

DRAGONSEEKER

Core Rulebook

v0.94

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Dragonseeker is a rules-light fantasy tabletop RPG for three to five players and one **Game Master** (“**GM**”). In Dragonseeker, the players roleplay as adventurers in a fantasy setting. The characters the players control are called “**player characters**” (“**PCs**”). The GM describes the world, narrates the story, roleplays the **non-player characters** (“**NPCs**”), and serves as the rules umpire.

New PCs start at Level 1. Each time you play Dragonseeker—that is, each **session**—the PCs embark upon a **quest**. If the PCs succeed, they level up and gain new abilities! PCs who survive can progress all the way up to Level 10. If your PC dies, you can make a new one. The quests your PCs go on comprise a **campaign**, which is a lot like a season of a television show. Once the story wraps up, the campaign ends.

The Core Mechanics

During play, when you attempt to do something and the outcome is uncertain, you must make a **check** to determine whether you succeed. To make a check, you roll a twenty-sided die (a “d20”) and add a **modifier** (a “**mod**”) to the result. Mods are fixed numbers that reflect your talent, training, conditioning, and weaknesses. Mods can be positive or negative. After you roll the d20 and add the appropriate mod, you compare the total to the check’s **difficulty class** (“**DC**”). The DC is the target number that you must meet, or beat, to succeed on the check. Tougher tasks have higher DCs, like DC20. Easier tasks have lower DCs, like DC10. Some DCs are set by these rules. Other DCs are set by the GM. Most of the time, the GM will announce the DC before you roll the check.

Roll dice in the open where everyone can see. Many abilities allow a player to see the result of a roll before they decide whether to use the ability, so it’s important (and fun!) for everyone to be able to see all the dice rolls.

You have six separate mods. Each mod corresponds to a **statistic** (“**stat**”): Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). The higher a mod, the better you are at tasks associated with that statistic. E.g., if you’re strong, you’ll have a higher STR mod.

A mod of +0 is average. Regular folks have between -4 and +4 in each statistic. If a person has a mod that is below -4, then they probably struggle with everyday tasks. Extraordinary people may have up to a +10 in a statistic. Otherworldly beings can have up to a +15.

This rulebook describes checks like so: “DC17 DEX.” This indicates the target number and the applicable mod. If multiple mods might apply, they will all be listed and separated by slashes. E.g., “DC13 STR / DEX

check.” In those situations, you can choose to use either your STR or your DEX mod.

For example, let’s say you want to lift a heavy cart. The GM asks for a DC15 STR check. You roll a d20 and add your STR mod to the result. If the total is at least 15, you manage to lift the cart. If the total is 14 or less, the cart is too heavy to lift.

Most check DCs are between 10 and 20, but they can go as high as 30. The GM announces the DC before you make the check (unless the GM has a reason to keep the DC secret; e.g., if you wouldn’t be able to tell whether you succeeded). Sometimes, these rules will specify a DC. Otherwise, the GM uses their judgment to determine the DC, based on these guidelines:

DC10: Easy. Straightforward, but not trivial.

DC15: Medium. Moderate difficulty.

DC20: Hard. Even an expert might struggle.

DC25: Very Hard. Out of the question for most.

DC30: Impossible. You need a miracle.

If it’s impossible for you to succeed on a check, then you don’t make the check: you just fail. If it’s impossible for you to fail at a task, then you do not make a check: you just succeed. Similarly, if there is no reason why you cannot take as much time as you need to keep attempting a task over and over again—and each failure has no consequence—then the GM should not ask for a check: you just succeed.

An **attack check** (“**attack**”) is a check you make when you try to hit a target with a weapon or aimed spell. When you attack with a weapon, you will use either STR or DEX. You use STR for melee weapons (swords, axes, hammers) and Thrown weapons (spears, handaxes). You use DEX for bows. You may use either STR or DEX for Finesse weapons (daggers, rapiers).

The DC for an attack check is always the target’s **armor class** (“**AC**”). Your AC is a special DC that other creatures try to meet, or beat, when they make attack checks against you. Your AC reflects how hard it is to hit and damage you with attacks. If you are well-armored or nimble, your AC will be higher.

If you roll a 20 on the d20 when you make an attack check, you land a **critical hit**, or a “**crit**.” When you land a crit (1) you always hit, even if the total of your attack check would not meet or beat the target’s AC; (2) you roll twice as many dice as you otherwise would when you make the damage roll (including any bonus damage dice, like from a rogue’s Backstab ability); and (3) you apply your weapon’s special effect, if it has one. Different weapons have different special effects (see Weapons on p.6).

If you roll a 1 on the d20 when you make an attack check, then the attack is a **critical miss**. The attack automatically misses, even if the total of your attack check would otherwise hit.

Some offensive abilities do not require an attack check. A **save check** (or a “**save**”) is a check that you make to avoid, resist, or mitigate a harmful effect. When you force a target to make a save check, the DC is determined by your **save DC**. This is a fixed number that reflects how powerful your spells or abilities are. For example, a Fireball spell forces targets to make DEX saves to avoid the brunt of the blast. Note that abilities which force targets to make save checks are not “attacks” because they do not require an attack check.

A **luck check** is a special check that you make when something comes down to pure fortune. You do not add a mod to luck checks: you use the result of the d20 roll and nothing else. A higher result on a luck check is better for the roller. For example, a GM might call for a luck check if you hastily grab and drink a random, unlabeled potion from a cabinet in an alchemist’s shop. If you roll an 18, you drank a helpful potion, but if you roll a 3, you drank poison!

When you make a **contested check**, you and another creature both roll a check and the higher total succeeds. If you tie, the status quo is maintained. E.g., if you try to grapple a barkeep and the GM calls for a contested check, a tie means that the grapple fails because the status quo was “the barkeep is not grappled.”

Sometimes, you may have **advantage** or **disadvantage** on a check. That means you roll the d20 twice and take either the higher (advantage) or lower (disadvantage) of the two results. Sometimes, these rules explicitly impose advantage or disadvantage on a check. One common source of disadvantage is the **multiple attack penalty**. During combat, if you make more than one attack check on your turn, then each attack check after the first suffers disadvantage.

A GM can also decide to grant advantage if a significant favorable circumstance gives you an edge. Or the GM may choose to impose disadvantage if something is impeding you from performing to the best of your ability. For example, if you are attempting to climb a cliff, climbing gear might grant you advantage on the check, but a hand injury might impose disadvantage.

When you make a check, you always use a d20. But you use other polyhedral dice—d4s, d6s, d8s, d10s, and d12s—for **damage rolls**, which determine how much damage you inflict with your attacks and spells. Different weapons and spells use different damage dice.

For example, a dagger deals d4 damage; a greataxe inflicts d8 damage; and a Fireball spell visits 3d6 damage (i.e., three six-sided dice) upon its victims.

If you deal damage to multiple creatures at the same time—like with a Fireball spell—you make only one damage roll for all the targets. If you use an ability that forces multiple targets to make save checks, each target makes its own individual save check.

Some abilities or effects allow you to add a **bonus die** to a check or damage roll. Bonus dice are either d4s, d6s, d8s, d10s, or d12s. If a bonus die applies to a check or damage roll, you roll the bonus die and add the result to the total. For example, a bard’s Inspire ability allows you to add a bonus d6 to a check.

A **penalty die** is the opposite of a bonus die. Like bonus dice, penalty dice are either d4s, d6s, d8s, d10s, or d12s. If a penalty die applies to a check or damage roll, then you must roll the penalty die and subtract the result from the total. For example, if a penalty d4 applies to an attack check, you roll a d20; add the relevant stat mod; and then reduce the total by the result of the penalty d4.

If a bonus die and a penalty die of the same size (e.g., a bonus d4 and a penalty d4) both apply to a check or damage roll, they cancel each other out.

When you make an attack check, bonus dice do not nullify critical misses (rolling a 1 on the d20). Penalty dice do not nullify critical hits (i.e., rolling a 20 on the d20).

Damage dice, bonus dice, and penalty dice may be **upgraded** or **downgraded**. This means you use a die that is either one size larger (upgrade) or smaller (downgrade). A d4 upgrades to a d6; a d10 downgrades to a d8; and so on.

A PC’s unique abilities are represented by their **class**, **talents**, **feats**, and **expertises**. Your **class** is your character archetype. There are six classes to choose from, and each class has a different **primary stat** (i.e., their most important stat): **Barbarian** (CON), **Bard** (CHA), **Cleric** (WIS), **Fighter** (STR), **Rogue** (DEX), and **Wizard** (INT). Your class determines which weapons and armor you can use, your maximum hit point total, and which talents and feats you have access to. **Talents** (p.10) are combat abilities. **Feats** (p.28) are geared toward social interaction, exploration, and flavor. **Expertises** (p.27) reflect your specialized training: they grant you knowledge and allow you to attempt tasks that require special skills (e.g., singing an opera, picking a lock).

During combat (p.43), you take one **turn** during each **round**. During your turn, you can take two **actions**. Moving, attacking, or casting a simple spell uses a single action. Some complicated activities (e.g., complex spells) require two actions. In this rulebook, actions are represented by the symbol “■.” If an ability is labeled “■,” it is a **single action** ability: it requires one action to perform. If an ability is labeled “■■,” it is a **double action** ability: it requires two actions.

Some abilities allow you to do things during other creature’s turns. These abilities are called “**reactions**.” If an ability is labeled “◄,” that means it requires the use of your reaction to perform. You can only use a reaction ability if a specific trigger occurs. For example, you may use your reaction to make an **opportunity attack** if an enemy within your reach flees or drops its guard. The trigger for a reaction is always specified in the description of the ability. You can only use a reaction once a round, and you regain your reaction at the start of your turn.

You can do some things as a “**free action**.” A free action ability is one that does not require an action or reaction to perform (or derive benefit from). Free action abilities are labeled “◇”. If an ability does not list “■”, “■■”, or “◄”, and it does not mention an action or reaction, you can assume that it is a free action ability.

During combat (or even outside of it), you may be subject to one or more **conditions** (p.7), such as bleeding, wounded, or stunned. Most conditions are harmful, and each has a unique effect. Many combat abilities impose conditions on foes, and some weapons inflict a condition when you land a critical hit. Some conditions—such as bleeding, poisoned, and burning—cause **persistent damage**, which is damage you suffer at the start of your turn.

Your stamina, fighting spirit, and health are represented by **hit points** (“hp”). You start each quest with a pool of hit points. The tougher you are, the more hit points you have. You lose hit points when you suffer damage. Between quests, you regain all your hit points.

When your hp is at zero, you are **wounded** (p.46). While wounded, you can take only one action per turn. Whenever you suffer damage while wounded, you must make a **death save** (p.46), which is a CON save. The DC for this save depends on how much damage you suffered:

<i>damage suffered</i>	<i>death save DC</i>
1-4	DC10
5-9	DC15
10-14	DC20
15-19	DC25
20+	DC30

If a death save is triggered by persistent damage, you enjoy advantage on that death save. Also, if you roll a 20 on the d20 when you make a death save, you automatically succeed and gain one hit point. If you roll a 1 on the d20 when you make a death save, you automatically fail.

The first and second times that you fail a death save, you suffer a permanent, grievous injury. The third time you fail a death save, you die. Failed death saves are permanent: they persist between quests. Unlike PCs, NPCs die, lose consciousness, or are otherwise taken out of the fight when they run out of hp.

Here are a few general rules to keep in mind as you read this rulebook.

- Specific rules override general rules. Many abilities allow you to break a general rule.
- Round down fractions and decimals. When you round down damage, never round down below 1.
- Damage rolls consist of only dice; don’t add a mod.
- By default, your heritage doesn’t have any mechanical effect, apart from your size. But the GM may choose to use optional rules that grant each heritage a special bonus or ability (p.56).
- Most rules apply to both PCs and NPCs. If a rule differs for PCs and NPCs, it’ll say so.

Character Creation

Follow these steps to make a PC. Record your character's information on a blank character sheet, which you can find at <http://www.dragonseeker.info>.

(1) Pick a name, heritage, and languages.

Choose your character's **name**. You can list your character's pronouns in the "name" field.

Write down your character's **heritage**. There are four common heritages: Dwarf (stout, beards, short), Elf (thin, graceful, pointy ears), Halfling (Small, hungry, hairy feet), and Human. There are 11 rare heritages: Birdfolk (flightless birdpeople), Centaur (horsepeople), Dragonfolk (dragonpeople), Geniekin (descended from air, fire, wind, or earth elementals), Goblin (Small, green, pointy ears, sharp teeth), Kobold (Small dragonpeople), Minotaur (bullpeople), Ogre (Large, oafish, lesser giant), Orc (green, tusks), Devilkin (descended from devils; horns and a tail; red, purple, or blue skin), Turtlefolk (turtlepeople).

Depending on your heritage, your size might be Small, Medium, or Large (see Creature Size on p.48). Most heritages are Medium. Goblins, Halflings, and Kobolds are Small. Ogres are Large.

Write down the **languages** you know. By default, all PCs know Common and one other language. You learn additional languages when your INT mod reaches +3, +6, and +9. Your options are in the list below; typical users of each language are indicated in parentheses.

Common languages: Common (everyone), Dwarvish (dwarves), Elvish (elves), Halfling (halflings), Sign (everyone). Rare languages: Draconic (dragonfolk, kobolds, dragons), Goblin (goblins), Orcish (orcs), Abyssal (demons), Centaur (centaurs), Celestial (angels), Giant (ogres, giants), Infernal (devils, devilkin), Primordial (elementals, geniekin), Sylvan (fey creatures, elves).

(2) Pick a class.

Write down your **class**. Your class is your character's archetype; it determines which abilities you have access to. There are six classes in the game, and each class has a different **primary stat**:

Barbarian: CON	Bard: CHA	Cleric: WIS
Fighter: STR	Rogue: DEX	Wizard: INT

Any stat that is not your primary stat is a **secondary stat**.

If you cast a spell that requires an attack check, you use your primary stat for the spell's attack check.

Instead of requiring an attack check, some spells and abilities (e.g., a Fireball spell) force your target to make a save check to resist the spell or ability's effects. When you use such a spell or ability, the DC for your target's save check is your **save DC**, which is equal to 8 + your primary stat mod. For example, if you are a wizard and your INT mod is +5, your save DC is 13.

(3) Determine your starting stats.

Next, determine your starting stat mods. You start with a +0 mod in each stat, but you have 12 **mod points** to allocate to your six stats to increase them. Each mod point you spend on a stat increases that stat's mod by one. For example, if you spend only one mod point on CHA, then your CHA mod will be +1. Also, you may accept a -1 or -2 penalty in a stat to gain 1 or 2 additional mod points which you can use to increase a different stat. When you add your starting stat mods together, the total cannot exceed 12. Also, at character creation, **your primary stat mod cannot be higher than +5; your secondary stat mods cannot be higher than +4; and no mod can be lower than -2**. Usually, you should start with a +5 in your primary stat.

Here are some sample starting stat arrays for a fighter:

STR: +5	STR: +5	STR: +2
DEX: +4	DEX: +1	DEX: +2
CON: +3	CON: +2	CON: +2
INT: -2	INT: +1	INT: +2
WIS: +1	WIS: +2	WIS: +2
CHA: +1	CHA: +1	CHA: +2

Here is a brief description of each stat:

STR: Physical power (relative to the creature's size), brute force, explosive movement. You use STR to attack with close-range weapons, like swords and axes, and also for thrown weapons (e.g., handaxes, spears).

DEX: Agility, Finesse, fine motor skills, careful movement. Helps you dodge attacks. Attacks with bows use DEX. You may choose to use DEX to attack with Finesse weapons (rapiers, daggers).

CON: Health, endurance, stamina. Increases your hit point total. Better your odds of surviving.

INT: Knowledge, memory, brainpower, power of deduction. Gain additional expertises at +2, +4, +6, +8, and +10. Gain additional languages at +3, +6, and +9.

WIS: Intuition, street smarts, sharpness of senses, willpower. Increases your passive WIS (see p.9), which helps you notice things in your environment.

CHA: Force of personality. Bend others to your will. Gain additional feats at +4 and +8.

Write down your stat mods, your save DC (8 + primary stat), and your passive WIS (10 + WIS).

(4) *Pick three talents, two expertises, and one feat.*

Talents (p.10) are class-specific special abilities that are geared toward combat. A talent might boost your damage or allow to cast a spell. Each class has a variety of unique talents to choose from. At Level 1, you gain three talents. You gain an additional talent at every even-numbered level (Level 2, Level 4, etc.).

Feats (p.28) are abilities or character traits that are geared toward social interaction, exploration, and flavor. A feat might make you better at lying, sneaking, or singing. Most feats can be selected by any class, but some are class specific. At Level 1, select one feat. After Level 1, you gain an additional feat at every odd-numbered level (Level 3, Level 5, etc.). You gain bonus feats when your CHA increases to +4 and +8.

Expertise (p.27) reflect your knowledge, training, experience, and education. Expertise allows you to attempt specialized tasks, such as picking locks, smithing swords, or figuring out how arcane artifacts work. At Level 1, select two expertises. You gain an additional expertise each time your INT mod increases to an even number (+2, +4, etc.).

(5) *Calculate your max hp, based on this table:*

<i>class</i>	<i>maximum hit point total</i>
Barbarian	12 + level + CON mod
Fighter	10 + level + CON mod
Bard, Cleric, Rogue	8 + level + CON mod
Wizard	6 + level + CON mod

(6) *Take your starting items. Determine AC.*

New PCs start out with a set of standard items:

- Gain one **weapon** (p.6) that you are trained in.
- If you are trained in at least one kind of armor (p.9), gain one of the following suits of **armor**: Hide, Gambeson, Chain Mail, Half Plate. If you are untrained in armor, gain a set of Clothes.
- If you are trained in shields, gain a **shield** (p.9).
- If you have an expertise (p.27) that requires tools (e.g., blacksmithing, painting), gain one standard-quality set of **tools** for that expertise.
- Gain 20 **gold pieces** (“gp”) (p.54).
- Gain two **curios** of your choosing (p.51).
- Gain one standard piece of **equipment** (p.51).

Each class description (p.10) lists the weapons and armor with which members of that class are trained. Consult the Armor section (p.9) to determine your PC’s starting armor class (AC).

Beyond First Level

As you level up, you gain additional talents, feats, and bonuses to your stat mods. When you reach even-numbered levels, your primary stat mod automatically increases by +1 and you gain a talent. When you reach odd-numbered levels, you add +1 to two different secondary stat mods of your choosing and gain a feat.

<i>level</i>	<i>abilities gained</i>	<i>stat increases</i>
1	3 Talents, 2 Expertises, 1 Feat	Allocate 12 mod points to your stats
2	Talent	+1 to primary stat
3	Feat	+1 to two different secondary stats
4	Talent	+1 to primary stat
5	Feat	+1 to two different secondary stats
6	Talent	+1 to primary stat
7	Feat	+1 to two different secondary stats
8	Talent	+1 to primary stat
9	Feat	+1 to two different secondary stats
10	Talent	+1 to primary stat

Remember that your max hp always includes your current level and your CON mod. Thus, it will increase by at least one point each time you level up.

Tiers of Play

Dragonseeker has three “tiers” of play, based on the level of the PCs:

Tier 1:	Levels 1, 2, 3
Tier 2:	Levels 4, 5, 6, 7
Tier 3:	Levels 8, 9, 10

Most monsters and quests are designed for a specific tier of play. If a piece of equipment has a “tier” associated with it, then your PC must have ascended to that tier before they can use it effectively.

If a PC dies, the player who controlled that PC may make a new Level 1 PC. If the rest of the party has ascended to Tier 2, the new PC may start out at Level 4. If the rest of the party has already ascended to Tier 3, a new PC may start out at Level 8.

Glossary

Advantage: When you have advantage on a check, you roll the d20 twice and use the single highest result.

- Advantage from multiple sources does not stack; you still roll the d20 twice and use the highest result.
- Advantage applies to the d20 only. Advantage does not affect bonus or penalty dice.

Bonus Die: A d4, d6, d8, d10, or d12 that you roll and add to a check or damage roll. If a bonus die and a penalty die of the same size both apply, they cancel each other out.

Condition: A status effect, such as Bleeding, Prone, or Stunned, (see p.7).

Disadvantage: When you have disadvantage on a check, you roll the d20 twice and use the single lowest result.

- Disadvantage from multiple sources does not stack. Even if you suffer disadvantage from several sources, you still roll twice and use the lowest result.
- Disadvantage applies only to the d20. Disadvantage does not affect bonus or penalty dice.

If you have both advantage and disadvantage on a roll, they cancel each other out and you make the roll normally (regardless of how many sources of advantage or disadvantage you have).

Downgrade: Use a die that is one size smaller. E.g., a d8 downgrades to a d6. A damage die cannot be downgraded below d4.

If a rule tells you to upgrade or downgrade a weapon or spell's damage die, that means your weapon or spell's base damage die. You don't upgrade or downgrade bonus damage dice (e.g., the bonus damage from a rogue's Backstab ability) unless a rule explicitly says so.

Some attacks, abilities, or spells have multiple damage dice; upgrading or downgrading affects all of the dice. E.g., 2d4 upgrades to 2d6, 2d8 downgrades to 2d6.

Engaged: You are engaged with a foe when you are within 5ft of it.

Melee Attack: A close-up attack: swing a sword, throw a punch, etc. You use STR for melee weapon attacks unless you're using a weapon with the Finesse property, in which case you may choose to use DEX instead. If you make a melee attack with a spell, use your primary stat mod. You must be engaged with a foe to target it with a melee attack (unless you are wielding a Reach weapon with a range of at least 10ft).

Multiple Attack Penalty: Whenever you make multiple attack checks in one turn, each attack check after the first suffers disadvantage.

Passive WIS: Your ability to passively notice things around you. Other creatures must make DEX checks against this DC to sneak up to (or past) you. Your passive WIS is 10 + your WIS mod. You suffer a -5 penalty to your passive WIS if your senses or intuition are disrupted in a significant way (e.g., you're drunk).

Penalty Die: A d4, d6, d8, d10, or d12 that you must roll and subtract from the total of a check or damage roll. If a bonus die and a penalty die of the same size both apply to a roll, they cancel each other out.

Persistent Damage. Damage you automatically suffer at the beginning of your turn (e.g., from the Bleeding, Burning, and Poisoned conditions).

Ranged Attack: Shoot, throw, or launch a missile at a foe. A ranged attack can be mundane (a bow shot) or magical (an Arcane Missile); the weapon or spell will list the attack's range. If you are engaged with a foe when you make a ranged attack check, you suffer disadvantage. Weapons with the Bow property use DEX for ranged attack checks. Weapons with the Thrown property use STR for ranged attack checks (but if a Thrown weapon has the Finesse property, you may choose to use DEX instead). If you make a ranged attack with a spell, use your primary stat mod.

Shed: You no longer have a condition.

Trained: You must be trained to make effective use of weapons and armor. Attack checks with untrained weapons must be made at disadvantage. If you wear armor you're not trained to use, then you have disadvantage on any check that is not purely mental; you move at half speed; and you cannot cast spells.

Upgrade: Use a die that is one size larger. E.g., a d4 upgrades to a d6. A die cannot be upgraded beyond d12.

Upgrade: d4 → d6 → d8 → d10 → d12
Downgrade: d12 → d10 → d8 → d6 → d4

Conditions

Bleeding. At the start of your turn, suffer d4 bleed damage. At the end of your turn, make a DC15 luck check. On a success, you shed the Bleeding condition. If you would gain the Bleeding condition, but you already have it, you immediately suffer d4 bonus bleed damage instead.

Blind. You have disadvantage on checks that are aided by sight (e.g., attacks). You fail checks that require sight. Attack checks against you have advantage. Other creatures are concealed from you.

Bound. You have the Stuck and Helpless conditions. Apart from the Escape action, you cannot take any actions that require the use of your arms or legs.

Burning. At the start of your turn, suffer d6 fire damage. You can put out the flames with water or by using the Smother Flames action (p.41), or by succeeding on a DC15 luck check at the end of your turn. If you're prone, you have advantage on this check. On a success, you shed the Burning condition.

Concealed. You're hidden: your enemy is unaware of your presence or location. You have advantage on attack checks against creatures you're Concealed from. Attacks against you automatically miss unless the attacker somehow manages to target your location. Ordinarily, you shed the Concealed condition after you attack a foe; after you cast a spell on a foe; or at the end of your turn, if a foe saw you during your turn.

Deaf. You have disadvantage on checks that are aided by hearing. You fail checks that require hearing.

Flanked. You're Flanked if you're within the reach of two armed, dangerous enemies who are on opposite sides of you. While Flanked, you're Flat-Footed.

Flat-Footed. Creatures who attack you add a bonus d4 to their attack checks. You may be Flat-Footed against only some kinds of attacks (see the Prone condition).

Frightened. You cannot move closer to the source of your fear. While the source of your fear is visible and within 30ft, you have disadvantage on checks (except luck checks) and your enemies have advantage on saves to resist your spells or abilities. You may shed this condition by using the Recover action and succeeding on a WIS check. The DC depends on the source of the condition. You gain advantage on this WIS check if the source of your fear is outside your line of sight.

Helpless. You're defenseless. Attack checks against you have advantage; other creatures may target you with a Coup de Grace action (p.40).

Immune. You cannot be negatively affected by a damage type or condition to which you are immune.

Obscured. You're not Concealed, but you're harder to target than normal. You might be obscured by fog, darkness, or even bright light. Your attackers must roll a d4 penalty die and subtract the result from the total of any attack checks they make against you.

Poisoned. You have the Weakened condition. At the start of your turn, suffer one point of poison damage. At the end of your turn, you may make a DC15 luck check. On a success, you shed the Poisoned condition.

Prone. You are lying on the ground. You have partial cover against ranged attacks (attackers must roll a d4 penalty die). You are Flat-Footed against melee attacks (attackers gain a d4 bonus die). You have disadvantage on attack checks unless you are attacking with a dagger or crossbow. You move at half speed. You cannot make opportunity attacks while Prone. If you are knocked Prone while climbing, you fall to the ground. If you are knocked Prone while flying, you fall 100ft toward the ground before righting yourself.

Resistant: Suffer half damage from a damage type or gain advantage on checks to resist or shed a condition.

Stuck. Your movement speed is reduced to zero. You are Flat-Footed. You cannot take actions that involve movement (e.g., Move, Step, Stand Up).

Stunned. If you are Stunned at the beginning of your turn, you must use your next action to Recover (p.41) and shed the Stunned condition. While Stunned, you cannot use your reaction (◀). If you become Stunned while climbing, you fall. If you become Stunned while flying, you fall 100ft before righting yourself.

Vulnerable. Suffer double damage to a damage type or suffer disadvantage on checks to resist or shed a condition.

Weakened. Whenever you make a check, you must roll a penalty d4. This does not apply to luck checks.

Wounded. When you are at zero hp, you have the Wounded condition. If you are Wounded at the start of your turn, you can take only one action on your turn. You shed the Wounded condition if you gain at least one hit point. If you shed the Wounded condition during your turn, you may take two actions this turn. While Wounded, each time you suffer damage, you must make a death save (see p.46). If you gain the Wounded condition while climbing, you fall. If you gain the Wounded condition while flying, you immediately fall 100ft toward the ground before righting yourself.

Weapons

This table lists the standard weapons in the game. It includes each weapon's damage die (i.e., how much damage it inflicts on a hit); damage type (slashing, piercing, or bludgeoning), properties (special characteristics), and cost. Some damage types are more effective against certain kinds of foes. If a weapon lists multiple damage types, then when you hit a foe, you may choose which damage type to inflict.

Weapons can only be used to make melee attacks unless they have a property (such as Bow, Reach, or Thrown) that specifies a different range.

For most weapons, you use STR for attack checks. However, you must use DEX for Bow weapons, and you may use either STR or DEX for Finesse weapons.

weapon	damage die	properties	cost
Dagger	d4 pierce	Finesse, Sharp, Thrown (30ft), 1h	5gp
Staff	d4 bludgeon	Blunt, 2h	5gp
Crossbow	d4 pierce	Bow (60ft), Loading, 2h	15gp
Bow & Arrow	d4 pierce	Bow (90ft), 2h	15gp
Mace	d4 bludgeon	Blunt, 1h	15gp
Handaxe	d4 slash	Axe, Thrown (30ft), 1h	5gp
Spear	d4 pierce	Reach (5ft), Thrown (30ft), 1h	5gp
Battleaxe	d6 slash	Axe, 1h	15gp
Longsword	d6 slash, pierce	Sharp, 1h	25gp
Rapier	d6 pierce	Finesse, Sharp, 1h	25gp
Morningstar	d6 bludgeon	Blunt, 1h	20gp
Glaive	d6 slash	Reach (10ft), 2h	30gp
Pike	d6 pierce	Reach (10ft), 2h	25gp
Greataxe	d8 slash	Axe, 2h	30gp
Claymore	d8 slash, pierce	Sharp, 2h	40gp
Maul	d8 bludgeon	Blunt, 2h	30gp

Weapon Properties

This section describes the properties of weapons. Some properties include a **special effect**. You may apply a weapon's special effect when you land a critical hit. Also, some talents allow you to apply a weapon's special effect, even if you do not crit.

1h. This weapon requires only one hand to wield; you can pair it with a shield.

2h. You must use both hands to attack with this weapon. However, you may carry it with one hand when you're not using it.

Axe (battleaxe, greataxe, handaxe). When you make a melee attack and land a critical hit, you may apply this weapon's special effect. *Special effect:* Choose one of the following:

- **Cleave.** After rolling damage for your original target, deal half that much damage to any other enemy who is either within five feet of your original target or within five feet of you; or
- **Flurry:** As a free action (◇), you may immediately make another melee attack against your original target. The multiple attack penalty applies to this additional attack, like normal.

Blunt (mace, maul, morningstar, staff). On a critical hit, you may apply this weapon's special effect. *Special effect:* Choose one of the following:

- **Bell Ringer.** Your target gains the Stunned condition; or
- **Knock Back.** If your target is Large or smaller, you push your target five feet away from you, into an unoccupied space.

Bow (crossbow, bow & arrow). You may use a Bow weapon to make ranged attacks from a distance, up to the range indicated in the weapon's description. You cannot make melee attacks with a Bow weapon. Use DEX to make attacks with Bow weapons. If a hostile creature is engaged with you, you have disadvantage on ranged attack checks. Arrows do not need to be tracked (unless a PC abuses this, in which case the GM may require the PC to start keeping track). On a critical hit, you may apply this weapon's special effect. *Special effect:*

- **Suppressing Fire.** You disrupt your target's movement: its movement speed is halved until the end of your next turn.

Finesse (dagger, rapier). You may choose to use your DEX mod for attack checks with this weapon, instead of STR.

Loading (crossbow). Before you can fire a loading weapon, you must use a single action (■) to load a piece of ammunition. On the same turn or a future turn, you may use a single action (■) to fire the loaded weapon.

Reach (glaive, pike, spear). You may make melee attacks with Reach weapons up to the range indicated in the weapon's description. If your Reach weapon has a 10ft range, you may make melee attacks against targets without engaging them. When you make a melee attack and land a critical hit with a Reach weapon, you may apply this weapon's special effect. *Special effect:* Choose one of the following:

- **Skewer.** Your target gains the Stuck condition until you move, until you make another attack, or until your target frees itself (e.g., by using the Escape action and succeeding on a STR / DEX check against your save DC); or
- **Force Back.** Force your target to move five feet away from you, into an unoccupied space. You pick the specific direction.

Sharp (claymore, dagger, longsword, rapier). When you make a melee attack and land a critical hit, apply this weapon's special effect. *Special effect:*

- **Draw Blood.** Your target gains the Bleeding condition.

Thrown (dagger, handaxe, spear). You may use a Thrown weapon to make a ranged attack (up to 30ft). You use STR for attack checks with Thrown weapons, but if a Thrown weapon has the Finesse property (e.g., daggers), you may use DEX instead. You may "stack" up to five Thrown weapons together, such that they function as one piece of equipment for the purposes of the limits on your carrying capacity (p.50). You must track how many Thrown weapons you have left. You can draw a Thrown weapon and throw it with a single action (■), so long as you have a free hand. If you are engaged with an enemy, then you have disadvantage on ranged attack checks.

Unarmed Attacks

When you make an unarmed strike (a punch, a kick, a choke, etc.), you use STR for the attack check. On a hit, an unarmed strike inflicts one point of bludgeoning damage. If you crit on an unarmed strike, double the amount of damage you would otherwise inflict. You are automatically trained in unarmed attacks. Unarmed attacks do not count as weapon attacks.

Improvised Weapons

Improvised weapons generally deal d4 damage of the appropriate damage type, but the object you use must be heavy or sharp enough to be dangerous. Otherwise, it inflicts no damage. The GM may rule that a specific improvised weapon inflicts more damage. Attack checks with improvised weapons must be made at disadvantage (unless you are trained in their use).

Armor, AC Calculation

This table shows how to calculate your **armor class** ("AC"). The formula differs, depending on what kind of armor (if any) that you are wearing. If you add $\frac{1}{2}$ your DEX mod to your AC, round down. This table also lists how much armor costs to purchase. If a suit of armor has a "tier" listed, then you need to have reached that tier to use it effectively. Tier 1 is Levels 1-3; Tier 2 is Levels 4-7; Tier 3 is Levels 8-10. Medium armor and heavy armor requires the wearer to have a minimum STR mod, as indicated below.

<i>description</i>	<i>tier</i>	<i>AC calculation, stat req.'s</i>	<i>cost</i>
Unarmored			
Clothes	Tier 1	$10 + (\frac{1}{2} * \text{DEX mod})$	5gp
Mage's Robes	Tier 2	$11 + (\frac{1}{2} * \text{DEX mod})$	15gp
Archmage's Robes	Tier 3	$12 + (\frac{1}{2} * \text{DEX mod})$	25gp
Light Armor			
Hide, Gambeson	Tier 1	$11 + (\frac{1}{2} * \text{DEX mod})$	15gp
Jack of Plate	Tier 2	$12 + (\frac{1}{2} * \text{DEX mod})$	25gp
Brigandine	Tier 3	$13 + (\frac{1}{2} * \text{DEX mod})$	35gp
Medium Armor			
Chain Mail	Tier 1	14 (req. STR +0)	25gp
Scale Mail	Tier 2	16 (req. STR +2)	35gp
Splint Mail	Tier 3	18 (req. STR +4)	45gp
Heavy Armor			
Half Plate	Tier 1	15 (req. STR +3)	30gp
Full Plate	Tier 2	17 (req. STR +5)	40gp
Enchanted Plate	Tier 3	19 (req. STR +7)	50gp
Shields			
Shield	Tier 1	+1 to AC (req. STR +2)	20gp
Tower Shield	Tier 3	+2 to AC (req. STR +8)	40gp

Armor Penalty. While wearing medium or heavy armor, you suffer a penalty when you make a check that would be significantly hindered by your armor's weight, noisiness, bulk, or restrictiveness. If you're wearing heavy armor, you suffer disadvantage; if you're wearing medium armor, a d4 penalty die applies. Your GM's judgment controls, but these penalties will apply to most checks that involve sneaking, acrobatics, squeezing through tight spaces, swimming, climbing, and jumping. This penalty does not apply to attack checks, or to DEX saves that you make to avoid harmful effects (e.g., a Fireball spell).

Negative DEX mods and AC. If your AC calculation is affected by DEX, a negative DEX mod (-1 or -2) imposes a -1 penalty on your AC.

Shields. To receive an AC bonus from a shield, you must be holding it in one of your hands. Shields can only be paired with one-handed weapons.

When you wear armor for which you don't meet the prerequisites, you move at half speed; you suffer disadvantage on all checks, except for luck checks and checks that are purely mental; and you cannot cast spells.

Class Descriptions, Talents

Your **class** determines your primary stat, your save DC, your max hp, and your training in weapons and armor. It also determines which talents and feats you have access to. The following section contains detailed descriptions of the talents that members of each class may select. Talents are special abilities that make you more effective in combat, but they may prove useful outside of combat, too. See p.28 for more information about feats, which are geared toward social interaction and exploration.

Each class has three **talent trees**. Each talent tree has a theme. You may pick talents from any, or all, of your talent trees: you do not need to limit yourself to only one talent tree.

A PC may select a talent (and gain its benefit) only once. Many talents have prerequisites; these are listed in italics in the talent description. For example, a talent may have a level requirement, or a talent may require that you already possess another talent.

At Level 1, you gain three talents. You gain one additional talent when you ascend to even-numbered levels (e.g., Level 2, Level 4, etc.).

Many classes possess talents or feats that allow you to cast spells. There are six types of magic in Dragonseeker:

- Profane (dark arts)
- Elemental (fire, ice, etc.)
- Erudition (practical, illusory, defensive)
- Druidic (nature)
- Divine (godly)
- Mentalist (mind-manipulating, psychic)

Here is a brief description of each class and a summary of each class's three talent trees:

Barbarian (p.11): Nomadic, fierce, nature loving. Primary stat is CON. Many hit points, but middling AC.

- *Bloodlust*. Go berserk! Increase your critical hit chance and throw caution to the wind.
- *Guardian*. Protect allies from harm. Increase your max HP. Draw your enemies' attention away from allies and onto yourself.
- *Druidic*. Use the power of nature against your foes. Turn into an animal or acquire animal traits. Cast spells that affect the terrain.

Bard (p.14): Artists who like to tag along with actual, you know, warriors. Primary stat is CHA. Versatile, but not well-suited for the front lines.

- *Artistry*. Inspire and support your allies. Steal talents from other classes.
- *Charmed Fortune*. Get lucky! Use CHA for things that normally use a different stat.
- *Mentalist*. Attack minds. Bend others to your will.

Cleric (p.17): Religious warriors. Primary stat is WIS. Solid AC. Can be built as healers or front-line warriors.

- *Priest*. Heal your allies and protect them from harm.
- *Crusader*. Smite your foes! Specialize in melee combat.
- *Fanatic*. Poison the unbelievers. Make them bleed. Make them burn!

Fighter (p.19): Well-armed and well-armored melee combatants. Soldiers, knights, guards, mercenaries, samurai, etc. Primary stat is STR.

- *Arms*. Weapons mastery. Inflict more damage with your weapons. Eventually, make extra attacks.
- *Armor*. Increase your AC and make it difficult for foes to hit and damage you.
- *Tactics*. Outwit your foes. Control the battlefield, lead your allies, and break your enemies' morale.

Rogue (p.21): Thieves, spies, pirates, ninjas, assassins, and rangers who rely on speed, stealth, and cunning. Primary stat is DEX.

- *Assassin*. Sneak up to your enemies and plunge your daggers into their weak spots for massive damage.
- *Scout*. Attack from a distance with a bow & arrow.
- *Swashbuckler*. Fight with flair! Use your rapier to turn your foes into pincushions and parry their blows. Turn your environment against your enemies!

Wizard (p.23). Can cast powerful spells. Dreadfully frail. Primary stat is INT.

- *Profane*. Disable, debuff, and damage single targets. Create undead minions!
- *Elemental*. Splash damage: hurt multiple foes at once. Use fire, ice, lighting, wind, and water to destroy your enemies.
- *Erudition*. Use crafty magical tricks to confound and outwit your foes without killing them.

The rest of this section goes into more detail about each individual class and the talents that are available to it.

Barbarian

Primary Stat: Constitution | *Save DC:* 8 + CON mod

Maximum Hit Points: 12 + level + CON mod

Trained Weapons: All but rapier, bow, and crossbow

Trained Armor: Light armor, shields

Bloodlust Talents

- **Crit 19.** You crit when you roll a 19 on the d20.
- **Crit 18** (*requires Crit on 19 and Level 4*). You crit when you roll an 18 on the d20.
- **Crit 17** (*requires Crit on 18 and Level 8*). You crit when you roll a 17 on the d20.
- **Savagery.** When you crit with a weapon attack, roll your damage dice (including any bonus damage dice) three times, instead of twice.
- **Berserk** (■). Twice per quest, as an action, you may choose to enter a berserk state. While berserk, you have advantage on all STR checks (including STR-based attacks), but your enemies have advantage on all their attacks checks against you. While berserk, reduce all damage you suffer by one point. Your berserk state lasts for one minute (i.e., 10 rounds of combat) or until you use an action (■) to calm yourself and end it early.
- **Adrenaline Surge** (*requires Berserk and Level 4*). While berserk, when you hit a dangerous, hostile enemy with a melee attack, you heal yourself by 1hp. If you crit a dangerous, hostile enemy with a melee attack while berserk, you heal yourself by 2hp, instead.
- **Furious Fortitude** (*requires Berserk and Level 8*). Berserk's damage reduction increases to two points. You may activate Berserk as a reaction (◀) whenever you suffer damage; if you do, Berserk's damage reduction applies to the triggering damage.
- **Dodging is for Wusses.** When calculating your armor class, you may use CON instead of DEX.
- **Dive Attack.** When you jump, dive, or drop onto an enemy from a height of at least 10ft and hit them with a melee attack, add d6 bonus damage. If you fell at least 20ft, add 2d6 bonus damage, instead. You suffer falling damage like normal.
- **Pain Train** (◀). After an enemy crits you, you may use your reaction to immediately make a melee attack against that enemy (even if your enemy's crit kills you).

Guardian Talents

- **Ritual Combat** (■). Twice per quest, you may challenge a foe within 30ft who can see and hear you to ritual combat. Your enemy must make a WIS save. On a failure, your enemy has disadvantage on attack checks that do not target you. If an enemy uses a spell or ability that forces its target(s) to make a save check, it must target you (or at least include you in the spell or ability's area of effect). This effect ends if one of your allies tries to harm or disrupt that enemy; if you flee from that enemy or purposefully make it difficult for that enemy to reach you; if you die; or if one minute passes.
- **Last Stand.** While wounded, you may take two actions on your turn (instead of one). Also, while wounded, when you hit an enemy with a melee weapon attack, upgrade your weapon's damage die.
- **Sacrifice** (◀). When an ally within five feet of you is hit by an attack, you may expend your reaction to swap places with your ally and take the blow in their stead. The triggering attack automatically hits you, regardless of your AC. You must decide whether to use this reaction before the GM rolls damage for the attack.
- **Never Retreat, Never Surrender** (◀). Once per quest, when an ally within 60ft who can see and hear you either falls to 0hp or fails a death save, you may expend your reaction to heal that ally by d4 hit points.
- **Meaty.** Increase your maximum hit point total by three hit points.
- **Beefcake** (*requires Meaty and Level 4*). Increase your maximum hit point total by four hit points.
- **Meat Market** (*requires Beefcake and Level 8*). Increase your maximum hit point total by five hit points.
- **Spirit Link** (■, druidic spell, *requires three Guardian talents and Level 8*). Once per quest, pick up to six allies within 60ft who you can see. When those allies would suffer damage, divide the damage your ally would suffer evenly between you and your ally. If after dividing the damage you are left with a fraction, round down. (E.g., if you cast this spell on an ally, and that ally would suffer 11 damage, you and your ally each suffer five damage, instead.) You may apply any other sources of damage reduction that you possess (e.g., Berserk) to damage you suffer from Spirit Link; if you do, apply those sources of damage reduction after you divide the damage between you and your ally. The spell ends after one minute, or when you gain the Wounded condition.

Druidic Talents

□ **Animal Form** (■, druidic spell). Once per quest, you may use an action to shapeshift into a wolf, ram, or panther. Your items and clothing are absorbed into your new form. Your hit point pool, stats, and abilities are temporarily replaced by those of your new form, and you may only gain the benefit of talents or feats which specify that they may be used in your animal form. The end of this section contains stats for your animal forms. You may stay in animal form for up to eight hours, and you may use an action (■) to shapeshift back into humanoid form. After you drop to 0 hp in your animal form, you immediately revert back to your humanoid form; you gain the stunned condition; and you retain any other conditions that you had in animal form (e.g., Bleeding, Stuck, etc.). However, damage you suffer in animal form never carries over to your humanoid form's hit point pool. When you return to humanoid form, you revert to the hit point total that you had before you transformed.

□ **Beast Forms** (*requires Level 4 and Animal Form*). When you use Animal Form, you may shapeshift into a bear, shark, or crocodile.

□ **Greater Beast Forms** (*requires Level 8 and Beast Forms*). When you use Animal Form, you may shapeshift into an elephant, orca, or rhino.

□ **Aspect of the Ram** (◇). Twice per quest, when you move at least 20ft in a straight line toward an enemy and hit that enemy with a melee attack, your target must make a STR / DEX save. On a failure, your target falls prone. You target cannot be more than one size larger than you.

□ **Aspect of the Snake** (◄). Once per quest, when an engaged enemy hits you with a melee attack, you may use your reaction to bite your foe and inject venom into their veins. The target must make a CON save. On a failure, your target gains the poisoned condition.

□ **Aspect of the Crocodile**. You have advantage on checks you make to grapple other creatures. You may attempt to grapple creatures that are one size larger than you would normally be able to grapple.

□ **Aspect of the Wolf**. When an ally hits a flanked enemy with a melee weapon attack, and you are engaged with that flanked enemy, your ally may upgrade their weapon's damage die.

□ **Grasping Roots** (■, druidic spell). Once per quest, target a location on the ground within 30ft of you that you can see. Roots emerge from the ground in a Small area (5-foot radius), centered on the target location. Creatures in the area must make STR saves. On a failure, those creatures gain the Stuck condition. They must use the Escape action and succeed on a STR or DEX check against your save DC to free themselves.

□ **Cleansing Moonlight** (■, druidic spell). Once per quest, target a Small area (five-foot radius) on the ground within 30ft of you that you can see. A shaft of purifying moonlight falls onto the target area (even if you are indoors or underground). All creatures who start their turn in the area or move into it during their turn must make CON saves. This includes creatures who fly or jump over the target area. On a failure, the creatures suffer d4 holy damage. The shaft of moonlight lasts for one minute.

□ **Briar Patch** (■■, druidic spell, *requires Level 4*). Once per quest, target a location on the ground within 30ft of you that you can see. A thicket of thorny plants emerges from the ground in a Large (15-foot radius) area, centered on the target location. The entire area becomes difficult terrain. Also, any creature who moves into or through the briar patch suffers one point of piercing damage for every five feet that it travels (if at the end of those five feet of movement, it remains within the briar patch). The briar patch lasts for one minute; afterward, it disintegrates. A creature can clear a section of the briar patch that is five feet in diameter by using an action to attack it with a weapon that deals slashing damage; the briar patch's AC is 10.

□ **Archdruid** (*requires Level 8 and three Druidic talents*). When you are in Animal Form, gain a +1 bonus to your AC. You may stay in Animal Form for up to 24 hours. You may use each of your Druidic talents one additional time per quest; however, if you use Animal Form twice during a quest, one of those uses may only be used to turn into a wolf, ram, or panther.

■	Single Action
■■	Double Action
◄	Reaction
◇	Free action

Animal Form Stats

Wolf | 10 hp | AC12 | 40ft | Medium

STR +4|**DEX** +3|**CON** +2|**INT** -7|**WIS** +3|**CHA** -4

Attack: Bite, +4 to hit (STR), d6 piercing damage. On a critical hit, your target gains the Bleeding condition.

Fury of the Pack. When an ally hits a Flanked enemy with a melee weapon attack, and you are engaged with that Flanked enemy, your ally may upgrade their weapon's damage die.

Sniffer. You have advantage on WIS checks you make to find things using your sense of smell.

Ram | 8 hp | AC12 | 40ft | Medium

STR +4|**DEX** +4|**CON** +1|**INT** -7|**WIS** +2|**CHA** -5

Attack: Bonk, +4 to hit (STR), d6 bludgeoning damage.

Charge (■ ■): Move at least 20ft, but no more than 40ft, in a straight line toward an enemy. Make an attack check. On a hit, in addition to the normal damage, if your target is Large or smaller, it must make a DC12 STR / DEX save. On a failure, your target falls Prone or is pushed five feet backwards (your choice).

Mountain Climber. You have advantage on checks you make to traverse uneven difficult terrain, and on checks to you make to avoid being knocked Prone.

Sturdy, Sturdy Horns. You have advantage on STR checks you make to break inanimate objects.

Panther | 8 hp | AC12 | 50ft, 40ft (climb) | Medium

STR +3|**DEX** +4|**CON** +2|**INT** -7|**WIS** +4|**CHA** -4

Attack: Claw, +4 to hit (DEX), d6 slashing damage. On a critical hit, your target gains the bleeding condition.

Pounce (■ ■): Choose a Medium or smaller creature within 20ft. You pounce on your target: that enemy must make a DC12 STR / DEX save. On a failure, your target falls prone underneath you and becomes grappled by you.

Bear | 20 hp | AC13 | 40ft, 30ft (climb) | Large

STR +6|**DEX** +2|**CON** +5|**INT** -7|**WIS** +4|**CHA** -4

Attack: Maul, +6 to hit (STR), d8 slashing damage. On a critical hit, your target gains the Bleeding condition.

Sniffer. You have advantage on WIS checks to find things using your sense of smell. You automatically sense the presence of honey, fish, or berries within 100ft.

Crocodile | 18 hp | AC13 | 20ft, 30ft (swim) | Large

STR +5|**DEX** +2|**CON** +3|**INT** -8|**WIS** +1|**CHA** -5

Attack: Bite, +5 to hit (STR), d6 piercing damage. On a hit, you may attempt to grapple your target as a free action (◇).

River Lurker. While submerged in water, you have advantage on DEX checks you make to sneak or Hide.

Shark | 15 hp | AC13 | 0ft, 40ft (swim) | Medium

STR +4|**DEX** +5|**CON** +3|**INT** -9|**WIS** +1| **CHA** -6

Attack: Bite, +5 to hit (DEX), d6 piercing damage. On a critical hit, your target gains the Bleeding condition.

Bloodfinder. You automatically detect blood in the water within 100ft of you.

Elephant | 30 hp | AC14 | 40ft | Huge

STR +9|**DEX** +0|**CON** +8|**INT** -6|**WIS** +5|**CHA** -2

Attack: Gore, +9 to hit (STR), d10 slashing damage. On a critical hit, your target gains the Bleeding condition.

Stomp, +9 to hit (STR), 3d6 bludgeoning. You may only attempt to stomp a target if it is Prone, and if it is Large-sized or smaller.

Orca | 26 hp | AC14 | 0ft, 50ft (swim) | Huge

STR +7|**DEX** +0|**CON** +2|**INT** -6|**WIS** +2|**CHA** -3

Attack: Bite, +7 to hit (STR), d8 piercing damage.

Listener. You have advantage on WIS checks you make to hear things.

Rhino | 26 hp | AC14 | 40ft | Large

STR +8|**DEX** -1|**CON** +4|**INT** -7|**WIS** +2|**CHA** -4

Attack: Gore, +8 to hit (STR), d10 bludgeoning damage.

Charge (■ ■): Move at least 20ft, but no more than 40ft, in a straight line toward an enemy. Make an attack check. On a hit, in addition to the normal damage, if your target is Huge or smaller, it must make a DC16 STR / DEX save. On a failure, your target either falls prone or is pushed five feet backwards.

Sturdy, Sturdy Horn. You have advantage on STR checks you make to break inanimate objects.

Bard

Primary Stat: Charisma | *Save DC:* 8 + CHA mod

Maximum Hit Points: 8 + level + CON mod

Trained Weapons: Dagger, longsword, rapier

Trained Armor: Light armor

Artistry Talents

□ **Inspire** (◀). Twice per quest, when an ally within 60ft who can see and hear you makes a check, you may use your reaction to inspire your ally with an artistic flourish: your ally may add a bonus d6 to their check. You must describe your artistic flourish in detail. An out-of-game performance is encouraged. You may choose to use this ability after you see your ally's initial d20 roll, but you must choose to use it before any damage rolls are made, and before the GM narrates the results of the check.

□ **Murderous Inspiration** (*requires Inspire*). You may use your Inspire ability when an ally makes a damage roll. If you do, your ally adds Inspire's bonus die to their damage roll. You may Inspire one additional time per quest.

□ **Protective Inspiration** (*requires Inspire*). You may use your Inspire ability when an ally suffers damage. If you do, your ally rolls Inspire's bonus die and reduces the amount of damage they suffer by the result. You may Inspire one additional time per quest.

□ **Merciless Mockery** (*requires Inspire*). You may use your Inspire ability when an enemy within 60ft of you makes a check to mock and distract them. Instead of granting a bonus die, your Inspire die becomes a penalty die that the target enemy must roll and subtract from the total of their check. You may choose to use this reaction after the GM rolls the enemy's check, but you must choose to use it before the GM narrates the result or makes any damage rolls that are associated with the check. You may Inspire one additional time per quest.

□ **Inspirational** (*requires Inspire and Level 4*). Upgrade Inspire's bonus die to a d8. You may Inspire one additional time per quest.

□ **Muse** (*requires Inspirational and Level 8*). Upgrade Inspire's bonus die to a d12. You may Inspire one additional time per quest. You may use two reactions during each round of combat (instead of one), so long as you use at least one of those reactions to Inspire.

□ **Counter Performance** (◀). Once per quest, when an enemy forces you and/or any number of allies within 60ft who can see and hear you to make an INT, WIS, or CHA save, you may use your reaction to make a CHA check. You and your allies may choose to replace the results of the saves with the result of your CHA check. You must choose to use this ability before the GM narrates the results of a failed check or makes a damage roll in connection with the failed check.

□ **Invigorating Flourish**. During combat, when you kill or land a critical hit against a dangerous, hostile enemy (rodents, cowering peasants, etc., don't count), select an ally within 60ft who can see and hear you. You heal that ally by d4 hit points.

□ **Great Artists Don't Borrow...** Gain a single talent from any other class. You may not pick talents that have a level requirement. You must fulfill all of the talent's prerequisites (except for the class restriction).

□ **...They Steal** (*requires Great Artists Don't Borrow... and Level 4*). Gain a second talent from another class. You may not pick talents that have a level requirement. You must fulfill all of the talent's prerequisites (except for the class restriction).

□ **Plagiarist** (*requires ...They Steal and Level 8*). Gain a third talent from another class. You may not pick talents that require Level 8. You must fulfill all of the talent's other prerequisites (except for the class restriction).

- | | |
|---|---------------|
| ■ | Single Action |
| ■ | Double Action |
| ◀ | Reaction |
| ◇ | Free action |

Charmed Fortune Talents

- **Talented.** Gain two other talents from the Charmed Fortune talent tree.
- **Lucky One.** Whenever you roll a 1 on a d20, you may reroll the d20. You must use the new result, even if it's another 1.
- **Second Chance** (*requires **Lucky One** and Level 4*). Whenever you roll a 2 or less on a d20, you may reroll the d20. You must use the new result, even if it is a 2 or less.
- **Four-Leaf Clover** (*requires **Second Chance** and Level 8*). Whenever you roll a 4 or less on a d20, you may reroll the d20. You must use the new result, even if it is a 4 or less.
- **My Charm Gets Me Through.** Your max hp is 8 + level + CHA mod.
- **Laugh in the Face of Death.** You may use CHA instead of CON for your death saves.
- **Performative Combat.** You may use CHA for attack checks with Finesse weapons.
- **Much to My Surprise.** Once per quest, when you would be reduced to zero hit points, you are reduced to one hit point, instead. Describe the stroke of luck that prevented a serious wound.
- **Practice?** Become trained in the use of any two weapons. Gain an expertise. Learn a language.
- **Charismatic Defense.** When calculating your armor class, you may use CHA instead of DEX.
- **Razzle Dazzle** (*requires Level 4*). Twice per quest, when you make a check, you may choose to use your CHA mod instead of whichever mod would normally apply to the check. However, you must provide a explanation for how you were able to rely on your charisma to attempt the task. You may choose to use this ability after you see your d20 roll, but you must announce it before the GM narrates the result of the check. You cannot use this ability on luck checks.
- **Serendipity** (*requires four Charmed Fortune talents and Level 8*). Once per quest, when you fail a check, replace the result of your d20 roll with a 20. Describe the unexpected stroke of luck that changed your failure into a smashing success.

Mentalist Talents

□ **Whisper of Mindbreaking** (■, mentalist spell). Once per quest, if you can get close enough to whisper something into a creature's ear (which is ordinarily impossible in the middle of combat, unless the creature allows you to get close or you manage to sneak up on it), the creature must make an INT save. On a failure, it suffers 3d6 psychic damage, and if it rolls a 1 on the d20, double the damage dice (i.e., 6d6). On a success, it suffers half damage. If this damage kills the creature, its head explodes. When you reach Level 4, this spell's base damage increases to 4d6. When you reach Level 8, this spell's base damage increases to 5d6.

□ **Confuse** (■, mentalist spell). Twice per quest, you try to confuse a creature you can see within 30ft. The target must make an INT save. On a failure, it becomes unable to distinguish friend from foe. On the creature's next turn, it must attempt to attack another random creature within 30ft of it with its primary weapon (or with an unarmed strike, if it has no weapon). If possible, the confused creature uses its first action on its turn to attack its target. Otherwise, the confused creature attempts to move within range of its target and attacks at the first opportunity. If no other creatures are within 30ft of the confused creature at the start of its turn, it takes the Defend action (p.40). The confused creature returns to its senses after it attacks its target (or at the end of its turn if it was unable to attack a target).

□ **Mind Shatter** (■, mentalist spell). Twice per quest, you may force a visible target within 30ft of you to make an INT save. On a failure, the creature suffers d6 psychic damage and is Stunned. On a success, it suffers half damage and suffers no other effects.

□ **Not Worth Murdering** (■, mentalist spell). Twice per quest, force an enemy within 30ft to make a WIS save. On a failure, for the next minute, that enemy cannot target you with attacks, abilities, or spells. This effect ends if you take aggressive action against that enemy, or if it notices you doing the same to one of its allies.

□ **Wrack with Guilt** (■, mentalist spell). Twice per quest, you may force a target within 30ft of you to make a WIS save. On a failure, your target cannot intentionally attack creatures with the Wounded condition or target such creatures with harmful abilities. On a success, your target suffers disadvantage on attack checks against creatures with the Wounded condition. These effects last until the end of your next turn. These effects immediately end if a Wounded creature tries to harm or disrupt the target.

□ **Lullaby** (■■, mentalist spell, *requires Level 4*). Once per quest, you may play a lullaby. All creatures within 30ft who can hear you must make WIS saves. If a creature fails the save and it currently has 30 or fewer hit points, then it immediately drops Prone and falls asleep for one minute. The sleep is a deep one: ordinary background noise (e.g., background conversation, a cart passing by in the street, a door opening) won't wake it, nor will light physical contact (e.g., going through its pockets). Sudden, loud noises (e.g., swords clashing, screaming) will wake the creature, as will forcible physical contact (e.g., dragging the creature across the floor). If a creature with 31 or more hit points fails the check, it becomes drowsy: it gains the Weakened and Flat-Footed conditions until the end of your next turn. If a creature succeeds on its check, it is unaffected.

□ **Horrific Dirge** (■■, mentalist spell, *requires Level 4*). Once per quest, you can force up to three enemies within 30ft to make WIS saves. On a failure, they become Frightened of you.

□ **Puppet Master** (■■ & ◀, mentalist spell, *requires three Mentalist talents and Level 8*). Once per quest, pick a creature within 60ft who can see and hear you. That creature must make a WIS save. If it fails, then at the start of the creature's next turn, you may expend your reaction to control what the creature does on its turn, provided you choose options from this list:

- You force the creature to Move (■) in a direction of your choosing, provided the movement is not obviously suicidal (e.g., walking off a cliff, or walking into molten lava). You may, however, force the target to move toward an enemy; to move in a way that will provoke opportunity attacks; or to move toward a hazard of which it is unaware.
- You force the creature to Attack (■) a target of your choosing (but it cannot attack itself).
- You force the creature to use one of its spells or special abilities (assuming that the creature is currently able to use that spell or ability). Your DM will tell you what spells and abilities the creature currently has access to. You may also choose the target of that spell or ability; however, you cannot force the creature to target itself with a spell or ability that is harmful or disruptive.
- You force the creature to drop Prone (◇) or drop an object that it is carrying (◇).
- You force the target to do nothing.
- You force the creature to utter a sentence (◇) of your choosing, at a volume of your choosing.
- You force the creature to Use an Object (see p.42).

Cleric

Primary Stat: Wisdom | *Save DC:* 8 + WIS mod

Maximum Hit Points: 8 + level + CON mod

Trained Weapons: Staff, dagger, mace, crossbow

Trained Armor: Light armor, medium armor

Priest Talents

□ **Holy Bolt** (■, divine spell). Twice per quest, make a ranged spell attack against an enemy within 60ft. On a hit, your target suffers d6 holy damage. The next time you or an ally makes an attack check against that target, they gain advantage on their check. If no one attacks the target within one minute, the effect dissipates.

□ **Cure** (■, divine spell). Twice per quest, you touch a creature and restore (2 + WIS mod) hit points to it.

□ **Mass Cure** (■, divine spell). Twice per quest, you restore (WIS mod * ½) hit points to up to five creatures within 30ft of you that you can see.

□ **Restore** (■, divine spell). Twice per quest, you remove all negative conditions (e.g., Bleeding, Stunned, etc.) from one creature within 30ft who you can see.

□ **Martyrdom** (■, at-will divine spell). Suffer 2d6 damage. Heal an ally you can see within 30ft by 2d6. Make separate rolls for each effect.

□ **Bless** (■, divine spell). Twice per quest, choose up to four creatures within 60ft who you can see. Until the end of your next turn, the target creatures may add a bonus d4 to their attack checks and save checks.

□ **Holy Protection** (■, divine spell, *requires Level 4*). Once per quest, touch a creature. For the next minute, whenever that creature suffers damage, downgrade the damage dice for the damage roll (e.g., from d8 to d6).

□ **Angelic Flight** (■, divine spell, *requires Level 4*). Once per quest, you briefly sprout glowing, spectral wings. You soar! You can immediately fly up to 90ft through the air. Then, your wings disappear.

□ **Sainthood** (*requires three Priest talents and Level 8*). You gain an additional, per-quest use of each of your talents from the Priest talent tree. Whenever you use a spell to heal a creature, you restore one additional hit point to it. If you have the Holy Bolt talent, upgrade its damage die twice (e.g., from a d6 to a d10).

Crusader Talents

□ **Arms of the Crusade**. Become trained with morningstars and shields. You may cast spells using your shield, instead of a free hand.

□ **Shield of Faith** (*requires Arms of the Crusade*). Shields grant you an additional +1 bonus to your AC.

□ **Smite** (◇). Twice per quest, when you hit an enemy with a melee weapon attack, you may choose to add d6 bonus holy damage to the damage roll.

□ **Improved Smite** (*requires Smite and Level 4*). You may Smite three times per quest; upgrade your Smite die to a d8.

□ **Devastating Smite** (*requires Smite and Level 8*). You may Smite four times per quest; upgrade your Smite die to a d10.

□ **Stand Against the Darkness**. You become immune to the Frightened condition. Allies within 30ft of you have advantage on checks to resist or shed fear effects.

□ **Blinding Aegis** (■, divine spell, *must be wielding a shield*). Twice per quest, your shield glows with holy, brilliant light. Choose one creature within five feet of you. That creature must make a CON save. If it fails, it suffers d6 holy damage and is Blinded until the end of your next turn. On a success, the creature suffers half damage and is otherwise unaffected.

□ **Shrink From the Light, Horror** (■, divine spell). Once per quest, choose any creature within five feet of you. Alternatively, choose up to three creatures within 30ft of you who are devils, undead, demons, monstrosities, elementals, or fey. The target creature or creatures must make a WIS save. On a failure, they become Frightened of you.

□ **Repent, Murderer** (◄, divine spell). Whenever an enemy brings you down to zero hit points or damages you while you are already Wounded, you may use your reaction to inflict d4 holy damage to that enemy. You inflict this damage before you roll a death save, if you need to make one, and you may add the amount of holy damage you inflict to any death save you make that turn.

□ **Consecrate Weapon** (■, divine spell, *requires Level 4*). Once per quest, touch a weapon and consecrate it. For the next minute, upgrade the weapon's damage die; the weapon ignores resistances and immunities; and the weapon deals an additional d4 holy damage to devils, undead, demons, monstrosities, elementals, or fey.

□ **Strength of the Divine** (*requires three Crusader talents and Level 8*). Increase your STR, DEX, and CON mods by one. Your maximum hit point total is now 10 + level + CON. You become trained in the use of heavy armor.

Fanatic Talents

□ **Exsanguinate** (■, at-will profane spell). You conjure a spectral barbed flail and flagellate your foe! Make a melee spell attack against an engaged target. On a hit, your target gains the Bleeding condition. On a critical hit, in addition to gaining the Bleeding condition, the target becomes vulnerable to bleed damage until it stops bleeding.

□ **Stigmata** (■, profane spell). Twice per quest, you conjure a storm of consecrated nails. Force a creature you can see within 30ft to make a DEX save. On a failure, the nails rend the target's flesh, dealing d6 piercing damage, and your target gains the Bleeding condition. On a success, the target takes half damage and suffers no other effects.

□ **Bloodbath**. When you inflict the Bleeding condition on an enemy, that enemy begins suffering d6 damage when it suffers bleed damage (instead of d4).

□ **Drown in Precious Blood** (*requires Level 4 and Bloodbath*). When you inflict the Bleeding condition on an enemy, that enemy begins suffering d8 damage when it suffers bleed damage (instead of d6).

□ **Thrive at the Threshold of Eternity**. You may take two actions while Wounded, instead of one. While wounded, you have advantage on attack checks.

□ **We Shall Be Cleansed Together** (■, divine spell). Once per quest, you gain the Burning condition. Two Engaged enemies also gain the Burning condition. Until you shed the Burning condition, you have advantage on attack checks.

□ **A Higher Power Will Protect Me**. Who needs armor when you have faith? When you're not wearing armor or wielding a shield, your AC is equal to 8 + your WIS mod.

□ **Two Plagues Unto the Heretic** (■, profane spell). Twice per quest, you may force a foe within 30ft who you can see to make a CON save. On a failure, your foe immediately suffers d6 poison damage and gains the Poisoned condition. On a success, your foe takes half damage and suffers no other effects.

□ **...Make that Three Plagues** (*requires Two Plagues Unto the Heretic*). You may cast **Two Plagues Unto the Heretic** three times per quest and it immediately inflicts d8 poison damage, instead of d6. Also, when you inflict the Poisoned condition on an enemy, instead of suffering one point of poison damage at the beginning of its turns, it begins suffering d4 poison damage (even if it was already Poisoned).

□ **Did I Say Three Plagues? I Meant Four Plagues** (*requires Level 4 and ...Make that Three Plagues*). You may cast **Two Plagues Unto the Heretic** four times per quest and it immediately inflicts d10 poison damage, instead of d8. Also, when you inflict the Poisoned condition on an enemy, it begins suffering d6 poison damage at the beginning of its turns (even if it was already Poisoned).

□ **Bane** (■, profane spell). Twice per quest, choose up to four enemies within 60ft who you can see. Those enemies must make CHA saves. On a failure, until the end of your next turn, whenever those enemies make attack or save checks, they must roll a penalty d4 and subtract the result from the total of their check. On a success, the targets are unaffected.

□ **Hex of Vulnerability** (■, profane spell, *requires Level 4*). Once per quest, choose a creature within 60ft who you can see and pick a damage type (e.g., fire, piercing; see Damage Types on p.43). Your target must make a WIS save. On a failure, the target gains Vulnerability (i.e., it suffers double damage) to the specified damage type. This effect expires at the end of your next turn.

□ **Unbelievers Shall Bleed, Wither, and Burn** (◄, *requires three Fanatic talents and Level 8*). Whenever an enemy within 60ft who you can see makes a check to attempt to shed the Bleeding, Poisoned, or Burning condition (whether they are making a luck check at the end of their turn, or using an action like Stanch Bleeding or Smother Flames), you may use your reaction to impose disadvantage on that enemy's check. You may choose to use this ability after you see your enemy's initial check.

Fighter

Primary Stat: Strength | *Save DC:* 8 + STR mod

Maximum Hit Points: 10 + level + CON mod

Trained Weapons: All weapons except the bow & arrow

Trained Armor: All armor, shields

Arms Talents

□ **Arms Maneuvers.** Gain these two abilities:

- **Precision Strike** (■). As a double action, make a single melee attack with a weapon. Add a bonus d6 to your attack check.
- **Power Strike** (■). As a double action, make a single melee attack with a weapon. If you hit, add a bonus d6 to your damage roll.

□ **Strike True.** When you roll for damage after hitting an enemy with a weapon, you may reroll 1s and 2s on your weapon's damage die (or dice). You must use the new roll, even if it is a 1 or a 2.

□ **Weapons Master.** If your attack check beats your target's AC by 10 or more, then you may apply your weapon's special effect, even if you did not roll a critical hit.

□ **Horde Breaker.** If you attack two different enemies on your turn with melee weapon attacks, then your second attack check does not suffer a multiple attack penalty.

□ **Riposte** (◄, *must be wielding a melee weapon*). When an enemy within your reach makes an attack check and rolls a 1 or 2 on the d20, you may use your reaction to immediately make a single melee attack against that enemy. (If your enemy has advantage on their attack check, consider only the higher of their two d20 rolls. If your enemy has disadvantage on their attack check, consider only the lower of their two d20 rolls.)

□ **Sword Master.** Permanently upgrade your Sharp weapons' damage dice. When you use a Sharp weapon to attack an enemy who has the Bleeding condition, add a bonus d4 to your attack check.

□ **Hammer Master.** Permanently upgrade your Blunt weapons' damage dice. When you apply a Blunt weapon's special effect, you may choose to apply this effect, instead of the standard ones:

- **Topple.** If your target is Large or smaller, you knock your target Prone.

□ **Axe Master.** Permanently upgrade your Axe weapons' damage dice. When you apply an Axe weapon's Cleave effect, you may inflict the Cleave damage to up to two enemies (instead of one).

□ **Polearm Master.** When you are wielding a Reach weapon and an enemy enters your melee attack range (e.g., 10ft for a glaive or pike, or 5ft for a spear), you may immediately expend your reaction (◄) to make a single melee attack against that enemy.

□ **Thrown Weapon Master.** Your Thrown weapons gain the Sharp property (if they did not already have it). You may apply your Sharp weapons' special effect (Draw Blood), even if you made a ranged attack. Finally, if you do not already have disadvantage on a ranged attack with a Thrown weapon, you may accept disadvantage on the check to attempt to hit a target who is up to 60ft away.

□ **Devastating Blows** (*requires Level 4*). When you hit an enemy with a melee weapon attack, add a bonus d4 to your damage roll.

□ **Champion of Arms** (*requires three Arms talents and Level 8*). You may take three actions on your turn, but only if you use two or more of those actions to attack enemies (e.g., by using the Attack action twice, or by using a single Arms Maneuver). When you use an Arms Maneuver, upgrade the relevant bonus die from a d6 to a d8.

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|---|---------------|
| ■ | Single Action |
| ■ | Double Action |
| ◄ | Reaction |
| ◇ | Free action |

Armor Talents

- **Armor Maneuvers.** Gain these three abilities:
 - Shield Stance (■, *must be wielding a shield*). Until the start of your next turn, gain a +1 bonus to your AC.
 - Take Cover (◄, *must be wielding a shield*). When you make a DEX check to avoid or reduce a damaging effect, you may use your reaction to interpose your shield between your body and the harmful effect. If your shield could plausibly protect you, you gain advantage on your DEX check.
 - Shield Bash (■, *must be wielding a shield*). Force an Engaged target (i.e., a foe within five feet) to make a STR / DEX save. On a failure, your target gains the Flat-Footed condition until the start of its next turn. Also, if your target is Large or smaller, you may push your target five feet backwards. If you do so, then as a free action (◇), you may move five feet in the same direction that you pushed your foe. On a success, your bash has no effect.
- **Shield Master.** Shields grant you an additional +1 bonus to your AC (e.g., +2 instead of +1).
- **Critical Protection.** When an enemy lands a critical hit against you while you are wearing armor, that enemy must apply a penalty d4 to the crit's damage roll.
- **Guard Ally** (◄, *must be wielding a shield*). When an enemy targets an ally within five feet of you with an attack, you may expend your reaction to attempt to guard your ally. For this attack, your ally gains an AC bonus equal to the AC bonus that your shield provides to you. You may decide to use this reaction after the GM rolls the attack check, but you must declare it before the GM rolls damage.
- **Bulwark.** When you suffer slashing or piercing damage while wearing heavy armor, downgrade the damage dice (e.g., from a d8 to a d6).
- **Crack Armor** (■■, *requires Level 4*). Make a melee weapon attack against an armored foe. The armor can be natural (e.g., tough scales), artificial (e.g., chain mail), or even magical. If you hit, instead of inflicting damage, you reduce your foe's AC by one. Additional uses of this talent cannot reduce your foe's AC any further. This AC reduction lasts until your foe's armor is repaired or healed.
- **Champion of Armor** (*requires three Armor talents and Level 8*). When you are wearing heavy armor, gain a +1 bonus to your AC. Increase Guard Ally's AC bonuses by one. Bulwark now applies to bludgeoning damage. The Shield Bash maneuver now inflicts d4 bludgeoning damage if the target fails its STR / DEX save.

Tactical Talents

- **Tactical Maneuvers.** Gain these two abilities:
 - Reposition (■). Choose an ally within 30ft who can see and hear you. Your ally may use their reaction (◄) to immediately move 15ft. This movement does not provoke Opportunity Attacks.
 - Rally (■). Choose an ally within 30ft who can see and hear you. That ally may immediately use their reaction (◄) to perform one of the following actions: Escape (p.40), Recover (p.41), or Stand Up (p.42).
- **Combat Medic** (*requires expertise in Medicine*). When you use the Cure Poison (■, p.40), Stanch Bleeding (■, p.42) or Smother Flames (■, p.41) actions, you automatically succeed. In addition, gain the following ability:
 - First Aid (■, *requires a healer's kit and two free hands*). Select an ally within five feet who has the Wounded condition. Make a DC15 WIS check. On a success, you heal your ally by one hit point. This ability triggers Opportunity Attacks (see p.39).
- **Shatter Morale** (◇). Once per quest, when you bring a dangerous enemy (small rodents, elderly peasants, etc. don't count) down to 0hp, you may immediately force a different enemy within 30ft of you to make a WIS save. On a failure, that enemy gains the Frightened condition.
- **See Them Driven Before You** (*requires Shatter Morale and Level 4*). You may use Shatter Morale twice per quest. When you use Shatter Morale, you may target two enemies within 60ft (instead of one enemy within 30ft).
- **Battle Scarred.** After you fail a death save, you gain 1hp. When you fail your third death save, you receive a third grievous injury, instead of dying. However, if you fail a fourth death save, you die.
- **Disciplined.** Once per quest, when you fail a save check, you may re-roll the save check.
- **Decisive** (*requires Level 4*). On your first turn during combat, you may take three actions on your turn, instead of two.
- **Champion of Tactics** (◇, *requires three Tactical talents and Level 8*). Once per quest, on your turn, up to six allies within 60ft who can see and hear you may immediately perform any activity that would normally require the use of a single action (■).

Rogue

Primary Stat: Dexterity | *Save DC:* 8 + DEX mod

Maximum Hit Points: 8 + level + CON mod

Trained Weapons: Dagger, rapier, bow & arrow, crossbow

Trained Armor: Light armor

Assassin Talents

□ **Backstab** (◇). If you use a dagger to hit an enemy with a melee attack and either (a) you had advantage on the attack check or (b) your enemy was Flat-Footed, add a bonus d8 to your damage roll. When you reach Level 4, upgrade your Backstab die to a d10. When you reach Level 8, upgrade your Backstab die to a d12.

□ **Dual Wielding** (*requires Level 4*). When you're holding a dagger in each of your hands and you make a melee attack, upgrade your dagger's damage die (e.g., from d4 to d6). When the multiple attack penalty applies to a dagger attack, instead of suffering disadvantage, add a d4 penalty die to your attack check.

□ **Skulker**. During combat, you may use a single action (■) to Hide, instead of a double action (■■).

□ **Smoke Bomb** (◇). Once per quest, as a free action on your turn, you throw a loud smoke bomb. You immediately become Concealed to creatures who rely on sight and/or hearing. You shed the Concealed condition if you end your turn in an enemy's line of sight or attack an enemy. If you end your turn out of an enemy's line of sight, you remain Concealed from it, as if you had successfully used the Hide action.

□ **Prepare Poison** (■). Once per quest, coat a blade or arrow with poison. The next time you hit an enemy with your poisoned blade or poisoned arrow, your target must make a CON save (in addition to the normal effects of the attack). On a failure, the target gains the Poisoned condition. The poison dissipates after one hour, or after you hit an enemy with the poisoned blade or arrow.

□ **Dirty Fighting**. When you use the Shove (■, p.41) or Trip (■, p.42) actions, you may use DEX for your check instead of STR. Also, gain the following ability:

- Hamstring (■■). As a double action, make a melee attack against an engaged target. If you hit, your target's movement speed is halved until the end of your next turn (in addition to the normal effects of the attack).

□ **Pocket Sand** (◇). Twice per quest, as a free action on your turn, you throw sand in the eyes of a creature you can see within five feet of you. The next attack check you or an ally makes against that creature has advantage. This effect lasts until the end of your next turn. Creatures who do not rely on eyesight are immune to this effect.

□ **Assassinate**. When you hit a creature with a weapon attack while you are Concealed from it (see p.7, 44), add a bonus d8 to your damage roll.

□ **Master Assassin** (*requires three Assassin talents and Level 8*). Dual Wielding upgrades your dagger's damage twice, instead of once. Assassinate's bonus damage die is now a d12. When you use the Hide action (p.41), you may move 30ft, instead of 20ft. You never suffer a multiple attack penalty on your dagger attacks.

■	Single Action
■■	Double Action
◀	Reaction
◇	Free action

Swashbuckling Talents

□ **Chandelier Swinger.** While wielding a rapier, you have advantage on all checks you make to turn your environment against your enemies. Get creative! Roll a barrel at a foe to knock them over, cut a rope bridge while your enemy is crossing it, swing on a chandelier to catch a foe by surprise, etc. This effect does not apply if you're merely using an object that resembles an ordinary melee weapon in place of such a weapon (e.g., a steak knife in place of a dagger).

□ **Anvil Dropper** (*requires Chandelier Swinger and Level 4*). Twice per quest, you may take three actions on your turn, but only if you use at least one action to attempt to turn your environment against your enemies (as described in Chandelier Swinger). Whenever you damage an enemy using Chandelier Swinger (directly or indirectly), re-roll 1s and 2s on the damage roll. You must use the new roll, even if it is a 1 or a 2.

□ **Fine Blade.** Upgrade your rapier's damage die (e.g., from a d6 to a d8).

□ **Extraordinary Blade** (*requires Level 4 and Fine Blade*). Upgrade your rapier's damage die (e.g., from a d8 to a d10). When the multiple attack penalty applies to a rapier attack, you do not suffer disadvantage; instead, a d4 penalty die applies to the attack check.

□ **Legendary Blade** (*requires Level 8 and Extraordinary Blade*). You never suffer a multiple attack penalty on your rapier attacks. When you hit an enemy with a rapier, add a bonus d4 to your damage roll.

□ **Heartseeker.** Reroll 1s and 2s on your damage rolls with rapiers. You must use the new roll.

□ **Parry** (◄, *must be wielding a rapier*). As a reaction when an enemy hits you with an attack, you may add +2 to your AC against that attack (so long as a rapier could plausibly interfere with the attack). You must choose to use this reaction before the GM rolls damage.

□ **Discombobulate.** If you attack an enemy with a rapier, then that enemy cannot take opportunity attacks against you for the remainder of your turn.

□ **Defy Death.** Twice per quest, you grant yourself advantage on a death save. You may choose to use this ability after you roll your initial death save.

□ **Disarmer.** While wielding a rapier, you may use DEX to attempt to Disarm (p.40) a foe. Add a bonus d4 to DEX checks you make to Disarm your enemies.

□ **My Enemies Always Seem to Miss** (*requires three Swashbuckler talents and Level 8*). You may take the Defend action (p.40) using a single action (■), instead of a double action.

Scout Talents

□ **Windwalk** (■). Twice per quest, you may move 60ft with a single action. During your Windwalk, ignore any movement penalties from difficult terrain. Your Windwalk does not provoke Opportunity Attacks.

□ **Bullseye I.** Upgrade your damage die for your bow & arrow (e.g., from d4 to d6).

□ **Bullseye II** (*requires Level 4 and Bullseye I*). Upgrade your damage die for your bow & arrow (e.g., from d6 to d8). When the multiple attack penalty applies to a bow attack, instead of suffering disadvantage, add a d4 penalty die to your attack check.

□ **Bullseye III** (*requires Level 8 and Bullseye II*). Upgrade your damage die for your bow & arrow (e.g., from d8 to d10). You never suffer a multiple attack penalty on your bow attacks.

□ **Fire Arrow** (■). You set an arrow on fire. If your next bow shot hits, add a bonus d4 of fire damage. If it crits, your target gains the Burning condition. The arrow stays lit for one minute.

□ **Volley** (■■). Once per quest, shoot three arrows from your bow. Make three attack checks. You do not suffer a multiple attack penalty on any of these attacks.

□ **Pinning Shot** (■■). If a Large or smaller enemy is next to a wall or object that you can lodge an arrow in (e.g., a wood wall), you attempt to shoot an arrow and pin your target to that wall or object. Make an attack check with your bow. If you hit, roll damage like normal, and your target gains the Stuck condition until it uses an action to Escape and succeeds on a DC15 STR / DEX check.

□ **Mark Quarry** (■). Once per quest, target a creature within 90ft that you can see. For the next hour, that creature is marked. When you hit the marked target with a Bow attack, upgrade your weapon's damage dice. When you make an attack check to hit the marked target and you roll a 19 on the d20, you crit. Finally, you have advantage on checks you make to track your quarry.

□ **Long Shot** (*requires Level 4*). If you do not already have disadvantage on a Bow attack, you may accept disadvantage on the check to attempt to shoot a target who is up to 180ft away.

□ **Aim Carefully** (■■, *requires Level 4*). Make a ranged attack check at advantage.

□ **Deadeye** (*requires Level 8*). Your bows gain the Sharp property. You no longer suffer disadvantage on ranged attack checks when you are engaged with enemies. You may use Volley twice per quest.

Wizard

Primary Stat: Intelligence | *Save DC:* 8 + INT mod

Maximum Hit Points: 6 + level + CON mod

Trained Weapons: Staff, dagger

Trained Armor: None

Profane Talents

□ **Tentacles** (■, profane spell). Twice per quest, pick a target you can see within 60ft. Your target must make a STR save. On a failure, it suffers d8 bludgeoning damage and gains the Stuck condition. The creature must use the Escape action and meet or beat your save DC to shed the Stuck condition. On a success, the target takes half damage and suffers no other effects.

□ **Drain Life** (■, profane spell). Twice per quest, pick a target you can see within 60ft. The target must make a CON save. On a failure, it suffers d8 necrotic damage and you are healed by half of the amount of damage you inflicted. On a success, the creature suffers only half damage, and you are healed by half the amount of damage you inflicted (minimum 1hp).

□ **Horrific Aspect** (■, profane spell). Twice per quest, pick a target you can see within 60ft. The target must make a WIS save. On a failure, it suffers d8 psychic damage and becomes Frightened of you. On a success, the creature takes half damage and suffers no other effects.

□ **Desiccate Eyes** (■, profane spell). Twice per quest, pick a target you can see within 60ft. The target must make a CON save. On a failure, it suffers d8 necrotic damage and is Blinded until the end of your next turn. On a success, the creature takes half damage and suffers no other effects.

□ **Chains of Drathix** (■■, profane spell, *requires Level 4*). Once per quest, pick a target you can see within 60ft. Spectral, barbed chains appear and wrap around the target. The target must make a DEX save. On a failure, it suffers 3d8 piercing damage and gains the Stuck, Bleeding, and Weakened conditions. If the target was flying, the chains pull it 100ft down toward the ground (but not fast enough to inflict falling damage). The Stuck and Weakened conditions last until the target successfully uses an action to Escape, or until it is freed by another creature. The creature may only attempt to shed the Bleeding condition once it is free of the chains. On a success, the creature suffers half damage and gains the Bleeding condition, but it suffers no other effects.

□ **Raise Dead** (■■, profane spell). Once per quest, touch a humanoid corpse. You raise a zombie or skeleton! See below for its stats. During combat, your minion acts immediately after you in the turn order. On your turn, you can use an action (■) to give your minion a simple command and it will attempt to follow it. If you didn't issue a command on your turn, your minion automatically moves toward the closest enemy and tries to kill it. At the beginning of the next quest, your undead minion becomes feral unless you cast Raise Dead again to reassert control. Once your undead minion drops to zero hit points, it perishes and that corpse cannot be raised again.

□ **Necromancer** (*requires Level 4 and Raise Dead*). When you cast **Raise Dead**, you may raise either two zombies, two skeletons, or one ghoul. On your turn, you may use a single action (■) to give all your undead minions the same command.

□ **Lord of the Dead** (*requires Level 8 and Necromancer*). When you cast **Raise Dead**, you may raise either three skeletons, three zombies, or two ghouls.

Skeleton | 9 hp | AC12 | *Move:* 30ft

STR +1 | **DEX** +3 | CON +1 | INT -5 | WIS -2 | CHA -4

Attack: **Longsword**, +3 to hit, d6 slashing or piercing.

Immune: psychic, poison, bleeding, necrotic *Resist:* piercing

Vulnerable: bludgeoning

Zombie | 13 hp | AC10 | *Move:* 15ft

STR +3 | **DEX** -2 | CON +3 | INT -6 | WIS -2 | CHA -4

Attack: **Bite**, +3 to hit, d4 piercing damage, or d6 damage if the target has the Stuck condition.

Immune: psychic, poison, necrotic

Grabby. When the Zombie makes an opportunity attack, it may try to Grapple (instead of making an attack).

Ghoul | 17 hp | AC14 | *Move:* 30ft

STR +5 | **DEX** +3 | CON +3 | INT -4 | WIS -1 | CHA -2

Attack: **Bite**, +5 to hit, 2d4 piercing.

Immune: psychic, poison, necrotic

□ **Murderous, Deathless.** After you kill a dangerous enemy (rodents, elderly peasants, etc. don't count), you have advantage on the next death save you make within the next minute.

□ **Blood Fury** (*requires Level 4*). Upgrade the damage dice for your profane spells to d10s (instead of d8s).

□ **Scourge** (*requires three Profane talents and level 8*). Your damage-dealing profane spells deal a bonus d6 damage.

Elemental Talents

□ **Tornado** (■ or ■■, elemental spell). Twice per quest, pick a location you can see within 60ft. If you used ■ to cast this spell, then all creatures within a Small area (5-foot radius), centered on that location, must make STR saves. Large and Huge creatures enjoy advantage on this STR save; winged or flying creatures have disadvantage. If you used ■■ to cast this spell, then the spell affects a Large area (15-foot radius), instead. Any creature who fails the save is flung 15ft in a random direction. To determine the direction, roll a d8: 1 means north, 2 means northeast, 3 means east, etc. Upon landing, an affected creature falls Prone. Additionally, if a creature is flying when it fails this save, it falls 100ft toward the ground before righting itself. Any creature who succeeds on its save is unaffected.

□ **Cold Snap** (■ or ■■, elemental spell). Twice per quest, you may flash freeze the air in a small area. Pick a location you can see within 60ft. All creatures within a Small area (5-foot radius), centered on that location, must make CON saves. On a failure, the creatures' movement speed is reduced by half until the end of your next turn. Also, the creatures suffer d6 ice damage if you used ■ to cast this spell, or 2d6 ice damage if you used ■■ to cast this spell. On a success, the creatures suffer only half damage and their movement speed is unaffected. If this spell brings an NPC down to 0hp, it is killed and frozen solid.

□ **Lightning Bolt** (■ or ■■, elemental spell). Twice per quest, you may shoot a bolt of lightning from your fingertips. The bolt is 60ft long and five feet wide. All creatures in the bolt's line must make DEX saves. On a failure, the creatures lose their reactions (until the start of their next turns); in addition, they suffer d6 lightning damage if you used ■ to cast this spell, or 2d6 lightning damage if you used ■■ to cast this spell. On a success, the creature suffer only half damage and do not lose their reactions.

□ **Rolling Thunder** (■ or ■■, elemental spell). Twice per quest, you emit a powerful wave of thunder. All creatures within five feet of you (but not you) must make CON saves. On a failure, affected creatures are pushed back five feet; in addition, they suffer d6 lightning damage if you used ■ to cast this spell, or 2d6 lightning damage if you used ■■ to cast this spell. On a success, the creatures suffer only half damage and remain in place.

Unless a spell says otherwise, you and your allies are not immune to your area of effect spells.

□ **Elemental Shield** (■, elemental spell). Twice per quest, touch a creature and pick fire, ice, or lightning. For the next minute, the target creature becomes Resistant to that damage type.

□ **Elemental Fury**. Reroll 1s and 2s on your damage rolls for your elemental spells. You must use the new roll, even if it is a 1 or 2.

□ **Fireball** (■■, elemental spell, *requires Level 4*). Once per quest, pick a target location within 60ft that you can see. All creatures within a Large area (15-foot radius), centered on that location, must make DEX saves. On a failure, they suffer 3d6 fire damage. In addition, if a creature rolls a 1 on the d20 when they make this save, they gain the Burning condition. On a success, an affected target suffers only half damage.

□ **Tidal Wave** (■■, elemental spell, *requires Level 4*). Once per quest, pick a location within 60ft that you can see. You manifest a tidal wave that crashes onto creatures within a Large area (15-foot radius), centered on that location. Those creatures must make STR saves. On a failure, the creatures suffer 2d6 bludgeoning damage and fall Prone. On a success, they suffer half damage and remain standing. The water extinguishes open flames and soaks everything within the area.

□ **Meteors** (■■, elemental spell, *requires three Elemental talents and Level 8*). Once per quest, pick up to three target locations within 120ft that you can see. Three meteors strike the target locations. Each meteor affects a Large (15-foot radius) area, centered on the target locations. Creatures within one or more affected areas must make DEX saves. A creature within multiple affected areas makes the save only once. On a failure, the creatures suffer 3d6 bludgeoning damage and 2d6 fire damage; they also fall Prone. On a success, the creatures suffer half damage and avoid falling Prone.

□ **Lightning Storm** (■■, elemental spell, *requires three Elemental talents and Level 8*). Once per quest, pick a target location on the ground within 90ft of you that you can see. A magical, roiling storm cloud, five feet in diameter, forms at the target location. Any creature who starts its turn within 15 feet of the storm cloud, or who comes within 15 feet of it for the first time on its turn, must make a DEX save. On a failure, the creature suffers 3d6 lightning damage and loses its reaction (until it regains it at the start of its next turn). On a success, the creature suffers half damage and no other effects. The storm cloud remains for one minute before dissipating. The storm cloud is an object with AC15 and 15hp. The cloud is immune to bludgeoning, lightning, necrotic, piercing, poison, psychic, and slashing damage. If the cloud drops to 0 hp, it dissipates.

Erudition Talents

□ **Mage Armor** (■, erudition spell). For the next eight hours, gain a +1 bonus to your AC.

□ **Transpose** (■, erudition spell). Twice per quest, choose one of the following effects:

- Simple Transposition. Teleport yourself, or a willing ally you touch, up to 60ft, to an unoccupied location you can see. Any creature who teleports in this manner sheds the Stuck condition. This teleportation never provokes opportunity attacks.
- Swapping Transposition. Target two creatures; the target creatures instantly swap positions. You must touch one of them; the other must be visible and within 60ft of you. You may target yourself. Both creatures must be Large or smaller. If either, or both, of the creatures are unwilling, they must make CHA saves to attempt to resist this magic. If an unwilling creature succeeds on its save, then the entire spell fails. This teleportation does not provoke Opportunity Attacks.

□ **Panicked Transposition** (◀, *requires Transpose*). You may cast Transpose as a reaction when an enemy hits you, or an ally within five feet of you, with an attack. You must choose to cast it before the attacker rolls damage for its attack. You can either teleport yourself or an ally out of the way of an attack with Simple Transposition, or you can attempt to swap a different creature into the path of the attack using Swapping Transposition. If you successfully swap a creature into the path of an attack, and the attack check meets or beats the AC of the creature you swapped in, then the attack hits that creature. You cannot swap a creature into the path of its own melee attack, but you can attempt to swap a creature into the path of its own ranged attack if it involved a missile.

□ **Supercharge** (■■, erudition spell). The next spell you cast inflicts a bonus d6 damage.

□ **Arcane Missile** (■ or ■■, at-will erudition spell). If you used ■ to cast this spell, pick a target within 60ft and make a ranged spell attack. On a hit, the target suffers d4 arcane damage. If you used ■■ to cast this spell, pick two targets, instead; make separate attack checks and damage rolls for each target; and you do not suffer a multiple attack penalty on either attack check. If you bring a creature down to zero hit points with this spell, you knock them unconscious for one hour instead of killing them.

□ **Empowered Missile** (*requires Arcane Missile*). Your Arcane Missile deals d6 damage, instead of d4.

□ **Splinter Missile** (*requires Arcane Missile and Level 4*). When you use ■■ to cast Arcane Missile, you may pick up to three targets, instead of two; also, you do not suffer a multiple attack penalty on any of the three attack checks.

□ **Archmage's Missile** (*requires Empowered Missile, Splinter Missile, and Level 8*). When you use ■■ to cast Arcane Missile, you may pick up to four targets, instead of two; also, you do not suffer a multiple attack penalty on any of the four attack checks. Your Arcane Missile deals d8 damage, and on a critical hit, your target gains the Stunned condition.

□ **Quicken** (◀, erudition spell). Twice per quest, as a reaction when a willing ally within 60ft of you takes an action, you hasten their movements: your ally may take three actions this turn, instead of two. During this turn, your ally cannot suffer a multiple attack penalty.

□ **Protective Ward** (■, erudition spell). Once per quest, you can ward an area to protect it against magic, rituals, and curses. Pick a Large (15-foot radius) or smaller area (e.g., a 10ft by 10ft square) on the ground within 60ft of you. You choose the shape. The ground along the perimeter of this area glows a faint blue. All creatures on the ground within that area gain advantage on save checks they make to resist spells, curses, rituals, and other magical effects. Also, they gain resistance (i.e., they suffer only half damage) against damage from spells. If a spell or ritual that requires the caster to make a check targets a location, object, or creature within the warded area, the caster suffers disadvantage on the check. No creature may magically travel (e.g., Transpose, Teleport) into, or through, the warded area. The Protective Ward lasts for one hour. If a creature attempts to use Dispel to destroy a Protective Ward, it suffers disadvantage on its INT check to dispel the ward.

□ **Disrupt Mind** (■, erudition spell). Twice per quest, you may force a target within 60ft to make an INT save. On a failure, your target suffers d8 psychic damage and becomes Stunned. On a success, your target takes half damage and suffers no other effects. If this damage brings your target down to 0 hp, it falls unconscious instead of dying.

□ **Arcane Shield** (◄, erudition spell). Twice per quest, when an enemy hits you with an attack, you may use your reaction to grant yourself a +5 bonus to your AC, which lasts until the start of your next turn. This AC increase can cause the triggering attack to miss you. However, you must decide whether to use this spell before the GM rolls damage.

□ **Diviner** (◄, erudition spell). At the beginning of each quest, roll a d20 and record the result. Once per quest, as a reaction, when you or a creature within 60ft who can see and hear you makes a check, you may use your limited precognition to replace the result of their d20 roll with the recorded number. You may choose to use this ability after you see the target creature's initial d20 roll, but you must announce it before the effects of the check are resolved and narrated.

□ **Erudition Master**. Whenever you cast an erudition spell that can only be cast a limited number of times per quest, heal yourself by one hit point.

□ **Blur** (■, at-will erudition spell). Select a willing creature within 30ft who you can see. Until the end of your next turn, that creature becomes Obscured: when attacked, the creature's attackers must roll a d4 penalty die and subtract the result from their attack check. This penalty does not apply if the attacker is not relying primarily on sight.

□ **Miraculous Flight** (■, erudition spell, *requires Level 4*). Once per quest, you may touch a willing creature and confer the power of flight. For the next minute, the creature has a flying speed of 40ft.

□ **Arcane Wall** (■, erudition spell, *requires Level 4*). Once per quest, pick a location within 60ft of you. You create a wall of magical energy, centered on that spot. The wall can be up to 10ft tall; 15ft wide; and one foot thick. The wall lasts for one minute. It is spectral and semitransparent; it glows a faint blue. The wall feels solid, blocks movement, and can provide cover, just like a real wall. The wall has 20hp and an AC of 15. The wall is vulnerable (i.e., it suffers double damage) to arcane damage. After one minute, or if the wall drops to 0 hp, the wall disappears.

□ **Polymorph** (■, erudition spell, *requires Level 4*). Once per quest, you may force a visible creature within 30ft of you to make a WIS save. On a failure, the target turns into a sheep (see its stats below) until the end of your next turn. On its turn, the target uses both of its actions to try to find some tasty food within five feet. If the sheep drops down to 0hp, it reverts back to its normal form. The sheep cannot intentionally damage itself. Damage the creature suffers in Sheep form does not carry over to its original form's hit point total. On a success, the target is unaffected.

Sheep | 4 hp | AC11 | 40ft | Medium

STR +1 | DEX +2 | CON +1 | INT -7 | WIS +2 | CHA -5

Attack: **Bite**, +1 to hit (STR), one point of piercing damage.

□ **Stop Time** (■■, erudition spell, *requires three Erudition talents and level 8*). Once per quest, you may stop time for all creatures except yourself. After you cast this spell, you may immediately take six actions (as if you were taking three turns in a row). While time is stopped, all other creatures have the helpless condition; they cannot take turns or use reactions; and they automatically fail their DEX checks against your spells. Once you take your sixth action, or if you cause another creature to suffer damage, time immediately resumes and the turn order continues to the creature who acts after you. To observers, the results of your actions appear instantaneous.

- Single Action
- Double Action
- ◄ Reaction
- ◇ Free action

Expertise

Expertise reflects your education, experience, and training in a particular field. Expertise can mean you're a practitioner, a devotee, or both. For instance, expertise in Opera might mean you're an avid operagoer or an opera singer. Expertise in Cooking might mean you're a gourmand or a talented chef. While expertises are mostly helpful during exploration and social interaction, some—especially Medicine—may prove useful in battle.

Having an expertise grants you three main benefits:

First, you have an impressive amount of knowledge about the field of your expertise. You know everything that a typical expert would, no check required: the GM just tells you what you know. Your knowledge still has limits. For example, Occultism expertise doesn't mean you know all the universe's eldritch secrets.

Second, you may attempt specialized tasks that wouldn't be feasible, absent training. For example, you need Lockpicking expertise before you can try to pick a complex lock. You need Medicine expertise to perform a competent autopsy. You need Forgery expertise to create convincing fake documents.

Third, if a task does not require expertise to attempt, but your expertise gives you a significant edge, your GM may grant you advantage on a check. For example, you do not usually need any expertise to try to impress a rich person. But if you have expertise in Etiquette, and the rich person values manners, the GM might grant you advantage on a check to make a good impression.

Some expertises allow you to make things: trade goods, weapons, art, etc. If your expertise involves crafting or creating things, then you can use your downtime activity (i.e., the time between quests) to do so. For example, a trained blacksmith can attempt to make weapons or armor if they have access to their tools, a forge, and the necessary materials (which cost 20% of the standard market price for the finished item). See [Crafting](#) on p.55 for more information. The [Crafting](#) section also contains rules for research and art projects.

When you gain an expertise, you automatically gain access to standard-quality tools of the trade, if your expertise requires them. For example, expertise in Lockpicking grants you lockpicks, expertise in Painting grants you paintbrushes and paints, etc.

Here is a list of standard expertises. Each expertise under an italicized umbrella category (i.e., “artistic expertises,” “crafting expertises,” and “scientific expertises”) is a separate expertise. If you wish to acquire an expertise that isn't on this list, talk to your GM. Custom expertises should be roughly as specific as the standard expertises.

Academia. Schools, teaching, college, university.

Agriculture. Farming, animal husbandry.

Animal Handling. Riding horses, mushing dogs, etc.

Artistic expertises (pick one): Dance, Fashion, Literature, Music, Opera, Painting, Poetry, Puppetry, Sculpture, Theater, etc.

Beauty. Hair, make-up, nails.

Commerce. Trade, business, mercantilism.

Construction. Buildings, bridges, canals, renovation.

Cooking. Fine dining, catering, delicious meals.

Crafting expertises (pick one): Alchemy, Blacksmithing, Brewing, Carpentry, Distilling, Herbalism, Knitting, Leatherworking, Tailoring, etc.

Etiquette. Manners, decorum, elegance, customs.

Forgery. Creating convincing fake documents.

High Society. The rich, the powerful, the famous, and their superfluous pursuits.

History. Events from 10+ years ago.

Hospitality. The business of inns, taverns, casinos.

Law. Statutes, rules, regulations, contracts.

Lockpicking. Bypassing locks, cracking safes.

Magic. Spells, arcana, magical items.

Mathematics. Numbers!

Medicine. Diagnose maladies, provide first aid.

Militarism. Military tactics, history, and culture.

Mining. Getting rock out of the ground.

Nature. Flora and fauna.

Occultism. Cults, demons, devils, the dark arts.

Politics. Power struggles, power structures, politicians.

Rackets. Swindles, scams, cons, fraud.

Religion. Gods, demigods, and the worship thereof.

Sailing. Boat shit!

Scientific expertises (pick one): Anthropology, Chemistry, Geology, Meteorology, Physics, etc.

Security. Guarding things, thwarting thieves.

Sleight of Hand. Magic tricks, pickpocketing, etc.

Smuggling. Quietly moving things from A to B.

Sport. Organized athletic contests.

Tracking. Discern trails that creatures leave behind.

Wilderness Survival. Camping, foraging, skinning.

Feats

Feats are special abilities that are geared toward exploration and social interaction (though they may be useful in combat, too). Most feats may be selected by any class; these are listed in the General Feats section. Feats restricted to certain classes are listed after the general feats. If a feat has a prerequisite, it is listed in italics. If a spell feat has a number of actions or duration listed in parentheses, that is how long it takes to cast the spell. Unless otherwise noted, you can only gain a feat once.

General Feats

These feats may be selected by any class:

Absolute Unit (*can only be selected at Level 1; cannot already be Large-sized*). You're massive! You are one size larger than you would otherwise be.

Animal Whisperer. You have advantage on checks you make to interact with beasts.

Apologetic. You have advantage on checks you make to apologize to others. Once per quest when you're interacting with another creature, your GM may force you to make a DC10 WIS save. On a failure, you must apologize to the creature you're interacting with, regardless of whether the situation warrants it.

Artisan (*requires a crafting expertise*). Pick one of your crafting expertises. You have advantage on all checks that involve the use of that expertise. You may select this feat more than once.

Artist (*requires an artistic expertise*). Pick one of your artistic expertises. You have advantage on checks that employ that expertise. You may select this feat more than once.

Athlete. You have advantage on checks you make to sprint, jump, swim, or climb.

Bahamut, Take the Wheel. Twice per quest, when you make any check that is not a luck check, you may choose to make a luck check instead and let fate decide.

Blindsight (*must be selected at level 1*). Although you are blind, you have developed a sensitivity to sound waves that grants you limited blindsight: you can perceive objects and creatures within 30ft of you as if you could see them, regardless of lighting conditions or invisibility. However, your blindsight does not allow you to perceive color or subtle texture. If you gain the deafened condition, your Blindsight does not function. You enjoy advantage on WIS checks that you make to hear things (even beyond the 30ft radius of your blindsight).

Bookworm (*requires Literature expertise*). You have advantage on any checks you make that center on books: finding them, examining them, authenticating them, etc. Finally, you can examine a person's bookshelf and make an INT check (the GM determines the DC) to attempt to glean some useful information about them: their tastes, their interests, whether the books are just for show, etc.

Boring (*requires a negative CHA mod*). You drone on and on and on and on about things that no one cares about. Once per quest, if you spend at least five minutes speaking to a creature, you may force it to make a WIS save. On a failure, the creature falls asleep for one minute. Even on a success, the creature becomes drowsy: for one minute, a penalty d4 applies to WIS checks the creature makes to perceive things and it suffers a -2 penalty to its passive WIS score.

Buzzkill (*requires a negative CHA mod*). Creatures within 10 feet of you have disadvantage on their CHA checks.

Caffeine Addict. Once per quest, if you drank a cup of coffee within the last hour, you may grant yourself advantage on any single INT, WIS, or CHA check. However, if you don't have a cup of coffee before lunchtime, then you gain the weakened condition until you drink a cup of coffee.

Carrot Eater. You can see in dim light as if it were bright. You can see in total darkness as if it were dim.

Compact (*must be selected at level 1*). You're miniscule! You are one size smaller than you would otherwise be.

Competitive Eater (*requires +3 CON*). You have advantage on checks that involve eating a lot of food, as quickly as possible. You can suppress your gag reflex: you have advantage on checks to avoid vomiting.

Con Artist. You have advantage on checks you make to deceive others (lying, impersonation, forgery, etc.).

Double Jointed. You're incredibly flexible and bendy. You have advantage on DEX checks that would be significantly aided by this trait: wriggling out of restraints, squeezing into a tight space, etc.

Fashionable. You have advantage on checks you make to pick out or create fashionable, flattering outfits, both for yourself and others.

Forager. You have advantage on checks you make to find food or water.

Forgettable (*requires a negative CHA mod*). You're unmemorable. Creatures you meet forget about you a few hours after they last interacted with you unless they succeed on a DC20 INT check. However, a creature automatically succeeds on this check if you did something unforgettable.

Gossip. You have advantage on checks you make to try to get others to divulge secrets. Whenever you learn a juicy secret, you must make a DC10 WIS save. On a failure, before the end of the quest (or at the next possible opportunity, if it is literally impossible to do so before the quest ends), you must share that secret with an intelligent, sentient NPC who is unlikely to already know it. You must be able to communicate with this NPC effectively, either because you share a language or because you have access to a translator.

Haggler. You have advantage on checks you make to negotiate prices or barter.

Hoarder. You can carry up to 20 curios, instead of five. You can carry three additional pieces of equipment. Whenever you attempt to discard, sell, trade, or gift one of your possessions, you must make a DC15 WIS save. On a failure, you cannot willingly part with the item. However, you may still use consumable items (e.g., potions) like normal.

I Don't Know, It Feels Fine to Me. You have advantage on checks you make to resist extreme environmental heat or extreme environmental cold. (However, you suffer fire and cold damage normally if the source is an enemy's attack, ability, or spell.)

I Get Thrown Out of Windows Pretty Frequently So I've Had Lots of Practice with This Kind of Thing (*requires +3 DEX mod*). You have advantage on checks you make to Arrest Fall. When you are about to suffer falling damage, make a DC15 DEX check. On a success, you suffer only half damage from the fall, and if you suffer less than five points of damage, you do not fall prone.

I Wasn't Meant for this Era. You pine for a bygone time. You have advantage on checks that involve friendly social interactions with the elderly.

Jock. You have advantage on checks that involve organized sports.

Know-it-all. Gain two expertises. You may select this feat more than once.

Let's Grunt at Each Other (*requires a negative INT mod*). You have advantage on checks you make to socially interact with humanoids who have a negative INT mod.

Linguist. Learn two languages. You may select this feat more than once.

Lipreader. You are adept at reading lips. When you can see the mouth of a speaking creature who is within 30ft of you (or whose mouth you can see in detail, e.g., by using a telescope), make a DC10 WIS check. On a success, you discern what the creature is saying (if you know the language it is speaking).

Master Chef. You have advantage on checks you make to prepare food for others. Once per quest, if you have access to enough ingredients, you can prepare a feast. Make a DC13 INT check to prepare the food. On a success, if any NPCs partake in the feast, until the feast is over, you and your allies have advantage on any checks you make to persuade, charm, deceive, or ingratiate yourselves with them.

Navigator. You have an uncanny sense of direction. You have advantage on all checks you make to navigate and find your way.

Oblivious (*requires -2 WIS*). You're not very perceptive, but you tend to bumble in the right direction. Add a bonus d4 to all your luck checks.

Packmule. You can carry two additional pieces of equipment, on top of however many pieces of equipment that your STR mod would ordinarily allow you to carry.

Partier. You have advantage on checks that involve partying! Drinking contests, dancing, decorating, etc.

Physician (*requires expertise in Medicine*). You have advantage on any checks that relate to medicine, whether it involves treating or diagnosing maladies.

Popular (*requires +3 CHA*). People really like you! When you're in humanoid settlements, folks tend to follow you around, hanging off your every word.

Powerlifter (*requires +3 STR*). You have advantage on checks to lift, push, pull, or drag inanimate objects and willing creatures.

Pugilist (*requires +3 STR*). Your unarmed strikes gain the Blunt property. Your unarmed strikes deal d4 damage.

Rhetorician. You have advantage on checks you make to persuade others in good faith.

Scary. You have advantage on checks you make to intimidate, scare, or coerce others.

Scientist. Gain three expertises in three different scientific fields.

Squire. You have a squire, or a similar apprentice, who follows you around and heeds your commands (as long as you don't ask your squire to do something obviously suicidal or grossly incompatible with their beliefs). Your squire's stats are below. Unlike most NPCs, your Squire gains the Wounded condition when they reach 0hp (instead of dying immediately), and must make death saves whenever they suffer damage while wounded. If your Squire fails a single death save, they die and there's no replacing them: everyone heard about (or deduced) what happened to your last squire. Work with your GM to figure out who your squire is and what they're like.

Squire | 8 hp | AC12 | *Move*: 30ft

STR +2 | **DEX** +2 | **CON** +2 | **INT** +2 | **WIS** +2 | **CHA** +2

Attack: **Mace**, +2 to hit, d4 bludgeoning.

Stinky. You have advantage on checks you make to get creatures with a sense of smell to leave you alone. If another creature within 10 feet of you must make a check to avoid vomiting, it suffers disadvantage.

Tacky. Gain both of the following traits:

- You're slightly sticky. You can stick light objects or creatures to your skin and they stay there, as long as they weigh one pound or less. However, you can't turn this ability off. Small birds and bugs frequently get stuck to you. You collect dirt, dust, and leaves. Parchment is your worst nightmare.
- You have such gaudy, bad taste and manners that it is hard for others to ignore you. You have advantage on checks you make to distract others and draw attention away from your allies.

Third Eye (◇). Once per quest, you may "open your mind" to "realms of higher consciousness." Describe a goal or ask a question. Then, make a DC5 luck check. On a success, you receive a helpful premonition from the GM that relates circuitously to that goal or question. The premonition might urge you to do something odd; provide a cryptic clue; or suggest a counterintuitive approach. If you fail the luck check, you still receive what you think is a premonition, but it's really just a pointless, irresistible urge to do something weird. When you use this ability, you must describe how your character seeks guidance. Are you squinting and staring into space? Are you scattering bones or chicken innards and studying where they land? Are you drawing cards from a tarot deck? To others, it is unclear (and impossible to determine) whether these premonitions are magical in nature or if they're merely the product of superstition, brain damage, substance abuse, or an overactive imagination.

Throw Ally (■, *requires STR +5*). As an action, you may throw a willing ally who is within five feet of you. Your ally must be either your size or smaller. If your ally is the same size as you, you may throw your ally up to 10ft horizontally and up to 5ft vertically. If your ally is one size smaller than you, you may throw your ally up to 20ft horizontally, and up to 10ft vertically. If your ally is at least two sizes smaller than you, you may throw your ally 30ft horizontally, or 15ft vertically. Your ally's movement does not trigger opportunity attacks. Upon landing, your ally must succeed on a DC10 DEX check to land on their feet. On a failure, they fall prone upon landing.

Triple Threat. Gain three expertises in three different artistic fields.

Trivia Master. You know lots of interesting trivia that is mostly useless. Twice per quest, when a well-known person, place, creature, or faction is mentioned (by anyone), you may roll a luck check (◇) to see if you know any relevant trivia. If you roll a 20, you know something extremely useful. On a 10-19, you know something interesting that might be useful, under the right circumstances. On a 2-9, you remember something superfluous and boring (but you must share it with the rest of the party). On a 1, you're confident that you know something crucial about the subject, but you're wrong, and it's the kind of error that could get you into deep trouble when you act upon it—which, naturally, you must attempt to do.

Tumbler. You have advantage on any checks that involve acrobatics or balance. You have advantage on any checks you make to avoid being shoved or tripped.

Unhealthy Body, Healthy Mind (*can only be selected at Level 1; requires negative STR, DEX, and CON mods*). You've neglected your body. Badly. On the bright side, you're interesting, smart, and fun. During character creation, you may start with up to a +5 mod in INT, WIS, and CHA, even if they are secondary stats. Gain an expertise. Learn a language. Gain a feat. Gain a talent. You may not increase your STR, DEX, or CON mods via leveling up or any other means.

Very Stupid (*can only be selected at Level 1; requires -2 INT*). During character creation, after you finish determining your starting stats, reduce your INT mod further, to -5. You become immune to psychic damage: there's not enough there, there, for someone to be able to harm you with psychic effects. All attempts to read your mind or discern your thoughts fail. It's like staring into a void. Your GM may occasionally ask for DC5 INT checks when you try to perform an ordinary task that your stupidity might hamper.

The World is My Weapon. You are trained in the use of improvised weapons (chairs, frying pans, etc.).

Barbarian Feats

Aspect of the Bear (*barbarian only*). Gain a 30ft climbing speed. Your unarmed strikes deal d4 slashing damage. Your bites deal d4 piercing damage. Gain advantage on WIS checks to sniff out food. You automatically detect fish, honey & berries within 100ft.

Aspect of the Cat (*barbarian only*). Treat falls as 20 feet shorter than they actually are.

Aspect of the Gecko (*barbarian only*). Your hands and feet are covered with hundreds of tiny, microscopic hairs that enable you to stick to surfaces. You can climb sheer vertical surfaces with ease using your gecko-like hands and feet. You can't bring other creatures with you, unless they weigh less than 10 lbs.

Aspect of the Shark (*barbarian only*). You have advantage on any checks you make to swim. You gain a 30ft swimming speed. You can breathe underwater.

Commune with Nature (■, druidic spell, *barbarian only*). Once per quest, pick a nearby plant or beast. For the next minute, you can communicate with that plant or beast. This doesn't make the plant or animal smarter, nor does it teach the beast or plant language. However, the plant or beast can impart impressions of things it has recently experienced. For example, a plant could tell you that something is hurting its roots or that it is thirsty. A hog might remember seeing a large creature earlier that day. A monkey, ape, or dolphin might be able to communicate more complex things.

Control Weather (5 minutes, druidic spell, *barbarian only, requires level 5*). Once per quest, you may influence the weather for one hour over a square mile. You may raise or lower the temperature by 20° F (or about 10° C). You may create or disperse the following conditions: cloud cover; rain; snow; hail; fog; and gusting winds. The weather changes take five minutes to manifest. They dissipate at the end of the hour.

Ritualist (*barbarian, cleric, wizard only*). Once per quest, you can take ten minutes to prepare and conduct a ritual. The aim and character of this ritual is up to you, but rituals may be used to contact otherworldly beings; calm restless spirits; eliminate blight from a tree grove; place or remove curses; destroy magic items; enrich a farm's soil; or close portals. Make a check using your primary stat. The GM determines the DC and the results of a successful ritual. The base DC is 10, but it may be modified by the following factors (and any other factors that the GM deems relevant):

<i>Factor</i>	<i>DC modifier</i>
The target resists the ritual	+5
The ritual targets an especially powerful being or another plane of existence	+5
The ritual is opposed by strong magic (e.g., a protective ward)	+5
The intended effect is especially powerful	+5
The target is more than 30ft away	+5
A relevant object, reagent, or location is empowering the ritual	-5
The ritual has multiple targets, or it targets a massive (e.g., 30ft radius or larger) area	+5

A failed ritual always has a negative effect. The nature of the negative effect depends on the ritual and is up to the GM to determine. For example, if a ritualist tries to calm restless spirits, but the ritual fails, the spirits may go berserk, instead. The more powerful a successful ritual's effect, the more severe the repercussions of failure become. You need ritual supplies to conduct a ritual. Each set costs 10gp. Each attempt consumes a set of ritual supplies. Rituals cannot replicate the effects of spells or talents. They cannot provide direct mechanical buffs or debuffs to a creature's combat abilities, nor do rituals deal damage directly. Rituals are useful in other ways. For example, a ritual that calms restless spirits may allow the party to avoid a fight altogether. A ritual that curses a creature and prevents it from sleeping may eventually kill it.

Tree Passage (1 minute, druidic spell, *barbarian only, requires Level 3*). Once per quest, you may meld your body into a nearby tree. The tree's trunk must have a diameter of at least one foot. Once inside the tree, you become concealed to others, but you can still see, hear, and smell your surroundings. You may stay inside the tree for as long as you like. While inside, you do not need to eat, drink, or sleep, and you age half as fast as usual. If the tree suffers damage while you're in it, you suffer the same amount of damage. As an action (■), you may exit the tree. When you do so, you may emerge from either the tree you entered, or from any other tree within one mile that you have seen before (as long as its trunk has a diameter of at least one foot).

Tree Voyage (*barbarian only, requires Tree Passage and Level 7*). When you emerge from a tree using Tree Passage, you may select any tree within 1,000 miles that you have seen before. While in a tree, you do not age.

Bard Feats

Auteur (*bard only*). Pick one of your artistic expertises. You gain a bonus d6 on checks that employ that expertise.

Edit Memory (1 minute, mentalist spell, *bard only, requires level 5*). Once per quest, when you engage a creature in conversation for at least one minute and talk about an event from its past, you can attempt to modify the creature's memory of that event. The target must make a WIS save. On a failure, you may erase or alter the creature's memory of that event. If you alter a creature's memory of an event, you cannot change the fundamental nature of the event, but you may change important details. For example, if you stabbed a creature last year, you could alter the creature's memory to make it think someone else stabbed it, but you cannot make the creature think the stabbing was a tap dance performance. On a success, the creature's memory remains unchanged, and it discerns that you tried to influence it in some way, which might anger it.

I Rely on the Kindness of Strangers (\diamond , *bard only*). Once per quest, as a free action when there are pedestrians, commoners, or other ordinary folk around and you're in a dicey spot, you may make a DC10 luck check. On a success, a non-hostile commoner who is nearby either recognizes you from a prior performance or is simply drawn to your charismatic personality. This commoner immediately approaches you and is willing to try to help you out of whatever jam you got yourself into. This commoner has negligible combat abilities, but they'd still accept some risk to try to help you.

Inspect Mind (\blacksquare , mentalist spell, *bard only*). Once per quest, pick a creature within 30 feet who you can see. You automatically discern the target's INT, WIS, and CHA mods and learn its current surface-level thoughts. Finally, the target must make a WIS save. If it fails, you successfully probe the depths of the creature's mind without alerting it to what you're doing. Ask the GM a single (non-compound) question about the creature's thoughts, memories, emotional state, or intent. The GM must answer the question honestly. If the creature succeeds on its check, you fail to probe deeper in the creature's mind and it realizes that someone tried to delve into its mind.

Luminary (*bard only*). You've made a name for yourself: your presence is a boon to any social event. You have advantage on checks you make to try to talk your way into events, even if you weren't invited.

Polymath (*bard only*). Gain any other feat. You may ignore the feat's class restrictions (e.g., you may take a wizard-only feat), but you must satisfy the feat's other requirements, and the feat you choose cannot have a level requirement.

Strings Attached (*bard only*). Once per quest when you're in a town (or neighborhood of a large city) that you've visited before, you may make a DC10 luck check. On a success, you remember that there's a local noble (or some kind of other wealthy, well-connected person) who admires your art and fawns over you. If you visit them, this noble will offer you (and your friends) sanctuary, free lodging, food, and hospitality, though you'll need to perform for the noble, attend a dinner party, or do something similar that allows the noble to show off their ~~trick monkey~~ cool artist friend. During your stay, you have advantage on any CHA checks that you make to ask this noble for a favor, and the noble may be willing to stick their neck out for you. However, while you're at this noble's estate, you must make a DC13 WIS save. On a failure, you must attempt to do something risky that would jeopardize your relationship with the noble (if you're caught). For example, you might romance the noble's spouse or heir; steal or murder the noble's poodle for eating your manuscript (a capital offense!); or jealously destroy a rival's artwork in the noble's collection that you regard as overrated garbage.

Things Always Seem to Work Out for Me (*bard only*). You have advantage on luck checks.

Translating Tongue (\blacksquare , erudition spell, *bard, cleric, and wizard only*). Once per quest, choose an intelligent, sentient creature within 30ft who can see or hear you. For the next ten minutes, you can understand each other, regardless of which language(s) you are using. This applies to spoken, sign, and written language.

Cleric Feats

Corpse Chat (1 minute, divine spell, *cleric only*). Once per quest, you can ask a dead body a question. The dead creature's spirit must respond, but its response cannot be longer than ten words and it may respond however it wishes. It may answer honestly, untruthfully, or evasively. Or it can just take the opportunity to insult you. The dead creature's response sounds like a whisper, but only you can hear it. The dead creature knows only the languages it knew in life, and it can only communicate using those languages.

Detect Magic (■, erudition spell, *cleric or wizard only*). Twice per quest, you focus on identifying nearby magic. For the next minute, you sense the presence of any magic within 30ft. Creatures or objects which are affected by an active magical effect appear to have a glowing aura. You also learn the magic's type by the color of the aura: profane (black aura), elemental (red aura), erudition (blue aura), divine (golden aura), druidic (green aura), or mentalist (purple aura).

Evangelist (*cleric only*). You have advantage on checks you make to attempt to convert others to your religion.

Faith Healer (1 minute, divine spell, *cleric only*). Once per quest, you may make a WIS check to try to cure a disease or chronic ailment by appealing to your deity. The GM determines the DC of the check, depending on what you are trying to accomplish.

Find Person or Object (■■, erudition spell, *cleric or wizard only*). Once per quest, select a particular person or object you have seen before from up close. If the person or object you fixed in your mind is currently within 500ft of you, you immediately learn the direction and approximate distance to the person or object. If the person or object is more than 500ft away from you; under the effect of a Protective Ward (p.25); or blocked by a thin sheet of lead, nothing happens. Also, you only learn the person or object's present location. If the person or object subsequently moves, your info may become stale.

Guidance (1 minute, *cleric only*). Twice per quest, you pray to your deity for guidance. After praying for one minute, touch a creature. The next time that creature makes a check, they may add a bonus d4, so long as they are not making an attack or save check. This effect lasts for one minute.

Higher Powers Will Protect Me (*cleric only*). Who needs armor when you have faith? When you're not wearing armor or wielding a shield, your AC is equal to 8 + your WIS mod.

Holy Arcana (*cleric only, requires +3 INT*). Gain a single feat from the Wizard Feats section. You may ignore the feat's class requirement, but you must satisfy the feat's other requirements. The feat you select cannot have a level requirement.

Honorbound (*cleric, fighter only*). You follow a strict code of conduct. This carries benefits and drawbacks. Choose one of these traits:

- **Sworn to Protect**. If an apparently innocent or helpless person is in significant danger, you cannot ignore their pleas for help, regardless of the surrounding circumstances. Once per quest, if you're in an area you've been to before, you may reveal that you previously helped an existing non-hostile NPC (or a relative or friend of that NPC). The NPC will then do you a favor. The nature of the favor is determined by the GM. The NPC might look the other way; give you a discount; overlook a slight; or give you something for free.
- **Honesty**. You cannot knowingly lie, equivocate, lie by omission, or deceive others. However, creatures who are familiar with you or your organization's code know they can trust you.
- **Chivalry**. You must accept your enemies' surrender. You cannot harm foes who are helpless or disarmed. If an enemy is familiar with you or your organization's code, then you have advantage on checks you make to convince them to surrender. (Note that some creatures will never surrender.)

Miracle (■■, divine spell, *cleric only, requires level 9*). Once per quest, pray and request divine (or blasphemous) intervention. Once a deity has granted a miracle, you can never ask for one again. Describe your request and make a DC20 WIS check. If you have expertise in Religion (or Occultism, if you worship a profane entity), you may make this check at advantage. If you succeed, your deity either grants your request outright or aids you in a significant way. For example, if you ask for help crossing a sea, your deity might part the waters. If you ask your deity to kill a powerful enemy, your deity might send a powerful warrior to aid you in your attempt to murder your foe. The GM determines the nature, extent, and duration of your deity's assistance. On a failure, nothing happens, unless you rolled a 1 on the d20 when you made your WIS check, in which case your deity punishes you: Make a DC20 WIS check. On a failure, you suffer 2d12 damage of a type that is appropriate for your deity. On a success, you suffer only half damage.

Patron (*cleric or wizard only*). You have an otherworldly patron. The precise nature of your patron is up to you and your GM, but it might be a demon, a devil, an angel, or an eldritch Old One. You are your patron's agent on this plane of existence. If you please your patron, you can expect great rewards, but your patron's demands may be dangerous, distasteful, or both. If you refuse your patron, expect furious reprisal. The GM will determine your patron's demands, rewards, and the form of its wrath.

Ritualist (*cleric, barbarian or wizard only*). See the description on p.31.

Seminarian (*cleric only, requires Level 3*). Increase your INT mod by one.

Translating Tongue (■, *erudition spell, bard, cleric, and wizard only*). See the description on p.32.

Fighter Feats

Heavy Armor Adept (*fighter only*). While you are wearing heavy armor, you no longer suffer disadvantage on checks that your armor would impede (see Armor Penalty on p.9); instead, a penalty d4 applies to such checks.

Heavy Armor Master (*fighter only, requires Heavy Armor Adept and Level 5*). You no longer suffer a heavy armor penalty of any kind.

Honorbound (*cleric, fighter only*). See the description on p.33.

Loyal Soldier (*fighter only*). You have advantage on CHA checks you make to interact with superiors (e.g., commanding officers, bosses) who you've worked for or served for a significant amount of time, provided you've always obeyed their orders without significant complaint.

Medium Armor Adept (*fighter only*). While you are wearing medium armor, you no longer suffer a penalty d4 on checks that your armor would impede (see Armor Penalty on p.9).

Natural Leader (*fighter only, requires Level 3*). When you Assist another PC (see Assist on p. 40 and Teamwork on p.48), upgrade the bonus die that the ally you are assisting adds to their check (e.g., from a d4 to a d6).

Size Up (*fighter only*). You have advantage on WIS checks you make to determine whether someone is carrying a weapon; whether they have violent, larcenous, or otherwise criminal intent; the quality of their armaments; and to estimate the extent of their martial training (e.g., whether they carry themselves like a trained warrior or assassin).

Soldier's Wisdom (*fighter only, requires Level 3*). Increase your WIS mod by one.

Watcher (*fighter only*). Your passive WIS is now 11 + WIS mod.

You on the Job? (*fighter only*). You have advantage on checks you make to interact socially with guards, soldiers, mercenaries, bodyguards, and their ilk.

Rogue Feats

Agile Ascender (*rogue only*). You may use DEX instead of STR for climbing and jumping checks. You gain advantage on climbing and jumping checks. You gain a 30ft climbing speed.

Burglar (*rogue only, requires Lockpicking expertise*). You have advantage on checks you make to break into things: picking locks, cracking safes, forcing doors open, etc.

Burglar Extraordinaire (*rogue only, requires Level 5 and Burglar*). Add a bonus d4 to checks you make to break into things: picking locks, cracking safes, forcing doors open, etc.

Quick Hands (*rogue only*). Complex object interactions (see p.42) require only one action (■), instead of two.

Scoundrel's Charm (*rogue only, requires level 3*). Increase your CHA mod by one.

Scout's Perception (*rogue only*). Your passive WIS is now 11 + WIS mod.

Sneaky (*rogue only*). You have advantage on checks you make to Hide or sneak around undetected.

Stealth Master (*rogue only, requires Level 5 and Sneaky*). Add a bonus d6 to checks you make to Hide or sneak around undetected.

Wizard Feats

Big Disc (■, erudition spell, *wizard only*). Big disc energy! Once per quest, you can summon a floating metal disc to help you carry things. The disc can be a circle or oval. You decide its precise dimensions, but it cannot be more than five feet wide or two inches thick. The disc floats three feet off the ground, but you can use an action (■) to temporarily turn it sideways or raise or lower it by up to five feet to avoid obstructions. The disc follows you around, staying about five feet behind you. If the disc would float over an open space (e.g., over a pit or chasm), it automatically floats downward until it is about three feet above the ground. The disc can carry up to 10 pieces of equipment and 20 curios, as long as they could plausibly fit. It cannot carry more than 500lbs. The disc has AC20, 15hp, and a movement speed of 15ft. The disc disappears if it is reduced to 0hp; if it is ever more than 30ft away from you; or if eight hours pass.

Chalk Door (1 minute, erudition spell, *wizard only*). Once per quest, you can spend one minute drawing the chalk outline of a door on a flat surface, such as a stone wall. Once you finish drawing the outline, a simple wooden door manifests where you drew the outline, allowing passage through the solid surface. There must be an open space on the other side of the surface, and the chalk door cannot create a passage deeper than five feet. (Otherwise, the door appears, but the doorframe is filled with whatever solid material the surface is made of.) The surface you're drawing on does not need to be perfectly flat, but you cannot draw the chalk outline over significant protrusions (e.g., a wall-mounted lamp) or indentions (a crevice). The door you draw cannot be wider than three feet or taller than seven feet. When a creature opens the door, make a DC2 luck check. On a failure, it turns out that you created the door in a load bearing part of the wall: an entire section of the wall and ceiling collapses when the door is opened. Any creature within ten feet of the door must make a DC12 DEX check. On a failure, each such creature suffers d6 bludgeoning damage and gains the stuck condition (Escape DC12).

Detect Magic (■, erudition spell, *cleric or wizard only*). See the description on p.33.

Dispel (■, erudition spell, *wizard only*). Twice per quest, you may attempt to dispel an active magical spell, effect, or aura within 30ft of you. Make an INT check. If you take ten additional minutes to cast this spell, you gain advantage on the INT check. The DC is equal to the save DC of the creature who created the spell, effect, or aura. Otherwise, the GM determines the DC for the check. On a success, the spell, effect, or aura immediately dissipates. However, a single use of Dispel can only affect magic within a Large (15-foot radius) area. If a spell, effect, or aura extends across a bigger area, your Dispel will merely suppress the magical effects in a Large area of your choosing for one hour. However, if you successfully cast Dispel on the source or font of a magical effect (e.g., the creature, artifact, or entity that is creating or maintaining the effect), then you end the entire effect, regardless of its size. Dispel is ineffective against curses (but see the **Ritualist** feat on p.31). If you target a **Protective Ward** (p.25) with Dispel, then you suffer disadvantage on your INT check.

Elementalist (*wizard only*). When you gain this feat, choose ice, fire, or lightning. Whenever you cast a spell that deals damage, you may inflict the chosen type of damage (instead of the spell's normal damage type).

Familiar (one hour, erudition spell, *wizard only*). Once per quest, you summon a magical pet! Its size is Tiny. You choose the specific form and appearance of your familiar. Your familiar has five hit points; an AC of 12; +0 in its stat mods; and a movement speed of 30ft. Your familiar understands your commands but cannot speak, read, write, or use language. Your familiar is not an effective combatant: its melee attacks inflict only one point of damage. During combat, your familiar acts immediately after you do. On your turn, you may use an action (■) to issue a command to your familiar, which your familiar will attempt to carry out. If you do not issue commands to your familiar during combat, it tries to stay out of danger, preferably by hiding. Finally, you may customize your familiar's abilities. Pick any three of the following traits:

- Your familiar gains a 30ft flying speed.
- Your familiar gains a 30ft swimming speed.
- Your familiar gains a 15ft burrowing speed.
- Your familiar's STR mod is now +4.
- Your familiar's DEX mod is now +4.
- Your familiar's CON mod is now +4.
- Your familiar's INT mod is now +4.
- Your familiar's WIS mod is now +4.
- Your familiar's CHA mod is now +4.
- As an action (■), you may choose to see and hear through your familiar's senses, instead of through your own. This ability only works when your familiar is within 120ft of you. While doing so, you are unaware of your surroundings. You must use another action (■) to return to your senses.
- As an action (■), you may touch your familiar and cause it to wink out of existence: you send it to a harmless pocket dimension. Subsequently, you may use another action (■) to recall your familiar. If you do, it instantly reappears at your side.

You may only have one familiar at a time. Your familiar persists between quests. You may alter your summoned familiar's form, appearance, and traits by casting this spell again. If your familiar dies, you may resummon it at the beginning of the next quest by spending 5gp and casting this spell again. If you die, your familiar—which only exists because your magic wills it—perishes too.

Familiar Mastery (*wizard only, requires Familiar and level 5*). Your familiar may possess up to five traits from the list in the Familiar feat. Your familiar's AC becomes 14; its max hp increases to seven; and once per quest, as an action (■), you may touch your familiar and turn it invisible for up to one minute (as if you cast the Invisibility spell on it; see below).

Find Person or Object (■■, erudition spell, *cleric or wizard only*). See the description on p.33.

Fog Cloud (■, erudition spell, *wizard only*). Once per quest, pick a location you can see within 60ft. A cloud of dense fog appears and covers a Large area (15ft radius), centered on the location you selected. The fog is opaque: creatures inside the fog are blind and concealed from other creatures who rely on sight. The GM may require creatures who have been blinded by the fog to make WIS or luck checks to effectively navigate through, or find things within, the fog.

Invisibility (■, erudition spell, *wizard only*). Once per quest, touch a willing creature and turn it invisible for ten minutes. The invisible creature becomes Concealed to creatures who rely on sight. Where appropriate, the GM may require the invisible creature to make DEX checks to stay quiet, avoid bumping into things, and move around enemies unnoticed. The invisible creature has advantage on any DEX checks it makes to Hide from creatures who rely primarily on sight, and it may use a single action (■) to Hide (p.41). If the invisible creature casts a spell, attacks, uses force against another creature, or uses an ability that forces a target to make a save, the invisibility fades after that action resolves.

Invisible Hand (■, erudition spell, *wizard only*). Once per quest, you may summon an invisible, floating hand. Subsequently, you may command (■) the hand to fly anywhere within 30ft of you and perform menial tasks: tidy up a desk, pull a lever, grab a book from a shelf, etc. The hand has a flying speed of 15ft, AC10, and 3hp. All its mods are +0. It can carry up to 20lbs., but it cannot exert enough force to hurt anything larger than a mouse. The hand disappears if it is reduced to 0hp; if it is more than 30ft away from you; or if an hour passes after you cast this spell.

■	Single Action
■■	Double Action
◀	Reaction
◇	Free action

Lichdom (*wizard only, requires Level 9*). You perform a profane ritual and become a lich. You die and rise in undeath as a living corpse. You no longer need to eat, sleep, or drink water. You can live forever, but your soft tissue begins to decay, and you must replace your eyeballs with precious gems. When you perform this ritual, you must link your spirit to a phylactery: a mundane object that you imbue with profane magic. Your phylactery maintains your life force. When you die, your phylactery magically creates a new, skeletal body for you over the course of seven days. Your new body manifests within five feet of your phylactery. You may choose any solid object to use as your phylactery, but it must be at least as large as an apple and no larger than a watermelon. Regardless of what kind of object you choose to use as your phylactery, it has AC20 and 30hp. Your phylactery is immune to all damage except for arcane damage, holy damage, and damage inflicted by a consecrated weapon. If your phylactery is destroyed, it cannot be replaced, and when you die, your body and spirit are permanently annihilated. To maintain your lichdom, you must consume the souls of living humanoids using the spell **Soul Steal**, which you may now cast:

- **Soul Steal** (■■, *profane spell*). Once per quest, target a living, humanoid creature within 30ft. The creature's current hit point total cannot be greater than 10hp. Your target must make a WIS check. On a failure, you consume its soul and the creature dies. On a success, the creature's soul resists your effort to consume it.

You must consume a soul once every month. If 30 days pass without consuming a soul, you gain the weakened condition (p.7) and you cannot shed it until you consume a soul. If 60 days pass without consuming a soul, every part of your body except for your skull disintegrates; you descend into madness; and you become a demilich (a crazed, floating, undead skull) under the DM's control. If you consume a soul in demilich form, you become a lich once more and you come to your senses.

Magic Disguise (■■, *erudition spell, wizard only*). Once per quest, you can touch a humanoid and create an illusory disguise that changes the target's appearance. The target must still look like a bipedal humanoid, but otherwise, you can make the target look however you want, so long as the target's height does not change by more than one foot. If the illusory disguise extends beyond the target's physical form (e.g., if you make the target appear taller or if you add an illusory hat), physical interaction with those parts of the disguise will reveal the illusion. Similarly, if the illusion conflicts significantly with the actual texture of the target—e.g., you make smooth skin look like scales—a perceptive creature who touches those parts of the disguised creature's body may notice the discrepancy. A creature who suspects that something is amiss may inspect the disguise visually: the creature makes a WIS check against your save DC. If the creature succeeds, it sees through the illusion. The disguise lasts for one hour.

Magic Lock (■■, *erudition spell, wizard only*). Once per quest, you cast a protective spell on a locked door, window, or container. If you do, the DC to pick the lock or force it open increases by 10. This spell lasts for one year, or until someone casts *Dispel* on the lock.

Magic Mansion (1 minute, *erudition spell, wizard only, requires Level 7*). You conjure a stone archway and open a shimmering, magical portal to a pocket dimension. The portal, which appears in the archway, remains open for one minute. Then, it closes and the stone archway becomes invisible. Up to ten creatures may enter the open portal. If they do, they find themselves in a well-furnished mansion with food, drink, restrooms, baths, and similar amenities. You determine the décor. Any creature who rests here for at least eight hours regains 2d4 hit points. The pocket dimension lasts for twelve hours; at the end of twelve hours, all of the creatures reappear within 15ft of the archway, which winks out of existence. The archway has AC20 and 30hp; it is resistant to piercing and slashing damage. A creature may be able to discover the invisible stone archway by touching it or casting *Detect Magic*. If the archway is destroyed, or if a creature successfully casts *Dispel* on the archway, the pocket dimension violently collapses: all creatures inside the mansion suffer d4 arcane damage and reappear within 15ft of the archway, which crumbles to dust.

Magic Message (■, at-will erudition spell, *wizard only*). Select a creature within 120ft who you can see. Whisper ten or fewer words. The target creature immediately hears your words in its mind. You may repeatedly cast this spell to communicate longer messages.

Magic Message: Global (*wizard only, requires Level 5 and Magic Message*). Twice per quest, you may cast Magic Message on any creature who is on the same plane of existence as you, so long as you have previously seen the creature from up close (i.e., within 30ft). If the creature is dead, on another plane of existence, or within the boundaries of a Protective Ward, then the spell fails. If the spell fails, you still expend your use of it, but you can tell that the message did not go through.

Mirage (■, erudition spell, *wizard only*). Once per quest, you may create a purely visual illusion that is no larger than 15ft. by 15ft by 15ft. The illusion appears in a space within 60ft of you. It lasts for ten minutes. You may animate the illusion, but you must use an action (■) on each turn to continue animating it. Otherwise, it stops moving. When you animate the illusion, you can cause it to move up to 30ft away from where it first appeared. Physical interaction with the mirage reveals that it's just an illusion, and it becomes semitransparent to anyone who realizes that it is just an illusion. If a creature who is looking at the mirage has reason to suspect that something is amiss, it may use an action (■) to make an INT check against your save DC. On a success, the creature sees through the illusion.

Patron (*cleric or wizard only*). See the description on p.34.

Plane Shift (■■, erudition spell, *wizard only, requires Level 9*). Twice per quest, select up to seven other willing creatures within 10ft of you; pick a plane of existence; and name a location on that plane of existence. Make a luck check. If you a roll a 1, or if you failed to name a location that exists on the target plane of existence, there's a mishap: you and the other creatures each suffer d8 arcane damage and are teleported to a random, dangerous location on the plane of existence you targeted. Otherwise, you and the other creatures are teleported to within one mile of the location you selected. If the plane of existence you selected does not exist, you and the other creatures suffer d8 damage and nothing else happens.

Pocket of Wood Chips (■■, erudition spell, *wizard only*). Once per quest, you can reach into your pocket of wood chips and pull out a mundane, but improbably large, wooden object. The object can take any form you choose, as long as its dimensions are no larger than 10 ft. x 5 ft. x 5 ft. After eight hours, the object crumbles back into wood chips.

Teleport (1 minute, erudition spell, *wizard only, requires level 5*). Once per quest, you may pick up to seven other willing creatures within 10ft of you and select a location you've been to before (on your current plane of existence). Make a luck check. If you a roll a 1, there's a major mishap: each creature suffers d8 arcane damage and is teleported to the same random, dangerous location within five miles of the target location. Otherwise, you and the other creatures are all teleported to the target location.

Translating Tongue (■, erudition spell, *bard, cleric, and wizard only*). See the description on p.32.

Actions, Reactions, and Activities

Here is a list of actions that creatures can take during combat (which is described in greater detail on p.43). In combat, each combatant takes two actions on its turn. A “single action” ability (■) takes one action to perform. A “double action” ability (■■) takes two actions to perform. Creatures can use reaction abilities (◀) at any time, including during other creatures’ turns.

This section is divided into two sections: Basic Actions and Situational Actions. You will use basic actions most often, but situational actions can be useful, too.

Basic Actions

Attack (■). Swing an axe, shoot a bow, etc. Make an attack check (see Core Mechanics on p.1). Use STR for melee and Thrown weapons. Use DEX for Bow weapons. You can use STR or DEX for Finesse weapons. Once you’ve made an attack check on your turn, the multiple attack penalty imposes disadvantage on every subsequent attack check that you make for the rest of this turn (including spell attacks). You may draw a weapon from a sheath or an arrow from your quiver as part of your attack action. If you make a ranged attack while engaged with an enemy, you suffer disadvantage on your attack check.

Cast Spell - Basic (■, *requires a free hand*). Cast a quick spell that requires only a small gesture and a short chant. If an intelligent creature is paying attention to you, it will notice that you’re casting a spell. You may be able to prevent others from noticing your spellcasting by drawing their attention elsewhere or concealing your chant and gesture. If your spell involves a ranged attack check and you are engaged with an enemy, then you suffer disadvantage on the attack check.

Cast Spell - Complex (■■, *requires a free hand*). Cast a complicated spell that requires elaborate hand gestures and loud chanting. Normally, any intelligent creature within sight or earshot will notice that you’re casting a big ole’ spell. If your spell involves a ranged attack check and you are engaged with an enemy, then you suffer disadvantage on the attack check. Provokes opportunity attacks (see below).

After you cast a spell with an ongoing effect, you may choose to end that spell at any time, even during another creature’s turn, without using an action or reaction.

Move (■). Move 30ft. Climbing, swimming, crawling, or moving through difficult terrain causes you to move at half speed. If your movement speed is something other than 30ft, move up to that distance, instead. If you have a special movement speed (e.g., “20ft flying,” “40ft swimming”), you can use a Move action to travel in that manner, up to the listed distance. You can’t Move through an enemy creature (but see **Bulldoze** on p.40). You can hurdle over obstacles or jump across gaps as a part of your movement, but your GM may ask for STR checks for difficult jumps. If you use your first action on your turn to Move, then you may use your second action in the middle of your movement. For example, you could travel 15ft, Attack (■), and then travel another 15ft before ending your turn. If you attempt to leave a foe’s reach during a Move action, you will provoke an Opportunity Attack (see below).

Opportunity Attack (◀, *must be wielding a melee weapon*). Seize an opening to make a single melee attack against a foe who flees or drops their guard! If a visible enemy within your reach (a) tries to move out of your reach or (b) takes an action that requires them to drop their guard, you may expend your reaction to make a melee attack against that foe with a melee weapon. Actions that always provoke opportunity attacks are labeled as such. They include Cast Complex Spell, Stand Up, Load, Use Object (if the object interaction requires two actions to perform), Stanch Bleeding, Cure Poison, and Smother Flames. Other actions, such as Assist, Ready, and Improvise, may provoke opportunity attacks if, in the GM’s judgment, the action requires you to drop your guard. You make an opportunity attack before the triggering action is resolved. Note that the Step action (see below) allows you to move five feet without provoking opportunity attacks.

Ready (■■ & ◀). You prepare to take an action during another creature’s turn. Choose a single action (■) and describe a trigger. If that trigger happens before the start of your next turn, you may expend your reaction to perform your readied action. If readying this action requires you to drop your guard, it will provoke an Opportunity Attack (see above).

Step (■). Carefully move five feet without dropping your defenses. This action never triggers opportunity attacks.

Situational Actions

Arrest Fall (◀, *requires one free hand*). If you fall over an edge (e.g., a cliff or a balcony) but there is a handhold within reach, you may use your reaction to make a DC15 STR / DEX check. If you have no free hands, you may drop something you're holding. On a success, you prevent yourself from plummeting but are now dangling from the handhold. While dangling, you are flat-footed. In addition, you immediately fall if you gain the stunned, prone, or wounded conditions, or if you fail a death save. Also, each time something might cause you to lose your grip (e.g., an attack hits you), you must make a DC15 STR / DEX check. On a success, you hang on. On a failure, you fall. If there is room atop the precipice, you may use an action (■) to pull yourself up, or another creature may use an action (■) to pull you up; in either case, if the task would be difficult, your GM may require a STR check. You cannot use the Arrest Fall reaction if another creature successfully used the Tackle action (p.42) against you.

Assist (■ & ◀). On your turn, use a single action to prepare to help an ally. During your ally's turn, you use your reaction to assist your ally and grant them a bonus d4 on a single check. You must be in an appropriate location to Assist, and your assistance must plausibly make the task easier. E.g., a heavy portcullis is easier to lift if two or more people combine their efforts, but a lock isn't easier to pick just because an ally who lacks Lockpicking expertise is backseat driving. If multiple creatures are Assisting (and each additional helper makes the task appreciably easier), upgrade this bonus die for every additional helper beyond the first (e.g., a d6 for two helpers, a d8 for three helpers, etc.). If the action you take to prepare to Assist requires you to drop your guard, it will provoke an opportunity attack.

Bulldoze (■ or ■■). You attempt to move through enemy creatures' space to an unoccupied space on the other side. If you used ■■, you try to move up to your movement speed (usually 30ft). If you used ■, you try to move half that distance (round down). Make a STR / DEX check. If you make a STR check, you have advantage if you're at least one size larger than all the enemies you're moving past. If you make a DEX check, you have advantage if you're at least one size smaller than all the enemies you're moving past. All the enemies whose space you're attempting to move through must make STR checks. If the result of your check is higher than the checks of all those enemies, you manage to move through their space. Otherwise, you fail and your movement ends adjacent to the foe who is nearest to you. You trigger opportunity attacks if, while bulldozing, you leave a foe's reach.

Coup de Grace (■, *must be holding a melee weapon*). Make an attack check, at advantage, against a helpless creature within five feet. If you hit, you inflict a maximum damage critical hit. E.g., if your damage die is a d6, you inflict 12 points of damage.

Cure Poison (■, *requires two free hands and a healer's kit*). Target a willing creature within five feet who is suffering from the poisoned condition. Make a DC15 WIS check. On a success, your target sheds the poisoned condition. On a failure, your target remains poisoned. Provokes opportunity attacks.

Defend (■■). Focus on defense. Until the start of your next turn, attack checks against you have disadvantage, and you have advantage on DEX save checks.

Disarm (■). You attempt to knock an object out of a creature's grasp. Your target cannot be more than one size larger than you. Make a contested STR check; your target must make a STR / DEX check. To succeed on this contested check, the total of your STR check must be at least 10 greater than the total of your target's STR / DEX check. If you succeed, then the target creature drops the object it is holding onto the ground.

Don or Doff Shield (■). Equip or put away a shield.

Drop Object (◇). Once per round on your turn, as a free action, you may drop something you're holding onto the ground within five feet of you without using an action. Any creature within five feet of the object can use a single action on its turn to pick up that object.

Drop Prone (◇). Once per round on your turn, as a free action, you may drop prone.

Escape (■). You attempt to shed the Stuck or Bound condition (p.7), or you try to free an adjacent ally who has one of those conditions. Make a STR / DEX check. If you are Bound, you suffer disadvantage on the check. On a success, you shed the Stuck or Bound condition or free your ally. The DC depends on the source of the Stuck or Bound condition:

- If the Stuck or Bound creature gained that condition because it failed a check against a spell, the DC is the save DC of the spell's caster.
- If you're attempting to break a grapple, your STR / DEX check will be contested by the grappling creature or creatures, who will each make STR checks to maintain the grapple. To break the grapple, your check must surpass the STR checks of all the grappling creatures.
- Otherwise, the GM will determine the DC.

Examine (■). Look, listen, smell, taste, touch, or think. The GM may ask for a WIS or INT check. You can use this action to attempt to locate a concealed creature; if you do, make a WIS check. The DC is the result of the DEX check the concealed creature made to Hide, if it already made such a check; otherwise, the concealed creature contests your WIS check by making a DEX check to attempt to remain concealed. If you succeed on your WIS check, you discern the creature's location and it is no longer concealed to you.

Grapple (■, *requires a free hand*). Grab a creature. Your target cannot be more than one size larger than you. Make a contested STR check. Your target makes a STR / DEX check. If your check is higher than your target's, then you grab the target: your target gains the stuck condition (p.7). If you move while you have a target grappled, you move at half speed, but you can drag the target around with you. You may let go of a grappled target at any time as a free action (◇). A grappled target may use the Escape action to attempt to break a grapple, or even multiple grapples, in which case each grappler must make another contested STR check, and the target must make a STR / DEX check. If the grappled creature's Escape check beats the STR checks of all the grapplers, then it breaks free.

Hide (■■). Sneak up to 30ft or quietly drop prone. Make a DEX check. If you meet or beat another creature's passive WIS, you become concealed to it (but creatures can subsequently use the Examine action to try to find you). You can only attempt to Hide if circumstances allow for it: darkness, thick fog, a dense forest, a large crowd, camouflage, invisibility, etc. During combat, if a concealed creature wishes to move from one position to another while remaining concealed, and doing so risks revealing itself, the GM may rule that the creature must use the Hide action and make another DEX check to sneak to its new hiding place. Invisible creatures can Hide using a single action (■), and they enjoy advantage on DEX checks to hide from creatures who rely primarily on sight. If you are Engaged with a foe who can see you when you use the Hide action, and you attempt to leave your foe's reach, you will provoke an opportunity attack.

The Hide action is for when a creature attempts to use stealth in the middle of a fight. Outside of combat, the GM should ask for a single DEX check to determine whether a PC is able to sneak through an entire area undetected, even if the area is too big to traverse with a single Hide action.

Improvise (■ or ■■). If you want to do something that isn't on this list, your GM will determine whether it is possible to attempt during a fight, and if so, how many actions it will take to perform. In deciding whether an activity takes one or two actions, the GM can use the other actions on this list as illustrative examples. If an activity would take three seconds or less to perform, it requires a single action. If an activity would take longer than three seconds to perform, but it might be possible to perform in roughly six seconds, then it will require a double action. If an activity cannot be completed within about six seconds, it may not be possible to perform that task in a single turn during combat. If an improvised action would require you to drop your guard, the action will provoke opportunity attacks.

Load (■). Load a piece of ammunition into a loading weapon, such as a crossbow. Provokes opportunity attacks.

Recover (■). You attempt to shake off a harmful condition. Choose one:

- If you have the stunned condition, you shed it.
- If you have the frightened condition, make a WIS check to attempt to shed it. You suffer disadvantage on this check if you are within 30ft of the source of your fear. You enjoy advantage on this check if the source of your fear is outside of your line of sight.
- If you have the poisoned condition, you try to steel yourself and shrug off its effects: you may add a bonus d4 to the luck check you make at the end of your turn to try to shed the poisoned condition. You may only use this ability once per round.

Shove (■). Pick a target within five feet who is no more than one size larger than you. Make a contested STR check. Your target makes a STR / DEX check. If the total of your STR check is greater than your target's STR / DEX check, then you push the target five feet backwards. After a successful Shove, as a free action (◇), you may move five feet in the same direction that you pushed your target.

Smother Flames (■, *must have a free hand*). You attempt to smother flames on yourself or an ally. Make a DC15 DEX check. You must make this check at disadvantage if you target yourself. On a success, you or your ally sheds the burning condition. You automatically succeed if the target is prone. Provokes opportunity attacks.

Stand Up (■). You shed the prone condition. Provokes opportunity attacks.

You don't need to use the Stand Up action if you were just sitting on a stool, crouching, leaning, etc. You can stand full upright from such a position as part of any other action.

Stanch Bleeding (■, *requires two free hands*). Target a willing creature within five feet who is suffering from the bleeding condition. Make a DC15 WIS check. You must make this check at disadvantage if you target yourself. If you're carrying a healer's kit, you enjoy advantage on this check. On a success, your target sheds the bleeding condition. On a failure, your target keeps bleeding. Provokes opportunity attacks.

Tackle (■■). You run up to 30ft toward a target who is no more than one size larger than you and attempt a spearing tackle. If your movement speed is something other than 30ft, you may move up to that distance, instead. The last 10ft of this movement must be in a straight line. Make a contested STR check; your target makes a STR / DEX check. On a success, you push your target up to ten feet in the direction that you were running when you made contact, but you travel along with your target, and you both fall prone in the landing zone, wherever that may be. On a failure, you fall prone in front of your target. If you tackle your target over an edge, your target cannot attempt to Arrest Fall (see p.40). You trigger opportunity attacks if, while running to your target, you leave a foe's reach.

Trip (■). Pick a target within five feet. Your target cannot be more than one size larger than you. Make a contested STR check; your target must make a STR / DEX check. To succeed on this contested check, the total of your STR check must be at least five greater than the total of your target's STR / DEX check. On a success, you knock your target prone.

Use Object - Complex (■■, *may require one or two free hands*). A time-consuming object interaction that could be accomplished within roughly six seconds. Complex object interactions usually require your full attention and the use of both hands. E.g., try to pick a lock, place a hunting trap, look for a passage in a book, administer an injection, pour a potion down an ally's throat. Your GM may require a check, if appropriate. Provokes opportunity attacks.

Use Object - Normal (■, *may require one or two free hands*). An object interaction that could be completed within roughly three seconds. Normal object interactions usually require only merely partial attention and the use of only one hand (or a leg). E.g., drink a potion, pick up a weapon off of the ground, pull a heavy lever, kick over a barrel, open a closed door, hand a heavy object (e.g., a longsword, a sack of potatoes) to an ally.

Use Object - Quick (◇, *may require one or two free hands*). A nearly instantaneous object interaction that could be completed in about a second. On your turn, you may perform one quick object interaction as a free action. E.g., draw or sheathe a weapon, hand a light object (e.g., a potion, a key, a dagger) to an ally, knock a bottle off a table, throw back a shot of liquor, straighten your tie, etc. If you make multiple quick object interactions on your turn, each interaction after the first will require an action (■). Most quick object interactions do not require a check, but the GM may ask you for one, if appropriate.

The GM has final say over whether an object interaction is quick, normal, or complex. Sometimes, this will require a judgment call. When in doubt, the GM should default to requiring a single action for an object interaction.

Combat

During combat, every six seconds of the battle is represented by one round. During a round, each creature takes a turn. On its turn, a creature may take two actions. Most things require only one action (■): e.g., moving 30ft, attacking with a weapon, or casting a simple spell. Some complicated tasks require two actions (■■): e.g., casting a complex spell, picking a lock. Once a round, you can use your reaction (◀) to act during another creature's turn (but only by using an ability that explicitly enables you to use your reaction to do something). Finally, some abilities can be performed as a free action (◇). Free actions do not require the use of an action or reaction.

Turn Order. The GM determines the turn order, one creature at a time, while the first round of combat progresses. During the first round, turns alternate between opposing forces, or "sides." I.e., a PC takes a turn; an enemy takes a turn; a PC takes a turn; etc.

The creature who took the first hostile action goes first. Once a creature finishes its turn, the GM uses common sense to decide which creature on the other side should go next, based on these guidelines:

- Creatures who have been attacked act before creatures who have not been attacked.
- Creatures closer to the front lines act before creatures in the back lines.
- Creatures who were prepared for battle act before creatures who were distracted or preoccupied.

In sum: during the first round, turns alternate between sides (whenever possible), and creatures who are in the thick of it act earlier. If it isn't clear which creature on a side should go next, then the side decides: the players pick which PC (or NPC ally) goes next, or the GM picks an enemy to go next. If a creature is taken out of the fight (e.g., by dying) before it takes its first turn, then the GM should pretend like it never existed (for the purposes of determining the turn order). If the sides have different numbers of combatants, then once the creatures on the side with fewer combatants have all taken a turn, the remaining creatures on the other side (or sides) may all take their turns one after another until every combatant has taken a turn.

Once every creature has taken a turn, the first round of combat is over, and the turn order is now fixed. Creatures continue taking turns in that same turn order for every subsequent round of the fight. From the second round on, the turn order does not change when creatures are taken out of the fight. When creatures die, flee, or are incapacitated, their future turns are skipped.

If a new creature joins the fight after the turn order has already been established (e.g., after the first round of combat is already over), the GM should add the new combatant to the end of the turn order. However, if a battle has several distinct phases (i.e., with successive waves of enemies), the GM may elect to determine a new turn order for each phase of the battle.

Mobs. The GM may choose to treat mobs of identical, weak NPCs as one creature for the purposes of the turn order. If the GM does so, then the mob takes a turn after all the other creatures on its side have already taken a turn.

Multiple Attack Penalty. If a creature makes multiple attack checks on its turn, then every attack check after the first suffers disadvantage. It's difficult and tiring to make multiple, accurate, damaging strikes within the span of a few seconds!

Reactions (◀). Once a round, during any turn, a creature may use a special ability that requires the use of a reaction, such as an opportunity attack (p.39). A reaction ability always has a trigger. You may only use a reaction if you have an ability that explicitly calls for it, and only when the specified trigger occurs. Creatures regain their reactions at the beginning of their turns.

Flanking. If you are within reach of two enemies who are on opposite sides of you, then you are Flanked. While Flanked, you have the Flat-Footed condition (p.7): enemies gain a bonus d4 on their attack checks against you.

Ambushing. If one side successfully surprises their enemies—e.g., if one side sneaks up on the other, and the sneakers' DEX check (see Party Checks on p.48) meets or beats the highest passive WIS score among their targets—then the targets are surprised. Each of the ambushers may take a single turn in a preliminary "surprise round." Only the ambushers act during a surprise round; the surprised creatures cannot take turns or use reactions. After the surprise round, the GM determines the turn order for the rest of the combat, and the fight proceeds like normal.

Damage Types. Weapons, spells and abilities inflict different types of damage. These types include: arcane, bleeding, bludgeoning, fire, holy, ice, lightning, necrotic, piercing, poison, psychic, slashing. Unless a rule says otherwise, when you add bonus damage to an attack, ability, or spell, the bonus damage is the same type as the underlying attack, ability, or spell. Creatures may be **Vulnerable** (suffer double damage), **Resistant** (suffer half damage), or **Immune** (suffer no damage) to certain damage types.

Called Shots. When making an attack, a PC can make a called shot at a specific, large part of a creature's body (e.g., a leg, an arm) by accepting disadvantage on the attack check. You cannot make a called shot if you already had disadvantage on the check. The GM will adjudicate what effect, if any, a successful called shot has, based on the player's stated intention, the nature of the attack, and the damage roll. For example, inflicting 5+ damage to a leg might reduce a creature's movement speed. High damage to an arm might force a creature to a roll a d4 penalty die when it uses that arm to attack. The GM's judgment controls.

Line of Sight, Cover. Attacks and spells generally require unobstructed line of sight to your target. If you attack a target who is in partial cover, a penalty d4 applies to your attack check. If you force a target in partial cover to make a DEX save, and the harmful effect originates from the other side of its cover, the target gains a bonus d4 to the save. If the partial cover is particularly heavy (e.g., an arrow slit), these bonus and penalty dice become d8s, instead.

Concealed Creatures in Combat. Concealed creatures have advantage on attack checks against enemies they're hidden from. A creature is Concealed if its adversary is unaware of its presence or location. When a Concealed creature makes an attack or targets an enemy with a spell, it usually gives away its location. For example, if you hide in a dark alcove and attack a passing guard who failed to spot you, you will enjoy advantage on your attack check, but whether you hit or miss, your attack will reveal your location. Note that once combat has broken out, creatures generally stay aware of the other participants in the fight, even if their line of sight to a foe is temporarily broken. If a bandit sees you step behind a tree, you don't become Concealed to the bandit because the bandit still knows where you are (if if you have total cover).

When you ambush a foe from whom you are concealed, you are considered concealed for the purposes of your attack check, even if you must move a short distance (up to 30ft or your movement speed, whichever is higher) to close the distance with your enemy immediately before attacking. However, once you attack an enemy, you reveal your location. Also, you automatically shed the Concealed condition at the end of your turn if a foe saw you during your turn (unless you managed to become concealed to your foe once more, e.g., by hiding).

Finding Concealed Creatures. To hit a concealed creature with an attack, an attacker must target the correct location. Otherwise, the attack automatically misses. There are three ways for an attacker to try to locate a concealed creature:

- Anyone can use the Examine action (■, p.41) to try to locate a concealed creature.
- If the GM knows the location of a concealed NPC, but the players do not, a player can indicate to the GM that their PC will attack a specific spot (either by describing the location or indicating a spot on a map). If the GM determines that the PC targeted the right location (with enough specificity), then the PC can make an attack check like normal. Otherwise, the PC automatically misses.
- If a creature suspects that a concealed foe is somewhere within a Large (15-foot radius) area, and it decides to attack a location within that area at random, the GM may call for a luck check to see whether the attacker targets the right spot. The DC for the attacker's luck check will vary, based on how likely it is that the attacker will get lucky and hit the right spot. The GM's judgment controls, but here are some guidelines:
 - DC5: The attacker will probably target the right spot. E.g., the attacker figures out that an invisible creature is inside a bathroom stall.
 - DC10: The attacker has 50/50 odds of targeting the right location. E.g., the attacker figures out that an invisible creature is hiding inside a carriage's passenger compartment.
 - DC15: The attacker will probably miss. E.g., the attacker figures out that an invisible creature is somewhere in a 10ft x 10ft room.
 - DC20: The concealed creature could be anywhere within a Large (15-foot radius) area. E.g., an attacker fires an arrow into a dark cavern in hopes of hitting a creature who is hiding in the darkness within.

If the attacker succeeds on this luck check, it can make an attack check like normal; if that attack hits, the attacker discerns its target's current location and the target is no longer concealed. If the attacker fails either the luck check or the attack check, it misses and the target remains concealed.

If a circumstance would make it slightly easier or slightly more difficult to attack a target—but granting advantage, imposing disadvantage, or treating a creature as concealed would all exaggerate the relevant benefit or penalty—the GM may elect to apply bonus or penalty dice to a roll. For example, if an archer aims at a target that is partially obscured by fog or darkness, the GM may impose a d4 penalty die.

Keeping Combat Fast Paced. Combat is frantic and terrifying. When a PC's turn comes up, that player must quickly decide what their character is going to do. Within reason, a player may ask the GM a question or two to clarify the situation ("how many archers are on the wall?") or request an important ruling ("can I reach the ogre with one Move action?"). But if a player hesitates—five seconds is a good baseline—the GM may warn the player that if they do not declare their intention soon, they will lose their turn to indecision. If that happens, the PC defaults to taking the Defend action (p.40), if the PC had two actions available. Otherwise, the PC does nothing. This rule promotes faster play by compelling players to pay attention and plan their next move during other players' turns.

Dragonseeker is most fun when combat moves quickly. When combat slows to a crawl, it can make the game feel like a slog. The GM and the players should work together to maintain a fast pace of play!

Speaking and Planning During Combat. The players cannot have extended strategic conversations in the middle of combat. Once a round, during any creature's turn, a PC may shout a short sentence (e.g., "Knock over the guy with the axe!"). If a PC wants to say more than that, they'll need to use an action (■) on their turn.

Attacking Objects. When you attempt to damage an object, the GM may ask for a STR check or an attack check, depending on the circumstances. If the GM asks for an attack check, the GM sets an AC that reflects how strong the material is: AC11 for cloth or rope, AC13 for glass, AC15 for wood, AC17 for stone, and AC19 for metal. If needed, the GM can assign a hit point total based on the size and sturdiness of the object (e.g., 1hp for a glass bottle, 10hp for a wooden door, 50hp for a sturdy marble column, etc.). Most objects should be vulnerable, resistant, or immune to certain damage types or weapons: a rapier won't damage a metal door and psychic damage is useless against a window. If you target an object with a spell or ability that forces the target to make a save, the GM will determine whether the object should automatically succeed or fail on the check. For example, an object cannot possibly dodge out of the way of a Fireball, but an object cannot be affected by a Disrupt Mind spell. In the rare case that it is unclear whether an object should automatically succeed or fail on a save, the GM will assign an appropriate stat mod to the object and have it make a check as if it were a creature.

Boss Creatures. Boss creatures are powerful foes who can perform more than two actions each round. Each round, a boss creature takes a turn with two actions, like normal. In addition, a boss creature may take two "boss actions" outside of its turn. Boss actions are special, single-action abilities (notated with a grey square, ■) that a boss creature may perform immediately after a PC (or an ally of the PCs) finishes their turn. Boss actions take place outside of the normal turn order: once a boss creature resolves its boss action, the turn order continues like normal. Each boss creature has its own special set of boss actions, enumerated in its statblock, which are the only things it do with its boss actions. A boss creature cannot use a boss action to perform a basic action (e.g., Move, Step, Recover) unless that basic action is included in its list of boss actions. A boss creature never suffers a multiple attack penalty during its boss actions.

Boss actions are subject to restrictions:

- A boss creature cannot begin using boss actions until after it has completed its first turn in combat. Thereafter, the boss creature may use up to two boss actions between its turns.
- A boss creature may only use one boss action at a time. After using a boss action, a boss creature cannot use a second boss action until a PC (or an ally of the PCs) has taken a turn.
- A boss creature cannot use a boss action immediately before or after its own turn.

As a result of these restrictions, if a boss creature is fighting two PCs, the boss creature can use only one boss action every round. If a boss creature is fighting a PC one-on-one, it cannot use boss actions.

Creature Types. Every creature in Dragonseeker has a type (or types). A creature's type may affect the efficacy of an ability, spell, or item.

- *Humanoid.* Human-like bipedal creatures.
- *Beast.* Lions, tigers, and bears, oh my!
- *Monstrosity.* Creatures forged by magic or science.
- *Undead.* Dead things that came back.
- *Dragon.* Drakes, wyrms, etc.
- *Demon.* Wild, violent, sadistic creatures from the Demonic Pits.
- *Devil.* Evil, principled creatures from Hell.
- *Celestial.* Angels, demigods, deities.
- *Construct.* Machines, automatons, objects.
- *Fey.* Supernatural creatures like fairies and elves.
- *Elemental.* Creatures associated with one of the four elements: fire, water, earth, and air.
- *Giant.* Massive, lumbering, and incredibly strong humanoid-like creatures.

Death, Grievous Injury

PCs Dropping to 0hp. When you drop to 0hp, you gain the wounded condition. While wounded, you can take only one action (■) on your turn, and whenever you suffer damage, you must immediately make a death save. If you fail three death saves, you die.

Death Saves. A death save is a CON check. You must make a death save whenever you suffer damage while you have the wounded condition. The DC for a death save depends on how much damage you suffered:

<i>damage suffered</i>	<i>death save DC</i>
1-4	DC10
5-9	DC15
10-14	DC20
15-19	DC25
20+	DC30

Here's an easy way to remember the death save DC: the base DC for a death save is 10, but the DC increases by five for every five points of damage you suffered.

If you roll a 20 on the d20 when you make a death save, you automatically succeed (regardless of the DC or the total of your death save) and you gain one hit point. If you roll a 1 on the d20 when you make a death save, you automatically fail (regardless of the DC or the total of your death save).

If a death save is triggered by persistent damage—that is, damage you suffer because you have the Bleeding, Poisoned, or Burning condition—then you enjoy advantage on the death save.

If you succeed on a death save, you avoid serious harm. If you fail a death save, and it is either the first or second time that you've failed a death save, you immediately suffer a **grievous injury**: roll on the grievous injury table (see below) to determine what kind of injury you suffer. Afterward, you remain wounded, but you may still act in combat (at your own peril). Failed death saves are permanent and if you fail a third death save, you die.

When determining the DC for a death save, add up all the damage that the triggering attack, ability, spell, or hazard caused you to suffer, including any bonus damage dice, and then apply any damage reduction abilities, such as a barbarian's Berserk ability.

Grievous Injuries. When a PC suffers a grievous injury, the player rolls a d6 to determine the nature and effect of the injury. If you've already suffered that kind of injury, reroll until you roll a new one.

<i>d6</i>	<i>grievous injury</i>	<i>effect</i>
1	Arm injury	-1 STR
2	Leg injury	-1 DEX
3	Torso injury	-1 CON
4	Brain injury	-1 INT
5	Eye or ear injury	-1 WIS
6	Spirit Dampened	-1 CHA

Dying Breath. When a PC fails their third death save, they may immediately take two actions with their dying breath (even if it is not their turn). Then, the PC meets their gruesome fate, regardless of what happened when they took their last two actions. Healing is ineffective at this point: the PC is too far gone to survive.

Massive Damage. Suffering large amounts of damage is dangerous. If you suffer at least 30 points of damage from one source, all at once, and you do not have any hit points left afterward, you immediately die.

No Resurrection. There's no resurrection in Dragonseeker. Death matters! So play carefully. If the dice don't go your way, your character might perish. You've been warned.

NPCs Dropping to 0hp. NPCs usually die when they reach 0hp. However, the GM may elect to treat certain important NPCs differently, such that the NPC becomes wounded when it drops to 0hp and will not die unless and until it fails a single death save (instead of three death saves, like with PCs).

Less Lethal Attacks. You can attempt to incapacitate NPCs instead of killing them. Before attacking a target, you may decide to make a less lethal attack: you try to injure the target without killing it. Unless you're using an unarmed strike, a Blunt weapon, or some other weapon that is well suited to incapacitating a target without killing it, less lethal attack checks must be made at disadvantage. If you reduce your target to 0hp with a less lethal attack, you manage to incapacitate the target without killing it: it gains the helpless condition and is taken out of the fight.

Environmental Hazards

Falls from Great Heights. If you fall from a height of at least 10ft, you suffer d6 bludgeoning damage for every 10ft that you fell, up to a maximum of 12d6. E.g., if you fall 30ft, you suffer 3d6 damage. If you suffer falling damage, you fall prone upon landing. If something breaks your fall, the GM may rule that you suffer half damage. If another creature broke your fall, it suffers half damage, too.

Improvised Damage. When a creature takes damage, but it isn't clear how much they should suffer, the GM can use these guidelines to determine the damage roll:

<i>damage</i>	<i>example</i>
1	hit head on crossbeam; bitten by small dog
d6	hit by a rolling barrel; fell down a flight of stairs; scalded by hot steam or boiling water
2d6	barrel dropped on head; hit by speeding carriage; trampled by horses; small explosion
3d6	Hit by rolling boulder; medium explosion
4d6	Hit by falling anvil; powerful explosion
8d6	Covered in acid; crushed under collapsing stone building; catastrophic explosion
12d6	Submerged in molten lava; smote by deity

Movement Speed, Special Movement

Movement Speed. Your movement speed determines how far you travel on foot when you take the Move action. Most PCs and humanoid creatures have a movement speed of 30ft.

Flying. If you have a flying speed (e.g., “40ft fly”), when you take the Move action, you can fly that many feet through the air (and end your turn in the air, if you wish). While airborne, you have disadvantage on ranged attack checks and you immediately fall 100ft before righting yourself if you gain the Stunned, Prone, or Wounded conditions, or if you fail a death save.

Climbing. Usually, you travel at half speed while climbing. If you have a climbing speed (e.g., “30ft climb”), you can ascend at that pace, instead. The GM may ask for STR checks for difficult climbs. If a surface is sheer or slick, it may be difficult or impossible to climb without special gear or abilities. Unless you have a climbing speed, you are flat-footed while climbing. Making attacks may be difficult or impossible while climbing, depending on your weapon: you may be able to stab a nearby creature with a dagger without suffering disadvantage, but a similar attack with a longsword would suffer disadvantage, and it would be impossible to attack with a two-handed weapon. While climbing, you fall if you gain the Stunned, Prone, or Wounded conditions, or if you fail a death save.

Swimming. While swimming, you have disadvantage on attack checks unless you're attacking with a dagger or spear. Unless you have a swimming speed (e.g., “30ft swim”), you move at half speed and are Flat-Footed while swimming. You cannot be knocked Prone while swimming.

Jumping. You may jump over things as part of a Move action. As long as you have a running start, you don't need to make STR checks for horizontal jumps that are 10ft or shorter, or for vertical jumps of two feet or less. More difficult jumps require a STR check. The GM will determine the DC, depending on the attendant circumstances (take-off point, landing zone, how far, how high, how much of a running start you had, whether you are attempting to land on your feet, etc.). All other things being equal, the DC for a running long jump is equal to the number of feet you wish to jump. E.g., long jumping 15 feet requires a DC15 STR check. The DC doubles if you did not have a running start. For a vertical jump, the DC is five times the number of feet you wish to jump. E.g., a three-foot vertical jump requires a DC15 STR check.

Difficult Terrain. If an area is difficult to move through—e.g., slick ice, rubble—then you move at half speed. Moving through an ally's space counts as difficult terrain. You cannot travel through an enemy's space unless you use the Bulldoze action (p.40).

Teamwork

Assisting. When an ally Assists you with a task (e.g., another PC helps you lift something heavy), you receive a bonus d4 on your check. For each additional ally that assists you, you may upgrade this bonus die: with two helpers, the bonus die is a d6; with three helpers, the bonus die is a d8; and so on. To provide this bonus die (or upgrade it), the added assistance must make the task easier. Backseat driving doesn't help, and you may need a relevant expertise to assist.

Party Check. When the party tries to accomplish something as a group, but the outcome will be determined by whether at least one PC's individual effort succeeds or fails, the GM can call for a party check. There are two kinds of party checks:

1. If the party will succeed if any member succeeds (e.g., searching a room), then the party picks one PC to make the party check on behalf of the group. That PC may receive a benefit from Assisting (see above), where appropriate.
2. If the group will fail if any member fails (e.g., sneaking around), then the PC with the lowest relevant mod rolls the party check. The PC who rolls the party check may not receive the benefit of Assisting (see above) from allies who are also participating in the party check; those allies must focus on their own individual efforts. However, a PC who is not participating in the party check may be able to Assist their allies. For example, if one PC causes a distraction to help their allies sneak through an area, that PC may be able to Assist the party check and grant the roller a bonus d4.
 - If a PC would automatically have disadvantage on a check, treat it as a -5 penalty when calculating who has the lowest mod. If a PC would have a d4 penalty die on the check, treat it as a -2 penalty.

In either case, once you determine which PC will make the party check, the rest of the party may focus on using their abilities (e.g., a cleric's Guidance feat; a bard's Inspire talent; or a wizard's Diviner feat) to support the PC who makes the party check.

If four or more PCs all make separate checks to attempt the same task, it is highly likely that at least one PC will succeed and at least one PC will fail. The Party Check rule is designed to make it easier for parties to succeed at tasks where at least one individual PC's failure would constitute a group failure (e.g., sneaking). They are also intended to prevent the trivialization of difficult tasks where at least one individual PC's success would constitute a group success (e.g., searching).

Creature Size

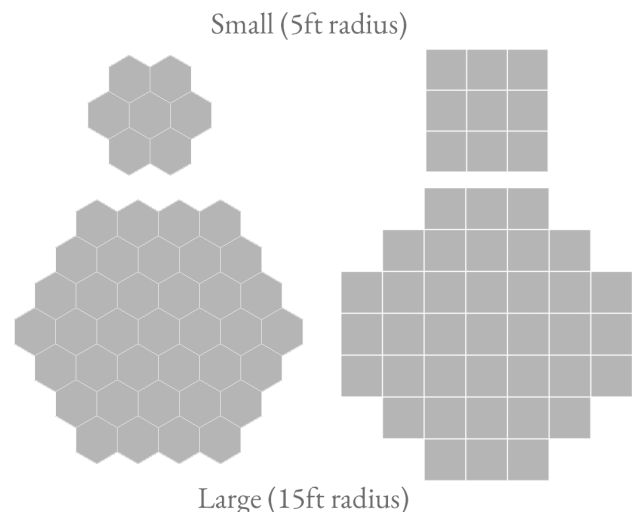
All creatures have a size. Most PCs are Medium, but some are Small or Large. From smallest to largest (with examples in parentheses), the sizes are:

Size	Space	Examples
Tiny	2.5ft by 2.5ft	rat, housecat, chicken
Small	5ft by 5ft	halfling, goblin
Medium	5ft by 5ft	human, orc, elf
Large	10ft by 10ft	ogre, horse
Huge	15ft by 15ft	giant, dragon, whale
Gargantuan	20ft by 20ft+	unfathomably large

Your size affects what you can or can't do. A Small creature can fit into smaller spaces than a Medium creature. A Medium creature can grapple a Large creature, but a Small creature cannot. Also, the GM may rule that your size grants you advantage or imposes disadvantage on a check. E.g., if a Small creature challenges a Medium creature to a wrestling match, the GM may rule that the Small creature must make its STR check at disadvantage. (Generally speaking, a creature's STR score reflects its strength relative to its size.)

Areas of Effect

Some spells or abilities refer to Small or Large areas of effect. A Small area of effect is a five-foot radius; a Large area of effect is a 15-foot radius. If you're using a five-foot hex or square grid, here's how many hexes or squares Small and Large areas cover:



If you're using the theater of the mind, your GM determines how many enemies an area of effect will encompass. In general, a Small area of effect can cover one to three targets, and a Large area of effect can cover three to five targets. These ranges may vary if your foes are particularly spread out or especially clumped together.

Quests

During most sessions of Dragonseeker, your party will go on a quest! If you succeed, you level up at the end of the session. If you fail, you don't level up. Usually, quests take place over the course of one session. However, the GM can decide to split a quest up into two or more sessions of play. This may be appropriate if the quest is long, or if your sessions are short. Dragonseeker campaigns usually take place over the course of 10 to 30 sessions.

The word "quest" is loosely defined. It's just an adventure of some kind. A quest's objective can be stupid, like stealing a keg of beer from a bar or putting together a fun birthday party. A quest might be epic, like overthrowing a corrupt monarch or slaying a dragon. Quests can be self-contained and episodic, or they can be part of a larger storyline, where each quest represents progress towards an overarching goal. For example, an entire campaign could take place in one dungeon, and each quest represents a benchmark: defeating a boss, bypassing an obstacle, etc. A campaign could even center on the party opening and operating a new restaurant!

Usually, it'll be obvious whether the party succeeded during their quest. "Success" should be liberally construed. If the party accomplished something meaningful, then the survivors should level up, even if things didn't go according to plan. But if the party accomplished nothing of note, they don't level up.

You can always choose to abandon a quest, but then you don't level up. Also, abandoning a quest means that an opportunity slips out of the party's grasp: the monster escapes, the hostage dies, the farmer's daughter is eaten by spiders, etc. Some quests can be attempted a second time, but failing to complete a quest usually means that a complication will make future attempts more difficult. E.g., if a dungeon's denizens repel the party during their first delve, the monsters may shore up their defenses or even counterattack.

Quest rewards vary dramatically, but here is how much money each party member will earn from a typical quest:

- Tier 1 Quest: 30 to 50gp
- Tier 2 Quest: 50 to 70gp
- Tier 3 Quest: 70 to 100gp

If you pull off a daring bank heist, maybe you'll walk away with a lot more! If you want to get a better sense of how much a gold piece is worth, see [Currency, Goods, Services, and Real Estate](#) (p.54).

Resting, Downtime Activities

After you complete (or fail) a quest, you rest up and heal. You get all your hit points back, you shed harmful conditions, and your abilities are all refreshed. If merchants are available, you can buy items between quests.

If you wish to replenish your hit points in the middle of a quest, you'll need to use items or abilities that restore hit points (e.g., healing potions, healing spells). The heroes are welcome to take catnaps whenever they want, but napping doesn't heal a stabwound!

The GM determines how much in-game time passes between quests. If you are working your way through a dungeon, then each quest might take place days—or even hours!—after the last one. If you are spending time in a city, then a week might pass between quests. At the beginning of each session, the GM can ask the players what their characters have been up to since the last quest. What did the PCs do at camp last night? Or what did they do in town this past week? These scenes can be quickly summarized, or you can play them out in detail. This is a good time to introduce new characters and quest opportunities.

Between quests, you can engage in one **downtime activity**. Downtime activities are intensive, time-consuming projects that you work on between adventures: crafting items (p.55), researching (p.55), creating art (p.55), working at sidejobs, etc. Many, but not all, downtime activities relate to one or more of your expertises. The GM may ask you to make checks to see how your downtime activities went.

In addition to your downtime activity, you may engage in more casual pursuits between quests, too: shopping, visiting friends or tourist attractions, pleasure reading, going out to bars, etc. The GM has discretion to decide whether something a PC wants to do is involved enough to require a downtime activity.

You may sometimes have sessions of play where the party doesn't go on a quest. Instead, you might spend an entire session engaging in downtime activities, socializing with NPCs, selling loot, shopping for new equipment, seeking out new quest opportunities, etc. You don't level up after these kinds of sessions, but you may still accomplish important things. And they can be very fun, particularly for groups that enjoy roleplaying!

Items, Carrying Capacity

Items are divided into two categories: **equipment** (tools, weapons, large items, powerful magical artifacts, etc.) and **curios** (small personal trinkets). The GM has final say about whether an item counts as a piece of equipment or a curio. As described below, PCs can carry only a limited number of each.

Equipment. Tools, potions, weapons, outfits, powerful magic items, etc. An item qualifies as a piece of equipment if it is complex, large, and/or powerfully magical. Equipment tends to be useful during combat or exploration. If an item provides a significant mechanical benefit, or if it is too big to fit in a coat pocket, then it probably counts as equipment. For example, a ten-foot pole, a lute, a change of clothes, and a set of manacles are all pieces of equipment. Each PC has a limited number of **equipment slots** that they must use when they carry more than their standard weapons, armor, money, and rations. A PC does not need to use equipment slots to wear armor; carry up to two weapons (or a weapon and a shield); carry up to 200gp; and carry a day's worth of food and water. However, any other pieces of equipment that a PC carries will take up an equipment slot. PCs have a number of equipment slots equal to $2 + (\frac{1}{2} * STR \text{ mod})$, up to a maximum of six. If a PC wants to carry around more than 200gp, each additional 200gp that they carry will take up one equipment slot. For examples of pieces of equipment, see p.51.

Curios. Curios are small personal effects or interesting little trinkets. For example, a small book, a key, a letter, a flask of booze, a mysterious gemstone, and a small wood carving are all curios. Curios are generally geared towards roleplay, story, and flavor, but they might be important or valuable, too. You can carry up to five curios at a time. During character creation, work with your GM to come up with two curios that your character carries around with them. Curios you start with can't be particularly valuable (monetarily, at least). Most curios cost 5gp or less. See p.51 for some example curios.

Storage. A PC can carry only so much on their person. However, within reason, they can keep as many things as they want in "storage" at their home, camp, or hideout. However, before embarking upon a quest, a PC must decide what they wish to bring with them.

The next page contains a list of Dragonseeker's standard equipment, along with some sample curios. These lists are just illustrative. During their adventures, the PCs will likely find other kinds of equipment or curios that aren't on these lists.

Standard Equipment

Antidote (10gp). Shed the poisoned condition.

Art Implements (10gp). All the supplies you need for your chosen form of artistic expression. Painting supplies, a musical instrument, sculpting tools, etc.

Bear Trap (10gp). Meant for bears, but works on other creatures, too, as long as they aren't Huge. Use a double action (■) to set this trap. If someone steps in it, they suffer d4 piercing damage and gain the stuck condition. They must use the Escape action (■) and succeed on a DC13 DEX, STR check to free themselves. Once free, the creature's walking speed is halved until they are healed by at least one hit point.

Bells and String (5gp). A set of five small bells and a spool of 50ft of twine. You can attach a segment of twine to a bell to make a simple alarm.

Bottle of Fine Wine (5gp). A nice present.

Caltrops (10gp). As an action (■), you can spread these over an area that is five feet in diameter. Any Large or smaller creature who steps in the area must succeed on a DC13 DEX check. On a failure, the creature suffers one point of piercing damage and can't move any further this turn.

Camping Equipment (20gp, *requires two equipment slots*). A tent for two, and two sleeping bags.

Climbing Gear (10gp). Rope, pitons, grappling hook.

Crafting Tools (10gp). Tools for a crafting expertise.

Cooking Implements (10gp). Make something tasty!

Crowbar (5gp). Pry things open.

Disguise (10gp). An outfit, perhaps including a wig and makeup. Makes you look like someone you're not.

Fancy Clothes (10gp). A fashionable outfit that will wow any onlooker.

Fishing Pole and Bait (5gp). Gone fishin'!

Forgery Kit (10gp). Everything you need to create forgeries.

Healer's Kit (10gp). You may spend one minute treating a willing ally who has the wounded condition; if you do, your ally gains one hit point. This also enables you to Cure Poison (■, p.40); makes it easier to Stanch Bleeding (■, p.42); and allows Fighters with the Combat Medic talent to use the First Aid ability (p.20).

Lantern and Oil (10gp). Provides light in dark places.

Lockpick Set (10gp). Tools for defeating locks.

Manacles (10gp). Comes with a key. You can use a double action (■) to put manacles on a willing, unconscious, or incapacitated creature to bind them. Without a key or tools, it takes a DC28 STR / DEX check to free yourself from manacles.

Mortar and Pestle (5gp). Stay on your grind.

Nice Clothes (5gp). A decent outfit.

Pickaxe (5gp). Great for picking away at rock and dirt.

Potion of Coagulation (10gp). For the next hour, you have advantage on luck checks to shed the bleeding condition.

Potion of Healing (10gp). Heal 2d4 hp. The potion's magic is ineffective if you try to use two within a short period of time: you derive no benefit if you already drank a healing potion (of any kind) this quest.

Potion of Poison Resistance (10gp). For the next hour, you have advantage on checks to resist poison or shed the poisoned condition.

Rations (5gp). Three days' worth of food.

Ritual Supplies (10gp, *requires ritualist feat*). Candles, incense, blood, teeth, chalk, dead animals; whatever you need for a standard ritual.

Shovel (5gp). You know, for digging.

Ten-foot Pole (5gp). Poke stuff from a safe distance.

Torch, Tinderbox (5gp). Cheap visibility.

Sample Curios

A Good Book (2gp). A slim, well-reviewed novel. A real page turner! Helps pass the time.

Deck of Cards (1gp). For games or magic tricks.

Flask of Booze (1gp). You've got things inside of you that you need to kill.

Letter from Dad (no cost). A sentimental keepsake.

Locket (3gp). A small locket attached to a silver chain. Holds a tiny painting of someone special.

Perfume (5gp). Ooh la la!

Petrified Mouse (0gp). Hide it in a friend's soup.

Prism (1gp). Refracts light in an interesting way.

Rabbit's Foot (1gp). For luck!

Magical Items

Here are some example magic items that you might find during your adventures. Magic items all count as pieces of equipment. Although this section includes prices, magic items are rare and coveted. You'll need to find special vendors to purchase them. Even then, a seller may have limited inventory and/or multiple interested parties.

Axe of the Frozen Tundra (300gp). This battleaxe's damage dice are 2d4 and it inflicts cold damage. When you crit an enemy with this axe, you halve your target's movement speed until the end of your next turn (in addition to the crit's usual effects).

Bag of Holding (200gp). You have a small but impossibly capacious bag. You can carry three more pieces of equipment and four more curios than you would otherwise be able to.

Boots of Alacrity (500gp). When you wear these shoes and no armor, your AC is 10 + DEX and your movement speed becomes 40ft.

Boots of Slowfall (300gp). Whenever you would fall, you instead float harmlessly to the ground.

Dagger of the Asp (500gp). This dagger's damage die is a d6. On a crit, your target becomes poisoned.

Dead Second Head (1,000gp). You may attach this indestructible skeletal head to your neck to share your body with the ancient lich Kazmorgathrenokfrek (or "Kaz," for short). You still control your body, but Kaz is along for the ride. Kaz is power hungry, evil, and a real jackass. She will inevitably try to corrupt you. Kaz knows basically everything there is to know about the arcane, but it's up to her whether she shares that knowledge with you. Kaz has +12 INT, +8 WIS, and +8 CHA. If Kaz decides to help you spot or hear something, you gain advantage on the check and you can use Kaz's WIS modifier instead of your own. Once per quest, on any creature's turn, Kaz can shoot a death ray from her eyes (using her INT mod for the attack check) that deals 2d8 arcane damage to whatever it hits. It is up to Kaz whether she decides to shoot her death ray. If she's displeased with you, she can try to shoot you (or someone you care about) with it. You share your hit point pool with Kaz, and if you die, Kaz's head detaches from you and rolls away. If this happens, Kaz falls unconscious, but she wakes up again if another creature attaches her to its neck. Once attached, Kaz's head does not take up an equipment slot.

Dragon's Bane (800gp). This longsword's damage dice are 2d4. Also, Dragon's Bane deals a bonus d6 damage to beings with draconic lineage (e.g., kobolds, dragonborn, and dragons). Whenever you cause a creature with draconic lineage to gain the bleeding condition with this weapon, your target's flying speed (if it has one) is reduced to zero until it sheds the bleeding condition. If it was flying when it gained the bleeding condition, it immediately falls to the ground.

Emerald of Potency (100gp). When you cast a spell that forces a target to make a save, you may crush this emerald (◇) to impose disadvantage on your target's check.

Enchanted Tools (200gp). A set of magically enhanced tools that is associated with a particular expertise. Whenever you use magically enchanted tools for an activity that involves that expertise, you may add a bonus d4 to your check.

Flute of Rejuvenation (400gp; *bard only*). Once per quest, you may play a ditty on this flute for an ally (■). If your ally is within 30ft and can hear you playing it, you heal your ally by d6 hp; they shed the poisoned, bleeding, and burning conditions; and your ally regains a single expended use of one of their talents or feats.

Hot Potato (100gp). This potato is scalding hot. It never cools. Any creature who comes into physical contact with the potato suffers one point of fire damage (unless the creature's skin is protected by something like thick cloth or leather). You may attempt to throw the potato at a target within 30ft by making a DEX, STR attack check (■). On a hit, the target suffers one point of fire damage. Any creature who swallows a bite of the Hot Potato suffers one point of fire damage at the beginning of each turn unless and until it gets the potato out of its body.

Hunter's Bow (200gp). Whenever you hit a beast with this bow, add a bonus d4 to your damage roll.

Impractically Large Axe (400gp). The damage die for this greataxe is 2d8, but a d6 penalty die applies to all attack checks that you make with it.

Magic Carpet (500gp). Two Medium-sized creatures (or three Small creatures) can fly around on this sentient carpet. You cannot steer with precision, but the carpet will follow your directions to the best of its ability. The carpet might refuse to do something if it will assuredly lead to its destruction. The carpet has AC15, 15 hit points, and a flying speed of 30ft. If the carpet is reduced to zero hit points, it immediately disintegrates.

Magic Chair (300gp). This chair has wheels affixed to the sides for navigating flat surfaces. Four magic-infused metal tentacles with foot-like ends are coiled beneath the seat. When the user needs to navigate stairs or uneven terrain, the tentacles emerge and begin walking the chair through the area.

Necklace of the Farewell (500gp). When this necklace is placed around the neck of a dead person (■), the corpse rises as an undead for 8 hours. The corpse's head must still be attached to its torso, and its head and torso must be mostly intact. Once risen, the undead has all the abilities and faculties that it possessed before it died, though it may have decomposed and its maximum hp total is halved. It does not regrow any lost limbs. At the end of the 8 hours, or if the undead fails a single death save before then, the necklace and corpse both dissolve into ash, never to be brought back again.

Nightstar (500gp). This morningstar's damage dice are 2d4. As an action (■), you may hide Nightstar in a pocket dimension, causing it to disappear. As an action (■), you may recall it; if you do, it reappears in your hand.

Pelt of the Winter Wolf (600gp; *barbarian only*). While wearing this hide armor, your AC is 14 + (DEX * 1/2). You gain advantage on checks you make to smell things, and also resistance to cold damage.

Phalanx Breaker (800gp). This greatsword's damage dice are 2d6, and it has both the Sharp and Axe properties. Whenever two or more enemies are within your reach, you have advantage on attack checks.

Philter of Mending (200gp). You can drink this elixir (■) to heal a grievous injury. The philter is consumed upon use. This does not undo a failed death save.

Portable Escape Portal (350gp). If you tie the ends of this silver thread together (■), it creates a portal to a random location within one mile of your current location. That location will be on the surface of the planet, but it may be over water. The portal stays open for two rounds (about 12 seconds) and then collapses, at which point the thread dissolves. If a creature is still in the threshold when the portal collapses, the creature is bisected along the threshold by the closing portal.

Potion of Invisibility (100gp). When you drink this potion (■), you become invisible for ten minutes, as if a wizard cast the Invisibility spell (p.36) on you.

Potion of Miraculous Healing (100gp). You can drink this potion (■) to regain 5d4 hit points. You derive no benefit if you already drank a healing potion (of any kind) this quest.

Rapier of Bloodletting (400gp). The damage die for this rapier is 2d4. When you make an attack check and roll a 19 on the d20, your target begins bleeding.

Rapier of Deflection (300gp; *rogue only*). If you use this rapier to Parry (p.22) an attack, you receive a +3 bonus to your AC, instead of +2.

Ruby of Arcane Fury (100gp). When you cast a spell, you may crush this ruby (◇) to upgrade all your damage dice for that spell (e.g., 3d6 becomes 3d8).

Sapphire of Endurance (100gp). When you cast a spell, you may crush this sapphire (◇). If you do, you do not expend a use of that spell.

Screaming Apple (50gp). The first time a creature takes a bite out of this apple, the apple begins screaming very, very loudly. Any creature within 15ft must make a DC15 CON check. On a failure, they are deafened for the next hour. After that first bite, the apple becomes a regular ole' piece of fruit.

Silver Manacles (200gp). These manacles are threaded with magic silver that prevents the wearer from casting spells. Otherwise, they are identical to normal manacles.

Stone of the Instant Dancer (300gp). This baseball-sized rock looks like an ordinary stone. Once per quest, a creature can place it on the ground and utter the phrase "dance for me" (■). The stone creates a magical illusion of a sexy dancer who gyrates and coos. The user may choose what the dancer looks like, but they must be sexy. The illusion lasts for up to an hour. If a suspicious viewer visually inspects the dancer, a successful DC17 INT check reveals that the dancer is fake. Also, physical interaction with the dancer reveals that it is an illusion. If someone speaks to the dancer, the dancer just winks at them and keeps shimmying.

Sunvoulge (1,000gp). This glaive's damage dice are 2d4, and it deals fire damage. On a critical hit, your target gains the burning condition (in addition to the crit's usual effects).

Trapped Soul (1,000gp). A soul is trapped inside this small crystal box. If you cut your palm, open the box, and let your blood drip into the box, you absorb the soul and empower yourself: increase one of your stat mods by one. You may only receive this benefit once.

Warrior's Folio (1,000gp). If you take two hours to read this folio, you gain an additional talent.

Currency, Goods, Services, Real Estate

The PCs only need to track how many gold pieces they have. Smaller denominations (copper and silver pieces) exist, but you don't need to track them. If a PC occasionally buys something small—like an ale, a modest breakfast, a newspaper, or a rose from a street vendor—it's assumed that the PC has enough pocket change to cover the transaction. But if a PC buys five or more small things during a quest, they must spend 1gp for every five small purchases that they made.

Previous sections in these rules listed prices for equipment, weapons, and armor. Here are some prices for other things that a PC might buy. Unless otherwise stated, these prices assume that you're buying something of ordinary quality. Better quality versions may cost two, three, or even four times as much.

Room and board at terrible inn	1gp
Round of cheap drinks for the table	1gp
Minimum bet at a casino	1gp
Cheap clothes	1gp
Haircut, makeup, or manicure	2gp
Common Book	2gp
Room and board at an ordinary inn	2gp
Round of cheap drinks for the bar	5gp
Bottle of fine wine	5gp
Lavish meal or a keg of beer	5gp
Room and board at a nice inn	5gp
Bottle of perfume	5gp
Day at fancy spa or bathhouse	5gp
Small bribe	5gp
Nice clothes	5gp
Rare book	5gp
Pig, goat	10gp
Mule, donkey (carries 5 equipment)	10gp
Painting	10gp
Fancy clothes	10gp
Medium bribe	10gp
Nice piece of furniture	15gp
Cart (holds 20 equipment)	15gp
Cow, Ox (can pull a cart)	20gp
Generous bribe	20gp
Horse (carries 3 equipment plus rider)	30gp
Carriage	100gp
Hovel	300gp
Small House, Farm	500gp
Medium House, Farm	1,000gp
Rustic Inn, Small Shop	1,500gp
Large House, Farm	2,000gp
Upscale Inn, Large Shop	3,000gp
Mansion	4,000gp
Keep	25,000gp

If a PC wishes to purchase something that is not on this list, the GM can use these prices as guidelines for determining how much it costs.

Crafting, Performing, Researching

Many expertises allow you to craft items, create art, or conduct specialized research. These rules can't predict every single thing that a PC may wish to create or research, but here are some generalized rules for these kinds of activities. For simplicity, these rules will use the term "crafting" to describe all such projects, even if the word is a poor fit.

Crafting is time consuming. It usually requires you to use one downtime activity (p.49).

Crafting typically requires a check. The DC for the check depends on the quality of the thing you're trying to create; see the table to the right. Usually, PCs use INT to craft functional items and conduct research, and CHA to create art. However, the GM may allow a PC to use a different statistic if it makes sense. For example, a PC might use DEX to perfect a tap dance routine or WIS to conduct a field study about another culture's social structures and customs. On a success, your crafting project is successful. On a failure, your project failed: the resulting item doesn't work like it's supposed to, the resulting art or performance is bad, or your research turned up nothing useful.

You must have the requisite expertise(s) and raw materials in order to craft something. Raw materials generally cost 25% of the market value of the finished item. Superior raw materials cost 50% of the market value of the finished item (but they make items easier to craft). You can always try to find raw materials on your own, too. To craft something Legendary, you'll need a unique and rare raw material, or some other kind of otherworldly blessing, inspiration, or boon, as determined by your GM.

Some projects may require multiple expertises. For example, if you wish to craft a magic sword that harvests the souls of the creatures it kills, you may need expertise in both Blacksmithing and Occultism.

The table below indicates the base DCs for crafting checks and describes the kinds of things you can accomplish with a successful check at each level of quality. Before you make your crafting check, describe what you wish to accomplish to your GM and how you're going about it. Your GM will then determine which quality level applies to your project, and you can decide whether to move forward with the task or attempt something else.

<i>quality</i>	<i>DC</i>	<i>examples</i>
Beginner	5	Equipment, weapons, or armor that cost 5gp or less; rudimentary art; elementary research
Apprentice	10	Equipment, weapons, or armor that cost 15gp or less; unremarkable art; garden variety research
Journeyman	15	Equipment, weapons, or armor that cost 35gp or less; decent art; specialized research
Expert	20	Equipment, weapons, or armor that cost 50gp or less; impressive art; esoteric research
Artisan	25	Equipment, weapons, or armor that cost 150gp or less; groundbreaking art; career-making research
Legendary	30	Equipment, weapons, or armor that cost more than 150gp; the absolute pinnacle of art; research into the eldritch secrets of the universe

Here are modifiers that may lower or raise the DC:

<i>circumstance</i>	<i>effect</i>
You have successfully crafted this exactly once before (and it is not Legendary quality)	-5
You have successfully crafted this at least two times before (and it is not Legendary quality)	-10
You have access to superior raw materials (if you are crafting an item); you receive input or feedback from superior artists (if you are crafting art); or you have access to a superior research institution (if you are researching)	-2
You are following a detailed schematic or guide (with minimal alterations), or you are trying to replicate an intact, non-Legendary exemplar	-5
The crafting process is especially dangerous	+2

If another PC has the requisite expertise(s), they can use their downtime activity to Assist and grant you a d4 bonus die on your check (see [Teamwork](#), p.48). Or, another PC may use their downtime activity to expend a use of a talent or feat (e.g., a bard's Inspire ability, or a cleric's Guidance spell) to aid you.

When you craft a performance piece, the crafting check determines how well it went when you rehearsed the dance, wrote the play, etc. Once you've successfully crafted a performance, you may perform it whenever you like, as long as you have everything you need (instruments, actors, etc.). You may still need to make checks to see how each individual performance goes, but these checks are much easier than the initial crafting check: the DC for a check you make to perform a piece that you crafted is 10 less than the DC for the crafting check you made to develop the performance. E.g., the DC to craft an Expert performance is 20, but once that's done, the DC to perform it is only 10.

Optional Rules

Heritage

The GM can choose to have a PC's heritage grant them a special ability:

Birdfolk: You have a limited ability to glide. Whenever you suffer falling damage, you may reduce the amount of damage you suffer by 10 hit points. Also, you may make unarmed attacks with your beak and talons. Your beak deals d4 piercing damage and your talons deal d4 slashing damage; you may use STR or DEX for the attack check. These attacks have the Sharp property.

Centaur: Your movement speed is 35ft (instead of 30ft). You can carry one additional piece of equipment and two additional curios. However, you must succeed on a DC20 STR / DEX check to climb ladders or you fall. Stairs count as difficult terrain for you.

Dragonfolk: Once per quest, as a double action (■), you use your breath as a weapon. Target a location within 10ft of you. All creatures (except for you) in a Small area (five-foot radius), centered on that location, must make saves against your save DC. On a failure, those creatures suffer d4 damage. The type of damage and check depends on your draconic lineage: red (fire, DEX), white (ice, CON), black (acid, DEX), green (poison, CON), or blue (lightning, DEX). On a success, the creatures suffer only half damage. Once you reach Level 4, the damage increases to d6. At level 8, the damage increases to d8.

Dwarf: You have advantage on checks to resist other creatures' efforts to push, pull, tackle, or knock you over. You have advantage on checks you make to resist or shed the poisoned condition.

Elf: You are preternaturally graceful. Once per quest, you may grant yourself advantage on a DEX check. You do not need to sleep; instead, once a day, you need to meditate for four hours.

Geniekin: Pick an element to reflect your heritage: earth, fire, water, or wind. Twice per quest, as an action (■), you can manipulate your chosen element in a Small (five-foot radius) area within 15 feet of you to create a minor effect. For example, you might freeze or unfreeze water; create a gust of wind; strengthen, spread, or extinguish a flame; or shape soil and dirt.

Goblin: Your enemies have disadvantage on opportunity attacks against you. Your teeth are Sharp: your bites are unarmed attacks that inflict d4 piercing damage. You may use STR or DEX for attack checks for your bite, and these attacks have the Sharp property.

Halfling: Once per quest, you may attempt to Hide behind a Medium-sized ally, as long as they are between you and the creature you're trying to hide from.

Human: Gain an expertise, feat, and language.

Kobold: You have advantage on checks you make to tinker with contraptions. Once per quest, you may use an action (■) to Grovel Pathetically. All enemies within 10ft of you must make a WIS save. On a failure, those enemies cannot attack you or target you with harmful abilities until the end of your next turn. This effect immediately ends if you attack an enemy, or if you target an enemy with a harmful or disruptive ability.

Minotaur: Whenever you successfully Shove, Tackle, Grapple, or Trip an enemy, they suffer one point of piercing damage. You have advantage on STR checks you make when you attempt to Tackle foes.

Ogre: Gain the Scary feat. Once per quest, you may grant yourself advantage on a STR check that your prodigious size makes easier.

Orc: While wounded, when you hit an enemy with a weapon attack, upgrade your weapon's damage die. Increase your maximum hit point total by one.

Devilkin: Once per quest, you may use a double action (■) to conjure a magical flame in your hand. As part of the same action, you may make a STR / DEX attack check to throw the flame at a target within 30ft, or you can make a melee attack with it. Either way, on a hit, it deals d6 fire damage; if you crit, your target gains the burning condition. Otherwise, the fire lasts in your hand for up to ten minutes, and it illuminates your surroundings. Once you reach Level 4, your flame deals d8 damage. Once you reach Level 8, your flame deals d10 damage.

Turtlefolk: You have a 30ft swimming speed. Once a session, as an action (■), you may retreat into your shell. While inside your shell, you cannot move or take any actions or reactions that require movement (e.g, Attack, Use Object, etc.). You can still take actions that are strictly mental (e.g., Examine, Recover). While in your shell, your AC becomes 21; you cannot become flat-footed; and you have advantage on any DEX saves you make to avoid or mitigate damaging effects that your shell could plausibly protect you from (like a wizard's Fireball spell). You may leave your shell by using an action (■).

Running Combat in the Theater of the Mind

Here are some distance keywords that will make it easier to run combat in the theater of the mind.

Engaged: You are engaged with a foe when you are within five feet of it.

Nearby: A nearby creature is 10-30ft away, such that you must use one Move action to engage it.

Far: A creature is far when it is 35-60ft away, such that you must use two Move actions to engage it.

Distant: A creature is distant when it is more than 60ft away from you, such that you must use at least three Move actions to engage it.

Hardcore Mode

In this rule variant, PCs die the first time they fail a death save. Adjust the Battle Scarred Fighter talent (p.20) to read as follows: “When you fail your first death save, you receive a grievous injury instead of dying, and you gain one hit point. However, if you fail a second death save, you die.”

Roll for Stats

During character creation, instead of allocating 12 mod points to your stats, you may randomize your starting stats. Before you pick your class, determine your STR mod by rolling a d8 and then subtracting a d4 from the result. Repeat this process for each of your other five stats, in order. This can get wild! You may start with a +7 in a stat, or you may start with a -3 in a stat. Your character might be overpowered or quite weak. Embrace the chaos!

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