



Player's Guide

<i>Nations of Mystara.....</i>	<i>2</i>
<i>Races Of Mystara.....</i>	<i>3</i>
<i>New Races of Mystara.....</i>	<i>7</i>
<i>Religions of Mystara.....</i>	<i>15</i>
<i>Classes of Mystara.....</i>	<i>17</i>
<i>New Mystaran Archetypes.....</i>	<i>18</i>
<i>Spheres.....</i>	<i>30</i>
<i>Feats.....</i>	<i>33</i>
<i>Rune Magic.....</i>	<i>42</i>
<i>Calendar.....</i>	<i>46</i>
<i>Coins.....</i>	<i>50</i>
<i>Tools.....</i>	<i>51</i>
<i>Spells.....</i>	<i>52</i>
<i>Tarla's Epicurean Delights.....</i>	<i>58</i>

The setting of Mystara is much different than other typical fantasy settings. The races are much more distinct, there is no true half races. Magic is prevalent, there are two notable magocracies in the Known World. The sheer racial variety of humans is much more than other worlds, and there are various differences between the elves as well. Classes are more restricted as well, with some races incapable of wielding specific types of magic.

Nations of Mystara

Kingdom of Alfheim

Comprised entirely of the great forest of Canolbarth, Alfheim is the resettled homeland of the Sylvan elves. Steeped in mystery, the elves keep to themselves with the exception of a single trading city.

Language: Elven

Empire of Alphatia

Located on the continent of the same name, Alphatia is a powerful magocracy where wizards control all aspects of government and those without the art are second class citizens.

Language: Alphantian

Atruaghin Clans

Isolated from the rest of the Known World, the five tribes of Atruaghin are content to be left alone to their hunts. A deeply spiritual people, the clans revere the Immortals more than any.

Language: Atruaghin

Republic of Darokin

One of the two major trading powers of Mystara, Darokin is a functional plutocracy populated by an extremely hard working people. While possessing a mighty army, Darokin prefers

diplomacy.

Language: Darokin

Ethengar Khanates

A warlike people now reunited under a Golden Khan, the Ethengar people are skilled horsemen, and consummate warriors. When united they present a terrifying foe.

Language: Ethengar

Five Shires

The homeland of the Hin, the Shires are rich in agriculture and culture. The population enjoys their pastoral life, but will defend to the death if provoked.

Language: Hin

Principalities of Glantri

A splintered magocracy, Glantri is home to a variety of cultures and peoples, all devoted to improving their position through magic.

Extremely powerful, but highly fractious.

Languages: Thyatis, Alphantian, Belcadiz, Elven, Averoigne, Flaemish, Ethengar, Klantyre

Kingdom of Ierendi

A peaceful island nation, this chain of islands this has become one of the most popular tourist attractions for the wealthy. Their love of adventurers goes a great way to keep their nation safe.

Languages: Makai

Grand Duchy of Karameikos

The newest nation, amicably split from Thyatis, Karameikos is an untamed land still being settled. Scarcely populated, it is filled with threats both known and unknown.

Languages: Traladarn, Thyatian

Minrothad Guilds

The second great trading power, Minrothad is an Elven island nation that welcomes humans, dwarves and hin into their business. The undisputed powerhouse in overseas trade, with a bit of piracy for fun.

Language: Patois

Kingdom of Ostland

The most powerful of the Northern Reaches, Ostland is the most aggressive as well. Though weaker than they used to be, they like to remind the other Northern nations of their power.

Language: Norse

Kingdom of Rockhome

Found deep underground, the Dwarves run Rockhome as they always have. Slow to change, slow to progress the Rockhome has few friends and few enemies. Just the way the dwarves like it.

Language: Dwarven

Soderfjord Jarldoms

Less a nation than a group of allied minor nobles, Soderfjord is a land trapped in the past. Politically weak and hopeless divided, Soderfjord is looking for a strong leader to unite them.

Language: Norse

Empire of Thyatis

The most powerful empire on the mainland, Thyatis' influence is felt throughout the continent. Though weakened by stagnation, it is still the most powerful military force

Language: Thyatian

Kingdom of Vestland

The most modern of the Northern Reaches, Vestland has put behind its raiding history and has settled on becoming an economic power once it has secured its own borders.

Language: Norse

Emirates of Ylaruam

A deeply religious desert kingdom, Ylaruam has thrown off the yoke of two empires and is in the middle of a spiritual debate on its own future.

Races of Mystara

Dwarves

Dwarves in the Known World are separated between the dwarves that live deep underground in Rockhome and those that live above ground in various human cities. The one exception is the Dwarven Clan Wyrwarf, the farmers, who attitudes are more akin to their surface dwelling cousins. In addition, all Mystaran dwarves are highly magical resistant, this resistance goes up as they become more powerful.

Rockhome Dwarves other than Clan Wyrwarf use the Mountain Dwarf subrace. Surface Dwarves and Clan Wyrwarf use the Hill Dwarf subrace.

Dwarven Resistance (replaces Dwarven Resilience)

Dwarves always add their proficiency bonus to saves vs spells and spell effects.

Elves

Elves in Mystara are greatly varied, being from two different origins. The Southern elves emigrated from Evergrun before the Great Rain of Fire. The shadow elves traveled underground to escape the disaster and settled in large caverns underneath the continent. Another group of elves, the Belcadiz came from another land far over the ocean. They are further broken down by where they settled. There are no Drow in Mystara.

All Elves in Mystara lose the Trance ability.

Sylvan Elves

Located in Alfheim, Glantri and Karameikos mainly, Sylvan elves are by far the

most numerous. Sylvan elf males tend to grow long white beards late in life. They use the default Wood Elf Subrace.

Belcadiz Elves

Located exclusively in Glantri, Belcadiz are known for their fiery passions and extravagant clothing. Their men are noted for sporting short thin beards. Belcadiz Elves are shorter than normal elves, and possess darker skin and almost always black hair, though brown and rarely red hair can be found. Belcadiz Elves use the High Elf Subrace with one variance.

Belcadiz Weapon Training. Have proficiency with the rapier, short sword, short bow and longbow.

Shadow Elves

As a Shadow Elf you have lived your life underground waiting for the return of your people to the surface. Your people was split off from the rest of your race in the Great Rain of Fire and have spent thousands of years underground not knowing what was left of the surface world. You come from a deeply religious people who are just now discovering there are entire civilizations above you.

Shadow elves are known for their pale skin and light hair. Their ears are large than other elves, it is a giveaway in the company of others of their type.

Ability Score Increase: Your wisdom score is increased by +2

Elf Weapon Training: You have proficiency with the long sword, short sword, crossbow and spear.

Dark Vision: Shadow elves can see perfectly fine in the dark to a range of 90ft.

Sea Elves

The Sea Elves are a tribe of elves native to the Minrothad Guilds. They are known for their uncanny sense of direction, ingrained from years

at sea. They are an adventurous people, spending more of their time at sea than on land. There is some minor distrust among Sylvan elves for a resemblance to Shadow Elves, but the similarity is purely coincidental.

Ability Score Increase: Your intelligence score raises by 1.

Elf Weapon Training: You have proficiency with the long sword, rapier, long bow and trident.

Bonus Tool Proficiency: You are proficient with sailing vessels.

Bonus Feat: You gain the Keen Mind feat.

Vyalia Elves

Located in Thyatis and Karameikos, the reclusive Vylalia are expert foresters, known for their ability to disappear into the forest without a trace. While they keep to themselves mostly, the Empire of Thyatis has contracted them on multiple occasions to teach the way of the Eldritch Knight to human soldiers. The Vyalia otherwise stay by themselves, and are remote enough the countries they live in leave them alone.

Ability Score Increase: Your intelligence score raises by 1.

Hidden Trails: You can cast Pass Without Trace once using this trait. You regain the ability to do so after a short rest.

Hin

The halfings of Mystara are a stout and proud race. They value freedom and family more than anything else. Located primarily in the Five Shires, with a large presence in Minrothad, the Hin are on friendly terms most nations and races save Glantri. They do possess on occasion the ability to counter magic, based entirely on their relationship with the land of the Shires.

Shires and Minrothad Hin use the Stout subrace. Lightfoot halfings are not found in Mystara.

Gnomes

Gnomes are the only major demihuman race without a homeland in the Known World. They do possess a giant flying city known as Serraine, but the majority of them live in settlements in the human and dwarven kingdoms. While not known for being the adventuring type, some gnomes do set off to see the world.

Hill Gnomes: Use Forest Gnome subrace

Sky Gnomes: Use Rock Gnome subrace

Half Races

In Mystara there are no half races. In the case of a mixed couple, the race of the child is determined by the mother. Elf women and human men produce female humans, while the males are stillborn. The reverse produces female elves and male humans. Dwarves, gnomes and halflings may interbreed, with the race determined by the same sex parent.

Mystara does not have tieflings, aasimar or dragonkin. Half elves and half orcs take on the race of a parent, but can still have children of the other race.

Human Ethnicities

Alasiyans are the smaller of the major ethnicities of Ylaruam, and one of the territories held by Thyatis. They are considered a good natured people, merging the cultures of Thyatis and Ylaruam. They prefer dialogue to violence, and have adjusted their traditional garb for fashion and practicality over religious reasons. They possess dusky skin and dark hair. Their native language is Thyatian.

Alphatians are found in the Empire of Alphatia. Extremely magical, their land is ruled

by wizards. They have two distinct ethnic make ups, the commoners have coppery colored skin and hair ranging from red, and black. Noble Alphatians have black hair and blue toned skin. Native language is Alphatian

Atruaghin are native to the plateau of the same name. They are an isolated people and behind other nations in terms of technology. They have reddish skin and black hair. Native language is Atruaghin.

Averoigne are found in Glantri. They are from another world resembling that of France. They have been plagued by lycanthropy in the past, and their nobles are known for being very eccentric. They tend to have fair skin and blonde to brown hair. Native language is Averoigne.

Darokin is a mixed race from all the various peoples that have come to live in the country of the same name. They are a wealthy and industrious people, built on trade. They tend to have tan skin and dark hair. Native language is Darokin.

Ethengari are proud warriors of the steppes on the Sea of Grass. They are nomadic and family oriented. It is said they learned to ride before they learned to walk. Ethengari have dark copper toned skin and black hair and tend to be of a slight build. Native Language is Ethengari.

Flaemish were the original settlers of Glantri, originally from Alphatia. They are a volatile people, descendants of the fire worshipers of old. Many feel they are the rightful rulers of Glantri. Flaemish have copper toned skin and bright red hair. Native language is Flaemish.

Hattians are from an island off the coast of Thyatis. They were once an equal part of the empire until an ill fated revolt caused them to be conquered again. They are known for their racism and superiority complex. They tend to have olive skin and hair ranging from light to dark. The native language is Thyatian.

Heldannic Freeholders come from the lands to the far north. They are fiercely independent to the point of being disorganized. They have resisted attempts at conquest by Ethengar and Ostland, and refused to be merged by the other Northern nations. Freeholders have fair hair and pale skin. Their native language is Thyatis

Hinterlanders relish life, where they are fighting or carousing. Their lands are at war with the Thyatian Empire, though some of them have changed sides. Hinterlanders value individual achievement over all else. Hinterlanders tend to be larger than others, with fair skin and hair that ranges from light to red. Native language is Thyatian.

Jennites from Esterhold are a conquered people. Overrun by Alphatia and used for slave labor the Jennites look to escape their wizard overlords. Jennite are of average height but large build. They have dark brown skin, with dark eyes. Native language is Alphatian.

Klantlyre are found in Glantri. They were brought over by the people that brought over the Averogne, a land resembling Scotland. They tend to be a haunted people with a large number of ghosts in their region. Klantlyre tend to be larger than normal humans, with pale skin and brown to red hair. Native language is Klantlyre

Makai are the native islanders to Ierendi. Playful in times of peace, fearsome in times of war, the Makai never do something halfway. They are a simple people, living off the vast bounty the isles have to offer. Their skin tone is typically bronze, with straight or extremely curly black hair. Native language is Thyatian.

Makistani are the largest ethnic group in Ylaruam. A deeply religious people, they are considered stern and unforgiving by other cultures. They were largely nomadic until recently, when they began to form cities. They

hold honor above all, and have strict sex roles. Makastani have brown skin and black hair and tend to have a lot of hair. Their native language is Ylari.

Northmen comprise the population of Ostland, Vestland and Soderfjord. They are a rugged people, living in a harsh climate and hostile humanoids. They are of a large build, with fair hair and heavy beards. Native language is Norse.

Nuari are dark skinned peoples from the Pearl Islands. Conquered by Thyatis at the start of the Empire, they have acclimated with the Empire while keeping their own culture. Nuari strive for perfection no matter their task, they strive to be great warriors and scholars. Nuara have almost coal black and black hair. Native language is Thyatian.

Ochaleans are a conquered people in the Empire of Thyatis. They are exotic compared to the rest of the Empire, with yellow skin and dark hair. Ochaleans are known for their artistry, food and their unarmed fighting styles. Native language is Thyatian.

Thyatians are the majority in the Thyatian empire, and have spread throughout the known world. They are found in neighboring countries and as far away as Ostland and Glantri. They are known for their treacherous natures, but mostly inside of Thyatis. Thyatians have a light olive skin tone and light to dark brown hair. They are known for their large noses. Native language is Thyatian, which is considered Common for Mystara.

Traladarans are native to what is now the Grand Duchy of Karameikos. They are a superstitious people, living in a land plagued by undead, invasions, and monsters. They tend to dress brightly when they can afford it. Their tastes run simple, valuing function over form. Their hair tends to be dark and their skin pale. They are shorter than other nationalities. Their native tongue is Traladaran.

New Mystara

Races

LUPIN



A fierce and nomadic people, the noble Lupin travel the wilderness in family packs following the herds they hunt. A friendly people, Lupin get along with humans demihumans, though the canine race prefer open spaces to crowded cities. Lupin are the natural foe of werewolves, hunting them without mercy when found.

Stout and Rugged

Lupin are a varied race, their differences are as distinct as the human races. Their facial features tend to resemble domesticated dogs in appearance only, what breed they resemble doesn't change their physical size. Lupin range about 5'6, though they can be several inches shorter or taller on average. They are heartily built usually, weighing anywhere from 160 to 200 lbs of the males. Females are about 25% lighter on average. Coloration is also varied, with their fur being any color a dog could possess, though pure white Lupin tend to be spell casters for unknown reasons.

Lupin are covered head to toe in fur, though the fur can be short to the point of barely covering the skin, to thick and shaggy for the northern tribes. The heavier coated Lupin for obvious reasons avoid heavy armor. They tend to travel light, and don't carry a lot of possessions. Excess equipment is given to the pack to be used as needed.

Lupin value loyalty more than other races. They are pack creatures, to them the family is all important. A lone Lupin that is outcast or a sole survivor of his pack can go mad from loneliness. Lupin such as these tend to become adventurers to form a new pack, and are fiercely loyal to their new found family.

Loyal to a Fault

Lupin packs are well known and welcomed in most nations of the Known World. They live off of the land, trading for what they need with the furs and food they gather in their

travels. While they are not allied with any nation, Lupin will not think twice about protecting innocents under attack. The Lupin packs are not associated with each other, but when they meet it is a time of celebration. Many betrothals are created this way to keep the pack's blood fresh.

Lupin can be approached by various communities for trade, assistance or to hire out as mercenaries as needed. Often if a town is beset by werewolves Lupin will descend to route out their hated enemy. While they are welcome in most parts, Lupin are nomads and seldom stay for long. When they come to any area with ample game, they will set up a temporary village to allow them to hunt for longer periods of time.

Pack Tactics

Lupin originated with the Hutaakans before the great war between the Gnolls and the Traldar. The Hutaakan were complacent to let the humans fight off the invaders, not lifting a paw to help. Some Hutaakan were disgusted with their race's stagnation and left their homelands. After interbreeding with gnolls, the Lupins were their own race.

The Lupins are a very sturdy people, and flourished outside their ancestral home. Soon their clans were spread far and wide, thriving in all manner of environment. The race was natural survivors, when the nations built their cities, the Lupin merely went around them. Such has it always been for them, hunting game as a group.

Lone Wolves

Lupin often become adventurers when they have left a pack for what ever reason. Some cubs grow enamored of the world and wish to see more than what following their pack can offer. Others are exiled for some unspoken crime, and others are the only survivors of some great catastrophe. Regardless of the reason, the Lupin bond with their fellow adventurers and treat them like family.

Lupin Traits

Ability Score Increase. Your Constitution score increases by 2.

Age: Lupin reach maturity quickly, around 10 years old. They live on average about 90 years.

Alignment: Most Lupin are lawful in nature, and most are good as well.

Size: Lupin average 5'5. They average 180lbs fully grown. They are medium creatures.

Speed: Your base speed is 30 feet.

Languages: You can speak, read and write Common and Lupin

Darkvision: Lupin can see in the dark 60'

Keen Senses: Lupin gain proficiency in the Perception skill.

Werewolf Animosity: Lupin automatically know if someone is a werewolf when looking at them, even if they are in human form.

Bull Lupin

The hardest of the Lupin, the Bull varieties are known for their strength and courage. Considered the best warriors of the breed, the Bull Lupin are often found looking for trouble when the pack arrives at a new hunter ground. When the Hound Lupin find werewolves, the Bull Lupin are the first to go in.

Ability Score Increase. Your strength increases by 1.

Built for Fighting. Bull Lupin gain proficiency in the Intimidation skill.

Hound Lupin

The scouts of the Lupin, Hound Lupin are responsible for hunting down game and finding new places to hunt. Their sense of smell is legendary, and they are feared for their tenacity when they detect a foe.

Ability Score Increase. Your wisdom increases by 1.

Heightened Sense of Smell: You have advantage on all Perception tests using smell.

Terrier Lupin

One of the most numerous types of Lupin, the Terrier Lupin are smaller than other Lupin, but make up for it by being much more agile. Skilled wolf riders and known for their archery skills, they form most of the Lupin outriders on the hunt.

Ability Score Increase. Your agility increases by 1.

Wolf Rider. Terrier Lupin are always treated as having a saddle when riding a wolf or other canine.



RAKASTA

Rakasta are a race of nomadic feline humanoids that are found on the Isle of Dread and in parts of Thyatis. They are a warlike race, priding themselves on their martial skills. They are also known for their artistic nature, with their pottery and art being quite collectible among the nobles of various human kingdoms. Rakasta travel in family groups, always looking for new prey. They are valued as trading partners among the Darokin and Minrothad merchant princes.

Lithe and Agile

Rakasta are as varied as Lupin, but all Rakasta share an almost unnatural grace. They are extremely varied in size, from around 5' for the Domestic Rakasta to almost 7' tall for the Greater Rakasta. Likewise their weight can be anywhere from 90lbs for the lither versions, to almost 500lbs for the largest Greater Rakasta.

Rakasta appear as furry humanoids with feline heads. The smaller Rakasta appear to have heads of common house cats, where the largest of Rakasta have heads resembling lions or tigers. Their coats can be any variety of colors, though the Greater Rakasta often have coats similar to tigers or leopards.

Fickle Creatures

Rakasta travel in family groups usually. They are not tied down to the family group, but owe allegiance to their chief. Many of the rakasta seek glory on the battlefield, when their chief does not provide them with enough glory they will challenge the chief or seek it for themselves.

Rakasta are known for their fine craftsmanship, when they are not at war they turn to making high quality works of art. Many merchants seek them out for trade, bringing

weapons in exchange for valuable furs, jewelry and tapestries. Rakasta prefer to trade rather than steal, there is no honor for them in robbery.

Highly Adaptable

Rakasta are found almost everywhere in the Known World. Though not the most numerous of races, there are few places on the continent they have not traveled. Rakasta prefer wide open spaces like the Isle of Dread, but they are not a rare site in major cities either. The Rakasta on the mainland tend to stay in the wilderness following the game animals.

Many Rakasta have adapted to the various environments. The solitary Greater Rakasta tend to be loners, and can be found in higher mountains or deep forests instead of with packs. Some Rakasta fall in love with the bustle of the city and the fact many find them exotic and instead reside in the great metropolises in Glantri or Thyatis.

Highly Curious

Rakasta are well known for their curiosity, and its ability to lead them into trouble. Many Rakasta grow tired of the pack life and seek out new friends to take them to more interesting places. While many Rakasta return, some become devoted to the adventuring life and never settle down at all.

Rakasta Abilities

Ability Score Increase. Your Dexterity score increases by 2.

Age: Rakasta reach maturity around 12 years old. They live on average 90 years.

Alignment: Most Rakasta are neutral in alignment.

Size: Rakasta are from 6-7' tall, but only weight around 150lbs. They are medium creatures.

Speed: Your base speed is 35 feet.

Languages: You can speak, read and write Common and Rakasta

Darkvision: Rakasta can see in the dark 90'

Fear of Water: When on a boat or when completely drenched, Rakasta have disadvantage to attacks until they get on land or dry off.

Catfall: Rakasta have resistance to falling damage.

Natural Weapons: Rakasta claws deal 1d4 points of damage, and are considered light weapons.

Weapon Proficiency: Rakasta have proficiency in the Kasas, a form of short sword they wear as claws. Kasas are slashing weapons, instead of piercing.

Greater Rakasta

The largest of the Rakasta, Greater Rakasta are solitary hulking brutes. Unlike other Rakasta the Greater Rakasta live alone, hunting prey for themselves. They tend to be surly and suspicious of outsiders. They can be found in almost any type of wilderness, often as hunters or rangers.

Ability Score Increase: Your Strength increases by 1.

Roar: All enemies within 10' must make a Wisdom save DC 8 + your Charisma bonus or become frightened for 1d6+1 rounds. You cannot use this ability again until you take a long or short rest.

Wild Rakasta

The most common Rakasta, Wild Rakasta are found in packs in secluded areas or wide open spaces. Known for their ability to leap great distances, they surprise their foes by closer faster than thought possible.

Ability Score Increase: Your Constitution

increases by 1.

Pounce: When jumping you double the distance jumped. You have advantage on all tests when jumping over obstacles or seeing if you land on your feet.

Domestic Rakasta

Giving up living in the wilds for the comforts of urban living, Domestic Rakasta are an uncommon sight in the larger cities. While they have lost some of the savagery of their kin, they are also known for their almost supernatural luck.

Ability Score Increase: Your Charisma increase by 1.

Nine Lives: You have advantage on death saving throws.



Sidhe

The most human of the fey creatures, the Sidhe are highly magical creatures that are known for their curiosity of mortal races. Each one is an innate spell caster, and possess all of the strengths and weaknesses of the other fey creatures. They are known for their weakness to iron, it hurts them greatly and just possessing it robs them of their magical abilities.

Ethereal and Timeless

The appearance of the Sidhe is as varied as the humans. Sidhe appear to be a hybrid of man and elf, though they are related to neither race. They can usually pass as human easily. Sidhe range from 5'8 to well over 6' on average, though they tend to be of light build, weighing less than a human of similar size. Hair color for the Sidhe can range from normal human colors to unusual like dark green or bright pink. Their eyes are the same way and can be any color and need not even match. Sidhe are effectively immortal, they do not age and if slain instead reincarnate back in the Dreamland.

Sidhe skin color tends to be the same shade of humans, though they can go to extremes, with skin white as snow or black as onyx. Facial hair is rare on Sidhe men, but not unheard of. Both sexes tend to adorn themselves with jewelry, the more extravagant the better. Their clothing ranges from simple furs to gowns finer than what emperors could even dream of.

Sidhe treasure things of beauty more than physical value. A well made etched glass would be worth more to them than a chest of gold bullion. They are creatures of passion and emotion, and love art of all types, from dwarven history recitals to rustic hin dances. They abhor ugliness, strive for perfection in anything they make.

Stranger in a Strange Land

Despite their human appearance, Sidhe are foreign to the Known World. For them everything is extremely unusual. The lack of magic, the static nature around them and the short lived creatures they encounter intrigue them. Sidhe are driven to experience all they can in normal world. They are not attracted by gold or power, but by new experiences. A Sidhe will agree to go on an adventure that pays nothing if it sounds exciting to her.

To outsiders the Sidhe seem overly generous but foolish. They don't understand the inhuman motivations of the Sidhe. They are immortal, they have no need for riches or political advancement. When they return to the Dreamlands their stories are their currency. The the fey memory is coin and excitement all the reward they need.

Eldritch Origins

All Sidhe come from another realm called the Dreamland. The most well known portal is in Alfheim, but others exist. The Dreamland is a place without time or death, where everything seems to change but nothing truly does. Oberon has been king for longer than man has walked the face of the planet. The Sidhe have watched mountains rise and fall, and it is no surprise that many of them get bored with their immortal existence and go adventuring.

Sidhe rarely travel together, they experience enough of each other in the Dreamland, they want to meet new creatures and see new sites. Sidhe often blend in with human societies, their neighbors none the wiser. Sidhe even get married to try and learn about love, but they are doomed to watch their spouse wither and die from age, even the elves are short lived to the Sidhe.

Exploring the new world

Sidhe when entering the new world tend to

seek out the large population center they can find. Many become adventures because of the excitement it brings. Their lack of desire for wealth cause many to think them naive, but few understand the mysterious creatures well. Once the Sidhe has circled the globe a few times, they return to the Dreamland to share their tales.

Sidhe Traits

Ability Score Increase. Your Charisma score increases by 2.

Age: Sidhe have no concept of age as they are effectively immortal, reincarnating back in their native land after death. The average Sidhe appears fully grown after 20 years.

Alignment: Most Sidhe are chaotic by nature, though their rulers are lawful. Evil Sidhe are considered unseelie and shunned.

Size: Sidhe average 5'6 to over 6' tall. They are lithe, average around 120-150lbs.

Speed: Your base speed is 30 feet.

Languages: You can speak, read and write Common, Elven and Fey

Forsaken by the Immortals: Due to a schism with the Immortals over the creation of the world, fey cannot beseech the Immortals for favors. Sidhe cannot be any class that grants divine spells.

Fey Magic: Starting at level 2 and every other level after that, the Sidhe may select a spell from the Enchantment or Illusion schools. The spell level must be half the Sidhe's level. The Sidhe may cast that spell at will, once a spell is cast it cannot be cast until the Sidhe has had a long or short rest.

Invisible to Mortals: The Sidhe may become invisible exactly like the invisibility spell to living, non-fey creatures. The Sidhe cannot use

the ability again until they have had a short rest.

Water Breathing: The Sidhe can breathe water as well as it can breathe air.

Iron Allergy: Sidhe cannot stand the touch of iron. The Sidhe cannot wear any armor or weapon made of iron. Metal weapons and armor with a +2 enchantment or better are not considered to be made of iron. The Sidhe has damage vulnerability against iron weapons. While in contact with iron the Sidhe cannot use the Fey Magic spells it knows.

True Fey: The Sidhe are immune to nonmagical diseases, can see other fey that are invisible and take damage from holy water as if they were undead.



TORTLE

Tortles are a stoic and placid race, content to live in their shoreline villages fishing. With natural heavy armor and nothing of real value, most other races are content to leave them alone. While they have few enemies, Tortles do not go out of their way to make friends either.

Slow and Ponderous

Tortles have little in the way in variety, they have coloration ranging from brown to green but are hard to tell apart except for their shells. Each Turtle shell is a unique pattern on the back, and occasionally the Tortles will paint them for decoration. The average Turtle stands 6' tall, weighing in at almost 700lbs or more.

Tortles are reptilian in nature, with rough scales over much of their body. They have a heavy shell that in on par with heavy armor. Their faces have beaks for mouths, and also have large oversized hands and feet.

Bound by Tradition

Tortles above all else value their peace and quiet. Most Tortles live alone, fishing and keeping their huts tidy. They are not known for being craftsmen or warriors. Tortles farm communally, coming together as a group in times of need. When winter comes often they load up on wagons and head to warmer climes.

While Tortles are known as kind and caring creatures, they are not the most friendly. Rarely will you find a Turtle going to trade with other races, and almost never will you find one living inside a city. Tortles are happy watching the world go on by them.

Coastal Creatures

Tortles are found exclusively on the shores of the mainland and the islands in the Sea of

Dread. They build small fishing villages where they can also maintain their farms. They don't build up fortifications but rely on their natural armor and neighbors to aid them in case they are attacked. While merchants may come to trade, Turtles are generally known for their meager existences.

Turtles do maintain a fortified building for their eggs. Here the female Turtles come to lay their eggs, guarded by older Turtle males. Once the eggs are laid the females die shortly there after, followed by the older male guardians. The rest of the village then raises the hatchlings when they emerge.

Natural Born Guardian

For some Turtles living solitary boring lives until they die isn't enough. They have to go out and make something of themselves, even if just briefly. Once in a long while a Turtle will put down his hoe and fishing pole, pick up a weapon and go and try to make the world a better place. While not the most agile creatures, they make excellent warriors because of their natural strength and heavy armor.

Turtle Traits

Ability Score Increase. Your Strength score increases by 2.

Age: Turtles reach maturity around 5 years old.

They are a short lived race, only reaching 50 years old on average.

Alignment: Almost all Turtles are lawful in alignment.

Size: Turtles are usually 6' tall, and weight on average 700lbs. They are medium creatures.

Speed: Your base speed is 20 feet.

Languages: You can speak, read and write Common and Turtle.

Natural Armor: Turtles have a hardened shell that gives them great protection. The older the Turtle the stronger its shell. Turtles add their proficiency bonus to their armor class. They cannot wear other armor, as nothing fits over their shell.

Personal Shelter: As a bonus action the Turtle can withdraw into his shell. This gives +2 AC and advantage on all saving throws, but the Turtle is considered blind until he spends another bonus action to come out of his shell.

Increased Lung Capacity: A turtle can hold his breath for 10 turns.

Clumsy: Turtles have disadvantage on Acrobatics tests.

Religions of Mystara

Immortal	Influence	Domain	Openly Worshipped
Al-Khalim	Ylaruam	War (Eternal Way) Knowledge (Eternal Truth)	Ylaruam, Ierendi (Eternal Truth Only)
Ahmanni Turtle Rider	Turtle Clan	See Shamani Archetype	Atruaghin
Alphaks	Chaos	Death	Alphatia
Alphatia	Alphatia	Light	Alphatia
Atraughin	Atruaghin	See Shamani Archetype	Atruaghin
Atzanteotl	Sacrifice	Death	Atruaghin, Tiger Clan Only
Asterius	Merchants	Knowledge	Thyatis
Augrism	Excellence	Knowledge	Minrothad (dwarves)
Cretia	Wind	Trickery	Ethengar
Dainrouw	Wood Elves	Nature	Minrothad (wood elves)
Daniel Tigerstripes	Tiger Clan	See Shamani Archetype	Atraughin (Tiger Clan only)
Diamond, the Star Dragon	Lawful Dragons	Life	Any where dragons live
Diulanna	Victory	War	Thyatis
Eiryndul	Alphatia Elves	Nature	Alphatia
Elendaen	Sea Elves	Tempest	Minrothad
Frey and Freya	Family	Life	Vestland, Ostland, Soderfjord
Garal Glitterlode	Gnomes	Trickery	Gnome settlements
Halav	War	War	Karameikos, Thyatis
Hattani Stoneclaw	Bear Clan	See Shamani Archetype	Atraughin
Hel	Death	Death	Soderfjord
High Heroes	Hin Pantheon	See Hin Master Archetype	Five Shires
Ilsundal	Elves	None, uses Druid class	Alfheim
Ixon	Sun	Light	Most nations
Kagyar	Dwarves	See Kagyar Archetype	Rockhome
Korotiku the Spider	Trickery	Trickery	Thyatis, especially Pearl Islands
Koryis	Peace	Life	Thyatis, Alphatia
Loki	Mischief	Trickery	Vestland, Soderfjord
Maeliden	Tree of Life	Life	Alfheim

Mahmatti Running Elk	Elk Clan	See Shamani archetype	Atraughin
Minroth	Minrothad	Life	Minrothad Guilds
Odin	Wisdom	Knowledge	Ostland, Vestland, Soderfjord, Thyatis
Opal the Sun Dragon	Neutral Dragons	Knowledge	Any where dragons live
Pearl the Moon Dragon	Chaotic Dragons	Tempest	Any where dragons live
People's Temple	Philosophy	Life	Ierendi
Petra	Healing	Life	Karameikos, Thyatis
Protius, Old Man of the Sea	Ocean	Tempest	Thyatis
Rafiel	Shadow Elves	See Shadow Elf Shaman	City of Stars
Rathanos	Fire	Tempest	Alphatia
Tahkati Stormtamer	Horse Clan	See Shamani Archetype	Atraughin
Tarastia	Justice	War	Thyatis
Thanatos	Evil	Death	Nowhere
Thor	Thunder	Tempest	Ostland, Vestland, Soderfjord, Thyatis
Tubak	Law	Light	Ethengar
Valeria	Love	Trickery	Thyatis
Vanya	War	War	Thyatis
Yamuga	Yurts	Life	Ethengar
Zirchev	Knowledge	Knowledge	Karameikos, Alphatia

Notes:

Darokin: With its status as a major trade power, nearly every single religions is practiced in Darokin. Even the more evil ones are tolerated if they behave themselves.

Glantri: Religion is outlawed in Glantri, there is no religion tolerated there.

Ethengar: Ethengar tribes honor the immortals, but the Spirit Shamans act as their spiritual leaders.

Classes of Mystara

Unlike other settings for Dungeons and Dragons, not all classes are available to all races or geographical areas. In some cases the race just can't perform magic of a particular type, and certain nations classes are forbidden or restricted. Some classes are extremely rare, and some do not function the same in Mystara. Additionally there are several archetypes found only in Mystara.

Class/ Archetype	Regional Restrictions	Racial Restrictions
Barbarian/ Berserker	Unknown outside of Northern Reaches	No Hin
Barbarian/ Totem Warrior	Unknown outside of Ethengar or Atruaghin Clan	No Hin
Bard/any	None	No Dwarves
Cleric/any	Illegal in Glantri, some domains are regional	No Sidhe
Druid/Any	Illegal in Glantri, Ethengar use Spirit Shaman Archetype only	No Sidhe
Druid/Dervish	Ylaruam only	No Restrictions
Fighter/Champion	No Restrictions	No Restrictions
Fighter/Battle Master	No Restrictions	No Restrictions
Fighter/Eldrich Knight	Glantri or Alpathia required if human	Elf or Sidhe only unless from Glantri or Alpathia
Monk/Open Hand	Very rare outside Ochalea	Very rare outside of humans
Monk/Four Elements	Glantri only	Only human or elf
Paladin	Illegal in Glantri	No Sidhe
Ranger	Illegal in Glantri	No Sidhe
Rogue/Thief or Assassin	No Restrictions	No Restrictions
Rogue/Arcane Trickster	Glantri or Alpathia required if human	Elf or Sidhe only unless from Glantri or Alpathia
Rogue/Rake	Rare outside Thyatis	Rare outside of humans
Sorcerer/ Draconic or Wild Mage	Not used in Mystara	Not used in Mystara
Sorcerer/ Disciple of Radiance	Glantri or Shadow Elves only	Human or Elf only
Warlock	Illegal in Atruaghin, Ylaruam and Ethengar.	No Dwarves
Wizard/any	Distrusted outside of Glantri,	No Dwarves

	Alfheim and Alphatia	
Wizard/ Aurumancer	Minrothad or Darokin only	No Dwarves

Notes:

Dwarves: Can never take a class that provides arcane spells.

Sidhe: Can never take a class that provides clerical spells.

Very Rare Restrictions: Get the DM's approval, these combinations are almost unheard of in Mystara.

New Mystaran Archetypes



Aurumancer

Wizard Archetype

The merchant houses of Darokin and Minrothad have long used magic to increase their advantage on long trade routes. Not only can the Aurumancers defend themselves, but they can also control weather or mend broken wagons and

sails to keep the trade flowing. While other wizards consider the Aurumancer not true wizards, the Aurumancer comfort themselves with the finest luxuries money can buy.

Restrictions: Character must be native of Minrothad or Darokin

Business Minded: At 2nd level when rolling on the Running a Business chart for downtime, the Aurumancer rolls the percentiles twice and takes the higher number.

Graduate of the Business Colleges: At 2nd level the Aurumancer gain proficiency in the Insight and Persuasion skills.

Guild Rutter: At 6th level the Aurumancer has earned a rutter, a book of secret trade routes, to help increase profit. While the Aurumancer charge of a sailing ship or caravan, the character making the navigation rolls has advantage on those rolls. In addition reduce the speed it takes to reach a destination by 25%.

Master Speculator: At 10th the Aurumancer is so attuned to finding the value of an item it is almost instinctive. The Aurumancer can cast identify at will, but can only find the properties of a magic item, or the monetary value of a regular item. This ability has no affect on living creatures.

Seller's Market: At 14th level the Aurumancer can always find a buyer for magic items, no roll is needed. When on the chart to determine price, roll percentiles twice and use the higher number.

Dervish

Druid Archetype



Your mastery of the sands of Ylaruam give you powerful advantages in the deserts of your homeland. The Dervish is found only in the desert sands of Ylaruam, though some maybe found to the West in Sindh. The Dervish gives up many of his possessions for unparalleled movement and elemental control.

Ylaruam Resilience: When the character becomes a Dervish at second level they only need half as much water a day to survive, and gains advantage on extreme heat checks.

Path of the Desert: At second level the Dervish gains proficiency in unarmed attack and adds his proficiency bonus to his armor class if not wearing armor.

Step Through Sand: At 6th level the Dervish may cast Misty Step up to his Wisdom bonus before needing a long or short rest. When using Step Through Sand the Dervish must be in desert terrain, and leaves any metal he was holding or wearing behind.

Blade of the Efreet: At 10th level the Dervish may cast Flame Blade at will.

Whirling Dervish: At 14th level the Dervish may spend a Wild Shape use to become an Air Elemental.

Diplomat

Rogue Archetype



Part merchant, part spy and willing to act both parts, the Darokin Diplomatic Corps trains men and women in the fine art of negotiation. Sent to all parts of the world to secure the safety and security of Darokin's interests, the Diplomats are not above a bit of espionage if it would further their mission.

Restriction: Native of Darokin only.

Diplomatic Training: At 3rd level a diplomat can use Insight, Perception or Investigation as a bonus action to gain cursory knowledge about a person they are talking to. This includes their mood, any insignias they are

wearing, or a resemblance to another person present. The more obscure the detail the more difficult the test.

Lingua Franca: At 9th level the Diplomat gains the Linguist feat.

Eidetic Mind: At 13th level the Diplomat gains the Keen Mind and Observant Feats

Master Negotiator: At 17th level the Diplomat gains advantage on Deception or Persuasion tests.

Disciple of the Radiance Sorcerer Archetype



In the magic steeped land of Glantri and in the subterranean hall of the Shadow Elves lies a strange a strange power called the Radiance. The elves believe it a gift from the Immortals, while the athiest wizards of Glantri view it as just another tool. What is known is that exposure to it

over the years has caused a new breed of mage to appear, on that can create spells with memorizing them and can alter magic at will.

Restrictions:

Radiance Adept is restricted to natives of Glantri and Shadow Elves

Arcane Vision

At 1st level the Adept has begun to understand the ways of magic and can see its effect. The Sorcerer can cast Detect Magic at will.

Control Flow

At 6th level the sorcerer learns to fuel his magic at the expense of his own life force. The sorcerer may take 1hp of damage to generate 1 sorcery point. This damage is slow healing and cannot be healed by magical means, and is only healed during a long rest after all other damage has been healed.

Control Flux

At 14th level the sorcerer can subtly control the flow of magic, optimize the damage yield as the spell is released. The sorcerer can reroll any dice on a damaging spell once.

Control Fate

At 18th level the sorcerer can channel his magical energy into adjusting the very winds of fortune. When the sorcerer fails a skill check or saving throw they may spend the difference in sorcery points to make up the difference, using Control Flow to convert hp in sorcery points if necessary. The sorcerer can only spend points need to bring the total up to the minimum needed to pass.

Thyatian Forester

Ranger Archetype



Protectors of the Vyalia Forest, Foresters are a secretive group of protectors inside of Thyatis. Charged with keeping the Empire's savage enemies at bay from across the borders of Karamaikos, Foresters strike from ambush from the treetops. Normally comprised of Vyalia elves, Emperor Thincol paid the elves a princely sum to train humans in the way of the Forester.

Restrictions: Vyalian elves or Thyatian humans only, must have forest as their Natural Explorer terrain.

Phantom Warriors: Foresters double their proficiency bonus when making Stealth tests inside a forest.

Eldritch Magics: At 7th level Foresters can use wizard spells from the school of illusion as Ranger spells.

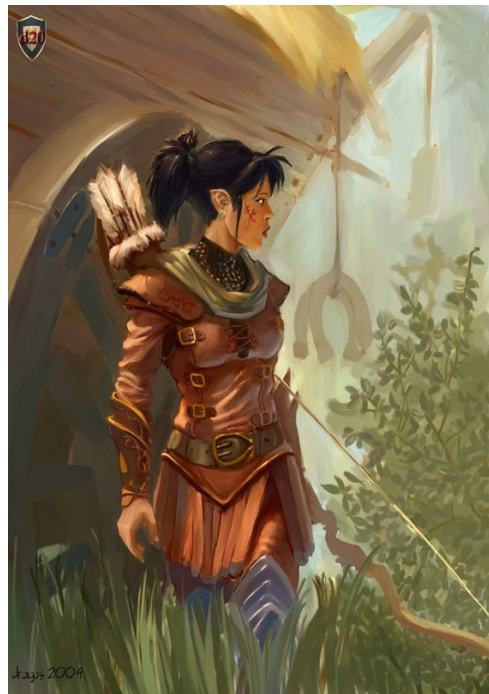
Treewalker: At 11th level while inside a forest the Forester can move across the tree tops and

branches as if it were normal terrain.

Seven League Striders: at 15th level the Forester can teleport from his location to any part in the forest. This is treated as a Tree Stride spell, except the range is increased to any location inside the forest. The Forester must take a long rest before using this feature again.

Hin Master

Cleric Archetype



Domain Spells:

1 st	Locate Animals or Plants
3 rd	Create Food and Water
5 th	Commune With Nature
7 th	Divine Word
9 th	Mass Heal

The keepers of the Five Shires, the Masters follow the Hin pantheon of Immortals. The Immortals Nob Nar, Coberham Shadowglint and

Brindorhin bequeathed certain Hin with the power to defend the Shires from all enemies. Much of the Master's power comes from the land itself, only powerful Masters can leave the shire and still manifest their powers at full strength.

Restriction: Cleric must a Hin from the Five Shires. A Master recovers no spells from a short rest if outside the Shires.

Master Sight: At 2nd level the Master gains infravision with a range equal to their level x10'

Extra Skill Proficiencies: At 2nd level the Master gains proficiency in Nature and Medicine skills.

Enhanced Denial: At 6th the Master gains the denial feat, and adds double his proficiency when using it.

High Master: At 8th level the Master gains Evasion and can now regain spells from a short rest, even outside the Shires.

Timeless Body: At 17th level the Master only ages one year for every ten that pass.

Horse Warrior

Fighter Archetype The feared warriors of the Ethengar steppes, Horse Warriors are unparalleled in their mastery of mounted combat. Almost as one with their horse, they can fight at range or up close from the saddle. While astride their horse, there are few that can match in the field of combat.

Restrictions: Character must be Ethengar and have the Animal Handling skill.

Born in the Saddle: At 3rd level the Horse Warrior gains the Mounted Combatant feat.

No Horse, No Man: At 7th The Horse Warrior and gains advantage on all Animal Handling and

Survival Tests.

Steady Mount: At 10th level the Horse Warrior gains advantage with all attacks with a short bow while mounted.

Combat Rider: At 15th level while the Horse Warrior is mounted he gains +4AC.

Flurry of Death: At 18th level the Horse Warrior may split his attacks and his move up while mounted any number of times. The Horse Warrior has 3 attacks at this level, he may ride 20', shoot with his bow, ride another 20' and shoot again, then finish his movement use bonus action to switch to his sword and attack a third foe.



KAGYAR DOMAIN

Cleric Archetype



Arms of Kagyar

At 2nd level the cleric gains proficiency in Heavy Armor.

Aegis of Kagyar

At 6th level the dwarf gains advantage to saving throws made against magic.

Blessing of Kagyar

At 8th level the cleric may use a channel divinity to give another character within 10' of the dwarf the same bonuses the Gift and Aegis provide the cleric. This effect lasts for 1 turn. This replaces the Destroy undead affect, each time that affect would increase the dwarf may give the Blessing to one more additional person.

Champion of Kagyar

At 17th level the cleric has resistance to spell damage.

Domain spells

1st	Thunderous Smite
3 rd	Stoneskin
5 th	Stone Shape
7 th	Earthquake
9 th	Imprisonment

Dwarves are monotheistic in Mystara, they follow the teachings of their first Immortal. In return Kagyar gives them powers unknown by the other races. While they do not have the normal abilities against undead other clerics have, their resistance to magic is unprecedented. Only dwarves may take this archetype.

Gift of Kagyar

At 2nd level the cleric can use a bonus action to spend channel divinity use as a reaction. The cleric doubles his proficiency bonus when making a saving throw against that spell. This replaces the turn undead ability.

Order of the Griffon

Paladin Archetype



The knightly order of the Church of Karameikos, the Order of the Griffon is sworn to protect the people and land of Karameikos against all enemies. They are a self sacrificing order, using their powers granted by the Immortals to put themselves between danger and their charge. Their selfless acts have done much to bring the divided people of Karameikos together as one.

Restrictions: Character must be from Karameikos and follow the Church of Karameikos.

Tenets of the Griffon:

The Order of the Griffon are the sworn protectors of the Grand Duchy of Karameikos, pledging their lives to defend their homelands. Though a relatively new order, they are beloved in their homeland, emphasizing equality of all the people before the eyes of the Immortals.

Selflessness: Protect the weak, even at the cost of one's life.

Justice: All are equal in the eyes of the law.

Charity: Help the less fortunate, by deed or by donation.

Succor: Heal the sick, and break foul magics.

Petra's Mercy: At 3rd level the Paladin gains the ability to removes foul enchantments placed on innocent victims. The paladin may spend a Divine Channel use to cast Remove Curse like the spell.

Fury of Halav: At 3rd level as an action you can use your holy symbol to call on the ancient enmity between the Traladarans and evil humanoids to send them fleeing from your sight. The paladin spends a Divine Channel use to turn evil humanoids. Each humanoid of evil alignment in 30' that can see or hear the Paladin must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage. All the normal rules for turning applies.

Aura of Sanctity: Starting at 7th level, you and friendly creatures within 10ft of you cannot be attacked by non-magical animals in Karameikos,

at 18th level this aura extends to 30ft.

Zirchev's Blessing: At 15th level you have advantage on all saving throws.

Paragon of Traldar: At 20th level you invoke the power of the three patrons Immortals of Karameikos. For one minute all enemies that can see you must attack only you, ignoring others. While under this effect you gain two extra attacks, are resistant to all damage and automatically pass all saving throws. Once you use this feature, you can't use it again until you finish a long rest.

Order of the Griffon Spells

Paladin Level	Spells
3	Compelled Duel, Goodberry
5	Lesser Restoration, Aid
9	Create Food and Water, Daylight
13	Locate Creature, Death Ward
17	Circle of Power, Greater Restoration

Privateer

Fighter Archetype



While Minrothad is well known for its merchant ships, they do issue Letters of Marque to bring in extra revenues. Captaining these raiders are the feared Privateers. Excelling at naval combat far more than mere sailors, the Privateers are romanticized for their daring feats.

Restrictions: Must be native of Minrothad Guilds

Sea Legs: At 3rd level the Privateer gains Proficiency in vehicles (water) and advantage on Acrobatics tests when swing from a rope.

Boarder's Away: At 7th level if wearing Light Armor or less, while on board a ship the Privateer gains +2AC.

Steady As She Goes: At 10th level if the Privateer is in command of a ship, all attack rolls using the ship's artillery have advantage. The Privateer need not be the one firing the artillery to gain this bonus.

Master Navigator: At 15th level while in command of a ship, all Navigation, and Vehicle (water) tests have advantage.

Dread Pirate: At 18th all attacks against a rival ship's captain have advantage.

RAKE

Rogue Archetype



A common sight in the courts of Alphatia and Thyatis, rakes rely on their cunning and charm to succeed. Courtesans, charlatans and rascallions follow this archetype. You tend to make your way through your wits and charm, though you quickly learn the finer arts of courtly combat. You lower others' defenses with words and charm, then steal their heart or their gold.

Courtly Indiscretion

When you choose this archetype at 3rd level, you halve the time needed to don or doff light armor, with help you reduce the time to a single round.

Bonus Proficiency

At 3rd level you gain proficiency the History and Religion skills

Fighting Style

At 9th level you gain either the dueling or two weapon fighting style.

Extra Pinache

At 13th level you gain proficiency in Charisma saving throws.

Social Butterfly

At 17th level you gain 2 additional skills from the starting Rogue's list of skills, and 3 additional languages.

Shadow Elf Shaman Cleric Archetype



Domain spells:

1 st	Guiding Bolt
3 rd	Speak With Dead
5 th	Commune
7 th	Resurrection
9 th	True Resurrection

The chosen of Rafiel, Shaman are keepers of the soul stones, the sacred artifacts of the Shadow Elves. With them they can cast powerful magic though they have to keep questing for more powerful soul stones to cast the more powerful spells. A majority of shaman are female but not enough to make male shaman rare. Each shaman is marked with a symmetrical purple birthmark on their head, a sign of favor of the Immortal Rafiel.

Restriction: Shadow elf only. Shadow elf must have mark of Rafiel at birth (no effect on play,

chosen at character creation).

Marked Shaman: At 2nd level the Shaman can sense magic up to 90' away. They cannot tell what kind it is unless it is a soulstone, only its presence. A shaman is presented with a soulstone worth 100gp when reaching this level from the temple.

Soul Stone Channelling: At 2nd level shaman needs a soulstone worth 100x spell level to cast a spell of that level. This replaces any material components and does not use up the soulstone. If lost or destroyed the shaman cannot cast spells of that level.

Death Shaman: At 6th level the shaman gains the duties to take the dead and the dying away from the city. The shaman gains advantage on Survival tests in an underground area.

Life Shaman: At 8th level the shaman gains the duties to care for the sick and injured. When a shaman casts a healing spell, they may reroll any dice once and take the higher of the two rolls.

Colorless Shaman: At 17th level the shaman gains the duties to raise from the dead those Rafiel still sees a need for. When casting a spell that raises from the dead the shaman doubles the time that deceased can be raised. A raise dead spell can affect a character that has been dead for 20 days, instead of 10.

SHAMANI

Cleric Archetype



Domain Spells:

1 st	Animal Friendship
3 rd	Conjure Animals
5 th	Commune with Nature
7 th	Regenerate
9 th	Wrath of Atruaghin

The holy men of the Atruaghin Clans, the Shamani lead their people into rituals, provide for the sick and tend to the animals. Though they shun armor and the ability to turn undead, Shamani make up for it with unrivaled healing powers and rituals. Shamani are used by all the tribes of the Atruaghin Clans, when they have to leave the plateau they bring the power of their totems with them.

Restriction: Atruaghin Clan only. Shamani cannot use Channel Divinity or archetype abilities wearing metal armor. Shamani cannot attack animals that are sacred to his tribe (Elk, Horse, Bear, Turtle or Tiger). All harmful spells cast at the animal fail automatically.

Sense Illness: At 2nd level the Shamani can cast Detect Poison and Disease at will. The Shamani cannot detect magical poisons or disease this way.

Nature's Touch: At 2nd level the Shamani can spend a Divine Channel use when casting a healing spell to automatically heal the maximum amount of damage possible. Nature's touch replaces the Turn Undead ability.

Nature's Ally: At 6th level no non-magical animal will attack the Shamani unless attacked first. This includes giant versions of animals. This protection does not extend to allies.

Spirit Ritual: At 8th level the Shamani can spend a Channel Divinity to cast any spell available to them as a ritual. The shamani cannot perform Spirit Ritual again until after a long rest. The shamani does not need to have the spell memorized. This ability replaces Destroy Undead, any increases to that ability instead allows one additional use of Spirit Ritual before needing to rest.

Spirit Master: At 17th all spells may be cast as rituals, and only take half the time needed.

Spirit Shaman

Druid Archetype



Considered terrifying examples of the foreign nature of the Ethengar, their shaman serve as their holy men. While their shape changing abilities are limited compared to other druids, their mastery over animals and creatures not of the prime material plane are unrivaled.

Spirit Guide: At 2nd level the shaman picks a spirit guide, or the more precisely the spirit guide picks him. The Spirit Shaman chooses a guide from the list below, then raises the corresponding attribute by 1. The spirit shaman can talk to the animals of his spirit guide's type at will.

(equivalents in parenthesis)

Strength: Horse (Draft), Eagle, Yak (Rhinoceros)

Intelligence: (Hawk, Wolf, Snake (Constrictor)

Wisdom: Owl, Dog (Mastiff), Gerbil (Rat), Falcon (Hawk)

Dexterity: Tiger, Cat, Monkey (Baboon)

Constitution: Camel, Goat, Bear (Black)

Charisma: Lion, Swan (Vulture), Chameleon (Lizard)

Invoke Spirit: At 2nd level the Spirit Shaman taps

into the teachings of his spirit animal. The shaman can use a wild shape use to gain advantage on any skill associated with that ability. This replaces the ability wild shape.

Rebuke the Spirits: At 6th level the Spirit Shaman can force out unnatural creatures, sending them reeling in fear or even banish them back to their own plane. The shaman can turn fiend, celestial and fey creatures as if he were a cleric of the same level. This ability has no effect on undead. The shaman uses his wild shape uses to activate this ability. The Spirit Shaman can tell if creatures are fey, fiend or celestial as well just by looking at them. The shaman might not know what they are specifically, just their origin.

Become the Guide: At 8th level the Spirit Shaman can use a wild shape to assume the shape of his spirit animal. The shaman can retain the shape for a full day before reverting back.

Travel the Spirit Realms: At 14th the Spirit Shaman can cast Plane Shift, but only to the Beastlands, Arboria or the Dreamland. The Spirit Shaman can return back to the prime material plane using this ability again. The Spirit Shaman cannot use this ability after returning to the prime material plane until he has taken a long rest.

Makai Toa

Fighter Archetype



Most Makai of the Ierendi island are content leading pastoral lives without worry or conflict on their native islands. A handful however long of the old days when the Makai were known for their warrior savagery. These heavily tattooed warriors, called Toa, embrace the ancient fighting styles of their ancestors. Found most commonly among the marines of Ierendi ships, the Toa are terrifying foes in close quarters.

Haka: At 3rd level the Toa learns the sacred war songs of his people. To gain the benefit of the Haka the Toa must not be wearing any armor heavier than light armor and must be using simple melee weapons.. The toa spends a full action to perform a Makai war dance complete with chanting, for the remainder of the combat he gains advantage on all attacks.. The Toa cannot be restrained or silenced to perform this action. The Toa must take a short rest to use this ability again.

Tribal Savagery: At 7th level under the effects of

the Haka the Toa now scores a critical hit on a roll of 18, 19 or 20.

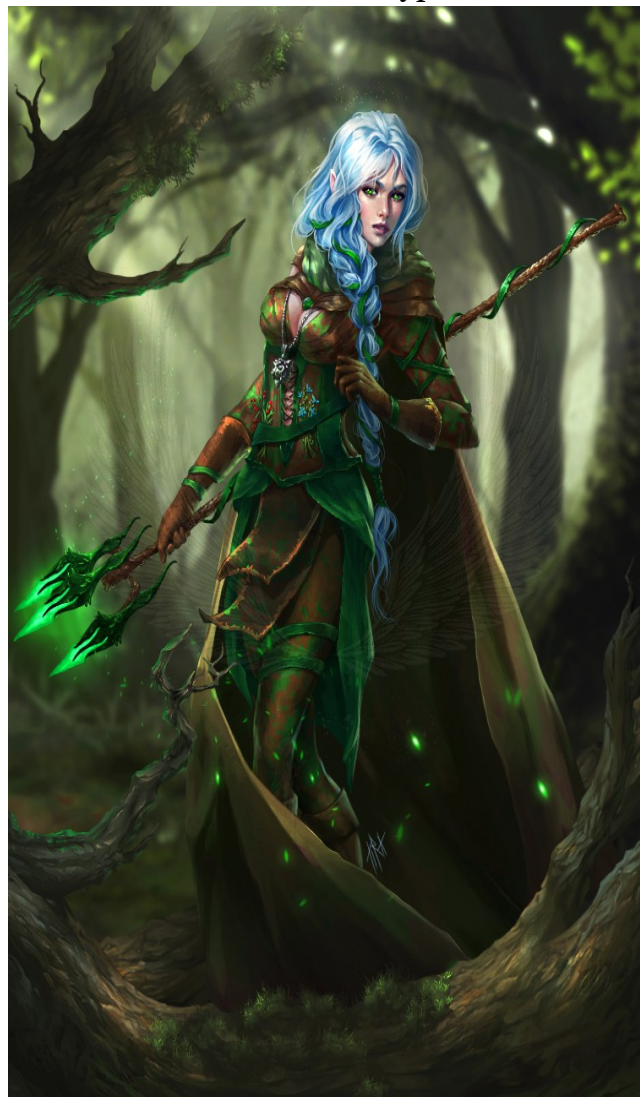
Ta Moko: At 10th level while wearing light or no armor, the Toa doubles the AC bonus he gains from his Dexterity.

Storm of Blows: At 15th level when the Toa charges, that round he scores a critical hit on a roll of 16, 17, 18, 19 or 20.

Skullcrusher: At 18th level the Toa now does triples damage on critical hits.

Treekeeper

Wizard Archetype



Sacred wizards of the Canolbarth forest, Treekeepers are responsible for maintaining the magic of the great forest. Though their powers are arcane, not divine, the elves are often mistaken for druids. Their harmony with nature is so great they can change the very climate around them.

Treewalker: At 2nd level the Treekeeper treats all forest terrain as open terrain.

Magic of the Canolbarth: At 2nd level the Treekeeper can learn Druid spells as if they were wizard spells. The spells are treated as arcane spells in every way.

Wise in the Old Ways: At 6th level the Treekeeper gains advantage on all Animal Handling, Nature and Medicine tests.

Protector of the Woods: At 10th level the Treekeeper can see through trees as if they were not there, and can cast a spell without harming trees if they are caught in an area of affect spell.

One with Nature: At 14th level the Treekeeper can cast Speak with Animal or Plant at will.

Domains of the Spheres

Energy

The Sphere of Energy is extremely dynamic. Energy seeks to create more energy and activity, and as such is closely tied to the element of fire and the Chaotic alignment. Energy consumes Matter, slows Time and stimulate Thought. It is opposed to Matter's attempt to control it, Thought's attempts to define it and Time's attempts to outlast it.

Energy Domain Spells

1 st	Continual Flame
3 rd	Fireball
5 th	Flame Strike
7 th	Reverse Gravity
9 th	Storm of Vengeance

Reduced Rest

At 1st level you finish a long rest in only 6 hours instead of the normal 8 hours.

Bonus Cantrip

When you take this domain at 1st level, you gain the *produce flame* cantrip if you don't already know it.

Alter Energy

Starting at 2nd level you can spend use Channel Divinity to change the energy type of a spell.

When you cast a spell you invoke your devotion to the Immortals of Energy. If the spell has an energy damage type you can alter it to another type. The damage types that can be changed from or to are Cold, Fire, Lightning, and Thunder.

Energy Bleed

At 6th level the power you channel from the

Sphere of Energy begins to overpower your spells. When you cast a damaging spell, you add point of damage to each die you roll. A spell doing 5d6 damage would do an addition 5 points of damage.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the energy type of your choice to the target. When you reach 14th level, the extra damage increases to 2d8. The ability is affected by Energy Bleed.

Overpowered

Starting at 17th level when you cast a damaging spell, you cannot roll less than a 3 on any of the dice. Treat all rolls of the dice lower than that as roll of 3.

Entropy

Entropy is the end of everything. Not associated with any element, Entropy is more closely aligned with death and evil. Its sole purpose is the destruction of the other four spheres. It is the sphere of rot and decay. Entropy seeks to destroy Matter, stagnate Time, dissipate Energy and stop Thought. This domain is primarily for NPCs, ask your DM before selecting it.

Entropy Domain Spells

1 st	Inflict Wounds
3 rd	Bestow Curse
5 th	Contagion
7 th	Finger of Death
9 th	Power Word Kill

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency in martial weapons.

Disciple of Decay

Also starting at 1st level, your inflict wound spells are more effective. Whenever you use an inflict wound spell, the creature takes an addition amount of damage equal to 2 + the spells level.

Minor Hex

At 2nd level you can use your Channel Divinity to make others more susceptible to magic.

As an action you present your holy symbol and select a target to be hexed. For 10 minutes the target has disadvantage on saving throws, this effect immediately ends if you use the ability again during the duration. A bless or remove curse spell ends this effect immediately.

Dissipate Energy

Starting at 6th level when you take damage from any source, reduce the damage by the number of dice. A source doing 3d8 points of damage is reduced by 3 points before any other modifiers.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Reduce Probability

Starting at 17th level all attacks against you have disadvantage.

Matter

The Sphere of Matter is stable and durable. Matter is the building block of all things. Matter is constantly trying to create new forms. Matter is tied to the element of Earth and the Lawful alignment. Matter resists Time's attempt to change it, to channel Energy into a useful form and provides order to Thought.

Matter Domain Spells

1 st	Enlarge/Reduce
3 rd	Stone Shape
5 th	Wall of Stone
7 th	Earthquake
9 th	Meteor Swarm

Bonus Proficiency

At 1st level, you gain proficiency with heavy armor.

Endurance

Also at level one every time you gain a level you gain 1 addition hit point.

Steady as a Rock

Starting at 6th level you have advantage on any save or test to avoid being knocked prone. In addition you have advantage any attempts to escape being grappled.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 bludgeoning damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Implacable Defense

At 17th level you have resistance to bludgeoning, piercing and slashing damage.

Thought

The Sphere of Thought is manipulative and logical. Thought is the essence of the Immortals, it serves to categorize all of existence. Thought represents realization, philosophy and understanding. Matter is tied to the element of Air but not any specific alignment. Thought opposes the excesses of Energy, attempts to manipulation Time and create form in Matter.

Thought Domain Spells

1 st	Detect Magic
3 rd	Clairvoyance
5 th	Dream
7 th	Mirage Arcane
9 th	Foresight

Bonus Proficiency

At 1st level, you gain proficiency in two of the following skills: Arcana, History, Insight or Perception.

Bonus Cantrip

When you choose this domain at 1st level, you gain the *message* cantrip if you don't already know it.

Deep Thinker

At 6th level you gain proficiency in Intelligence saving throws.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Savant

Starting at 17th level you have advantage on all Intelligence based skill tests.

Time

The Sphere of Time promotes change and progress. Time is constant, always flowing and ebbing forward. Time represents change and rebirth, teaching the future with the lessons of the past. Time is tied to the element of Water and the Neutral alignment. Time opposes Matter's resistance to change, lessens Energy over time, and teaches Thought the lessons of history.

Time Domain Spells

1 st	Expeditious Retreat
3 rd	Haste
5 th	Legend Lore
7 th	Teleport
9 th	Time Stop

Bonus Skill

When you select this domain at 1st level you gain proficiency with the History skill.

Sense Time

At 1st level you can spend a full action to know exactly what time of day it is.

Extra Attack

Feats

Denial

Prerequisites: Hin only, 4th level.

As a reaction a Hin may attempt to stop a magic spell as it is being cast. This is treated exactly as the spell Counterspell, with Wisdom being used for determining the Hin's equivalent spellcasting ability. Whether the Denial succeeds or fails, the Hin takes 1d4 damage from the feat. If the Hin is disabled from this damage, it has no effect on whether the Denial succeeds or fails. Denial only works inside the boundaries of the Five Shires. Once he has used the Denial, he cannot make another until he has completed a full rest.

Weaponmastery

Owed in large part to the martial focus of the Thyatian Empire, many fighters focus on becoming the best possible with their weapon of choice. Grandmastery is not something that naturally for a fighter, it takes years of training and constant focus to learn how to turn ordinary

weapons into truly terrifying tools of death. Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Divine Strike

At 8th level you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Improved Reaction

At 17th level you gain proficiency in Dexterity saving throws.

Weaponmastery Feats are applied to a single weapon per feat, you must have the previous ranked feat in a weapon to take the next rank.

Skilled Level

Requirements: Fighter or Barbarian, level 4, proficiency in chosen weapon.

The fighter has begun to train past the normal skill of most warriors. He has chosen his weapon and devoted all his time into mastering that one tool of war. Fighters prefer martial weapons for training, as their design allows for more damage and versatility at higher levels of training.

The fighter selects a single weapon. He gains the following benefit based on the size and type of the weapon: (One handed weapons include weapons with versatile)

1 Handed/Simple: Increase damage die to next level. (d4 becomes d6, d6 becomes d8)

2 Handed/Simple: Extra die of damage.

Ranged/Simple: Can attack within 5' without penalty

1 Handed/Martial: Increase damage die to next

level.

2 Handed/Martial: Extra Die of Damage.

Ranged/Martial: Increase damage die to next level.

Net: Counts as shield if wielded in off hand.

Expert Level

Requirements: Level 8, Skilled level of training.

Now the fighter is recognized as a a deadly wielder of his chosen weapon. People will seek you out to champion duels or various causes.

1 Handed/Simple: If enemy is surprised or on a critical hit, ignore all damage resistance.

2 Handed/Simple: Increase damage die to next level.

Ranged/Simple: Increase both ranges 50%

1 Handed/Martial: Extra die of damage.

2 Handed/Martial: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be knocked prone, enemies two sizes larger than character are immune.

Ranged/Martial: Increase both ranges 50%

Net: DC to escape net increases to 15.

Mastery

Requirements: Level 12, Expert level of training.

A full fledged master, few who know the reputation of the fighter dare approach if their chosen weapon is in hand.

1 Handed/Simple: Extra die of damage.

2 Handed/Simple: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be stunned.

Ranged/Simple: Increase damage die to next level.

1 Handed/Martial: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be stunned.

2 Handed/Martial: Extra die of damage.

Ranged/Martial: Extra die of damage.

Net: Enemy has disadvantage when trying to escape net.

Grandmastery:

Requirements: Level 16, Mastery level of training

Now with unsurpassed levels of combat training, the Grand Master can perform feats of carnage with their weapon that no one else thought possible.

1 Handed/Simple: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus (or Dexterity for Finesse weapons) or be stunned.

2 Handed/Simple: Extra die of damage.

Ranged/Simple: Extra die of damage.

1 Handed/Martial: Extra die of damage

2 Handed/Martial: Critical hits deal maximum damage and ignore damage resistance.

Ranged/Martial: On a critical hit apply weapon damage to another enemy within 5' of original target.

Net: DC to escape net increases to 20.

Secret Crafts of Glantri

Deep in the halls of the Great School of Magic in Glantri city rare magics are taught. Using methods they have gleaned from study of the Radiance, the wizards of Glantri can use magic in ways unheard of outside the nation. Such knowledge does not come without risk, as the Radiance can have unusual effects on careless wizards. Such knowledge also does not come without monetary cost, for the knowledge does not come without study.

Requirements:

The Craft Circles are learned as feats. Wizard or Sorcerer must be a human or elf with a Glantri origin. Once you have taken one Craft feat, you may not take a feat from another craft, you can only progress in the Circle you are in. You must take time off in the campaign and spend the requisite amount of gold before you can learn the feat. A character gains all the abilities listed under a feat.

Time and cost to learn each Circle:

First Circle: 7,000 gp/14 days

Second Circle: 28,000 gp/28 days
Third Circle: 63,000 gp/42 days
Fourth Circle: 112,000 gp/56 days
Fifth Circle: 175,000 gp/70 days

Skill Test: Many of the feats require a skill test to activate. Unless otherwise stated, the number of times a Wizard can attempt a Craft before needing a long rest is equal to the Intelligence bonus. Failed tests count as uses.

Critical Failure

If the mage is required to test Arcana for an effect and rolls a 1, reroll the die. If the result is another 1 then apply the Critical Failure results described by the Feat. Otherwise treat the result as just a normal failure.

Alchemy

1st Circle of Alchemy

Requirements: 4th level, Wizard or Sorcerer

Find Components: The player may make a DC10 Arcana check to know the required ingredients to replicate a potion. This destroys the potion in the process.

Alchemical Preparation: The player may create any common availability potion as a balm. This requires a DC15 Arcana test and 1 hour of work. The balm is good for 1d4 days afterwards it separates and is useless. If the the Arcana test is failed the ingredients are lost and the player will need to more ingredients to try again.

2nd Circle of Alchemy

Requirements: 8th level, 1st Circle of Alchemy

Find Magical Components: The player can identify magical potions on a DC15 Arcana test. In addition the player can take a bonus action to identify the damage type of any magic item on a DC15 Perception test.

Magical Preparation: The player can now create any potion up to uncommon availability. These are created at half the time and speed it would take to make the potion normally, but only lasts 1d4 after it is created.

3rd Circle of Alchemy

Requirements: 2nd Circle of Alchemy, Level 12

Transmute Matter: The alchemist may alter one non-living object to another non-living object. The alchemist may change 1lb of material per experience level. The alchemist can change the item into another item of the same weight, excess material is lost. The item's value is worth the caster level x the weight of the item. The Alchemist must spend a day inside a fully stocked laboratory and make a DC20 Arcana check.

Critical Failure: The transformation fails and everyone within 20' takes 1d6 points of damage per pound of material being transmuted. The lab is automatically destroyed.

4th Circle of Alchemy

Requirements 3rd Circle of Alchemy, Level 16

Transcend Energy: The alchemist can attempt to focus energy into matter to create one of the following effects:

Recharge an expended magic item. Item is returned to it's normal status with its starting number of charges.

Reverse the aging process. The recipient reversed 1 week of aging per level of the alchemist. He can use this process on himself.

Animate a golem. The golem had 1HD per level of the caster, cost to create the golem is the same as a rare magic item.

Raise the dead. A corpse cannot be dead more than a number of days equal to the caster's level, it is treated as if it has received a raise dead spell.

In order to use the process the alchemist must make a DC25 Arcana check, and needs to take the test in an area with a large energy outburst like a lightning storm. Alternatively he may expend spells that do a combined 60d6 points of damage.

Critical Failure: The lab explodes as above.

5th Circle of Alchemy

Requirements: 4th Circle of Alchemy, Level 20

Mutate Lifeform: The alchemist can take on properties of another creature or material. The alchemist can change into another creature, or just adapt part of its physiology. The alchemist makes a DC20 Arcana check as a bonus action and selects one of the following effects:

Gaseous Form: As the spell, but cannot effect gear.

True Polymorph: As the spell, but only creature to creature

Stoneskin: As the spell.

Dracology

1st Circle of Dragons

Requirements: 4th level, Wizard or Sorcerer

Dragon Totem: The wizard picks a dragon type, when he makes a test using a circle of dragons feat, he manifests changes into the features of a dragon of that color.

Protection from Dragons: The character makes a DC15 Arcana test to prevent a dragon from attacking him. The effect is automatic if he is a higher level than the dragon's hit dice, otherwise the dragon make make a will save against the wizard's spell power to ignore the effect. While the effect is active the dragon cannot attack the wizard or his party, including casting spells or using a breath weapon. The dragon can communicate with the wizard and knows their exact location but cannot harm him. The effect ends if the wizard gets more than 120' from the dragon, or if he or a member of his party attacks the dragon or tries to steal from the dragon.

2nd Circle of Dragons

Requirements: 8th level, 1st Circle of Dragons

Dragon Tooth: The character makes a DC20 arcana test. If successful he can manifest magical fangs that have a range of 10' and attack as a dragon bite attack of a dragon with the hit dice equal or lesser to the character's level. The effect lasts five rounds.

Dragon Eye: The character makes a DC20 arcana test. For a number of rounds equal to his level, the wizard automatically detects invisible or polymorphed dragons.

Dragon Claw: The character makes a DC20 arcana test, if successful his hands become claws and attack as a dragon of the same hit dice equal or lesser to his level. This effect lasts one round per level.

Dragon Scale: The character makes a DC20 arcana test, if successful their natural armor class becomes equal to a dragon with equal or lesser hit dice than his level. This ability last one round per level of the caster.

Dragon Wing: The caster makes a DC20 arcana test, if successful they manifest wings of the chosen type, and can fly at the speed of his chosen dragon, his carry weight is 100lbs per character level.

3rd Circle of Dragons

Requirements: 2nd Circle of Dragons, Level 12

Dragon Breath: The caster gains a breath weapon identical to his chosen dragon. The damage is the same as a dragon with equal or lesser hit dice to the caster's level. This ability can be used three times before needing a long rest.

4th Circle of Dragons

Requirements 3rd Circle of Dragons, Level 16

Dragon Might: The caster may attempt to dominate a dragon, the dragon makes a saving throw against the Draconology's spell power, if the dragon fails to save treat the effect as a Dominate Monster spell. The effect lasts 1 turn per the casters level.

5th Circle of Dragons

Requirements: 4th Circle of Dragons, Level 20

High Master of Dragons: The draconologist makes a DC25 arcana check, the caster polymorphs into a Great Wyrms variant of the

chosen dragon. This effect lasts for 1d4 rounds.

Elementalism

1st Circle of Elements

Requirements: 4th level, Wizard or Sorcerer

Protection from Elements: The elemental picks an elemental type as their Elemental focus. The elemental gains the following benefits depending on element.

Fire: Resistant to Fire damage, can walk over lava without harm for 90ft or 3 rounds, whichever comes first.

Water: Resistant to Water damage, can walk over water for 90ft or 3 rounds, whichever comes first.

Earth: Resistant to damage from Earth damage. Can walk over quicksand, mud or crumbling ledges for 90ft or 3 rounds, whichever comes first.

Air: Resistant to damage from Air damage. Can walk on clouds or climb smoke up for 90ft or 3 rounds, whichever comes first.

2nd Circle of Elements

Requirements: 8th level, 1st Circle of Elements

Minor Conjunction: The elemental makes a DC15 arcane check. On a success the elemental summons 1d4 minor elementals of his focus. The elementals have the minimum amount of hit points they could have (an earth elemental would have 72, a water elemental 60). The elementals will perform one task, and disappear after finishing it. They also vanish after a number of days equal to the caster's level.

Critical Failure: A elemental of the rival element appears, hostile to the elemental.

3rd Circle of Elements

Requirements: 12th, 2nd Circle of Elements

Major Conjunction: As above, except the elemental summons any creature from the chosen elemental plane. That creature will perform a task exactly as above.

Critical Failure: The creature arrives hostile to the elemental.

4th Circle of Elements

Requirements: 16th level, 3rd Circle of Elements

Full Elemental Control: The elemental makes a D20 arcane check. If successful the elemental can create an elemental out of appropriate materials on hand. The newly created elemental is completely under the elemental's control.

Elemental Mastery: The mage gains further abilities based on their focus.

Fire: The elemental takes no damage from heat, though still takes damage as normal from fire. The elemental can change the size of a fire by 2ft per round at will.

Water: The elemental can make water be as still or rough as a storm equal to 3ft times their caster level. The elemental can breathe water at will, and has advantage on all swimming checks, ignoring even currents and whirlpools.

Earth: The elemental can cast Move Earth at will. The elemental is never immobilized by being buried.

Air: The elemental can cast gust of wind at will. All missile attacks against the elemental are at a disadvantage. The elemental takes no damage or can be moved by high winds.

Critical Failure: The created elemental creature goes berserk, attacking all nearby.

5th Circle of Elements

Requirements: 20th level, 4th Circle of Elements

Metamorphosis: The elemental can make an Arcana D25 test, if successful the elemental becomes an elemental of his focus. The elemental retains all spells and abilities. In addition the Elemental can travel to the elemental plane of their focus at will.

Critical Failure: An elemental of the focus type appears with maximum hit points hostile to the elemental.

Illusion

1st Circle of Illusion

Requirements: 4th level, wizard or sorcerer.

Hypnosis: The Illusionist makes a DC10 Arcana test. If successful the target makes a wisdom save against the Illusionist's spell casting ability. If the target fails, they act as if they are under a suggestion spell. The suggestion cannot make the target violate their alignment or harm themselves. The effect ends when target has performed a task for the Illusionist, taken damage or the Illusionist ends it. If the suggestion isn't clear the effect automatically fails. The Illusionist regains the ability to use this after a short rest.

Critical Failure: The Illusionist is affected by the suggestion instead, with all the above restrictions.

2nd Circle of Illusion

Requirements: 8th Level, 1st Circle of Illusion

Dream Alteration: The Illusionist makes a DC12 Arcana test against a sleeping target. The target can be up to 1 mile away per caster level. The Illusionist can send a message or a nightmare. If a message is sent the target wakes up with the message fresh in their mind. If a nightmare is sent, the target may make a Wisdom save vs. the Illusionist's spell casting ability. If successful nothing happens. Otherwise the target does not benefit from the rest. If the target can pass two saving throws in a row they are immune to this power from the Illusionist. Dream Alteration may only be used once per dream.

Critical Failure: The sleeping target wakes up with the knowledge of the Illusionist's identity.

3rd Circle of Illusion

Requirements: 12th Level, 2nd Circle of Illusion

Delirium Tremens: The Illusionist makes a DC15 Arcana test, if successful a target within 120' is attacked by an illusionary monster or monsters with a CR no greater than the Illusionist's level. The creatures exist only in the target's mind, but the damage dealt is real. The effect lasts until the illusionary monster is defeated, the Illusionist ends it, or breaks concentration. The Illusionist regains this ability after a long rest.

Critical Failure: The Illusionist sees what he wants to see happen, but nothing actual occurs. The Illusionist can take no other actions than attempting to maintain the failed illusion until they pass a DC20 Intelligence test at the start of each round.

4th Circle of Illusion

Requirements: 16th level, 3rd Circle of Illusion

Shadow Reality: The Illusionist makes a DC20 Arcana test, if successful they may dimension door from one shadow to another in sight, or become a non-corporeal shadow. While in the shadow the Illusionist can create immovable solid objects like stairs or chairs out of shadows. The Illusionist can alter shadows with in 1 yard per level.

Critical Failure: The Illusionist is instead transported to the Dimension of Nightmares, where they must find their own way back to safety.

5th Circle of Illusion

Requirements: 20th level, 4th Circle of Illusion

Dreamlands: The Illusionist creates an interdimensional stronghold in the Dimension of Nightmares. This is treated exactly like Mordenkainen's Magnificent Mansion, except the mansion does not expire. To entire the stronghold the Illusionist makes a DC20 Arcana check. The Illusionist can create shadow creatures with a CR up to the Illusionist's level and send them from stronghold on a mission. This requires a DC25

Arcana test. The creatures are like any other creature the Illusionist has encountered, except they are creatures of pure shadow. The Illusionist can see through their eyes and hear what they hear. They will remain until the task is done or they are slain.

Critical Failure: The created creatures go berserk instead and attack the Illusionist.

Necromancy

1st Circle of Necromancy

Requirements: 4th level, wizard or sorcerer

Protection from Undead: Necromancer makes a DC10 Arcana test. While this is active a number of undead creatures with CR up to the Necromancer's level cannot attack anyone within 10' of the Necromancer's ritual. Creatures with lower CRs are affected first. This power lasts until the Necromancer moves out of the circle, or someone in the circle attacks.

Critical Failure: The Necromancer cannot attack undead instead until he is attacked by one.

2nd Circle of Necromancy

Requirements: 8th level, 1st Circle of Necromancy

Control Undead: The Necromancer makes a DC15 Arcana test. If successful he immediately gains control of undead within 120' with a combined CR equal to the Necromancer's level. This undead can be controlled or destroyed at will. The effect ends at the rise of the next full moon. Liches are immune to this affect.

Critical Failure: The Necromancer falls under the control of the nearest intelligent undead within 120', or goes catatonic for 1d8 hours otherwise. The Necromancer stays under control until the next full moon or the undead is destroyed.

3rd Circle of Necromancy

Requirements: 12th level, 2nd Circle of Necromancy

Create Undead: The Necromancer can craft

undead after a ritual. The ritual requires two weeks of research per challenge rating, and 1000gp per CR. Corporeal undead need a fresh corpse, incorporeal just a part of a corpse. The actual ritual requires 1 hour per CR and requires a Arcana DC15 test, at the end the undead is completely loyal to the Necromancer, unlike Control Undead. Liches can never be created this way.

Critical Failure: The necromancer take 1d6 points of Necrotic damage per CR of the creature attempted, plus another d6 for each immunity or special attack of the undead. This damage ignores any resistance or immunities.

4th Circle of Necromancy

Requirements: 16th level, 3rd Circle of Necromancy

Raise Dead: The Necromancer makes a DC20 Arcana test. If successful the Necromancer can cast True Resurrection without spell components.

Critical Failure: The Necromancer loses 1 point of Constitution for every level or Hit dice of the creature he was trying to raise. If this reduces the Necromancer's Constitution to 0 the caster turns to a pile of ash and cannot be resurrected by any means. Otherwise the Constitution returns at the rate of 1 per long rest.

5th Circle of Necromancy

Requirements: 20th level, 4th Circle of Necromancy

Attain Lichdom

The Necromancer undertakes a ritual that requires 20 weeks to complete, and costs 25,000gp. At the end of the ritual the Necromancer makes a DC25 Arcana test. If successful the caster immediately gains the following abilities from the Lich entry in the monster manual:

Damage Resistance: per lich
Damage Immunity: per lich
Condition Immunity: per lich
Truesight 120ft
Legendary Resistance 3/day

Rejuvenation
Paralyzing Touch
Turn Resistance
Undead

Critical Failure: The Lich is turned into a demon of the DM's choice and is removed from the game.

Cryptomancy

Note: Runic magic is extremely dangerous, the more the Cryptomancer uses runes the more likely there is a catastrophe. Each rune used past the first in a given day increases the chance of a critical failure by 1. So the second time a Cryptomancy checks for a Critical Failure the failure is confirmed on a 2, then 3, 4 etc. All runes use the same Critical Failure chart.

Critical Failure

First rune attempted that day: A storm occurs in a 24 mile area centered on the Cryptomancer. No travel is possible. The storm lasts 1d12 hours.

Second rune attempted that day: A earthquake occurs like the spell. The earthquake has a 36 miles radius centered on the Cryptomancer. The earthquake lasts for one minute.

Third or more rune attempted that day: The storm and the earthquake both occur, and the rune is ripped from the mind fo the Cryptomancer and must be relearned.

1st Circle of Runes

Requirement: 4th level, Wizard or Sorcerer

Rune of Matter: The Cryptomancer learns the true name for a common material (gold, sand, glass, iron). The Cryptomancer can make a DC10 Arcana test. If successful the Cryptomancer can mold the material 1sq ft per caster level. The material returns to its normal shape in 1d4 rounds. To acquire a rune requires 1 week of study, 100gp in cost and a DC10 Investigation test.

2nd Circle of Runes

Requirement: 8th level, 1st Circle of Runes

Rune of Life: The Cryptomancer learns the true name for a non-magical creature of animal intelligence or lower. The Cryptomancer makes a DC12 Arcana test, if successful can take control of the named creatures, with a combined CR equal to their level. The Cryptomancer can see through their eyes and hear what they hear. The ability lasts for 1d10 turns. The animal's actions are limited by its intelligence. To acquire a rune requires 2 weeks of study, 500gp in cost and a DC12 Investigation test.

3rd Circle of Runes

Requirement: 12th level, 2nd Circle of Runes

Rune of Power: The Cryptomancer learns the true name for a source of energy, (fire, cold, electricity, etc). The caster may make a DC15 Arcana test to increase or decrease the damage of a spell using that energy by a number of dice equal to the Cryptomancer's level. This cannot reduce damage below 0 or increase it above 20d6. This may be done as a reaction. To acquire a rune requires 4 weeks of study, 1000gp in cost and a DC15 Investigation test.

4th Circle of Runes

Requirement: 16th level, 3rd Circle of Runes

Runes of Magic: The Cryptomancer can learn to bind certain spells to items. The Cryptomancer makes a DC20 Arcana test, if successful the spell is bound to an item. The spell triggers when the item is used or picked up. Each spell requires a different rune. Only one rune per item can be inscribed, the rune is permanent until activated or dispelled. The rune is invisible after casting. The caster can also bind creature names to areas to prevent the creature from entering. The caster can inscribe five runes on a golem to activate it, at a material cost of 1,000gp per hit die. To acquire a rune requires 8 weeks of study, 2500gp in cost and a DC120 Investigation test.

5th Circle of Runes

Requirement: 20th level, 4th Circle of Runes.

Truename: The Cryptomancer learns the true name of an intelligent creature. This acts exactly

as a Rune of Life. Further more the Cryptomancer can replace spells the target has memorized with his own, and can cast the target's spells or inscribe them in his spell book. To acquire a rune requires 6 months of study, 5000gp in cost and a DC25 Investigation test.

Witchcraft

Penalties: The school of Witchcraft takes a toll on the body of the Witch, after each feat is acquired the character loses 2 points of Charisma permanently, to a minimum of 3.

1st Circle of Witchcraft

Requirement: 4th level, Wizard or Sorcerer

Brews and Potions: Identical to the Alchemy feat Alchemical Preparation, except the concoction is in the form of a potion. Witches do not get the increased preparation time like alchemists however.

Critical Failure: The potion has the opposite affect intended.

Silver Tongue: The witch makes a DC10 Arcana check, if successful the Witch gains advantage on all persuasion rolls for one hour.

Critical Failure: The witch is incapable of falsehoods, including by omission for one hour.

2nd Circle of Witchcraft

Requirement: 8th level, 1st Circle of Witchcraft

Doll Curse: The witch creates a pair of dolls that look like her victim, the process taking two days per level of the victim. The witch hides on of the dolls in the victim's house. If the doll is discovered and destroyed all effects end. Each night the witch can perform one of the following actions by making a DC12 Arcana test

Pain: The victim takes 1d6 damage, not reduced by anything.

Sickness: The victim become violently ill, no magic can cure the disease.

Madness: The victim must make a Wisdom Save vs. the Witch's Spellcasting Ability or lose a point of Constitution. The only way to restore this loss is to find and destroy the doll.

Critical Failure: The doll is destroyed and the witch suffers the effects of a Bestow Curse spell, effects up to the DM. This lasts until a remove curse spell is cast.

Witches Charm: The witch makes a DC12 Arcana test, if successful the Charm restores all lost Charisma from the Witchcraft Circle.

Critical Failure: The witch loses a permanent point of Charisma.

3rd Circle of Witchcraft

Requirement: 12th level, 2nd Circle of Witchcraft

Spellbinding: The Witch makes a DC15 Arcana test, if successful the Witch conjures a number of creatures whose combined CR are equal to the Witch's level. The creatures must be of the same alignment as the witch. The creatures are utterly loyal to the witch, and she can see through their eyes. The creatures last until slain or dismissed.

Critical Failure: Instead of appearing, the creature takes over the Witch's body for an entire day.

4th Circle of Witchcraft

Requirements: 16th level, 3rd Circle of Witchcraft

Shapechange: The Witch makes a DC15 Arcana test and can assume the shape of a creature or creatures whose combined CR is equal or less than the Witches. The creatures cannot have more than 4HD each. In the case of multiple creatures the Witch becomes a single creature and controls the others. Damage dealt to a controlled creature is dealt the witch when she returns to normal form. This ability lasts until the Witch dispels it.

Critical Failure: The Witch cannot return to normal form, the effect must be dispelled by another witch.

her spells or use any of the victim's abilities while in possession.

5th Circle of Witchcraft

Requirements: 20th level, 4th Circle of Witchcraft
Ultimate Possession: On a DC25 Arcana test the Witch may Magic Jar into an unwilling victim as per the spell. The victim must be of equal or lower level but gets no save. The Witch may stay in the victim's body until she decides to relinquish control. The victim is fully aware of what is happening while possessed. The witch may cast

Critical Failure: The Witch possesses the victim, but her body dies. If the Witch releases control or is forced out by a dispel magic spell or similar, the Witch dies.

Nordic Rune Magic

In the old tales of Jarls, there were given to the great lords of old words of power by the Immortals. The words give those that use them tremendous wisdom, strength, wealth or a host of other gifts, but at a terrible cost. Each time a Northman learns a new rune, there is a very good chance they will perish in the attempt. There is a great cost to acquiring each rune.

To acquire a rune a character must seek out a cleric of the Northern Immortals, known as a godric. The character must convince the godric to perform the ritual to let them request knowledge from the Immortal. During the ritual the character is hung from a tree, buried alive, left to the elements or otherwise placed in extreme danger. There the character will remain for nine days. When the Godric returns the character will either awaken, greatly weakened from the ordeal, or have died in the attempt. It is a risk many are willing to take.

To perform the ritual the player must worship of the Northern immortals (Odin, Thor, Frey/Freya, Loki or Hel) and must contact the Godric as above. If they are able to convince the Godric to help the player undergoes a ritual suicide. This puts the character at 0 hit points. The character must make three death saves with no healing or help from others. Any natural ability to modify death saves is allowed. If the character dies they cannot be resurrected. Otherwise the character awakens from their near death state. The character that succeeds losing 1 point of Constitution permanently, but gain the knowledge of a rune. The character makes a DC15 Charisma save, if successful they can pick the rune they have learned, otherwise it is determined at random.

A rune has multiple uses. A character can use each ability of the rune once before needing a long rest. The effect of the rune lasts for 1 turn unless otherwise stated. If the rune always for a saving throw, the player uses his charisma to determine the DC of the saving throw. Some runes have permanent affects that trigger automatically. Rune effects that trigger immediately resolve upon being activated. The rune must be applied to an item or a person to activate. This take a full action.

Rune/ Name	Effect	Effect	Effect	Effect
Fehu/Cattle	Detects greatest amount of treasure in 90ft.	Indicates direction to a specifically identified creature	Item of value is under effect of nondetection spell for one day	Permanently announces your ownership of an item when picked up.
Urur/Auroch	Causes hostile wild animal to become placid unless a wisdom save is made.	Sets strength to 18.	All attackers within 30' will only attack your character for duration of effect.	None
Thurs/Giant	Permanent advantage on persuasion tests against giantist creatures.	Hostile giant creature becomes stunned unless it can pass a saving throw at the start of each round	Character enlarges like the spell.	None
As/Immortals	Grants True Sight like spell	Centers a Protection from Good and Evil in a 10' circle around you.	Advantage on all saving throws	None
Raidu/ Journey	For next six hours automatically awaken if enemy or hostile creature approaches within 100 ft.	Can automatically determine which way is your destination	For the next six hours gain advantage on all Constitution tests due to fatigue or weather conditions	None
Kaunna/Fire	For two hours the rune will burn on an item like a torch, but not consume the item. Rune goes out if submerged.	The rune will burn on a weapon, dealing 3d4 extra fire damage. This will not harm the weapon.	None	None
Gefu/Giving	Gain advantage on any Persuasion tests to acquire assistance	Gain advantage on Persuasion tests to come to a peaceful agreement.	None	None
Wunju/Joy	Gain advantage on Perform tests in	Gain advantage on any Persuasion test to acquire	Creatures in 20' must make Charisma saving	None

	front of an audience	aid	throw or stop fighting	
Hagla/ Cruelty	Casts a Lightning Bolt like the spell, for 3d6 damage	Creates a 20' storm centered on yourself	None	None
Naudir/ Need	Delays the effects of an attack or spell until the rune expires	Double the character's speed for one round.	Gains advantage on all saving throws.	None
Isar/Ice	Freezes a 10x10 area of water into ice thick enough to hold your weight.	Creates an Ice Storm like the spell within 60'. Damage is 3d6.	None	None
Jarn/ Fruitful Nature	Detects poison of any type in food or drink	Detects spell components or alchemical ingredients in 1 mile.	None	None
Ihwar/ Hunter	Gain advantage to hit with missile weapons.	When using Survival skill to hunt, can automatically capture animals alive.	Automatically pass any attempt to track a non-magical animal.	None
Pethru/ Unseen	Character is ignored by those within 60'.	Messages written while the rune is activated are invisible except to recipient	Character knows of presence but cannot see invisible creatures within 60'	None
Algir/Elk	Character's shield gains a +1 magical bonus.	Character gains advantage on savings throws against magic.	Character can cause one attack against him to miss automatically.	None
Sowelu/Sun	One healing effect used heals the maximum amount of damage	Character can cast Revivify just like a cleric.	None	None
Tiwar/War	Character can make attack automatically do maximum damage once during activation.	Character is immune to fear for duration of rune.	Enemies within 10' have disadvantage testing for fear.	None
Berkana/Brich	Character can cast Barkskin just like a druid	Character has resistance against next source of damage	Character immediately heals 1hp.	None

Ehwar/Horse	Character can see through his horse's eyes.	Character automatically passes any Animal Handling tests with horses	Can summon specific horse within one mile if horse know character.	None
Mannar/Man	Character immediately knows motivation of one stranger.	Can commune with person exactly as spell, though answers are restricted to person's knowledge.	Instantly know the direction of the owner of an item.	None
Lagur/Water	You can breathe underwater.	Character can float, regardless of weight, as well has hold up one person.	Invoking the rune on a ship keeps it from sinking for 1d10 turns.	Using the rune on a stick causes the stick to keep one person afloat for 24 hours.
Ingwar/Growth	Causes vegetation to grow rapidly in 15', creating difficult terrain.	Causes a single item made out of a plant material to become 5x larger.	Casts Enlarge like spell on a single animal.	None
Odala/Birthright	Another character immediately ignores one attack that would reduce their hit points to 0	The character ignores the next attack that would reduce them to 0 hit points. This effect does not expire until attack is negated.	None	None
Dagar/Day	Rune becomes bright as day for 200'. Illumination is treated as direct sunlight.	Rune creates darkness within 120' of character.	Character can see perfectly in the dark for 120'	None

Calendar

Nuwmont (Nyxmir)

Lunadain	Gromdain	Tserdain	Moldain	Nytdain	Loshdain	Soladain
1 New Year	2 Spring Equinox	3	4	5	6	7
8	9	10 Ylaruam Ashura' Shi'a	11	12	13	14 Glantri Spring Break
15	16	17	18	19	20	21
22	23	24	25	26	27	28

Vatermont (Amphimir)

1 See Below	2	3	4	5	6	7 See Below
8	9	10 Minrothad Feast of the Silver Purge	11	12	13	14
15 Alphatia Closing Day	16	17	18 Glantri Monsters Fair	19	20	21
22	23 Darokin Chancellor's Day	24	25	26	27	28 Alphatia Extra Day

1 Vatermont- Alphatia New Year, Ethengar Winter Festival

7 Vatermont- Alphatia Land Fall Day, Ethengar Day of the Golden Khan

Thaumont (Alphamir)

1 First Day of Spring	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25 Glantri Arcanum	26	27	28

1 Thaumont- First Day of Spring, Ylaruam Independence Day

15 Thaumont- Alphatia Opening Day, Ethengar White Horse Ceremony

Flaurmont (Sulamir)

1 Solstice	2	3 Glantri Parliament Day	4	5	6	7 Rockhome Arrangement Day
8	9	10 Minrothad Merchant Prince Day	11	12	13 Alphatia Eriadna's Birthday	14
15 Ethengar Day of Blessings	16 Shires First Flowering	17	18	19	20 Glantri Army Parade	21 Darokin Masked Ball
22 Thyatis Emperor's Birthday	23	24	25	26	27	28

16 Flaurmont- Shires First Flowering, Ethengar Day of Partings

Yarthmont (Sudmir)

1	2	3	4	5	6	7
8	9	10	11	12 Ylaruam Mawlid an Nabi	13	14 Glantri Gondola Games
15 See Below	16	17	18	19	20	21 Rockhome Cleric's Forum
22	23	24	25	26	27	28

15 Yarthmont- Alphatia Howling Day, Ethengar Day of Birth Blessings

Klarmont (Vertmir)

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15 See below	16	17	18	19	20	21
22 Shires Unsheathing	23	24	25	26	27 See Below	28

1 Klarmont- First Day of Summer, Atruaghin Patshatl, Ierendi Freedom day and Crown Tourney, Karameikos Day of the Straw Men, Alfheim Ilsundal day

15 Klarmont- Thyatis Days of the Hoof, Glantri Night of the Red Moon, Ylaruam Laylat Al-Baraa

27 Klarmont- Ylaruam Lailat al Miraj, Minrothad Minroth Day

Felmont (Islamir)

1 Beast's Day Karameikos	2	3	4	5	6 Rockhome Wedding Day	7
8	9	10	11	12	13	14 Glantri Feria de Toros
15 See Below	16	17	18	19	20	21
22	23	24	25 Glantri Beggar's Hope	26	27 See Below	28 Minrothad Day of Silence

1 Felmont- Karameikos Beast Day, Ierendi The Rebirth

15 Felmont- Thyatis Days of Valerias, Alphatia Doggerel Days, Shires High Summer, Ethengar Gathering

27 Felmont- Ylaruam Lailat al Qadr, Minrothad All's Reckless Day

Fyrmont (Andrumir)

1 See Below	2	3	4	5	6	7
8	9	10	11	12	13 Darokin Day	14
15 Glantri Vyonnese Carnival	16	17	18	19	20	21
22 Ethengar Great Horse Fair	23	24	25	26	27	28

1 Fyrmont- Shires Day of Heroes, Ylaruam 'Id al Fitr stars

Ambyrmont (Cyrpimir)

1 See Below	2 Ierendi Celebration of the Sea	3 Rockhome Showing day	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26 Glantri Fire Night	27 Minrothad Bask Day	28

1 Ambyrmont- First Day of Fall, Shires Fast and Feast, Ethengar First Day of Riding

Sviftmont (Hastmir)

1	2	3	4	5	6 See Below	7
8 See Below	9	10	11	12	13	14 Glantri Raising of the Walls
15 Darokin Great Reckoning	16	17	18	19	20	21
22	23 Ethengar Day of Counting	24 Ethengar Day of Naming	25	26	27	28 Duke's Birthday Karamaikos

6 Sviftmont- Glantri Best Wishes of Kronahar, Ethengar New Year

8 Sviftmont- Thyatis Vanya's Day, Alphatia Start of Wine Festival

Eirmont (Eimir)

1 Ethengar Cretia's Day	2	3	4	5 Glnntri Necromantia	6 Darokin Harvest Day	7
8	9	10	11	12	13	14 Glantri Ice Games
15 Ethengar Night of Spirits	16	17	18	19	20	21
22 Shires Reaping	23	24	25	26	27	28

Kaldmont (Burymir)

1 First Day of Winter	2	3 Ierendi, Days of Right	4	5	6	7
8	9	10 Ylaruam 'Id al Adha	11	12	13	14
15 See Below	16	17	18	19	20	21
22	23	24	25	26	27 See Below	28 Glantri Bells of Fate

15 Kaldmont- Thyatis Footman's Games, Glantri Boldavian Procession, Ethengar Blessing of Golden Khan

27 Kaldmont- Glantri Alexander Day, Ethengar Day of Law

28 Kaldmont- End of Year, Glantri Bells of Fate, Northern Reaches Loki Day, Minrothad Midwinter Festival

Coins of the Known World

Nation	1/100 CP	1/10 SP	1/2 EP	1 GP	5 PP
Thyatis	Denarius	Asterius	N/A	Lucin	Emperor
Alphatia	Judge	Mirror	N/A	Crown	N/A
Karameikos	Kopec	Crona	N/A	Royal	N/A
Darokin	Passem	Tentrid	Half Daro	Daro	N/A
Glantri	Penny (5)	Sovereign	N/A	Ducat	Crown (50)
Vestland	Oren	Floren	N/A	Hellar	Guldan
Ostland	Oren	Eyrir	N/A	Krone	N/A
Soderfjord	Oren	Gundar	N/A	Penne	N/A
Shires	Sunset	Star	N/A	Sun	N/A
Minrothad	Plen	Quert	Byd	Crona	N/A
Ethengar	Tang	Tang	Tang	Tang	Tang
Alfheim	Passem	Tentrid	Half Daro	Daro	Leaf (rare)Rock
Rockhome	Stone	Star	N/A	Trader/Moon	Sun (10)
Ierendi	Cokip	Sana	N/A	Geleva	Pali
Ylaruam	Fals	Dirham	N/A	Dinar	N/A

Special Currencies

Glantri's Penny is worth 5cp, the Crown is enchanted platinum worth 10pp. If the enchantment is dispelled the coin is only worth 1pp

Rockhome's Sun is worth 2pp, They have a trade coin they use worth 1gp with other nations.

Ethengar's Tang is multiple stamped coins, each worth 1, 5 or 10 of its respective type.

Alfheim's Leaf is a gold piece, but is considered collectible and worth more than it's metal content.

Tools

Many adventurers in Mystara are trained in a trade or profession before becoming adventurers. For some, especially in Minrothad and Darokin, adventuring is a means to acquire more capitol for a side business. Other adventurers pick up use trades that help them mend or create weapons, armor or even legal knowledge in cases of legal difficulties.

Item	Cost
Advocacy Books	75gp
Armorer's Tools	35gp
Bargemaking Tools	35gp
Bowyer Tools	15gp
Builder's Tools	50gp
Cabinetmaker's Tools	8gp
Canvas Maker's Tools	5gp
Cart Maker's Tools	15gp
Cooper's Tools	3gp
Farmer's Tools	5gp
Financier's Ledgers	50gp
Fletcher's Tools	3gp
Lawyer's Books	100gp
Lumberjack's Tools	25gp
Mining Tools	10gp
Net Maker's Tools	2gp
Rope Maker's Tools	1gp
Saddle Maker's Tools	25gp
Shepherd's Tools	10gp
Shipwright's Tools	65gp
Tailor's Tools	15gp
Tool Maker's Tools	25gp
Trap Maker's Tools	45gp
Wagon Maker's Tools	35gp
Wheelwright's Tools	15gp

New Spells

Accounting

4th Level Divination (Wizard)

Casting Time: 1 Turn

Range: 10 feet.

Components: V, S, M (1 ledger worth 10gp, consumed)

Duration: Instantaneous

When cast on a room no bigger than 10x10x10, this spell checks the math of every ledger, invoice, and sales slip in the area. All errors are discovered, embezzling detected, and records balanced. Anything suspicious is recorded in the ledger used as a component. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Bleach

Cantrip (Wizard)

Casting Time: 1 minute

Range: Touch

Components: S

Duration: Permanent

With a touch you remove a stain from a cloth, non-magical writing from paper, or dye from fabric. This spell is extremely popular with the students at the Great School of Magic.

Careen

2nd level Transmutation

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (sand paper)

Duration: Permanent

This spell removes all sea growth from a 10x10 section of a ship. If used as a touch attack, the victim takes 1d8+1 per caster level on a failed saving throw. This spell is taught only by the Minrothad Tutorial Guild.

Call upon Radiance

5th level Invocation (Wizard, Sorcerer/Radiance) ritual

Casting Time: 1 minute

Range: Self

Components: V, M (soul crystal)

Duration: 1 turn per level

The caster infuses himself with the power of the Rad, granting him 1 charge per level. The caster can spend the charges when casting later spells to change the one die per charge to its maximum value. The spell expires at the end of the duration or when all charges are spent. When the spell is cast the caster must make a Constitution save or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest. This spell is considered extremely rare, casting it in public, especially in Glantri or Alpathia will draw all sorts of unwanted attention.

Check Caravan

4th level Divination

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (Crystal worth 100 GP)

Duration: Instantaneous

This spell finds any flaws in a caravan before it leaves. Sick animals, badly secured cargo, or damaged wagons, the spell will let the caster know automatically what is the problem. The spell will work on caravans up to 100 wagons in length, but must be cast before they leave in the morning. It will only detect physical problems, not intentions. It will not tell you if the guards are planning to rob you. This spell is only taught by the Darokin Merchant's Guild.

Check Load

2nd level Divination (Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

By touching the wagon you can automatically detect where the wagon was packed correctly. This spell does not guarantee the wagon will be repacked correctly, just if it was done right the last time. The spell is taught only by the Darokin Merchant's Guild.

Clear Sight

1st level Divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

You can see to the horizon as if it were ten feet in front of you. You are restricted by normal conditions like fog or darkness, and can only see normally or at maximum range. Spells and abilities that are in effect are not affected, so spells like True Seeing are amplified by this spell. This spell is normally only available through the Minrothad Tutorial School.

Climate

3rd level Transmutation (Wizard)

Casting Time: 1 hour

Range: 30 feet

Components: V, S, M (small jar of water)

Duration: 1 hour per level

When cast this spell changes the climate in 1 mile per level. You can decide any climate from arctic to tropical. The weather will behave like the desired pattern for as long as the spell is active. Weather patterns will form slowly, it is not an instantaneous effect.

Clothwall

4th level Conjuration (Wizard)

Casting Time: 5 minutes

Range: Self

Components: V, S, M (silver needle)

Duration: Permanent

A single sheet of cloth extrudes from your hands, creating a single 30x30 non-magical cloth. If you have proficiency in Weaver's Tools you can shape the cloth into a shape like a tent or a garment. The cloth comes out a single color, and is tough and durable. It cannot be attached to anything when cast, it comes in a pile on the ground.

Color

1st level Transmutation (Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (small bit of ink)

Duration: Permanent

When you touch the desired item, you permanently change its color to the color of your choice. The most it can affect is a 10x10 square. It cannot make patterns, just a single uniform color.

Control Destiny

7th Level Enchantment

(Wizard/Sorcerer/Radiance)

Casting Time: 1 Minute

Range: Self

Components: V, S

Duration: 1 hour per level.

When you cast Control Destiny you gain a number of Destiny charges equal to your level. Until the spell expires or when you run out of charges when you have to make a saving throw you automatically pass the saving throw. Each saving throw costs one charge. When the spell is cast the caster must make a Constitution save or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest. This spell is considered extremely rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Count Coins

Cantrip Divination (Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When you touch a container and cast this spell you instantly know the number and quantify of the coins within. This has no effect on anything other than metal coins, and does not tell you the nationality of the coins. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Create Air

3rd Level Conjuration (Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (grain of sea salt)

Duration: Permanent

You create enough fresh air to fill a 10x10x10 room. The created air displaces any gas there, but heavier gases will displace the air after the casting. The air created is not powerful enough to push anything other than gas.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, create an additional 10x10x10 section of air for each level above 3rd.

Crowd Summoning

2nd Level Enchantment (Enchantment)

Casting Time: 1 turn

Range: 120' feet

Components: V, S, M (a piece of shiny cloth)

Duration: Concentration, up to 1 hour

Crowds are naturally drawn to you while this spell is active. Any test to gain attention from people or selling a product have advantage. You must have at least 50 people in the affected area to cast this spell. It does not prohibit them from leaving, but makes you much more interesting to them. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Discharge

8th level Invocation (Wizard/Sorcerer/Radiance)

Casting Time: 1 Action

Range: 10' per charge

Components: V, S

Duration: Instantaneous

You release all Radiance charges you still have from other spells. This spell does 10 points of Radiant damage per charge expended to a single target. Discharge ignores all damage resistance and immunity.

When the spell is cast the caster must make a

Constitution save or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest. This spell is considered extremely rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Douse Flame

1st Level Abjuration (Wizard)

Casting Time: 1 Action

Range: 10 feet

Components: V, S, M (sprinkle of water)

Duration: Permanent

You immediately extinguish a 10x10 section of non-magical fire. You even remove all heat, so there is no danger of the fire reigniting. This spell has no effect on magical fire or creatures made of fire.

At Higher Levels. When you cast this spell using a spell slot of 2th level or higher, extinguish an additional 10x10 section of fire for each level above 1st.

Duel-Shield

8th Level Conjuration

Casting Time: 1 hour

Range: Self

Components: V, S, M (ruby worth 5,000 that is crushed when spell is cast)

Duration: 2 hours or death of wizard.

This spell requires two mages to cast, each must know the spell. This is a spell unknown outside Alphatia, when it is cast it can only end with the death of one of the wizards. It creates a dome 60' in diameter encompassing both wizards. Nothing short of a wish spell can bring this shield down once cast. Nothing can penetrate the shield from either direction. The shield is used for duels to the death, as soon as one of the wizards is slain the shield ends. If neither of the wizards is dead at the end of two hours, the shield dissolves, disintegrating all trapped inside, no saves or magic resistance allowed. If wizards bring groups with them, all present must declare their loyalty. The spell ends when the last combatant of one

side is dead.

Evaluate

1st Level Divination (Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (1 platinum piece)

Duration: Instantaneous

By touching an item you immediately know its value in gold pieces. This spell reveals nothing other than monetary worth. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Embezzle

4th Level Illusion (Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (a touch of charcoal)

Duration: 1 Day

After casting this on a document or ledger, all tests to check the math or see if money is missing is at a disadvantage. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild, though they are both loathe to admit it

Eye of the Eagle

5th level enchantment (Cleric/Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (eagle feather)

Duration: 1 turn

While under the effect of this spell, if the person affected by this spell rolls maximum damage with an attack from a long or short bow, you can roll another die of the same type and add that damage to the total. Continue doing so until you do not roll maximum damage on the die.

Fabricate

4th level conjuration (Wizard)

Casting Time: 1 turn

Range: 10 feet

Component: V, S, M (small toy house)

Duration: Permanent

You create common household items with this spell. When you cast the spell you may create either: Meals for 3 people, clothes for 3 people, or furniture for one room. None of the items created are magical, the items are of average craftsmanship, they provide no bonuses other than what normal items of their type would provide.

Firebow

3rd level invocation (Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (hickory ash)

Duration: 1 round/level or until all the charges are used.

A long or short bow is charged with 3 charges. When the archer shoots an arrow, he can use any number of charges. Each charge adds 1d8 to the damage if the attack hits. If the attack misses the charges are lost. The spell expires if all the charges are spent.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, add two additional charges for each level above 3rd.

Fire Gate

5th level conjuration (cleric)

Casting Time: 1 round

Range: 10 feet

Components: V, S

Duration: Instantaneous

When you cast this you enter any bonfire large enough to cover you completely. You take no damage from the fire when you do this. You may then teleport to any fire that you know of, stepping out of the second fire unscathed.

Hunting Paint

2nd level enchantment (cleric, druid) ritual

Casting Time: 30 minutes

Range: touch

Components: V, S, M (face paints)

Duration: 1 day

While the paint is worn by the target, they are

under the effects of a bless spells and have advantage on all Survival tests. If the bearer of the paint fails a saving throw against a water based attack or is submerged the spell ends. If cast as a ritual the caster may target a number of people equal to his caster level with this spell.

Ignore Road

1st level abjuration (wizard)

Casting Time: 1 turn

Range: 100 feet

Components: V, S, M (dirt from the road being traveled on)

Duration: 1 day

While under this spell caravans are able to avoid holes, bad weather and other pitfalls along badly maintained roads. You have advantage on all Animal Handling or Vehicle: Land tests you have to make when testing to see how far you've traveled overland. This spell is taught only by the Darokin Merchant's Guild

Infusion

6th level enchantment (cleric)

Casting Time: 1 turn

Range: 10 feet

Components: V, S, M (bit of buffalo dung)

Duration: Permanent

You may cast this spell on a number of targets equal to your clerical level. While this spell is active, each person under its effect automatically passes their next saving throw. The spell for them then expires. The spell can expire on one person and stay active on another.

Inventory

3rd level divination (wizard)

Casting Time: 1 turn

Range: Touch

Components: V, S, M (small abacus)

Duration: Instantaneous

You instantly know the contents and quantity of any container, wagon or vessel that you touch. You will know what is in it, but not anything more specific than what it is made of. You cannot detect if something is magical inside. You will

know a chest contains a sword, but not if it is a the king's sword. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Nightwatch

2nd level enchantment (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bat's wing)

Duration: 1 night

The affected creature can see in the dark as well as he could see if it was daylight, up to 200 feet. After 200 feet everything appears to be in a haze. This spell has no affect in daylight, or inside or underground. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Oilskin

1st level Transmutation (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of eel skin)

Duration: 2 turns

You cannot get wet by any means short of complete immersion. Rain will not touch you, even waves across a ship will not get you wet. You suffer no penalty trying to see in a storm because rain does not get in your eyes. This spell is taught only by the Minrothad Tutorial Guild.

At Higher Levels. When you cast this spell using a spell slot of 2th level or higher, the duration increases 2 turns for each level above 1st.

Orientation

Cantrip Divination (wizard, ranger)

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

You automatically know which direction is north when you cast this. It does not tell you anything apart from the orientation.

Precipitation

1st level Conjuraction (wizard, druid)

Casting Time: 1 turn

Range: Self

Components: V, S, M (vial of pure water)

Duration: 1 hour

You create a light precipitation or rain, snow, sleet or hail in a 120' diameter centered on yourself. The weather isn't heavy enough to be anything more than annoying. Frozen precipitation will melt in hotter temperatures when it hits the ground.

Predict Weather

2nd level divination (wizard, druid, ranger)

Casting Time: 1 turn

Range: 10 miles

Components: V, S, M (dirt from local area)

Duration: Instantaneous

You know what kind of weather and of what intensity it will occur in a 10 mile diameter around you. You have a general idea when the weather will arrive, and from what direction.

Quicken Pace

2nd level enchantment (wizard)

Casting Time: 1 turn

Range: Self

Components: V, S, M (small whip)

Duration: 1 day

Any horse or wagon under your control during this spell increases its overland travel by 2 miles for daily travel. It has no effect on speed other than total daily distance traveled. This spell is taught only by the Darokin Merchant's Guild.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you move an additional 2 miles for each level above 2nd.

Retain Power

7th level (Wizard/Sorcerer/Radiance)

Casting Time: 1 action

Range: Self

Components: V, S, M (soul crystal)

Duration: Permanent

You can retain the charges from Radiance spells permanently by casting this spell. You can then spend the charges whenever you wish, storing them indefinitely. The more Radiance you store in your body the more difficult it becomes to cast spells. Every five charges of Radiance you have stored counts gives a +2 to the DC of any tests made to avoid fatigue from casting Radiance spells. This spell is considered extremely rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Rot

2nd level Transmutation (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of rust)

Duration: Permanent

You cause a single non-magic item to decay into uselessness. The item must be able to be held in your hand. Wood rots, cloth becomes moth eaten, metal rusts. Items held by another must be touched with an attack roll, the owner of the item can make a Dexterity save to avoid the item's destruction.

Savior Faire

2nd level enchantment spell (wizard)

Casting Time: 1 action

Range: Self

Components: V, S, M (bit of cologne)

Duration: 1 hour

You instinctively know how not to embarrass yourself when in an unfamiliar setting. You have advantage in tests to make friends in locations where you are not familiar. You may not know the language but can get by being a wallflower or with hand gestures. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration is increased by an hour for each level above 2nd.

Sea Legs

1st level enchantment spell (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of lime)

Duration: 1 hour

While under the effects of the spell the target suffers no penalties for moving on a rocking ship, and is immune to seasickness and other ailments brought on by being unaccustomed to ship life. This spell is taught only by the Minrothad Tutorial Guild.

Silver Tongue

2nd level enchantment (wizard)

Casting Time: 1 action

Range: self

Components: V, S, M (silver piece)

Duration: 1 turn

As long as you do not lie, you have advantage on all Persuasion tests. Omissions and exaggerations are permitted, but if you tell a blatant falsehood the spell ends. Telling someone “This is the finest dagger in Darokin” is acceptable, but not that it was wielded by Halav himself. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Smuggling

3rd level illusion (wizard)

Casting Time: 1 turn

Range: Touch

Components: V, S, M (small electrum statue)

Duration: 1 day

This spell can affect a person, a wagon, or a ship. While affected anyone trying to search the target for hidden contraband has disadvantage on all Perception tests. It does not make the cargo invisible, but people are more likely to overlook it. This spell is taught only by the Darokin

Merchant's Guild and Minrothad Tutorial Guild, but not openly.

Talk to Sea Creatures

1st level divination (wizard) ritual

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

You gain the ability to comprehend and verbally communicate with sea creatures for the duration. The knowledge and awareness of many beasts is limited to their intelligence, but at a minimum beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a sea creature to perform a small favor for you, at the DM's discretion.

Tar

1st level conjuration (wizard)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bit of tar)

Duration: Permanent

You cover a 50' rope or 10x10 area with tar. The tar is sticky and will burn if an open flame is applied to it. Turpentine will remove it. You can cast this spell offensively, if the target fails a Dexterity save they are covered in tar, and may be set on fire as normal.

Thornspear

1st level conjuration (cleric, druid)

Casting Time: 1 action

Range: Self

Components: V, S, M (bit of mistletoe)

Duration: 1 minute

You create a 5' long magical spear that does 3d10 damage and can be thrown. The spear is normal in all aspects, but disappears after you attack with it.

Thunderdrum

3rd level invocation (cleric)

Casting Time: 1 action

Range: 120'

Components: V, S, M (drum)

Duration: Instantaneous

Your drum creates a deafening noise that drives enemies away. Creatures, friend or foe, within 10' of you are not affected. Creatures CR1 or less automatically become frightened.. Other creatures must pass a Wisdom saving throw or become frightened. This spell has no effect on creatures with more hit points than you. All creatures affected take Thunder damage equal to your cleric level.

While frightened by this spell, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw, on a successful save the spell ends for that creature.

Transcend Life Force

9th level Transmutation (wizard, sorcerer, radiance) ritual

Casting Time: 2d12 hours

Range: Self

Components: V, S, M (lich's skull, nightwing's tongue, 12 ounces of phoenix ashes, pint of fresh gremlin blood, two mandragoras, tooth from the Star Dragon, 2 malfera's eyes and 12 feathers from an Archon, all of which is consumed in the casting)

Duration: Permanent

The ultimate spell of the Radiance, this spell gives you a chance at becoming an Immortal. Just learning this spell should be the culmination

of an entire campaign. The only way to acquire the spell is to learn it from a Prince or Archduke of Glantri, be a member of the Brotherhood of the Radiance, and have the sponsorship of an Immortal of the Sphere of Energy.

To cast the spell you must have 50 Radiance charges saved through the Retain Power spell. Once cast the you finds yourself floating before a golden door, which becomes more difficult to reach as the caster tries. To reach the door the caster must pass six tests in the form of saving throws. You must save against each saving throw at DC25 to prove they are worthy. If you fail any of them you wake up in pain at the end of the spell. For 2d4 days you have a 30% chance of spell failure and cannot cast any Radiance spells for the duration. In addition you must make a DC15 Constitution save or lose a point of Constitution permanently.

If all the tests are passed, you find yourself on the other side of the door before an Immortal of the Sphere of Energy. The Immortal will explain everything that has just happened, and the meaning behind the Radiance. The Immortal will then explain the last test is a duel. You must fight an Empyrean loyal to the Sphere of Energy alone. If you succeed, you have become an Immortal, if you fail your life force is used to power the Radiance. If you try to cheat you are turned into an imp for all eternity.

Transmute Water to Ice

3rd level Transmutation (wizard)

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Permanent

You change all water in a 10x10x10 area to ice. If cast at a river or ocean the spell will create an iceberg, which will be moved by currents as normal. The ice is non-magical, and is treated as rough terrain if on the ground.

Trust

1st level enchantment (wizard)

Casting Time: 1 action

Range: Self

Components: S, M (silver piece)

Duration: 1 round

Your gain advantage on the next Deception or Persuasion test you make before the spell expires. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Warp Wood

1st level Transmutation (wizard, druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (bit of yewwood)

Duration: Permanent

You cause a single non-magic wooden item to warp into uselessness. The item must be able to be held in your hand. Items held by another must be touched with an attack roll, the owner of the item can make a Dexterity save to avoid the item's destruction.

Watery Form

2nd level Transmutation (wizard) ritual

Casting Time: 1 minute

Range: Self

Components: V, S, M (drop of pure water)

Duration: Concentration

You transform into a volume of water equal to your mass. Your clothing and gear transforms with you, and you cannot be separated. While you are in this state you can only be harmed by magic weapons, cannot attack, and move 1/3 your normal speed. In addition you can breathe water normally, but if you are in a body of water you move along with the water at the speed of the current.

Wall of Wood

4th level conjuration (druid)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (heartwood of an oak)

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid wood springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel.

Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded on all sides by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing wooden supports. Thus, you can use this spell to bridge a chasm or create a ramp.

If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on.

The wall is an object made of wood that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the DM's discretion.

If you maintain your concentration on this spell for its whole duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wrath of Atrughin

9th level invocation (cleric)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (medicine pouch, consumed in the casting)

Duration: Instantaneous

You bring down the wrath of the Immortal Atraghin on your foes. Assign a number of dice equal to twice your cleric level to the targeted creatures, the pool may be divided any way you decided by you, it need not be the same damage type per target. You can describe each affect, some creature are hit by fire, others by lightning for example.

Tarla's Epicurean Delights

After a successful career adventuring, I have settled down and focused on my true love of fine food and drinks. Now I am able to offer you the widest variety of beverages, cheeses and breads from across the known world. Perfect for dining with royalty or sea salts. With locations in Darokin, Minrothad, Thyatis, Alphatia and now Alantri City, you are never far away from the best foods at the lowest prices. Ask about deals on larger quantities.

Wines

Cava: A light, bubbly wine made by the Belcadiz elves of Glantri. The wine of choice by them, considered a delicacy by vintners.

Bottle: 8pp, Glass: 8gp

Champagne de le Stomp: From the Wizard of Wines winery in New Averogne, de le Stomp is considered one of their finest. A heady wine, with a strong distinct taste.

Bottle: 15pp, Glass: 3pp

Deepwood Spice Wine: A special blend from Clan Chossum, this one is unique as its rich almost bitter flavor is loved by humans and dwarves, but elves consider it a poor house wine.

Bottle: 12pp, Glass: 12gp

Glowtree Fruit Wine: Another import from Clan Chossum, this one is preferred by elves and has a small demand by Hin. To others the strong citrus flavor can be overwhelming.


Bottle: 5pp, Glass: 1pp.

High Shire Mulberry Wine: A common wine imported from the Shires, the berry taste on this vintage is an acquired taste.

Bottle: 2pp, Glass: 2gp

Imperial Spice Wine: From the Alphatian Empire, this magically enhanced brew can leave the heartiest drinker in an alcoholic stupor after a single glass. (Make a DC15 Constitution save or be stunned for 1d6 rounds)

Bottle: 120pp, Glass: 14pp



Mositius Label Red: One of the finest wines produced in the Thyatis Empire, a thick strong bodied wine favored by Emperor Thincol himself.

Bottle: 20pp, Glass: 4pp

Mositius Label White: Not as in demand as Red Label, this light fruity wine is still extremely popular in the Thyatis Empire.

Bottle: 16pp, Glass: 13gp

Norworld Ice Wine: A rare import from Alphatia, this obviously magically enhanced wine is cold no matter how long it has set out. A unique taste, this wine is bought more for the novelty value.

Bottle: 20pp, Glass: 4pp

Patxaran: An acquired taste even among the Belcadiz elves, this bitter spiced wine is considered best served with the zesty food you find among the Glantrian Elves

Bottle: 2pp, Glass: 2gp

Purple Grapes Mash #3: A mass produced wine from the Wizards of Wines in Glantri City, this wine can be found in most taverns across the known world.

Bottle: 1gp, Glass: 2sp

Red Dragon Crush: A rich hearty wine popular among adventurers, this Wizards of Wines specialty is in great demand in Minrothad.

Bottle: 4pp, Glass: 1pp

Sangria: The most common of the Belcadiz wines, this fruity blend is produced in enough quantity to make it to the tables of most taverns in Glantri and Darokin.

Bottle: 2pp, Glass: 2gp

Silver Selection Sherry: An extremely common mass produced wine from Darokin, whose primary advantage is it will get you drunk quickly and cheaply.

Bottle: 1gp, Glass: 2sp

Sunless Sea Blue Wine: A dwarven wine of unknown origin, this dark blue tinted liquor is filled with unusual but delicious flavor making it greatly in demand. For some reasons dwarves hate it though.


Bottle: 60pp, Glass: 12pp

Brandies

All's Reckless Brandy: Brewed but once a year on the holiday that gives it the name, this liquor is greatly in demand outside Minrothad as most of it is drunk in a single day.

Bottle: 12pp, Glass: 3gp





Blackbottom Port: A brandy despite its name, this cheap quality Shire drink is famous for tasting better the more you drink it.

Bottle: 2gp Glass: 1sp

Quortwiz: A gnomish brandy made from rutabagas and cauliflower. A unique taste, usually drunk by other races on a dare, then followed up with a chaser, in Karamaikos traditionally six shots of Wodka.

Bottle: 8gp, Glass 1ep

Ales, Beers and Meads

Blackheart Dark Stout: One of the few things to come out of that dark land, this stout is a thick and heady drink, with more than enough kick so you won't need more than a few to forget the day.

Keg: 37gp, Pint: 3sp

Broken Lands Stout: An extremely strong beer coming out of Darokin, this one is thick enough to make it a sipping beer. The strong taste is not meant to be taken all at once.

Keg: 6gp Pint: 5cp

Deep Dark Pale Ale: Sold in limited quantity by the dwarves of Rockhome, this ale is surprisingly smooth for a dwarven drink. While much more expensive, most think its worth it.

Keg: 62gp Pint: 1ep

Gaity Local Blend: The house brew of Gaity Island in Alphatia, this beer is known for its rich taste, merciful hangovers and overpriced mugs. You are paying for the name.

Keg: 124pp (124gp in Alphatia), Pint: 5gp (5sp in Gaity Island, 1gp in Alphatia)

Hattian Lager: While the people maybe unpleasant, their beer is not. This lager is a rich and flavorful blend that always seems to beg for another round.

Keg: 2pp, Pint 8cp


Jarl's Ale: The common name of any number of ale produced in the Soderfjord Jarldoms, this mass produced beverage is typically found across the realms in taverns everywhere.

Keg: 1pp, Pint: 4cp

Low Port Ale: A common citrus tasting ale from Minrothad, this cheap strong drink is very popular with sailors as they say it keeps scurvy away.

Keg: 6gp, Pint: 4cp





Mleko Borsuk Golden Label: A surprisingly smooth and creamy mead from the gnomes, this recipe is kept secret, though the drinkers don't ask many questions.

Keg :2pp, Pint 8cp

Old Town Lager: A new beer from Vestland, Old Town is almost clear brew with a strong kick but flavorful after taste.

Keg: 62gp, Pint: 1ep

Ross' Finest: The pride of Klantyr, this Glantri brew is the favorite of Crownguard warriors, though its thick body and extremely high alcohol content are too much for many men.

Keg: 7gp 1ep, Pint: 6cp

Ruby Dragon Stout: The strongest beer made in the Shires, this nutty stout will knock dwarves off their stools, and leave them with a strong walnut smell on their breath.

Keg: 1pp, Pint: 4cp

Tangor: Low in flavor, but high in alcohol this cheap beer from the Isle of Dawn at least will let you forget how bad it tastes when you wake up.

Keg: 3gp, Pint 2cp

Traldar's Kiss: An extremely common, cheap and strong beer from Karameikos, this is the beer for someone looking to get drunk on a budget.

Keg: 4gp, Pint 3cp

Wyrwarf Fungal Mead: A very unusual mead from Rockhome, made out of fermented mushrooms. Dwarves may favor it, but it is a drink others have to force themselves to like.

Keg: 6gp, Pint: 4cp

Zeaburg Royal Mead: Without a doubt the best mead produced. This Ostland drink provides the right amount of flavor compared to its kick. It's a drink to enjoy without getting drunk too quickly.

Keg: 6gp, Pint: 5cp

Spirits


Bramlerose Rose Whiskey: The best whiskey from the Five Shires, Bramlerose is long fermented in rose wood vats to give it a very distinctive taste. The flavor makes it quite popular with all races.

Bottle: 7gp, Shot: 6sp

Crownguard Black Label: While other lands prefer wine, the Klantyre love their whiskey. There is no whiskey in the world better known than Black Label.

Bottle: 50gp, Shot: 4gp





Jenevir: A harsh liquor from Glantri, only the Flaemish drink this straight. Almost everyone else mixes it with a weaker drink to lighten the kick.

Bottle: 12gp, Shot: 1gp

Kumis: An extremely unusual drink from Ethengar, mare's milk fermented with sugar. The taste is highly exotic with a legendary kick. While an acquired taste or others the Ethengar love it.

Gourd: 4gp

Nalewki: A strong fruit liquor from Karameikos, this Traladarian staple has found a home in Thyatis and elsewhere for its pleasant flavor and mild after taste.

Bottle: 16gp, Glass: 2gp

Sapaa: A fruity liquor from the Pearl Islands, this is a major export of Thyatis mainly because of the ease to brew it. While not the best tasting liquor, it is one of the cheapest.

Bottle: 8sp, Glass: 2cp

Sea Shire Bumbo: The most popular rum among sailors of Ierendi, Minrothad and the Shires, Bumbo is found on most ships. Sailors prefer its citrus base for keeping away disease, and the flavor helps.

Bottle: 4pp, Glass: 1pp

Wodka: A common and cheap beverage from Karameikos, wodka is a staple in that nation as well as gaining popularity among the peasants in Thyatis and Glantri.

Bottle: 1gp, Shot: 1cp

Non-Alcoholic

Al-Qahwa: A popular coffee from Ylaruam, this is mixed with cinnamon for extra flavor. Traded heavily, with high demand in Darokin and the Shires.

Pound: 10gp, Cup: 2sp

Atāy: A popular Ylaruam tea, this is gaining popularity due to being brewed with mint leaves. Even the stoic dwarves and Ethengari have started buying it in bulk.

Pound: 15gp, Cup: 3sp


Herbata: A Karameikos tea, herbata is an acquired taste. The local Traladarans love it for its heavy bitter taste, but it has not caught on in other lands.

Pound 3gp, Cup: 6cp

Kava: An Ierendi herb drink, the bitter drink is said to have medicinal properties. Preferred by the local makai, visitors to the islands try it more for its reputation than its taste.

Glass: 5cp





Qahwah Sādah: The most common Ylaruam coffee by far, this strong black blend is loved by adventurers for its low cost and ease of flavoring.

Pound: 2gp, Cup 2: cp

Quickhand Brand Coffee: The Shire's attempt to get in on the Ylaruam coffee market, Quickhand is a mild coffee, grown in quantity in Highshire. While not as strong as Ylari coffee, it is cheaper.

Pound: 1gp, Cup: 1cp

Zhū Chá: A tea from Ochalea, Thyatis began exporting it when Emperor Alexian I grew fond of it. It can be brewed several ways, from sweet to bitter and in between.

Pound: 4gp, Cup: 3cp

Cheeses

Ackawi: An extremely popular cheese from Ylaruam, this semi-hard cheese has a mild salty taste and holds up well in desert heat. Ylari view it as a snack more than a meal portion.

5lb Wheel: 4gp, Wedge: 1gp

Bellissarian Cream Cheese: Popular Alpathian cheese, this tasty spread has been exported across the continent. Cheap, healthy and tasty, it is common in most major cities.

3lb Loaf: 2gp

Brunost: A common cheese in the Northern Reaches, Brunost is sweet chewable cheese, perfect for a meal or just a snack on the trail.

4lb Wheel: 8sp, Wedge: 1sp

Crossroads Brandy-Cheese: A unique cheese from the Alpathian Isle of Ne'er-do-well, this cheese actually has a high alcohol content. It can be used for cooking, but is usually just eaten plain.

3lb Wheel: 10gp, Wedge 1gp

Damme: Found mainly with the Flaemish of Glantri, this extremely spicy cheese isn't popular outside its principality except as an ingredient in some dishes.

5lb Wheel: 8gp, Wedge 2gp


Glimmer Cheese : A translucent cheese from Alfheim, this cheese is known for a melt in your mouth flavor, and a strong taste that lasts for several minutes.

1lb Brick: 6gp, 1 Slice: 2sp

Hattian Brick Cheese: This bitter cheese is extremely hard, almost impossible to bite off a piece and difficult to cut with a knife. It is meant to be soaked in lager and chewed over time.

5lb Wheel: 4sp, Wedge: 3cp





Labneh: A Ylari cheese known for its smooth flavor, it is extremely easy to make but somewhat difficult to export. Double price for countries not adjacent to Ylaruam.

1lb Loaf: 3cp

Mimolette: This popular cheese comes from New Avernoigne in Glantri. It has a sweet, nutty flavor, and transports well. It is currently enjoying increased popularity in Darokin.

2lb Wheel: 6sp, Slice: 2cp

Moonhill Night Cheese: This strong, bitter cheese is barely known outside the Shires. It somehow gives Hin who eat it 30 'Infravision for 1d6 hours once per day. It has no affect on other races.

1lb Wheel: 5gp, Slice: 1gp

Oscypek: This cheese from Karameikos is instantly recognized by its spindle shaped form. A very common cheese in Karameikos, it also transports well for adventurers.

Spindle: 3cp.

Prim: The spreadable form of Brunost, Prim is found mainly in the Northern Reaches, but transports well enough to reach other markets.

1lb Loaf: 2sp

Rushan: A very tough cheese from Ochalea, Rushan is meant to be covered with sweets or nuts so the eater can savor it over time. Eating it plain is not advised.

¼lb Stick: 2cp.

Sateeka Fang Cheese: This durable cheese is found all over the Shires and is exported to other nations. A mild, crumbly cheese, it is part of field rations for many armies in the Known World.

5lb Wheel: 6sp, 1 Wedge: 3cp

Selenica Gold: One of Darokin's most popular exports, this cheese is semi hard until eaten then almost melts in your mouth. It is also extremely popular as a cooking ingredient.

3lb Wheel: 1gp, 1 Wedge: 2sp


Twarog: Another common Traladarian cheese, Twarog is a soft creamy cheese that does not travel well, but is extremely easy to make. It is a staple in many diets.

1lb Loaf: 5cp

Wekran Stone Cheese: A common cheese from Rockhome, it lives up to its name. The cheese is extremely hard, the dwarf sucks on it to soften it, usually while he works, releasing the flavor slowly.

10lb Wheel: 8gp, 1 Slice: 1ep





Wereskalot Five Year Cheese: A difficult cheese to make, Wereskalot Five Year is a strong extremely bitter cheese that is a major cooking ingredient in several nations. It is priced according.

5lb Wheel: 12gp. Slice: 1ep.

White Noso Rožec: An extremely strong and unusual gnomish cheese, it is considered an expensive delicacy among the small folk. For other races, it is best eaten quickly.

5lb Wheel: 3pp, Slice 1gp.

Breads:

Baguette: A thin crispy bread from New Averogne, baguettes are long loafs of bread usually eaten along side breakfast or lunch.

1 Loaf: 2cp.

Desem: Another Glantri bread, Desem is found in Bergdhoven. Desem is a tangy bread, often spiced to the desires of the Flaemish living there. It has found some popularity as a novelty food.

1 Loaf: 4cp.

Favaro Deep Grain: A popular Shire bread, Favaro has a thick taste to it, and is extremely chewy. The Hin use some spices to give it a tangy texture, increasing its demand.

1 Loaf: 7cp.

Khubz: The staple bread of the Ylari, Khubz is a slightly leavened flatbread that is used to serve other food with. In parts of Ylaruam it has replaced dishes entirely.

5 Loafs 1cp.

Kublitz Spiced Bread: A gnomish delicacy, Kublitz is spiced with cinnamon, safron, cayenne, garlic, peppermint, ginger and twelve other spices. Best eaten quickly.

1 Loaf: 2sp

Lefse: A flaky flatbread common to the Northern Reaches. Traditional uses is to wrap other foods in it and eat everything together. Catching on in Rockhome and Ethengar.

5 Loafs: 1cp

Long Bread: An exported staple from Alfheim, this bland tasting bread would not be popular except for the fact it never spoils, making it in demand with sailors and adventurers.


1 Loaf: 8sp


Lucian Salt Bread: A common staple from Seashire, Salt Bread does not go bad easily, while the taste leaves much to be desired, sailors cannot pass up its longevity.

12 Biscuits: 1cp

Mallowfern Dark Wheat: Another Shire bread, Mallowfern is known for its full taste and satisfying nature. It does not take much to fill a stomach, and the flavor is quite enjoyable as well.

1 Loaf: 8sp





Mancheco: Baked by the elves of Belcadiz, this bread is cooked with nuts and fruits inside, giving it a very pleasant taste. It is one of the few delicacies of Belcadiz the other princes enjoy.

1 Loaf: 1cp

Mantou: A sweet bread from the Thyatis province of Ochalea, Mantou is meant to be filled with other treats. It is commonly served as a pastry filled with sweet meats or candies.

1 Loaf: 3cp

Mull: The people of Klantyre love strength, and their bread is no exception. With a very distinctive flavor and loaded with fruit, Mull is very much a food of it's land.

1 Loaf: 7cp

Panem: Possibly the most common bread in the Known World, this basic Thyatian bread is given out freely to its people. Known for being extremely easy to make, it is common across the continent.

5 Loaves: 1cp

Plain Breid: Another bread of Klantyre, Breid is a simple bread, though chewy and aromatic. The people of Klantyre bake the loafs tall, so families can put more food with them.

1 Loaf: 4cp

Reedle Bread: A common bread found in Darokin, Reedle makes it rye bread baked with common nuts. It is found in taverns across the nation.

1 Loaf: 2cp

Shadowgate White Bread: The most common bread made in the Five Shires. While the taste is nothing special, the Hin produce it in enough quantities that it is found of peasant tables everywhere.

1 Loaf: 1cp

Skyfyr Millet Loaf: An extremely low quality bread found in Alphatia, this is what passes for food for the Jennite slaves. Flavorless and hard, it's only redeeming quality is it is extremely cheap to make.

10 Loaves: 1cp


Stonebread: This flaky bread is a popular export from Alphatia. Long lasting, with a distinctive but not unpleasant taste, it is a common choice for adventurer rations.

1 Loaf: 3cp

Streel River Flatbread: A failed attempt at Darokin to copy the breads of Ylaruam, the Flatbread is used as a breakfast food with any host of spreads.

1 Loaf: 2cp





Thantabbar Festival Bread: A recipe that won several cooking contests in a row, this is a sweet bread cooked with a nutty glaze swirled inside. Considered a treat for children.

1 Loaf: 6cp

Threshold Salted Chelb: A common bread in Karameikos, Chelb is a sourdough that is used for all forms of cooking. One practice is to scoop out the ends to make a bowl for soup.

1 Loaf: 2cp

Wyrwarf Fungal Bread: A bread made by dwarves from fungus. It has a strange taste, and a lingering aftertaste as well. Dwarves seem to be the only race that can stomach it.

1 Loaf: 4cp

