds to a week's food supply for one person.

Wild Chew. This is a strong stimulant, making the chewer more spirited, less careful and very aggressive. One dose of wild chew adds Reckless. The creature has advantage on its attacks and attackers have advantage on their attacks against the creature. The effect lasts one hour, after which the creature gains a level of exhaustion. Over time wild chew becomes very addictive and severe withdrawal symptoms will occur unless the user consumes at least one dose each week, with the risk of permanent madness or death. No known drugs can counteract this.

Wraith Dust. Wraith dust forces an incorporeal being to take physical form for the next 10 minutes. The dust must be thrown (range 5/15) at a target. While corporeal the spirit takes damage as living creatures do (it loses any resistances or immunities during this time).

Lesser Artifacts

WITH THE RENAISSANCE of artifact crafting, lesser artifacts have become available for purchase. These items are not necessarily more potent than alchemical elixirs, but are often of a more permanent kind. Each artifact requires attunement but does not add permanent Corruption.

Some lesser artifacts are tightly linked to a mystical tradition or a mystical power and of little use in more general terms, but many of them can be used by anyone and are sure to be a welcomed addition to the tools and equipment of any treasure hunter venturing into Davokar.

LESSER ARTIFACTS

Artifact	Cost
Animal Mask	50 thaler
Bark Mask	50 thaler
Burial Shroud	50 thaler
Death Mask	50 thaler
Healing Spider	20 thaler
Iron Crown	50 thaler
Lucky Coin	40 thaler
Marlit Cape	20 thaler
Meeting Stone	10 thaler
Mind Prism	50 thaler
Mystical Focus	60 thaler
Order Medallion	10 thaler
Pest Mask	40 thaler
Ritual Codex	20 thaler
Ritual Focus	40 thaler
Ritual Seal	60 thaler
Ruler's Ring	50 thaler
Rune Staff	60 thaler
Soul Stone	100 thaler
Spark Stone	50 thaler
Spell Seal:	
Novice	15 thaler per spell level
Adept	25 thaler per spell level
Spell Scroll:	
Novice	10 thaler per spell level
Adept	20 thaler per spell level
Master	30 thaler per spell level
Staff Foot*	50 thaler
Staff Head*	50 thaler
Sun Mask	50 thaler
Toad Guard	5 thaler
Transcendental Weapon	60 thaler
Witch Braid	40 thaler

* These artifacts do not need attunement

Animal Mask. Green path witches tend to identify with the beasts of the wild, a sentiment embodied by the wearing of animal masks. Every animal mask with mystical properties symbolizes an animal and gives the wearer advantage on one ability check for each long rest for the ability associated with that animal – Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma.

Bark Mask. Green-weaving witches often cover their faces with a mask of bark, as a symbol of their connection to nature. Many of these masks are infused with power and provide advantage on one ability check per long rest related to plants and anything growing.

Burial Shroud. The spiritualists among the witches often wear a shroud over their head when contacting the spirits of the dead, since this makes the spirits calmer and allows for a deeper connection. A mystic using such an artifact gains advantage on one saving throw per long rest involving the spirits of the dead.

Death Mask. The necromancers' aspiration to dominate death has led to the use of hideous death masks that have been infused with power. A death mask gives advantage on one ability check per long rest for any check involving the intersections between life and death.

Healing Spider. A small spider figurine which is placed on an open wound, where it quickly covers itself and the wound in a web that heals 1d12 hit points over the course of 8 hours. The spider cannot heal damage from poison or other internal injuries. If the Spider heals 1 or 12 hit points then the spider has reached the end of its power, otherwise the spider creeps up from the wound to be reused on new ones. The one treated by the healing spider suffers one point in temporary Corruption.

Iron Crown. Demonologists often wear a crown of rusty iron when tearing at the world's fabric. These crowns give advantage on a single saving throw per long rest if the saving throw involves demonic or otherworldly entities.

Lucky Coin. A gold coin instilled with energies of good fortune. The coin is carried in a pocket and gives advantage to one ability check per short rest. Whoever toys with such energies is at risk of suffering from the opposite effect; if the result of the roll is a natural 20, the carrier will have disadvantage on every ability check until they can take a short (or longer) rest.

Marlit Cape. The skin of a marlit, a reptile known for its sneaky hunting style, is treated with preserving alchemical preparations so that it keeps its camouflaging properties after the death of the beast. The wearer has advantage on one Dexterity (Stealth) check, and must take a long or extended rest before using this benefit of the cape again.

Meeting Stone. A stone is loaded with an invitation to a specific person, who upon receiving and touching the artifact instinctively knows where the stone's owner is

waiting. Only a Mystic (or a character that can cast one or more spells) can activate a meeting stone.

Mind Prism. The illusionists of Ordo Magica often use a prism to describe how the perception of reality may be broken down and understood. Some of these crystals are filled with so much suggestive energy that using the stone when casting an illusion improves it so much that when a viewer makes an ability check to detect the illusion it is at disadvantage. The caster must take a long or extended rest before using the stone again.

Mystical Focus. A tradition-specific focus allows the user to cast spells that normally require minor material components (i.e. a material component that does not give a cost and is not consumed with the casting).

Order Medallion. The medallions of Ordo Magica are given to novices and stay with the wizards for their entire career. When the wizard reaches adept (3rd) level, the medallion transforms to symbolize this step; the same thing happens when reaching master (11th) level. Some chapters have made the order medallion mandatory and have also bound certain functions to it, such as the ability to open doors which are closed to outsiders/novices/adepts and to activate the chapter's magic circle.

Plague Mask. In a world full of contagions and poisons it is no wonder that many methods have been developed to resist such phenomena. The Confessors of the Sun Church, for instance, carry plague masks which allow the wearer to have advantage on saving throws to resist sicknesses and poisons. Once used, it must be recharged with a long or extended rest.

Ritual Codex. A ritual is penned down in a codex so that another mystic can perform it without having previously learned the ritual. The codex can only be used once.

Ritual Focus. A tradition-specific object which reduces the time required for all rituals belonging to the tradition. The ritual requires only an additional 5 minutes instead of 10. [See examples to the right].

Ritual Seal. The artifact crafter binds a ritual to a seal; when broken, the effect of the ritual is triggered. The creator of the seal need not know the ritual, but must be in the company of one who does when it is created (or have access to a ritual codex explaining the ritual; the codex is destroyed with this act). He or she who breaks the seal suffers 1d4 temporary Corruption.

Ruler's Ring. Prominent mind-warping wizards often carry a gold band on a finger, around the wrist or upper arm. To them, this represents the noble endeavor of the ruler. These rings are often instilled with the ability to dominate all living beings. If so, the gold ring gives the target of an enchantment spell disadvantage on its saving throw. This works only once per long or extended rest.

Rune Staff. The hallmark of the staff mage is their personal staff, carved with the runes of the elements. In the hand of its owner, the staff is also the instrument through which the mage wields their powers.

Soul Stone. A Soul Stone is the item required to perform the ritual with the same name.

Spark Stone. The power of a pyromancer is increased by this glowing amber. The spark stone is a weaker version of the renowned sun stones that the master pyromancers of old could craft from summoned fire spirits. Nowadays, the fire wizards have to make do with lesser artifacts, not as powerful but still a great help to those whose skills relate to fire and burning. A pyromancer with a spark stone can reroll any fire damage dice that show a '1' for a single spell. The stone must then be recharged with a long or extended rest.

Examples of Mystical Focuses

Witchcraft. Mask made of wood or bone, often painted or adorned with colorful beads.

Wizardry. Staff carved with power symbols.

Staff Magic. Staff head, often a stone entwined in filigree work or held by an ornamental claw.

Sorcery. Rod of human bone, engraved with dark runes.

Symbolism. A jar filled with air paint.

Theurgy. A holy symbol that glows softly in the dark and shines when used.

Troll Singing. A crumhorn, birchbark horn or similar instrument that hums or plays quietly even when not used.

Examples of Ritual Focuses

Witchcraft. Clothing in natural fabrics with woven power symbols.

Wizardry. A collection of metal symbols, where different metals represent different elements or principles.

Staff Magic. A staff foot in metal, used to draw symbols on the ground.

Sorcery. Chalice shaped like the skull of a daemon, from which sacrificial blood is drunk during the ritual.

Symbolism. Rune-carving tools with glowing tips

Theurgy. Shrouding from a lightbringer, carried like a cape or draped over the object of the ritual.

Troll Singing. Stone tablet, wooden board or bone shield with carved symbols, functioning as a note or song sheet of ancient hymns and powerful rhythms.

Spell Seal. An artifact crafter has bound a non-concentration spell at the novice (spell level) or adept (spell level plus 1) level to a seal; when the seal is broken, the power is activated. Whoever breaks the seal suffers temporary Corruption as if they cast the spell and the seal is spent when broken.

Spell Scroll. Artifact crafters in Ordo Magica can bind a spell at the novice (the spell's regular level), adept (the spell's level plus 1) or master level (the spell's level plus 2) to a scroll.

The power may then be activated by another character who can cast spells of the spell scroll's base level. Whoever activates the scroll suffers temporary Corruption equal to the spell scroll's base level. The scroll is spent upon activation.

Staff Foot. A staff foot forged with strengthening spells can give the staff of a staff mage extra power when used as a weapon. The artifact is attached to the staff and gives the user advantage on one melee attack roll with the staff for each short or longer rest. Even if this artifact most often is attached to a rune staff, it may be attached to an ordinary wooden staff with the same effect.

Staff Head. A special ornament at the top of the staff mage's staff can provide extra focus. The staff head – often a beautiful stone encased in meteoric iron – gives advantage on one spell attack roll for each short or longer rest.

Sun Mask. The sun masks of the theurgs bestow spiritual warmth to the cold-hearted and spread light where no other light can reach. Worn by a theurg, it can also assist in combat against undead and abominations. The mask radiates light around the wearer as if it is a torch; in the light's radius (60 ft.) the theurg can invoke its power to provide disadvantage on saving throws against banishing spells or turning undead once for each long rest.

Toad Guard. A figurine in the form of a toad acts as an alarm. The user – who has to know at least one spell – whispers a triggering condition to the figurine; the trigger has to be of a physical nature and must occur close to the toad guard, for example that "someone passes through the grove" or "the door is opened from outside." If activated, the toad will wake everyone with a loud croaking.

Transcendental Weapon. These weapons were forged to allow a wielder to strike from a distance. Only mystics know how to use such an artifact. The attack is rolled as if in melee combat but may hit distant targets (up to 60 feet away) and requires the wielder to see the target.

Witch Braid. This braid is made from three types of hair or fur and keeps death at bay, giving advantage to death saving throws.

Traps

TRAPS COME IN two types, mechanical and alchemical. Mechanical ones can be handled by untrained users. When it comes to alchemical mines, the rules for Untrained Use of Alchemical Weapons (see page 166) apply.

Alchemical Mine

Alchemical mines are crafted by an alchemist, usually in a laboratory setting. If produced in the field, the alchemist must make a Dexterity (Field Laboratory) check against the listed difficulty to combine the ingredients correctly. On a natural 1, the mine explodes on the alchemist, causing the listed damage.

When a creature comes within 5 feet of a mine, it triggers. The creature must make a Dexterity saving throw, taking half damage on a success. It continues to burn.. Each turn, the damage reduces by 1d6. A creature within 10 feet of the mine must make another Dexterity saving throw, taking half damage on a success. Once the damage reaches 0 dice the mine has burned itself out.

TRAPS

Trap	Difficulty	Damage	Cost
Alchemical Mines:			
Weak	DC 13	2d6 fire	10 thaler
Moderate	DC 15	4d6 fire	20 thaler
Strong	DC 17	6d6 fire	30 thaler
Mechanical Trap:			
Weak (Snare)	DC 10	1d12 bludgeoning	5 shillings
Moderate (Bear Trap)	DC 13	2d12 piercing	1 thaler
Strong (Dragon Trap)	DC 17	3d12 bludgeoning	2 thaler

Mechanical Trap

Mechanical traps come in many designs: a snare is a loop of wire or rope that is tied to a spring or counterweight such that when an animal takes the bait they are lifted into the air and strangled. Another common design consists of two jagged semi-circles that slam shut when triggered. A third uses environmental features arranged so that a boulder or tree trunk smashes down onto the creature's head when it takes the bait. Setting the trap requires a Dexterity (Trapper's Manual) check at the listed difficulty. If you're not proficient, you have disadvantage on the check.

If the trap you set is designed to restrain the creature, the creature becomes grappled by the trap and the listed difficulty is the Escape DC for the grapple.

Listing of Spells

THE FOLLOWING PROVIDES a list of each mystical Approach's spells, from cantrips to 9th level. New spells and core spells that needed adaptation for *Ruins of Symbaroum* are included in the next section. Otherwise you can find the spells in the core rules.

There is one important exception to the normal rules – the spell *summon daemon* is only available to sorcerers who have taken the Demonologist feat. That is why it is not included in this listing but is available in the detailed list that follows.

Important Notes

IF A SPELL appears in the core rules without significant changes, it is listed here but not included in the detailed spell list. If a spell that is not included in the detailed list has a material component cost listed in gold pieces (gp) higher than 50 gp, the actual cost is half that value in thaler (e.g. a 100 gp material component costs 50 thaler, a 25 gp component costs 25 thaler).

Spells in ***semibold italics*** can be cast as rituals.

Spells with an asterisk (*) cannot be favored.

Sorcerer

CANTRIPS

Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp

1ST LEVEL

Black Bolt*
Burning Hands*
Charm Person*
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life*
Feather Fall
Fog Cloud
Jump
Mage Armor
Magic Missile*
Shield
Silent Image
Spirit Walk
Thunderwave

2ND LEVEL

Alter Self*
Black Breath*
Blindness/Deafness*
Blur
Darkness
Darkvision
Detect Thoughts*
Exchange Shadow
Gust of Wind
Hold Person*
Invisibility
Knock
Levitate*
Mirror Image
Misty Step*
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion*
Web

3RD LEVEL

Animate Dead*
Blink
Clairvoyance*
Counterspell*
Dispel Magic*
Fear*
Fly*
Gaseous Form
Haste
Hypnotic Pattern
Larvae Boil
Lightning Bolt*
Magic Circle
Major Image
Protection from Energy
Sending
Sleet Storm
Slow
Stinking Cloud
Tongues
Water Breathing
Water Walk

4TH LEVEL

Banishment*
Black Tentacles*
Blight*
Confusion*
Dimension Door*
Dominate Beast
Greater Invisibility
Ice Storm
Polymorph*
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Cloudkill
Commune with Spirits*
Cone of Cold
Creation
Dominate Person*
Hold Monster*
Insect Plague
Planar Binding*
Seeming
Telekinesis
Wall of Stone

6TH LEVEL

Chain Lightning*
Circle of Death*
Create Undead*
Disintegrate*
Eyebite*
Globe of Invulnerability
Mass Suggestion*
Move Earth
True Seeing

7TH LEVEL

Etherealness*
Finger of Death*
Fire Storm
Plane Shift*
Prismatic Spray
Reverse Gravity

8TH LEVEL

Dominate Monster*
Earthquake
Incendiary Cloud
Power Word Stun*

9TH LEVEL

Gate*
Meteor Swarm
Power Word Kill*
Time Stop
Wish*

Theurg

CANTRIPS
Accurate Strike
Acid Splash
Fire Bolt
Guidance
Light
Mending
Ray of Frost
Resistance
Sacred Flame
Shocking Grasp
Spare the Dying
Thaumaturgy

1ST LEVEL
Bane*
Bless
Command*
Create or Destroy Water
Cure Wounds*
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Guiding Bolt
Healing Word*
Holy Smoke
Inflict Wounds*
Protection from Evil and Good*
Purify Food and Drink
Sanctuary
Shield of Faith

2ND LEVEL
Aid
Augury
Blindness/Deafness*
Calm Emotions
Continual Flame
Enhance Ability
Find Traps
Gentle Repose
Hold Person*
Inherit Wound
Lesser Restoration
Locate Object
Prayer of Healing
Protection from Poison
Silence
Spiritual Weapon
Warding Bond
Zone of Truth*

3RD LEVEL
Anathema
Beacon of Hope
Clairvoyance*
Create Food and Water
Daylight
Dispel Magic*
Glyph of Warding
Judging Bonds
Magic Circle
Mass Healing Word*
Meld into Stone
Protection from Energy
Purging Fire
Remove Curse*
Revivify*
Sending
Speak with Dead*
Spirit Guardians*
Tongues
Water Walk

4TH LEVEL
Banishment*
Control Water
Death Ward*
Divination
Freedom of Movement
Guardian of Faith
Lifegiver
Locate Creature
Stone Shape

5TH LEVEL
Commune
Dispel Evil and Good*
Exorcism
Flame Strike*
Geas*
Greater Restoration*
Hallow
Insect Plague
Legend Lore
Mass Cure Wounds*
Planar Binding*
Purgatory
Scrying*

6TH LEVEL
Atonement
Blade Barrier
Find the Path
Forbiddance
Harm*
Heal*
Heroes' Feast
Patron Saint*
True Seeing

7TH LEVEL
Divine Word
Etherealness*
Fire Storm
Plane Shift*
Symbol

8TH LEVEL
Antimagic Field
Control Weather
Earthquake
Holy Aura

9TH LEVEL
Gate*
Mass Heal*

Troll Singer

CANTRIPS
Accurate Strike
Dancing Lights
Light
Mage Hand
Mending
Message
Minor Illusion
Prestidigitation
Vicious Mockery

1ST LEVEL
Animal Friendship
Bane*
Charm Person*
Comprehend Languages
Cure Wounds*
Detect Magic
Disguise Self
Entangle
Faerie Fire
Healing Word*
Heroism
Hideous Laughter*
Identify
Illusory Script
Longstrider
Silent Image
Sleep
Speak with Animals
Thunderwave
Unseen Servant

2ND LEVEL
Animal Messenger
Blindness/Deafness*
Calm Emotions
Detect Thoughts*
Enhance Ability
Enthrall*
Heat Metal
Hold Person*
Invisibility
Knock
Lesser Restoration
Locate Animals or Plants
Locate Object
Magic Mouth
See Invisibility
Shatter
Silence
Suggestion*
Zone of Truth*

3RD LEVEL
Bestow Curse*
Clairvoyance*
Dispel Magic*
Fear*
Glyph of Warding
Hypnotic Pattern
Major Image
Nondetection
Plant Growth
Sending
Speak with Dead*
Speak with Plants

Stinking Cloud
Tiny Hut
Tongues

4TH LEVEL
Compulsion*
Confusion*
Dimension Door*
Freedom of Movement
Greater Invisibility
Hallucinatory Terrain
Locate Creature
Polymorph*

5TH LEVEL
Awaken
Dominate Person*
Dream
Geas*
Greater Restoration*
Hold Monster*
Legend Lore
Mass Cure Wounds*
Mislead*
Modify Memory*
Planar Binding*
Scrying*
Seeming
Telepathic Bond

6TH LEVEL
Eyebite*
Find the Path
Guards and Wards
Irresistible Dance*
Mass Suggestion*
Programmed Illusion
True Seeing

7TH LEVEL
Arcane Sword
Etherealness*
Forcecage*
Magnificent Mansion
Mirage Arcane
Project Image
Symbol

8TH LEVEL
Dominate Monster*
Feeblemind*
Glibness
Mind Blank*
Power Word Stun*

9TH LEVEL
Foresight
Power Word Kill*

Witch

CANTRIPS
Accurate Strike
Chill Touch
Eldritch Blast
Mage Hand
Minor Illusion
Poison Spray
Prestidigitation

1ST LEVEL
Charm Person*
Comprehend Languages
Entangle
Expeditious Retreat
Find Familiar
Hellish Rebuke*
Illusory Script
Protection from Evil and Good*
Spirit Walk
Unseen Servant

2ND LEVEL
Blood Bond*
Darkness
Enthrall*
Hold Person*
Inherit Wound
Invisibility
Mirror Image
Misty Step*
Ray of Enfeeblement*
Shatter
Spider Climb
Suggestion*

3RD LEVEL
Counterspell*
Dispel Magic*
Fear*
Fly*
Gaseous Form
Hypnotic Pattern
Larvae Boil
Magic Circle
Major Image
Remove Curse*
Speak with Dead*
Tongues
Vampiric Touch*

4TH LEVEL
Banishment*
Blight*
Dimension Door*
Hallucinatory Terrain

5TH LEVEL
Contact Other Plane*
Dream
Hold Monster*
Scrying*
Telepathic Bond
Turn Weather

6TH LEVEL
Circle of Death*
Eyebite*
Flesh to Stone*
Living Fortress
Mass Suggestion*
True Seeing

7TH LEVEL
Etherealness*
Finger of Death*
Forcecage*
Plane Shift*

8TH LEVEL
Demiplane*
Dominate Monster*
Feeblemind*
Glibness
Power Word Stun*

9TH LEVEL
Foresight
Imprisonment*
Power Word Kill*

Wizard

CANTRIPS

Accurate Strike
Acid Splash
Chill Touch
Dancing Lights
Fire Bolt
Light
Mage Hand
Mending
Message
Minor Illusion
Poison Spray
Prestidigitation
Ray of Frost
Shocking Grasp

1ST LEVEL

Alarm
Burning Hands*
Charm Person*
Comprehend Languages
Detect Magic
Disguise Self
Expeditious Retreat
False Life*
Feather Fall
Find Familiar
Floating Disk
Fog Cloud
Grease
Hideous Laughter*
Identify
Illusory Script
Jump
Longstrider
Mage Armor
Magic Missile*
Protection from Evil and Good*
Shield
Silent Image
Sleep
Thunderwave
Unseen Servant

2ND LEVEL

Acid Arrow
Alter Self*
Arcane Lock
Arcanist's Magic Aura
Blindness/Deafness*
Blur
Continual Flame
Darkness
Darkvision
Detect Thoughts*
Enlarge/Reduce
Faraway Writing
Flaming Sphere
Gust of Wind
Hold Person*
Invisibility
Knock
Levitate*
Locate Object
Magic Mouth
Magic Weapon
Mirror Image
Misty Step*
Ray of Enfeeblement*
Rope Trick
Scorching Ray
See Invisibility
Shatter
Spider Climb
Suggestion*
Tale of Ashes
Web

3RD LEVEL

Blink
Clairvoyance*
Counterspell*
Dispel Magic*
Fear*
Fireball*
Flaming Servant
Fly*
Gaseous Form
Glyph of Warding
Haste
Hypnotic Pattern
Lightning Bolt*
Magic Circle
Major Image
Nondetection
Phantom Steed
Protection from Energy
Sending
Sleet Storm
Slow
Stinking Cloud
Tiny Hut
Tongues
Vampiric Touch*
Water Breathing

4TH LEVEL

Arcane Eye
Banishment*
Black Tentacles*
Confusion*
Control Water
Dimension Door*
Fabricate*
Faithful Hound
Fire Shield
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Illusory Correction
Locate Creature
Phantasmal Killer*
Polymorph*
Private Sanctum
Resilient Sphere
Secret Chest
Stone Shape
Stoneskin
Wall of Fire

5TH LEVEL

Animate Objects
Arcane Hand
Cloudkill
Cone of Cold
Creation
Dominate Person*
Dream
Fire Soul
Geas*
Hold Monster*
Legend Lore
Mislead*
Modify Memory*
Passwall
Planar Binding*
Scrying*
Seeming
Telekinesis
Telepathic Bond
Teleportation Circle
Turn Weather
Wall of Force
Wall of Stone

6TH LEVEL

Chain Lightning*
Contingency
Disintegrate*
Eyebite*
Flesh to Stone*
Freezing Sphere
Globe of Invulnerability
Guards and Wards
Instant Summons
Irresistible Dance*
Mass Suggestion*
Move Earth
Programmed Illusion
Sunbeam
True Seeing
Wall of Ice

7TH LEVEL

Arcane Sword
Delayed Blast Fireball*
Etherealness*
Forcecage*
Magnificent Mansion
Mirage Arcane
Prismatic Spray
Project Image
Reverse Gravity
Sequester
Soul Stone
Symbol

8TH LEVEL

Antimagic Field
Antipathy/Sympathy
Blood Storm
Clone*
Control Weather
Demiplane*
Dominate Monster*
Feeblemind*
Incendiary Cloud
Maze
Mind Blank*
Power Word Stun*
Sunburst

9TH LEVEL

Foresight
Gate*
Imprisonment*
Meteor Swarm
Power Word Kill*
Prismatic Wall
Time Stop
Weird
Wish*

Spell Descriptions

A DETAILED LISTING of new and modified spells follows. Spells are divided by level and then presented in alphabetical order.

Cantrips

ACCURATE STRIKE
Divination cantrip

Casting Time: 1 action
Range: 30 ft.
Components: S
Duration: Concentration, up to 1 minute

You point a finger at a target you can see in range. Your magic gives insights into the target's defenses. As long as the spell remains active, you have advantage on your first attack roll against the target on your turn.

1st Level Spells

ANIMAL FRIENDSHIP
1st-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a morsel of food)
Duration: 24 hours

This spell lets you convince a beast that you mean it no harm. Choose a beast that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spell ends.

At Higher Levels. When you cast this spell at 2nd level or higher, you can affect one additional beast for each level above 1st.

BANE*
1st-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute

Up to three creatures of your choice that you can see within range must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st.

BLACK BOLT*
1st-level evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You summon some measure of the darkness that plagues your soul and send it outwards as a bolt of blackness at a creature within range. The creature must make a Dexterity saving throw or be restrained by the magic as it envelops them like shadowy tentacles. At the end of its turn, the creature can attempt a Strength saving throw to break free. If the creature's size is larger than the caster's it has advantage on the saving throw.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st.

THUS SPOKE AROALETA

"... such is the blight beast: born of flesh, twisted by sins lingering in water and soil and shimmering air; the sin of Symbar embodied, that is the blight beast."

BLESS
1st-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (a sprinkling of holy water)
Duration: Concentration, up to 1 minute

You bless up to three creatures of your choice within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st.

BURNING HANDS*

1st-level evocation

Casting Time: 1 action
Range: 15 ft.
Components: V, S
Duration: Instantaneous

As you hold your hands with thumbs touching and fingers spread, a thin sheet of flames shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

CHARM PERSON*

1st-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: 1 hour

You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it is charmed by you until the spell ends or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance. When the spell ends, the creature knows it was charmed by you.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st. The creatures must be within 30 feet of each other when you target them.

COMMAND*

1st-level illusion

Casting Time: 1 action
Range: 60 ft.
Components: V
Duration: 1 round

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand your language, or if your command is directly harmful to it.

Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the spell ends.

- **Approach.** The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- **Drop.** The target drops whatever it is holding and then ends its turn.
- **Flee.** The target spends its turn moving away from you by the fastest available means.
- **Grovel.** The target falls prone and then ends its turn.
- **Halt.** The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you cast this spell at 2nd level or higher, you can affect one additional creature for each level above 1st. The creatures must be within 30 feet of each other when you target them.

CREATE OR DESTROY WATER

1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a drop of water for create or a few grains of sand to destroy)
Duration: Instantaneous

You can either create or destroy water:

- **Create Water.** You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.
- **Destroy Water.** You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range. Any particulates in the water coat the container or the ground in a fine dust.
- **At Higher Levels.** When you cast this spell at 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each level above 1st.

CURE WOUNDS*

1st-level evocation

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 1d8 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 2nd level or higher, the healing increases by 1d8 for each level above 1st.

DETECT EVIL AND GOOD
1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you know if there is an aberration, blight-born, celestial, elemental, fey, fiend, or undead within 30 feet of you, as well as where the creature is located. Similarly, you know if there is a place or object within 30 feet of you that has been magically consecrated or desecrated.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

FALSE LIFE*
1st-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S, M (a small amount of alcohol or distilled spirits)
Duration: 1 Hour

Bolstering yourself with a necromantic facsimile of life, you gain 1d4 + 4 temporary hit points for the spell's duration.

At Higher Levels. When you cast this spell at 2nd level or higher, you gain 5 additional temporary hit points for each level above 1st.

FOG CLOUD
1st-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you cast this spell at 2nd level or higher, the radius of the fog increases by 20 feet for each level above 1st.

GUIDING BOLT
1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: 1 round

A flash of light streaks toward a creature of your choice within range. Make a ranged spell attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical light glittering on the target until then.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d6 for each level above 1st.

HEALING WORD*
1st-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 2nd level or higher, the healing increases by 1d4 for each level above 1st.

HELLISH REBUKE*
1st-level evocation

Casting Time: 1 reaction (when a creature damages you)
Range: 60 feet
Components: V, S
Duration: Instantaneous

You point your finger, and the creature that damaged you is momentarily surrounded by hellish flames. The creature must make a Dexterity saving throw. It takes 2d10 fire damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d10 for each level above 1st.

HEROISM
1st-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to being frightened and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns. When the spell ends, the target loses any remaining temporary hit points gained from this spell.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st.

HOLY SMOKE
1st-level divination (ritual only)

Casting Time: 1 action
Range: 10 feet
Components: V,M (incense)
Duration: Concentration, up to 1 minute

You light incense and choose a 10-foot cube within range. The smoke spreads among those present and gathers around objects and creatures in relation to how corrupted they are: the closer the smoke gathers, the more tainted the creature in question is. The Gamemaster clearly states if objects or creatures are blight-stricken, blightmarked or thoroughly corrupt. (See Corruption, page 38).

Holy smoke can be countered by the *exchange shadow* spell.

INFLICT WOUNDS*
1st-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d10 for each level above 1st.

LONGSTRIDER
1st-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell at 2nd level or higher, you can target one additional creature for each level above 1st.

MAGIC MISSILE*
1st-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At Higher Levels. When you cast this spell at 2nd level or higher, the spell creates one more dart for each level above 1st.

PROTECTION FROM EVIL AND GOOD*
1st-level abjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (holy water or powdered silver and iron, which the spell consumes)
Duration: Concentration, up to 10 minutes

Until the spell ends, one willing creature you touch is protected against certain types of creatures: aberrations, blightborn, celestials, elementals, fey, and fiends.

The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be charmed, frightened, or possessed by them. If the target is already charmed, frightened, or possessed by such a creature, the target has advantage on any new saving throw against the relevant effect.

SLEEP
1st-level enchantment

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (a pinch of fine sand, rose petals or a cricket)
Duration: 1 minute

This spell sends creatures into a magical slumber. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this spell.

At Higher Levels. When you cast this spell at 2nd level or higher, roll an additional 2d8 for each level above 1st.

A Spell By Any Other Name

The names of some OGL spells appear a little different in this listing than other products. In short, we can't use anyone's name, so if the spell is named after its famous inventor, the name is left off or changed up. Otherwise, the spells remain the same.

SPIRIT WALK
1st-level transmutation (ritual)

Casting Time: 1 minute
Range: Self
Components: V
Duration: 10 minutes

You become part of the spirit world for up to 10 minutes. You are invisible to creatures in the material world but can see (and be seen by) any local spirits. Unfriendly spirits might attack you and you can use your reaction to end this spell early.

THUNDERWAVE
1st-level evocation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Instantaneous

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

At Higher Levels. When you cast this spell at 2nd level or higher, the damage increases by 1d8 for each level above 1st.

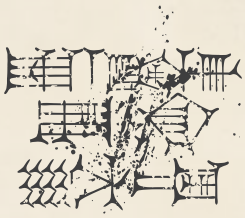
2nd Level Spells

ACID ARROW
2nd-level evocation

Casting Time: 1 action
Range: 90 feet
Components: V, S, M (powdered rhubarb leaf and an adder's stomach)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half the initial damage and no damage at the end of its next turn.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage (both initial and later) increases by 1d4 for each level above 2nd.



A wildly debated text, found at the northern entrance to Serand's Pyramid, possibly stating the name of the pyramid's architect.

AID

2nd-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a tiny strip of white cloth)
Duration: 8 hours

Your spell bolsters your allies with toughness and resolve. Choose up to three creatures within range. Each target's hit point maximum and current hit points increases by 5 for the duration.

At Higher Levels. When you cast this spell at 3rd level or higher, a target's hit points increase by an additional 5 for each level above 2nd.

ANIMAL MESSENGER

2nd-level enchantment (ritual)

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours

By means of this spell, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as "a man or woman dressed in the uniform of the town guard" or "a red-haired man wearing a pointed hat." You also speak a message of up to twenty-five words. The target beast travels for the duration of the spell toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for other animals.

When the messenger arrives, it delivers your message to the creature that you described, replicating the sound of your voice. The messenger speaks only to a creature matching the description you gave. If the messenger doesn't reach its destination before the spell ends, the message is lost, and the beast makes its way back to where you cast this spell.

At Higher Levels. If you cast this spell at 3rd level or higher, the duration of the spell increases by 48 hours for each level above 2nd.

BLACK BREATH*

2nd-level evocation

Casting Time: 1 action
Range: 10 feet
Components: S
Duration: Instantaneous

With this spell the caster can heal those already tainted by darkness, though at a danger of gaining more Corruption. For each willing creature within range (including the caster), roll 1d4 plus your spellcasting modifier. If the result is equal to or lower than their permanent Corruption then they recover hit points equal to the result. If it is higher than their permanent Corruption then they gain the difference in temporary Corruption.

At Higher Levels. If you cast this spell at 3rd level or higher, you add 1 to your result for each level above 2nd.

BLINDNESS/DEAFNESS*

2nd-level necromancy

Casting Time: 1 action
Range: 30 feet
Components: V
Duration: 1 minute

You can blind or deafen a foe. Choose one creature that you can see within range to make a Constitution saving throw. If it fails, the target is either blinded or deafened (your choice) for the duration. At the end of each of its turns, the target can make a Constitution saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell at 3rd level or higher, you can target one additional creature for each level above 2nd.

BLOOD BOND*

2nd-level transmutation (ritual)

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (two fine silver chains, one for the caster and one for the familiar, 50 thaler total)
Duration: Until dispelled

You magically link yourself to your familiar to an even greater degree, allowing you to share the burden of Corruption between the two of you. The familiar's Corruption Threshold becomes equal to 2, plus any positive Charisma modifier. When you receive temporary or permanent Corruption you may direct all or part of it to your familiar.

If the familiar's permanent Corruption becomes equal to or higher than its Threshold, it becomes a blight-born spirit creature and abandons the caster, possibly attacking them as it escapes.

ENHANCE ABILITY
2nd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (fur or feather from a beast)
Duration: Concentration, up to 1 hour

You touch a creature and bestow upon it a magical enhancement. Choose one of the following effects; the target gains that effect until the spell ends.

- **Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.
- **Bull's Strength.** The target has advantage on Strength checks, and its carrying capacity doubles.
- **Cat's Grace.** The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- **Eagle's Splendor.** The target has advantage on Charisma checks.
- **Fox's Cunning.** The target has advantage on Intelligence checks.
- **Owl's Wisdom.** The target has advantage on Wisdom checks.

At Higher Levels. When you cast this spell at 3rd level or higher, you can target one additional creature for each level above 2nd.

EXCHANGE SHADOW
2nd-level transmutation (ritual)

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a link to the target such as a lock of hair, a splash of blood, or an object that once belonged to them)
Duration: 24 hours

You can exchange your Shadow with another creature. If the creature is unwilling, it is able to make a Wisdom saving throw to resist the effect. A successful save prevents the process and alerts the target. A failed saving throw indicates that the swap was successful and the target is unaware of the exchange. Your Shadow appears as the target's Shadow and their Shadow appears as yours.

FARAWAY WRITING
2nd-level evocation (ritual)

Casting Time: 10 minutes
Range: Special
Components: V, S, M (a pair of high quality journals, each worth 25 thaler or more)
Duration: Instantaneous

When you cast this spell you inscribe a message of 25 words or less, which automatically appears in the other journal as well, as long as it is on the same plane of existence. You can make simple sketches or draw symbols or letters that you do not know the meaning of as part of your message, a simple diagram is equivalent to five to ten words in most cases. The keeper of the other journal must cast this spell themselves in order to respond.

FLAMING SPHERE
2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of tallow, a pinch of brimstone, and a dusting of powdered iron)
Duration: Concentration, up to 1 minute

A 5-foot-diameter sphere of fire appears in an unoccupied space of your choice within range and lasts for the duration. Any creature that ends its turn within 5 feet of the sphere must make a Dexterity saving throw. The creature takes 2d6 fire damage on a failed save, or half as much damage on a successful one.

As a bonus action, you can move the sphere up to 30 feet. If you ram the sphere into a creature, that creature must make the saving throw against the sphere's damage, and the sphere stops moving this turn.

When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. The sphere ignites flammable objects not being worn or carried, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each level above 2nd.

HEAT METAL
2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute

Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, 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 succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

HOLD PERSON*
2nd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell at 3rd level or higher, you can target one additional humanoid for each level above 2nd. The humanoids must be within 30 feet of each other when you target them.

INHERIT WOUND
2nd-level necromancy

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

Choose a creature within range. If it is unwilling, it can make a Constitution saving throw to avoid the effect. When you take damage from a weapon attack or a spell effect you divide the damage done between you and the creature (in the case of an odd damage total, you take the extra point of damage). An unwilling creature can make another Constitution saving throw at the end of its turn to end the effect.

INVISIBILITY
2nd-level illusion

Casting Time: 1 action
Range: Touch
Components: V, S, M (an eyelash encased in gum arabic)
Duration: Concentration, up to 1 hour

A single creature that you touch becomes invisible until the spell ends. Anything the target is wearing or carrying is invisible as long as it is on the target's person. The spell ends for a target that attacks or casts a spell.

At Higher Levels. When you cast this spell at 3rd level or higher, you can target one additional creature for each level above 2nd.

MAGIC WEAPON
2nd-level transmutation

Casting Time: 1 bonus action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls.

At Higher Levels. When you cast this spell at 4th level, the bonus increases to +2. When you cast it at 6th level or higher, the bonus increases to +3.

PRAYER OF HEALING
2nd-level evocation

Casting Time: 10 minutes
Range: 30 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 3rd level or higher, the healing increases by 1d8 for each level above 2nd.

SCORCHING RAY
2nd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At Higher Levels. When you cast this spell at 3rd level or higher, you create one additional ray for each level above 2nd.

SHATTER
2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous

A sudden loud ringing noise, painfully intense, erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered on that point must make a Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d8 for each level above 2nd.

SPIRITUAL WEAPON
2nd-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: 1 minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. The weapon can take whatever form you choose. When you cast the spell, you can make a melee spell attack against a creature within 5 feet of the weapon. On a hit, the target takes force damage equal to 1d8 + your spellcasting ability modifier.

As a bonus action on your turn, you can move the weapon up to 20 feet and repeat the attack against a creature within 5 feet of it.

At Higher Levels. When you cast this spell at 4th level or higher, the damage increases by 1d8 for every two levels above 2nd.

TALE OF ASHES
2nd-level divination (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (the ashes of the object)
Duration: Instantaneous

This spell allows a mystic to read the ashes of a burnt object and thereby discern what the object once was and what happened when it burned – the mystic experiences all impressions from the fire, sees who was there and hears what was being said. A campfire can have much to tell about what happened around it.

3rd Level Spells

ANATHEMA
3rd-level abjuration (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S
Duration: Concentration, up to 1 hour

This spell blocks harmful magics. While in effect you have advantage on saving throws against magical effects and resistance to damage from spells.

ANIMATE DEAD*
3rd-level necromancy, ritual

Casting Time: 1 hour
Range: 10 feet
Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration: Instantaneous

This spell creates an undead servant. Choose a pile of bones or a corpse of a Medium or Small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you chose bones or a zombie if you chose a corpse (the GM has the creature's game statistics).

On each of your turns, you can use a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell, rather than animating a new one.

At Higher Levels. When you cast this spell at 4th level or higher, you animate or reassert control over two additional undead creatures for each level above 3rd. Each of the creatures must come from a different corpse or pile of bones.

BESTOW CURSE*
3rd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or become cursed for the duration of the spell. When you cast this spell, choose the nature of the curse from the following options:

- Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.
- While cursed, the target has disadvantage on attack rolls against you.

- While cursed, the target must make a Wisdom saving throw at the start of each of its turns. If it fails, it wastes its action that turn doing nothing.
- While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target.

A *remove curse* spell ends this effect. At the GM's discretion, you may invent a different curse effect, but it should be no more powerful than those described above. The Gamemaster has final say on such a curse's effect.

At Higher Levels. If you cast this spell at 4th level, the duration is concentration, up to 10 minutes. If you cast it at 5th level, the duration is 8 hours. If you cast at 7th level, the duration is 24 hours. If you cast at 9th level, the spell lasts until it is dispelled. Casting at 5th level or higher grants a duration that doesn't require concentration.

BLINK

3rd-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 minute

Roll a d20 at the end of each of your turns for the duration of the spell. On a roll of 11 or higher, you vanish from your current position and appear in the Yonderworld (the spell fails and the casting is wasted if you were already there). At the start of your next turn, and when the spell ends if you are in the Yonderworld, you return to an unoccupied space of your choice that you can see within 10 feet 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.

While in the Yonderworld, you can see and hear the place you originated from, which is cast in translucent shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures in the Yonderworld. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Symbols carved on the ancient stone fundament on which the palace of Mergile is built, likely a curse aimed at the lords and ladies who once lived there.

COUNTERSPELL*

3rd-level abjuration

Casting Time: 1 reaction (when a creature within range casts a spell)
Range: 60 feet
Components: S
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

At Higher Levels. When you cast this spell at 4th level or higher, the interrupted spell has no effect if its level is less than or equal to the level of the *counterspell* you cast.

DISPEL MAGIC*

3rd-level abjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell ends.

At Higher Levels. When you cast this spell at 4th level or higher, you automatically end the effects of a spell on the target if the spell's level is equal to or less than the level at which you cast *dispel magic*.

FIREBALL*

3rd-level evocation

Casting Time: 1 action
Range: 150 feet
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Instantaneous

A bright streak flashes from your finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

Flaming Servant

Medium elemental

Armor Class special (see below)
Hit Points special (see below)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Damage Immunities fire, poison, psychic
Senses passive Perception 10
Languages understands the caster's language
Challenge special (see below)
Manner always restless
Shadow bright orange and red (Corruption: 0/4)
Equipment none

Summoned Creature. The flaming servant's Hit Dice are equal to the caster's proficiency bonus (2d8 = 9 hp, 3d8 = 13 hp, 4d8 = 18 hp, 5d8 = 22 hp, 6d8 = 27 hp) and its armor class is dependent on the armor provided as a material component. Its challenge rating is dependent on the caster's proficiency bonus (+2 to +3 = ½ CR, +4 to +6 = 1 CR).

ACTIONS

Sword of Flame. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

FLAMING SERVANT

3rd-level conjuration, ritual

Casting Time: 10 minutes
Range: 10 feet
Components: V, S, M (a suit of heavy armor)
Duration: 8 hours

You summon a creature of living fire to occupy a suit of armor that you provide. The summoned creature remains within 30 feet of you at all times and follows your commands. It shares your initiative count and you can use your bonus action to command it to take an action, such as attack a target. It can suppress its fiery nature to interact with objects normally or you can command it to use its action to set unattended flammable objects alight. If it is destroyed then you cannot summon the creature again until the next day.

FLY*

3rd-level transmutation

Casting Time: 1 action
Range: Touch
Components: V, S, M (a wing feather from any bird)
Duration: Concentration, up to 10 minutes

You touch a willing creature. The target gains a flying speed of 60 feet for the duration. When the spell ends, the target falls if it is still aloft, unless it can stop the fall.

At Higher Levels. When you cast this spell at 4th level or higher, you can target one additional creature for each level above 3rd.

GLYPH OF WARDING

3rd-level abjuration

Casting Time: 1 hour
Range: Touch
Components: V, S, M (incense and powdered diamond worth at least 100 thaler, which the spell consumes)
Duration: Until dispelled or triggered

When you cast this spell, you inscribe a glyph that later unleashes a magical effect. You inscribe it either on 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.

The glyph is nearly invisible and requires a successful Intelligence (Investigation) check against your spell save DC 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, this 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 only abominations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password.

When you inscribe the glyph, choose explosive runes or a spell glyph.

- **Explosive Runes.** When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. The sphere spreads around corners. Each creature in the area must make a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failed saving throw (your choice when you create the glyph), or half as much damage on a successful one.
- **Spell Glyph.** You can store a prepared spell of 3rd level or lower in the glyph by casting it as part of creating the

glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell is cast. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At Higher Levels. When you cast this spell at 4th level or higher, the damage of an explosive runes glyph increases by 1d8 for each level above 3rd. If you create a spell glyph, you can store any spell of up to the same level as you use for the glyph of warding.

JUDGING BONDS

3rd-level enchantment (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S
Duration: 1 month

You allow pacifying light to flow through the chains or shackles holding a person. This prevents that person from using mystical powers and provides disadvantage on Strength and Dexterity checks and saving throws while bound.

LARVAE BOIL

3rd-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a live wasp)
Duration: Concentration, up to 1 minute

Drawing from the force of wrath you can infuse an enemy's body with larvae that then start to eat their way out. Although it is loudly refuted by members of the court, persistent rumors say that this is how the hero king Ynedar met his demise.

On a successful melee spell attack, the victim is infected with larvae. At the end of its turn, it suffers 1d4 piercing damage. On the next round the damage increases to 1d6 piercing damage, on the third round the damage is 1d8, and on the fourth round it is 1d10 damage, and on the fifth and all following rounds it increases to 1d12 piercing damage.

At Higher Levels. If cast at 4th level, the victim takes 1d6 piercing damage on the first round, which increases each subsequent round, to a total of 1d12 piercing damage per round. At 5th level, the damage starts off at 1d8 on the first round, then at 6th level it starts at 1d10 piercing damage, and at 7th level it starts at 1d12 piercing damage.

LIGHTNING BOLT*

3rd-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

MAGIC CIRCLE

3rd-level abjuration

Casting Time: 1 action
Range: 10 feet
Components: V, S, M (holy water or powdered silver and iron worth at least 50 thaler, which the spell consumes)
Duration: 1 hour

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or another surface. Choose one option: a) A mystic that knows the pattern to a permanent teleportation circle may communicate telepathically with the attendant of that circle (see *The Chapter Circles of Ordo Magica* on page 204). Or

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

- The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw.
- The creature has disadvantage on attack rolls against targets within the cylinder.
- Targets within the cylinder can't be charmed, frightened, or possessed by the creature.

When you choose this option, you can elect to cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels. When you cast this spell at 4th level or higher, the duration increases by 1 hour for each level above 3rd.

The Chapter Circles of Ordo Magica

Each chapter of Ordo Magica has a permanent teleportation circle and these are more or less always manned by a bored and/or studying novice, making it possible to always reach the chapter telepathically.

Telepathy is the transmission of direct thought, with no opportunity for subtlety or dissembling, so wizards are generally reluctant to overuse telepathic communication, especially with mystics they do not know very well. Even with trusted colleagues, transmissions are kept as short as possible – on the crowded career ladder of Ordo Magica there is no room to give even a close friend any competitive advantage, if you can avoid it.

MAJOR IMAGE

3rd-level illusion

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You 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 range and lasts for the duration. 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 (like a troglodyte's stench).

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 Intelligence (Investigation) check against your spell save DC. 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.

At Higher Levels. When you cast this spell at 6th level or higher, the spell lasts until dispelled, without requiring your concentration.

MASS HEALING WORD*

3rd-level evocation

Casting Time: 1 bonus action
Range: 60 feet
Components: V
Duration: Instantaneous

As you call out words of restoration, up to six creatures of your choice that you can see within range regain hit points equal to 1d4 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 4th level or higher, the healing increases by 1d4 for each level above 3rd.

PURGING FIRE

3rd-level evocation (ritual)

Casting Time: 8 hours
Range: Self
Components: V, S, M (holy incense, 50 thaler worth)
Duration: Concentration, up to 1 minute

You prepare yourself with songs and prayers before climbing onto a burning pyre to cleanse your body of Corruption. Each round you remain in the fire you take 1d12 fire damage. If you do not lose concentration on the spell, you reduce your permanent Corruption by 1 point. You must take damage in order to reduce your Corruption. Thus you can remove up to 10 points of permanent Corruption if you remain in the pyre for the duration.

You cannot cast this spell for anyone else, only you may benefit from it.

SPIRIT GUARDIANS*

3rd-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a holy symbol)
Duration: Concentration, up to 10 minutes

You call forth spirits to protect you. They flit around you to a distance of 15 feet for the duration. If you are blight-stricken or uncorrupted, their spectral form appears angelic or fey (your choice). If you are blight-marked, they appear fiendish.

When you cast this spell, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage or 3d8 necrotic damage (if you are blight-marked). On a successful save, the creature takes half as much damage.

At Higher Levels. When you cast this spell at 4th level or higher, the damage increases by 1d8 for each level above 3rd.

SUMMON DAEMON

3rd-level conjuration (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S, M (candles, dagger and golden bowl)
Duration: Special

You summon an abomination from the Yonderworld, a daemon. The creature resists your control and you must make a contested Charisma check to keep it under your control. If you fail and the daemon was not summoned into an inverted *magic circle*, the daemon is free to do as it likes (including attacking you or your allies) and is free to roam until it chooses to return to the Yonderworld (which it can do as an action) or it is destroyed. If it is trapped in an inverted *magic circle* it instead cannot move and returns to the Yonderworld at the end of the *magic circle's* duration. You can talk to the daemon during this time, but it is under no compulsion to speak or to give you truthful answers.

If you succeed at the Charisma check then the daemon is under your control for 24 hours. If requested, it will return to the Yonderworld, which ends your control of it. It will also carry out your orders, unless they involve a clear danger to the daemon from the servants of Prios or another god. It takes its own turn and follows your commands.

When you cast this spell, you summon a Servant Daemon. If you choose to gain a point of permanent Corruption you can instead summon a Vindictive Daemon, for two points of permanent Corruption you can summon a Knowledge Daemon or for three points of permanent Corruption you can summon a Guardian Daemon. The stats for the daemons are included below.

Servant Daemon

Small fiend

Armor Class 15
Hit Points 18 (4d6 + 4)
Speed 30 ft, fly 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (–1)	20 (+5)	12 (+1)	10 (+0)	10 (+0)	13 (+1)

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Damage Immunities fire, poison, psychic
Senses passive Perception 10
Languages understands and speaks the caster's language
Challenge 1 (200 XP, proficiency bonus +2)
Manner reluctant and cynical
Shadow same as the caster's
Equipment none

ACTIONS

Sharp Fangs. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Vindictive Daemon

Medium fiend

Armor Class 13
Hit Points 82 (11d8 + 33)
Speed 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	10 (+0)	10 (+0)	17 (+3)

Skills Perception +2, Stealth +7
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Damage Immunities fire, poison, psychic
Senses passive Perception 12
Languages understands and speaks the caster's language
Challenge 4 (1,100 XP, proficiency bonus +2)
Manner sniffing and prying
Shadow a black, oily cloud dancing in hard winds (thoroughly corrupt)
Equipment none

Ambusher. In the first round of a combat, the daemon has advantage on attack rolls against any creature it has surprised.

ACTIONS

Multiattack. The vindictive daemon makes two attacks with its long claws.

Long Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Knowledge Daemon

Medium fiend

Armor Class 10
Hit Points 71 (13d8 + 13)
Speed 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	18 (+4)	19 (+4)	20 (+5)

Skills Arcana +10, Deception +11, History +10, Perception +10
Saving Throws Dex +3, Cha +8
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Damage Immunities fire, poison, psychic
Senses passive Perception 20
Languages understands and speaks the caster's language
Challenge 6 (2,300 XP, proficiency bonus +3)
Manner fawning and wheezing
Shadow calm blackness, like a pool of liquid bitumen (thoroughly corrupt)
Equipment none

Expertise. The daemon has expertise in all its skills.
Wrest Knowledge. The summoner can use its action to make a contested Charisma check with the daemon to receive information. On a success the daemon provides a useful answer to an open-ended question or a definitive answer to a yes-or-no question. On a failure, the daemon refuses to answer any more questions. If the summoner offers a blood sacrifice they have advantage on their Charisma check.

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.
Dominate. The daemon selects a creature within 30 feet. That creature must make a Charisma saving throw (DC 15) or become charmed by the daemon, following its instructions (the creature will not harm itself, however). At the end of its turn the creature can repeat the saving throw, ending the effect on itself. A daemon inside a magic circle cannot use this feature.
Life Consuming Kiss. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target. *Hit:* The creature must make a DC 10 Constitution saving throw or gain a level of exhaustion.

Guardian Daemon

Large fiend

Armor Class 16 (natural armor)
Hit Points 84 (8d10 + 40)
Speed 30 ft, fly 60 ft

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +3, Con +8, Wis +5
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Damage Immunities fire, poison, psychic
Senses passive Perception 12
Languages understands and speaks the caster's language
Challenge 8 (3,900 XP, proficiency bonus +3)
Manner snorting and clawing the ground
Shadow night-black as bubbling and boiling tar (thoroughly corrupt)
Equipment daemon-glaive

Alertness. The daemon has advantage on initiative rolls as long as it is not surprised.

ACTIONS

Multiattack. The daemon makes an attack with its Claws and a Daemon-glaive attack.
Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (1d12 + 8) slashing damage.
Daemon-glaive. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (2d10 + 10) magical slashing damage.

REACTIONS

Preemptive Attack. When a creature comes within reach, the daemon can make a Claws or Daemon-glaive attack.

THUS SPOKE AROALETA

"...and the beings from beyond tore Symbaroum apart, with claws and fangs, horns and spikes; invited but not welcome, called but not wanted; they were the guests who in insatiable hunger ate and drank till there was nothing left to devour ..."

VAMPIRIC TOUCH*

3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Just a touch from your shadow-wreathed hand can siphon the life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt (rounded down). Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell at 4th level or higher, the damage increases by 1d6 for each level above 3rd.

4th Level Spells

BANISHMENT*

4th-level abjuration

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (an item distasteful to the target)
Duration: Concentration, up to 1 minute

You attempt to send one creature that you can see within range to another plane of existence. The target must succeed on a Charisma saving throw or be banished.

If the target is native to the plane of existence you're on, you banish the target to a harmless demiplane. While there, the target is incapacitated. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

If the target is native to a different plane of existence (such as a fiend) than the one you're on, the target is banished with a faint popping noise, returning to its home plane. If the spell ends before 1 minute has passed, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. Otherwise, the target doesn't return.

At Higher Levels. When you cast this spell at 5th level or higher, you can target one additional creature for each level above 4th.

BLIGHT*

4th-level necromancy

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Instantaneous

Necromantic energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs.

If you target a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it.

If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

At Higher Levels. When you cast this spell at 5th level or higher, the damage increases by 1d8 for each level above 4th.

CONFUSION*

4th-level enchantment

Casting Time: 1 action
Range: 90 ft.
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw when you cast this spell or be affected by it.

An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

1d10	BEHAVIOR
1	The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction (N, NE, E, SE, S, SW, W, NW) to each die face. The creature doesn't take an action this turn.
2–6	The creature doesn't move or take actions this turn.
7–8	The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.
9–10	The creature can act and move normally.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

At Higher Levels. When you cast this spell at 5th level or higher, the radius of the sphere increases by 5 feet for each level above 4th.

DOMINATE BEAST

4th-level enchantment

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the beast is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell at 5th-level, the duration is concentration, up to 10 minutes. When you cast at 6th-level, the duration is concentration, up to 1 hour. When you cast at 7th level or higher, the duration is concentration, up to 8 hours.

ICE STORM
4th-level evocation

Casting Time: 1 action
Range: 300 ft.
Components: V, S, M (a pinch of dust and a few drops of water)
Duration: Instantaneous

A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell at 5th level or higher, the bludgeoning damage increases by 1d8 for each level above 4th.

ILLUSORY CORRECTION
4th-level illusion

Casting Time: 1 action
Range: 60 ft.
Components: V
Duration: Special

There are gaps between reality and our perception of it. By casting this spell, the mystic takes advantage of these discrepancies. While this spell is active, when you or another creature within range makes an ability check, attack roll, or saving throw you can use your reaction to make a correction of reality, either forcing another creature to reroll the d20 or allowing yourself to do so.

At the end of your turn if you have used your reaction since your previous turn, you must make a spellcasting ability check to keep track of the differences between your personal reality and that which others perceive. The DC starts at 5 and increases each time by 5. If you fail the check the spell immediately ends (you cannot use your reaction to reroll).

LIFEGIVER
4th-level evocation (ritual)

Casting Time: 1 hour
Range: Touch
Components: V, S
Duration: Instantaneous

As you cast this spell, you touch a number of creatures equal to your proficiency bonus. You can be one of those creatures. Each creature's temporary Corruption is reduced by 1d4. Any excess points restore the creature's hit points.

At Higher Levels. If you cast this spell at 5th level or higher, you can heal one additional creature per spell level.

PHANTASMAL KILLER*
4th-level illusion

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You tap into the nightmares of a creature you can see within range and create an illusory manifestation of its deepest fears, visible only to that creature. The target must make a Wisdom saving throw. On a failed save, the target becomes frightened for the duration. At the end of each of the target's turns before the spell ends, the target must succeed on a Wisdom saving throw or take 4d10 psychic damage. On a successful save, the spell ends.

At Higher Levels. When you cast this spell at 5th level or higher, the damage increases by 1d10 for each level above 4th.

PRIVATE SANCTUM
4th-level abjuration

Casting Time: 10 minutes
Range: 120 ft.
Components: V, S, M (a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite)
Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration or until you use an action to dismiss it.

When you cast the spell, you decide what sort of security the spell provides, choosing any or all of the following properties:

- Sound can't pass through the barrier at the edge of the warded area.
- The barrier of the warded area appears dark and foggy, preventing vision (including *darkvision*) through it.
- Sensors created by divination spells can't appear inside the protected area or pass through the barrier at its perimeter.
- Creatures in the area can't be targeted by divination spells.
- Nothing can teleport into or out of the warded area.
- Planar travel is blocked within the warded area.

Casting this spell on the same spot every day for a year makes this effect permanent.

At Higher Levels. When you cast this spell at 5th level or higher, you can increase the size of the cube by 100 feet for each level beyond 4th. Thus you could protect a cube that can be up to 200 feet on one side by casting this spell at 5th level.

WALL OF FIRE

4th-level evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (a small piece of phosphorus)
Duration: Concentration, up to 1 minute

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration.

When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save.

Either the inside or outside of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of the selected side. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you cast this spell at 5th level or higher, the damage increases by 1d8 for each level above 4th.

5th Level Spells

ANIMATE OBJECTS

5th-level transmutation

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 minute

Objects come to life at your command. Choose up to ten nonmagical objects within range that are not being worn or carried. Medium targets count as two objects, Large targets count as four objects, Huge targets count as eight objects. You can't animate any object larger than Huge. Each target animates and becomes a creature under your control until the spell ends or until reduced to 0 hit points.

As a bonus action, you can mentally command any creature you made with this spell if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10 and its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its speed is 0. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it reverts to its original object form, and any remaining damage carries over to its original object form.

When you command an object to attack, it can make a single melee attack during your turn against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size. The GM might rule that a specific object inflicts slashing or piercing damage based on its form.

At Higher Levels. If you cast this spell at 6th level or higher, you can animate two additional objects for each level above 5th.

ANIMATED OBJECT STATISTICS

Size	HP	AC	Str	Dex	Attack
Tiny	20	18	4 (−3)	18 (+4)	+8 to hit, 6 (1d4 + 4) damage
Small	25	16	6 (−2)	14 (+2)	+6 to hit, 6 (1d8 + 2) damage
Medium	40	13	10 (+0)	12 (+1)	+5 to hit, 8 (2d6 + 1) damage
Large	50	10	14 (+2)	10 (+0)	+6 to hit, 13 (2d10 + 2) damage
Huge	80	10	18 (+4)	6 (−2)	+8 to hit, 17 (2d12 + 4) damage

ARCANE HAND

5th-level evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (an eggshell and a snakeskin glove)
Duration: Concentration, up to 1 minute

You create a Large hand of shimmering, translucent force in an unoccupied space that you can see within range. The hand lasts for the spell's duration, and it moves at your command, mimicking the movements of your own hand.

The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you cast the spell and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it:

- **Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a melee spell attack for the hand using your game statistics. On a hit, the target takes 4d8 force damage.
- **Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target to remain within 5 feet of it.
- **Grasping Hand.** The hand attempts to grapple a Huge or smaller creature within 5 feet of it. You use the hand's Strength score to resolve the grapple. If the target is Medium or smaller, you have advantage on the check. While the hand is grappling the target, you can use a bonus action to have the hand crush it. When you do so, the target takes bludgeoning damage equal to 2d6 + your spellcasting ability modifier.
- **Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space counts as difficult terrain for the target.

At Higher Levels. When you cast this spell at 6th level or higher, the damage from the clenched fist option increases by 2d8, the damage from the grasping hand increases by 2d6, the Strength for the forceful hand increases by 2 for each level above 5th.

CLOUDKILL

5th-level conjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 10 minutes

You create a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until a strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

The fog moves 10 feet away from you at the start of each of your turns, rolling along the surface of the ground. The vapors, being heavier than air, sink to the lowest level of the land, even pouring down openings.

At Higher Levels. When you cast this spell at 6th level or higher, the damage increases by 1d8 for each level above 5th.

COMMUNE WITH SPIRITS*

5th-level divination (ritual)

Casting Time: 10 minutes
Range: Self
Components: V, S
Duration: Special

The world is old and many spirits linger from days past; nature spirits in dirt and water, or dead heroes who have not yet passed over to the other side. You contact these spirits and ask for their help. This help takes one of the following three forms:

- You can ask the spirits what important thing occurred here in the past. Note that spirits have a very limited understanding of time, so a battle that occurred 500 years ago might be more interesting to them than the murder that happened yesterday.
- You can ask them three yes or no questions that they will try to answer as accurately as possible. However, they are limited by their knowledge and won't do well with questions outside their own experiences.
- You can name or describe an enemy. For the next 24 hours if that enemy approaches within 30 feet of your current location the spirits will attack them. At the start of its turn each specified creature must make a Wisdom saving throw against your spell save DC. On a failure they become frightened of the area and take 1d6 psychic damage. On a success they are not frightened but still take 1d6 psychic damage.

CONE OF COLD

5th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous

A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d8 cold damage on a failed save, or half as much damage on a successful one.

A creature killed by this spell becomes a frozen statue until it thaws.

At Higher Levels. When you cast this spell at 6th level or higher, the damage increases by 1d8 for each level above 5th.

CREATION

5th-level illusion

Casting Time: 1 minute
Range: 30 ft.
Components: V, S, M (a tiny piece of matter of the same type as the item you plan to create)
Duration: Special

You pull wisps of shadow material from the surroundings to create a nonliving object of vegetable matter within range: soft goods, rope, wood, or something similar. You can also use this spell to create mineral objects such as stone, crystal, or metal. The object created must be no larger than a 5-foot cube, and the object must be of a form and material that you have seen before.

The duration depends on the object's material. If the object is composed of multiple materials, use the shortest duration. Using any material created by this spell as another spell's material component causes that spell to fail.

MATERIAL	DURATION
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mithral	1 minute

At Higher Levels. When you cast this spell at 6th level or higher, the cube increases by 5 feet for each level above 5th.

DISPEL EVIL AND GOOD*

5th-level abjuration

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (holy water or powdered silver and iron)
Duration: Concentration, up to 1 minute

Shimmering energy surrounds and protects you from abominations, celestials, elementals, fey, fiends, or phenomenons, providing disadvantage on their attack rolls against you.

You can end the spell early by using the following special function:

- **Break Enchantment.** As your action, you touch a creature you can reach that is charmed, frightened, or possessed by an abomination, a celestial, an elemental, a fey, or a fiend. The creature you touch is no longer charmed, frightened, or possessed by such creatures.

DOMINATE PERSON*

5th-level enchantment

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the target is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell at 6th-level, the duration is concentration, up to 10 minutes. When you cast at 7th-level, the duration is concentration, up to 1 hour. When you cast the spell at 8th level or higher, the duration is concentration, up to 8 hours.

EXORCISM
5th-level transmutation, ritual

Casting Time: 1 hour
Range: 30 feet
Components: V, S, M (sprinkler of holy water)
Duration: Instantaneous

You call out to Prios to purge the immediate area of any creature that is not native to the material world and anoint everything else with his holy water. At the end of the casting time, each extraplanar creature must make a Wisdom saving throw. If you can see the creature as you cast the spell (for example it is trapped within a *magic circle* or otherwise confined) then it has disadvantage on its saving throw. An exorcised creature cannot return to the material world until at least 24 hours have passed.

FIRE SOUL
5th-level transmutation, ritual

Casting Time: 10 minutes
Range: Self
Components: V, S, M (pinch of ash)
Duration: 1 hour

Your eyes glow with a red light and you become extraordinarily hot to the touch. Creatures that touch you or attack you from within five feet take 6 (1d12) fire damage. You are immune to fire damage and the first time you take fire damage you instead regain hit points equal to half the damage you would have taken, rounded down.

FLAME STRIKE*
5th-level evocation

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (pinch of sulfur)
Duration: Instantaneous

A vertical column of divine fire roars down from the heavens in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 4d6 fire damage and 4d6 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d6 for each level above 5th.

GEAS*
5th-level enchantment

Casting Time: 1 minute
Range: 60 ft.
Components: V
Duration: 30 days

You place a magical command on a creature that you can see within range, forcing it to carry out some service or refrain from some action or activity as you decide. If the creature can understand you, it must succeed on a Wisdom saving throw or become charmed by you for the duration. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A creature that can't understand you is unaffected by the spell.

You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends.

You can end the spell early by using an action to dismiss it. A *remove curse*, *greater restoration*, or *wish* spell also ends it.

At Higher Levels. When you cast this spell at 7th or 8th level, the duration is 1 year. When you cast this spell at 9th level, the spell lasts until it is ended by one of the spells mentioned above.

HOLD MONSTER*
5th-level enchantment

Casting Time: 1 action
Range: 90 ft.
Components: V, S, M (a small, straight piece of iron)
Duration: Concentration, up to 1 minute

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. This spell has no effect on undead. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

At Higher Levels. When you cast this spell at 6th level or higher, you can target one additional creature for each level above 5th. The creatures must be within 30 feet of each other when you target them.

INSECT PLAGUE
5th-level conjuration

Casting Time: 1 action
Range: 300 ft.
Components: V, S, M
Duration: Concentration, up to 10 minutes

Swarming, biting locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere spreads around corners. The sphere remains for the duration, and its area is lightly obscured. The sphere's area is difficult terrain.

When the locusts appears, each creature within the area of the sphere must make a Constitution saving throw. A creature takes 4d10 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there.

At Higher Levels. When you cast this spell at 6th level or higher, the damage increases by 1d10 for each level above 5th.

Not all curiosities encountered in Davokar are ancient and of Symbarian design. The clanfolks and even Ambrian outcasts sometimes worship strange entities – some fictional, some very much real.

MASS CURE WOUNDS*
5th-level evocation

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your spellcasting ability modifier. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 6th level or higher, the healing increases by 1d8 for each level above 5th.

MODIFY MEMORY*
5th-level enchantment

Casting Time: 1 action
Range: 30 ft.
Components: V, S
Duration: Concentration, up to 1 minute

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another spell, this spell ends, and none of the target's memories are modified.

While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event.

You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The GM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A *remove curse* or *greater restoration* spell cast on the target restores the creature's true memory.

At Higher Levels. If you cast this spell at 6th level or higher, you can alter the target's memories of an event that took place up to 7 days ago (6th level), 30 days ago (7th level), 1 year ago (8th level), or any time in the creature's past (9th level).

PLANAR BINDING*
5th-level abjuration

Casting Time: 1 hour
Range: 60 ft.
Components: V, S, M (a jewel worth at least 1,000 thaler, which the spell consumes)
Duration: 24 hours

With this spell, you attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (Typically, the creature is first summoned into the center of an inverted *magic circle* in order to keep it trapped while this spell is cast.) At the completion of the casting, the target must make a Charisma saving throw. On a failed save, it is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

A bound creature must follow your instructions to the best of its ability. You might command the creature to accompany you on an adventure, to guard a location, or to deliver a message. The creature obeys the letter of your instructions, but if the creature is hostile to you, it strives to twist your words to achieve its own objectives. If the creature carries out your instructions completely before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane of existence, it returns to the place where you bound it and remains there until the spell ends.

At Higher Levels. When you cast this spell at a higher level, the duration increases to 10 days at 6th level, to 30 days at 7th- level, to 180 days at 8th level, and to a year and a day at 9th level.

PURGATORY
5th-level evocation (ritual)

Casting Time: 1 action
Range: 30 ft.
Components: V, S, M (short piece of rusty chain)
Duration: Instantaneous

You choose a creature within range, it must make a Wisdom saving throw with its current total Corruption as the DC. For thoroughly corrupt creatures the DC is 30. On a failure, the target takes 8d6 radiant damage or half that amount on a success.

At Higher Levels. If you cast this spell at 6th level or higher, you can target an additional creature for each level above 5th.

TELEPORTATION CIRCLE

5th-level conjuration

Casting Time: 1 minute
Range: 10 ft.
Components: V, M (rare chalks and inks infused with precious gems worth 50 thaler, which the spell consumes)
Duration: 1 round

As you cast the spell, you draw a 10-foot-diameter circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied.

Many Ordo Magica facilities have permanent teleportation circles inscribed somewhere within their confines. Each such circle includes a unique sigil sequence – a string of magical runes arranged in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations, as determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute.

You can create a permanent teleportation circle by casting this spell in the same location every day for one year. You need not use the circle to teleport when you cast the spell in this way.

TURN WEATHER

5th-level transmutation

Casting Time: 10 minutes
Range: Self
Components: V, S
Duration: Concentration, up to 8 hours

You influence the weather within 5 miles of you for the duration. 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.

When you cast the spell, you change one of the current weather conditions, which are determined by the GM based on climate and season. You can change one of the following: precipitation, temperature, or wind. It takes 1d4 × 10 minutes for the new condition to take effect. Once it does so, you can change one of the conditions (the same or another) again. When the spell ends, the weather gradually returns to normal.

When you change a weather condition, find the current condition on the following tables and change its stage by one, up or down. When changing the winds, you can change its direction by one step (for example, from north to north-east or from south-west to south, etc.).

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Unbearable heat
2	Hot
3	Warm
4	Cool
5	Cold
6	Arctic cold

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

6th Level Spells

ATONEMENT

6th-level transmutation ritual

Casting Time: 1 minute
Range: Touch
Components: V
Duration: Special

You are able to lighten the spiritual burdens of a non-possessed, willing person; this is done by the sinner accepting to perform a task for the theurg on behalf of the Church. The task must be time-consuming, expensive, or dangerous (or perhaps a combination of these factors). Upon completion of the task, the target's permanent Corruption is reduced by 1d3 + 1.

If the target goes a month or more without making effort towards the task, the spell ends and the target gains one point of permanent Corruption for failing Prios.

CHAIN LIGHTNING*

6th-level evocation

Casting Time: 1 action
Range: 150 ft.
Components: V, S, M (a bit of fur; a piece of amber, glass, or a crystal rod; and three silver pins)
Duration: Instantaneous

You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts.

A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 7th level or higher, one additional bolt leaps from the first target to another target for each level above 6th.

CIRCLE OF DEATH*

6th-level necromancy

Casting Time: 1 action
Range: 150 ft.
Components: V, S, M (the powder of a crushed black pearl worth at least 250 thaler)
Duration: Concentration, up to 1 minute

A sphere of negative energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 7th level or higher, the damage increases by 2d6 for each level above 6th.

CREATE UNDEAD*

6th-level necromancy

Casting Time: 1 minute
Range: 10 ft.
Components: V, S, M (one clay pot filled with grave dirt, one clay pot filled with brackish water, and one 75 thaler black onyx stone for each corpse)
Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each corpse becomes a dragoul under your control. (The GM has game statistics for these creatures.)

As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The creature is under your control for 24 hours, after which it stops obeying any command you have given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell, rather than animating new ones.

At Higher Levels. When you cast this spell at 7th-level, you can animate or reassert control over four dragouls. When you cast this spell at 8th-level spell, you can animate or reassert control over five dragouls or two crypt walkers. If you cast this spell at 9th-level, you can animate or reassert control over six dragouls, three crypt walkers, or one crypt lord.

DISINTEGRATE*

6th-level transmutation

Casting Time: 1 action
Range: 60 ft.
Components: V, S, M (a lodestone and a pinch of dust)
Duration: Instantaneous

A thin green ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of magical force, such as the wall created by *wall of force*. A creature targeted by this spell must make a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is disintegrated if this damage leaves it with 0 hit points.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *wish* spell.

This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this spell disintegrates a 10-foot-cube portion of it. A magic item is unaffected by this spell.

At Higher Levels. When you cast this spell at 7th level or higher, the damage increases by 3d6 for each level above 6th.

FREEZING SPHERE

6th-level evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S
Duration: Concentration, up to 1 minute

A frigid globe of cold energy streaks from your fingertips to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature within the area must make a Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

If the globe strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice. A trapped creature can use an action to make a Strength check against your spell save DC to break free.

You can refrain from firing the globe after completing the spell, if you wish. A small globe about the size of a sling stone, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as the normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At Higher Levels. When you cast this spell at 7th level or higher, the damage increases by 1d6 for each level above 6th.

GLOBE OF INVULNERABILITY

6th-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a glass or crystal bead that shatters when the spell ends)
Duration: Concentration, up to 1 minute

An immobile, shimmering barrier springs into existence in a 10-foot radius around you and remains for the duration.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within it, even if the spell is cast using a higher level spell. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

At Higher Levels. When you cast this spell at 7th level or higher, the barrier blocks spells of one level higher for each level above 6th.

HEAL*

6th-level evocation

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This spell also ends blindness, deafness, and any diseases affecting the target. This spell has no effect on constructs.

At Higher Levels. When you cast this spell at 7th level or higher, the amount of healing increases by 10 for each level above 6th.

LIVING FORTRESS

6th-level transmutation (ritual)

Casting Time: 1 hour
Range: 10 ft.
Components: V, S
Duration: Special

You create a fortress of living trees and thorny bushes that erupt from the local growth. The fortress is approximately 20 feet on a side and no higher than 20 feet. Its exact layout is determined by the caster. Each wall and the canopy roof have 50 hit points, AC 15, resistance to non-magical piercing damage and immunity to poison and psychic damage. At the start of a round, a damaged section regenerates 5 hit points of damage.

You can allow creatures of your choice to enter or exit the fortress and teach them special words to allow them passage even if you're not there. Inside the fortress it is always dry and a comfortable temperature. Other creatures who attempt to enter (or leave) the fortress must make a Dexterity saving throw, taking 4d12 piercing damage on a failure or half that on a success.

The fortress lives a season (three months) and then the spell must be cast again or the magic will fade and it will start to wither away.

MASS SUGGESTION*

6th-level enchantment

Casting Time: 1 action
Range: 60 ft.
Components: V, M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)
Duration: 24 hours

You suggest a course of activity (limited to a sentence or two) and magically influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell.

Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do.

You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the spell ends, the activity isn't performed.

If you or any of your companions damage a creature affected by this spell, the spell ends for that creature.

At Higher Levels. When you cast this spell at 7th-level, the duration is 10 days. When you cast it at 8th-level, the duration is 30 days. When you cast at 9th-level, the duration is a year and a day.

PATRON SAINT*

6th-level conjuration

Casting Time: 10 minutes
Range: 120 ft.
Components: V, S (a bit of fleece and jade dust worth at least 25 thaler)
Duration: Special

You summon a guardian spirit to aid you, the soul of a fallen Templar that has been given the honorable mission to once again serve one of the Sun God's chosen. The martyr manifests as a being of light. It is normally invisible, but begins to shine when danger is close.

In non-combat situations, the spirit serves as your assistant. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. The spirit will never venture more than 120 feet away from you. If it is somehow prevented from remaining within that distance of you, it is dispelled when the distance between the two of you exceeds the range of the spell.

In combat, the spirit becomes a glowing figure with a flail made out of light and a halo above its head. Use the following statblock for the spirit, it acts independently. If slain, the spirit is dispelled. The spirit counts as a member of your group, receiving a full share of experience points awarded.

Patron Saint

Medium celestial

Armor Class 17 (magical halo, shield)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws Wis +9, Cha +9
Skills Insight +9, Perception +9
Condition Immunities charmed, exhaustion, frightened
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 19
Languages telepathy with its summoner
Challenge 9 (5,000 XP, proficiency bonus +4)
Manner proud and helpful
Shadow gleaming gold (Corruption: 0/13)
Equipment none

Divine Weapons. The patron saint's weapon attacks are magical. When it hits with any weapon, the weapon does an extra 3d8 radiant damage (included below).

Innate Spellcasting. The patron saint's spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect evil and good*
3/day each: *cure wounds* (at 3rd level)

Magic Resistance. The patron saint has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The patron saint makes two melee attacks.

Flail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 13 (3d8) radiant damage. On a critical hit, the target is knocked prone as well.

WALL OF ICE
6th-level evocation

Casting Time: 1 action
Range: 120 ft.
Components: V, S, M (a small bit of quartz)
Duration: Concentration, up to 10 minutes

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 10d6 cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it is vulnerable to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn must make a Constitution saving throw. That creature takes 5d6 cold damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell at 7th level or higher, the damage the wall deals when it appears increases by 2d6, and the damage from passing through the sheet of frigid air increases by 1d6, for each level above 6th.

7th Level Spells

DELAYED BLAST FIREBALL*
7th-level evocation

Casting Time: 1 action
Range: 150 ft.
Components: V, S, M (a tiny ball of bat guano and sulfur)
Duration: Concentration, up to 1 minute

A beam of yellow light flashes from your pointing finger, then condenses to linger at a chosen point within range as a glowing bead for the duration. When the spell ends, either because your concentration is broken or because you decide to end it, the bead blossoms with a low roar into an explosion of flame that spreads around corners. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one.

The spell's base damage is 12d6. If at the end of your turn the bead has not yet detonated, the damage increases by 1d6.

If the glowing bead is touched before the interval has expired, the creature touching it must make a Dexterity saving throw. On a failed save, the spell ends immediately, causing the bead to erupt into a ball of flame. On a successful save, the creature can throw the bead up to 40 feet. When it strikes a creature or a solid object, the spell ends, and the bead explodes.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried.

At Higher Levels. When you cast this spell at 8th level or higher, the base damage increases by 1d6 for each level above 7th.

ETHEREALNESS*
7th-level transmutation

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 8 hours

You step into the ethereal realm between the real world and the Yonderworld, in the area where it overlaps with your position in the real world. You remain in this border realm for the duration or until you use your action to dismiss the spell. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the real world, but everything there looks gray, and you can't see anything more than 60 feet away.

While ethereal, you can only affect and be affected by other creatures in the ethereal realm. Creatures that are not ethereal can't perceive you and can't interact with you, unless a special ability or magic has given them the ability to do so.

You ignore all objects and effects that aren't in the ethereal realm, allowing you to move through objects you perceive in the real world.

When the spell ends, you immediately return to the real world in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are immediately shunted to the nearest unoccupied space that you can occupy and take force damage equal to twice the number of feet you are moved.

This spell has no effect if you cast it while you are in the Yonderworld.

At Higher Levels. When you cast this spell at 8th level or higher, you can target up to three willing creatures (including you) for each level above 7th. The creatures must be within 10 feet of you when you cast the spell.

PLANE SHIFT*

7th-level conjuration

Casting Time: 1 action
Range: Touch
Components: V, S, M (a forked, metal rod worth at least 100 thaler, attuned to the Yonderworld)
Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported into the Yonderworld, or if you are in the Yonderworld when this spell is cast, you are returned to the real world.

You can use this spell to banish an unwilling creature to the Yonderworld. Choose a creature within your reach and make a melee spell attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location in the Yonderworld. A creature so transported must find its own way back to the real world.

SOUL STONE
7th-level necromancy (ritual)

Casting Time: 10 minutes
Range: Touch
Components: S, M (special)
Duration: Special

During desperate moments of the war, the battle mages of Ordo Magica took increasingly greater risks in the name of necessity and thereby brought Corruption upon themselves. To counteract this evil they dusted off an ancient and shunned ritual, by which one can capture the soul of a dying creature in a crystal prepared for the purpose. That same ritual proved to work well in order to drain Corruption from a wizard and transfer it to the soul in the stone.

With the first casting, the mystic uses a soul stone (see page 185) worth at least 100 thaler and a creature that dies as a result of the spell. The creature must have less than 10 hit points at the time you begin to cast the spell. At the end of the spell, the creature dies, and the spell collects the soul of the dying creature, turning the gem into a soul stone. Roll 2d4 and add your spellcasting modifier; this is the amount of permanent Corruption that the soul stone can hold.

Subsequent castings allow the mystic to move 1d4 points of permanent Corruption to the soul stone. The soul stone darkens as it fills up and detonates if its limit is surpassed. The collected Corruption then rushes back to the mystic, often with a rather nasty result.

You can only use a single soul stone at a time and cannot create a new one while an old one exists.

8th Level Spells

BLOOD STORM
8th-level conjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a few drops of your own blood)
Duration: Concentration, up to 1 minute

You create a raging storm of blood 150 feet in diameter, with yourself and any nearby allies and enemies within the eye of the storm, a 15-foot radius, remaining unharmed.

The storm heavily obscures the area and those caught in the storm are blinded. In order to take an action, they must first succeed at a Wisdom saving throw. On a success they are able to act this turn.

The blood storm also has a drowning effect; it actively aims for the mouth and nose. If a creature starts its turn in the storm, the creature must make a Constitution saving throw, taking 8d6 necrotic damage on a failed save or half that on a successful one. The only way to avoid the effect is to leave the storm's area of effect, move into the eye area, or find a structure that can be completely closed off from the storm's effects.

On your turn, you can use a bonus action to move the cloud up to 10 feet in a direction that you choose.

DOMINATE MONSTER*
8th-level enchantment

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Concentration, up to 1 hour

You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw.

While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability.

You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell as a 9th-level spell, the duration is concentration, up to 8 hours.

9th Level Spells

MASS HEAL*
9th-level evocation

Casting Time: 1 action
Range: 60 ft.
Components: V, S
Duration: Instantaneous

A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell are also cured of all diseases and any effect making them blinded or deafened. This spell has no effect on constructs.

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PLAYER NAME

CHARACTER NAME

ORIGIN

BACKGROUND

CLASS

APPROACH

LEVEL

XP

STRENGTH

SAVING THROW

ATHLETICS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTIGATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMIDATION

PERFORMANCE

PERSUASION

PROFICIENCY BONUS

ARMOR + SHIELD = AC

INITIATIVE

SPEED

EXHAUSTION

- DISADVANTAGE ON CHECKS
- HALF SPEED
- DISADVANTAGE ON ATTACKS/ SAVING THROWS
- MAX HP HALVED
- SPEED ZERO
- DEAD

TEMP. HP

CURRENT HP

MAX. HP

CURRENT HD

MAX. HD

DEATH SAVES

SUCCESSES

FAILURES

INSPIRATION

PASSIVE INSIGHT

PASSIVE PERCEPTION

ATTACKS & SPELLCASTING

ATTACK	BONUS	DAMAGE (TYPE)	PROPERTIES

CORRUPTION

TEMPORARY CORRUPTION + PERMANENT CORRUPTION = CURRENT CORRUPTION / CORRUPTION THRESHOLD

SHADOW

PERSONALITY TRAITS

BONDS

IDEALS

FLAWS

RUINS OF SYMBAROUM

EQUIPMENT

FEATURES & TRAITS

COIN & TREASURE

THALER

SHILLINGS

ORTEGS

OTHER TREASURE

LANGUAGE & TOOL PROFICIENCIES

TREASURE & SPECIAL GEAR

SPELLS KNOWN

CANTRIPS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

FEATURES & TRAITS

PLAYER NAME | CHARACTER NAME | ORIGIN | BACKGROUND

CLASS | APPROACH | LEVEL | XP

STRENGTH

SAVING THROW

ATHLETICS

PROFICIENCY BONUS

DEXTERITY

SAVING THROW

ACROBATICS

SLEIGHT OF HAND

STEALTH

CONSTITUTION

SAVING THROW

EXHAUSTION

- DISADVANTAGE ON CHECKS
- HALF SPEED
- DISADVANTAGE ON ATTACKS/ SAVING THROWS
- MAX HP HALVED
- SPEED ZERO
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INTELLIGENCE

SAVING THROW

ARCANA

HISTORY

INVESTI-GATION

NATURE

RELIGION

WISDOM

SAVING THROW

ANIMAL HANDLING

INSIGHT

MEDICINE

PERCEPTION

SURVIVAL

CHARISMA

SAVING THROW

DECEPTION

INTIMI-DATION

PERFOR-MANCE

PERSUASION

PASSIVE INSIGHT

PASSIVE PERCEPTION

SHIELD + AC =

TEMP. HP | CURRENT HP | MAX. HP

CURRENT HD | MAX. HD

DEATH SAVES

SUCCESSES | FAILURES

INSPIRATION

ATTACKS & SPELLCASTING

ATTACK	BONUS	DAMAGE (TYPE)	PROPERTIES

CORRUPTION

TEMPORARY CORRUPTION + PERMANENT CORRUPTION = CURRENT CORRUPTION / CORRUPTION THRESHOLD

PERSONALITY TRAITS

BONDS

IDEALS

FLAWS

SHADOW

RUINS OF SYMBAROUM

EQUIPMENT

FEATURES & TRAITS

COIN & TREASURE

THALER | SHILLINGS | ORTEGS

OTHER TREASURE

LANGUAGE & TOOL PROFICIENCIES

TREASURE & SPECIAL GEAR

FEATURES & TRAITS

SPELLS KNOWN

CANTRIPS

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

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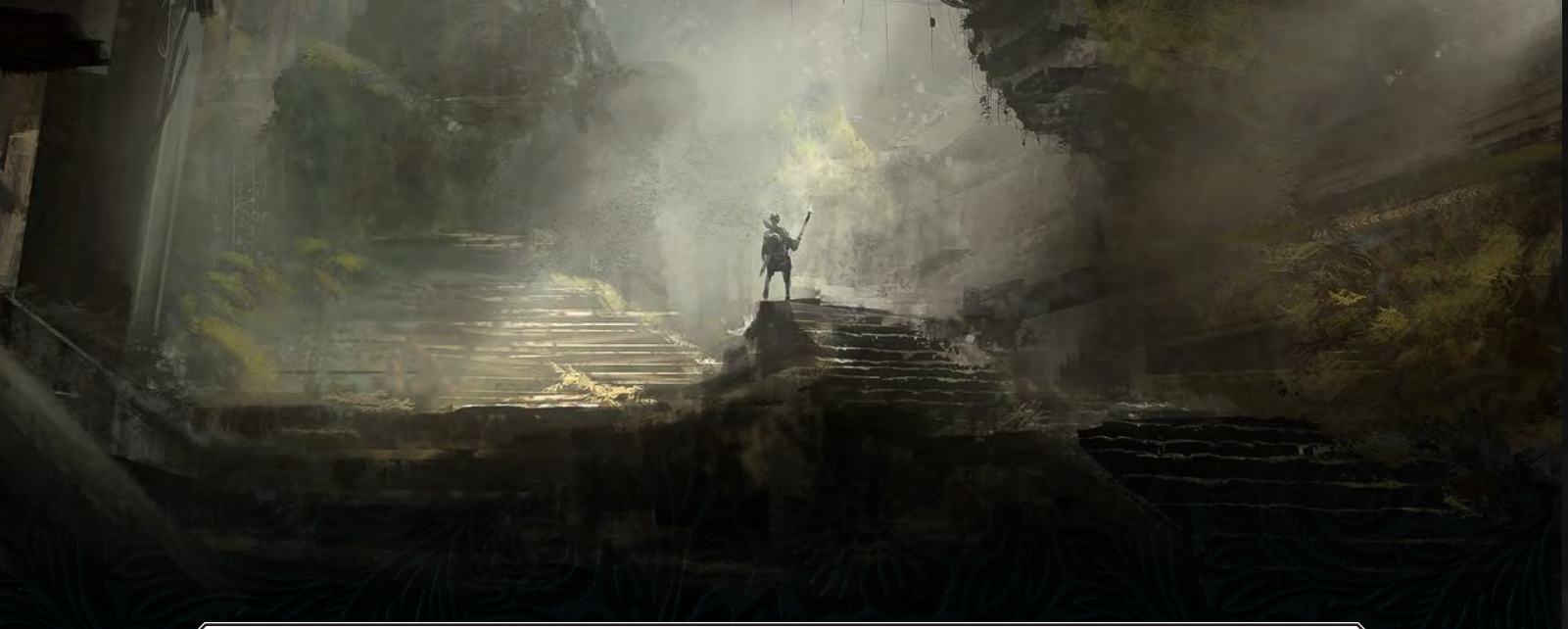

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