THE GALACTIC GAME

FOR PLAYERS

PLAYER'S MANUAL

Everything a player chooses from: ancestries, origins, classes and their subclasses, feats, equipment and spells, with the conditions and tables the sheet reads.

BETA V0.78.5

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CONTENTS

I MAKING A CHARACTER

1 Creating a Character 2
2 Ancestries 4
3 Origins 61
4 Classes 74
5 Feats 262

II EQUIPMENT

6 Weapons, Armor and Gear 279
7 Kits 557

III SPELLS

8 Spell Lists 564
9 Spell Descriptions 583

IV APPENDICES

10 Conditions 746
11 Progression Tables 754
12 Equipment Index 763

PART I

Making a Character

The choices, in the order you make them.

1 Creating a Character

Build a character by working through the steps below in order, and record each result on your character sheet as you go. Each step names the chapter of this book it draws from. The Workspace on the site walks the same steps and calculates the derived values for you; how those values are used in play is the Rules Sourcebook.

1. ***Choose an ancestry.*** What you are: physiology, senses and the traits you were born with. Record your size, speed, languages and ancestry traits. Many ancestries have sublineages, which keep every trait of the parent and add their own. 27 ancestries follow in Ancestries, with a comparison table at the start.
2. ***Choose an origin.*** The life before the campaign. Record its two skills, its language or tool, its origin feature and the ability adjustments it lists, and take its starting kit or buy your gear from Weapons, Armor and Gear. 26 origins follow in Origins.
3. ***Choose a class.*** What you do and how you grow into it. Record your hit die, your two saving throw proficiencies, your armor and weapon training, and the class's level 1 features. You choose your subclass at level 3. 16 classes follow in Classes.
4. ***Set your ability scores.*** Generate six base scores with the standard array (15, 14, 13, 12, 10, 8), 27-point buy or rolling, as the Abilities chapter of the Rules Sourcebook describes, and assign them. Then add your ancestry's bonuses, +2 to one score and +1 to a different one, and your origin's adjustments. Each score's modifier is the score minus 10, halved and rounded down.
5. ***Choose skills.*** Pick the number of skills your class grants from its list, and add your origin's two and any your ancestry grants.
6. ***Finish the sheet.*** Your proficiency bonus at level 1 is +2. Record your hit points (the highest roll of your hit die plus your Constitution modifier), your Armor Class (your armor's formula, or 10 + Dexterity modifier with none, plus a shield and any bonus), your initiative (your Dexterity modifier) and your passive Perception (10 + your Perception modifier). For each weapon, the attack bonus is the weapon's ability modifier plus your proficiency bonus if you are trained with it, and the damage adds the same ability modifier. If you cast spells, record your spell save DC (8 + proficiency bonus + spellcasting ability modifier), your spell attack modifier (proficiency bonus + spellcasting ability modifier) and the resource your class table gives at level 1.
7. ***Name the rest.*** A name, a look, a want and a line you will not cross. Everything else can be filled in at the table.

EXAMPLE: VESSA, A HUMAN SOLDIER WARRIOR

Ancestry and origin. Vessa is a Human (Medium, speed 30 feet, Common) and a Soldier: Athletics and Intimidation, the Soldier's Kit, and Rank and File as her origin feature. She takes land vehicles as the Soldier's language or tool, and Human's Versatile trait gives her Insight and Galactic Standard.

Abilities. She takes the standard array: Strength 15, Constitution 14, Dexterity 13, Wisdom 12, Intelligence 10 and Charisma 8. Human free placement adds +2 to Strength and +1 to Constitution, and the Soldier origin adds another +1 to each. Her scores are Strength 18 (+4), Dexterity 13 (+1), Constitution 16 (+3), Intelligence 10 (+0), Wisdom 12 (+1) and Charisma 8 (−1).

Class. As a Warrior she has a d10 hit die, proficiency in Strength and Constitution saving throws, and training in all armor, shields, and simple, martial and firearm weapons. She picks Perception and Survival from the Warrior's list and the Defense fighting style.

Hit points 13 (10 on the d10, + 3 Constitution)
Armor Class 13 (leather armor 11 + 1 Dexterity, + 1 Defense)
Initiative +1
Saving throws Strength +6, Constitution +5 (modifier + 2)
Skills Athletics +6, Insight +3, Perception +3, Survival +3, Intimidation +1
Passive Perception 13
Spear +6 to hit (4 Strength + 2 proficiency), 1d6 + 4 piercing damage
Second Wind Once per short rest, as a bonus action, regain 1d10 + 1 hit points

2 Ancestries

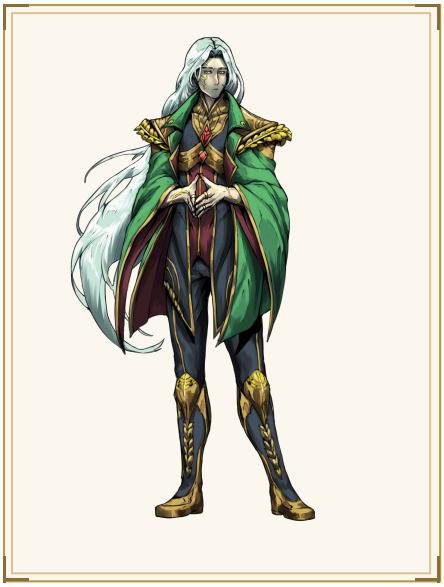
Choose from 27 ancestries. A sublineage appears under its parent, keeps every trait listed above it and adds the traits in its own entry; this chapter includes 53 sublineages. Every ancestry adds +2 to one ability score and +1 to a different one, placed as you choose.

Ancestries at a glance

Ancestry	Type	Size	Speed	Sublineages
Aurelios	Humanoid, Celestial	Medium	30 ft.	—
Axiom	Construct	Medium	30 ft.	—
Changeling	Humanoid	Medium	30 ft.	—
Chimerae	Humanoid, Beast	Medium	30 ft.	13
Creed	Construct, Undead	Medium	30 ft.	—
Dragonborn	Draconian, Humanoid	Medium	30 ft.	—
Dwarf	Humanoid	Medium	25 ft.	5
Elf	Humanoid, Elemental	Medium	30 ft.	6
Fae	Fae	Medium	30 ft.	8
Fiendling	Humanoid, Fiend	Medium	30 ft.	—
Giant	Giantkin	Large	40 ft.	2
Gnome	Humanoid	Small	25 ft.	1
Halcyion	Humanoid	Medium	30 ft.	—
Halfling	Humanoid	Small	25 ft.	—
Human	Humanoid	Medium	30 ft.	—
Istryxian	Humanoid	Medium	30 ft.	3
Mycelai	Plant	Medium	30 ft.	—
Myr'Khruul	Aberration	Medium	30 ft.	—
Mythar	Humanoid, Celestial	Medium	30 ft.	2
Orc	Humanoid	Medium	30 ft.	4
Qy'reen	Humanoid	Medium	30 ft.	—
Riftwork	Construct, Humanoid	Medium	30 ft.	—
Shade	Humanoid, Aberration	Medium	30 ft.	—
Therianthrope	Humanoid, Beast	Medium	30 ft.	5
Thuul	Humanoid	Medium	30 ft.	—
Undead	Undead, Humanoid	Medium	30 ft.	4
Zyrrak	Humanoid	Medium	30 ft.	—

Aurelios

Medium humanoid, celestial; speed 30 ft.



Aurelion-descended humanoids, pale to white-skinned, drawn from the Aurelion Ascendancy and its diaspora across the Prime Plane.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Low Aurelian, Common.

Lifespan. Mature at 18, typical maximum 180 years. Memory-marked Aurelios may hold residual consciousness from much older ancestors, so their lifespan and their inheritance overlap.

Rift Affinity. +1.

Memory-Trace Resilience. Ancestral memory marks are imprinted on your mind. You have advantage on saving throws against being Charmed and against effects that would erase, alter, or read your memory.

High Society Education. Your inherited educational tradition grants you proficiency in one of the following skills of your choice: History, Lore, or Persuasion.

Memory-Mark Lineage. Choose at character creation whether you carry an inherited memory mark from a deceased Aurelion ancestor. If you do, you can spend one hour in meditation to glimpse a single specific event from that ancestor's life. The GM determines the detail and clarity of what you recall. This feature has no use in combat.

Solar-Tongue. You can read, write, and speak Low Aurelian and one of Common or High Aurelian (your choice).

Axiom

Medium construct; speed 30 ft.

Post-biological people governed by a single central consciousness, made when the organic Axiom moved into an artificial substrate instead of evacuating and spreading their plague off-world.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Axiom Binary.

Lifespan. Mature at 1, typical maximum 400 years. An Axiom unit wakes already adult, holding whatever the central consciousness chose to give it. Frames are serviced and replaced before they fail, so the practical limit is how long the species is willing to keep one in the field. A unit cut off from the central mind runs down at the rate its frame degrades.

Distributed Cognition. You are a unit of a larger mind. You have advantage on Intelligence checks to recall information any Axiom unit could plausibly have recorded, and you can speak with any other Axiom within 1 mile without a device. Severing that link leaves you functional and noticeably slower to decide.

Engineered Frame. You do not need to eat, drink, or breathe, and you are immune to disease and to poison damage. You do not sleep. Four hours of low-power cycling counts as a long rest, and you remain aware throughout.

Continuity Protocol. You have advantage on saving throws against disease, contamination, and any effect that would use you as a vector.

Substrate Rollback. You reload a copy of yourself that the substrate wrote two seconds earlier. Reroll the save and use the new result. You lose all memory of those two seconds, including anything you learned in them. Once per long rest.

Changeling

Medium humanoid; speed 30 ft.

A small lineage of natural shapechangers who alter facial structure, coloring and voice within a limited humanoid range and live among many cultures.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 16, typical maximum 100 years. Changelings mature quickly and show their age mainly in their final decade, which the cultures they live among often fail to notice.

Shapechange. As an action, you can alter your physical appearance to mimic that of a humanoid you have observed for at least 10 minutes. You can adjust apparent height (within 6 inches), build, facial structure, hair, skin tone, voice, and minor distinguishing marks. Your size, ability scores, hit points, and statistics remain unchanged. Weight changes are illusory and do not let you pass through spaces too small for your true mass. Checks made to see through your disguise have disadvantage. The change lasts until you end it or you fall Unconscious. The transformation is physical, so spells that detect illusion do not reveal it.

Mutable Mind. Your sense of self is more fluid than that of fixed-form lineages. You have advantage on saving throws against being Charmed and against effects that would compel you to act against your interests. While in a shifted form, you also have advantage on Charisma (Deception) checks made to maintain that form's social identity.

Unmarked Origin. You learn the speech of the cultures you move among. Each time you gain an Intelligence ability score increase, you also learn one additional language of your choice. You can read, write, and speak any languages you know without a native accent.

Familiar Tongues. You begin play with Common and one additional language of your choice.

Chimerae

Medium humanoid, beast; speed 30 ft.

Thirteen hybrid peoples, most made in the Second and Third Continuum Crises when Rift Energy from the Continuum Crystal fused humanoid stock with animals, and in a few lines with spirits.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 15, typical maximum 90 years. Lifespan varies by people. A Gnoll rarely outlives forty years, a Tuskari lives two centuries or more, and a Henge has already lived about a thousand years as an animal before it takes humanoid form. The span above is a working average across the thirteen peoples.

Rift-Fused Body. The change that made your people left its mark on your body. Choose one damage type at character creation from acid, fire, lightning, or force that you do not already resist from your people. You have resistance to that damage type.

Hybrid Vigor. Your hybrid line is hardier than its stock. Your hit point maximum increases by 1, and by a further 1 each time you gain a level.

Animal Stock. You have proficiency in one of Survival, Intimidation, or Stealth, your choice.

No Shared Tongue. Each Chimerae people keeps its own speech, and no tongue is shared by all of them. You can read, write, and speak Common.

GNOLL

Hyena-headed Chimerae who hunt and raid in packs across the wilds and have no recorded homeland.

A Gnoll inherits every trait above and adds the following.

Speed. 35 ft.

Hyena Jaw. Your hyena jaws deliver a crushing bite. Your bite is a natural weapon dealing 1d6 piercing damage.

Pack Instinct. When you make an attack roll against a creature within 5 feet of an ally of yours who isn't Incapacitated, you can give yourself advantage on the roll. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Scent of Blood. You have advantage on Wisdom (Perception) checks that rely on smell.

Running Down the Weak. For 1 minute after an ally you can see drops to 0 hit points, your bite deals an extra 1d4 piercing damage.

KOBOLD

Small reptilian Chimerae who live on the margins of cities by craft and cooperation, best known for trap-making, whose Scale Clan once ran a crime syndicate reaching from Scoda to two free cities.

A Kobold inherits every trait above and adds the following.

Size. Small.

Environments. City.

Reptile Eyes. You have darkvision out to 60 feet.

Trap Sense. You have proficiency with thieves' tools, and advantage on checks made to notice or disarm a mechanical trap.

Balancing Tail. Your tail steadies you. You have advantage on Strength and Dexterity saving throws made to avoid being knocked Prone.

Small and Quick. You can move through the space of a creature one size larger than you, and squeezing through a tight space costs you no extra movement.

KARROWAN

Turtle-shelled Chimerae of the coasts and the Bay of Blossoms, most of them fishers and ferrymen who have worked the same waters for decades.

A Karrowan inherits every trait above and adds the following.

Speed. 20 ft., swim 30 ft.

Languages. Common, Umigatari.

Environments. Coastline.

Shell Guard. A domed shell covers your back. When you are not wearing armor, your AC equals 13 + your Dexterity modifier, to a maximum of 2 from Dexterity.

Shell Retreat. You pull into your shell, and the triggering attack misses. You can't move or take the Attack action until the start of your next turn. Once you use this, you can't use it again until you finish a short or long rest.

Bay Diver. You have a swimming speed of 30 feet and can hold your breath for 1 hour.

Working the Bay. You have proficiency in Survival.

NAGHESH

Serpentine Chimerae of the Sands of Serrakhan, scaled and long-lived, many tracing their line to the Great Serpent and its cult of ritual worship.

A Naghesh inherits every trait above and adds the following.

Environments. Desert, Terran (Arid).

Serpent's Resistance. You have resistance to poison damage and advantage on saving throws against being Poisoned.

Forked Tongue. Your forked tongue tastes the air. You have advantage on Wisdom (Perception) checks that rely on smell or taste, and you can detect the presence of poison in food or drink within 5 feet without consuming it.

Desert-Born. You have advantage on saving throws against becoming Exhausted or Dehydrated, and on saving throws against extreme heat.

Serpent's Patience. You have proficiency in one of Deception or Intimidation, your choice.

TUSKARI

Elephantine Chimerae of the Sands of Serrakhan, eight to ten feet tall with trunks and engraved tusks, who live more than two centuries in nomadic clans between the oases.

A Tuskari inherits every trait above and adds the following.

Size. Large.

Environments. Desert, Terran (Arid).

Trunk. Your trunk can grip, lift, and retrieve an unattended object within 10 feet without using your hands, and it can strike as a natural weapon with a reach of 10 feet, dealing 1d6 bludgeoning damage.

Thick Hide. Your leathery hide shields you from the desert sun. You have resistance to fire damage.

Powerful Build. You count as one size larger when determining your carrying capacity, and you have advantage on Strength checks and Strength saving throws made to push, pull, lift, or break something.

Desert Patience. You have proficiency in one of History or Insight, your choice.

TYGHAR

Feline Chimerae of the Jungles of Tigre and the Sands of Serrakhan, with a maned jungle line that lives in nomadic prides and a leaner, maneless desert line that travels in clans.

A Tyghar inherits every trait above and adds the following.

Speed. 35 ft.

Environments. Jungle, Desert.

Claws. Your claws are a natural weapon dealing 1d6 slashing damage.

Cat's Night Sight. You have darkvision out to 60 feet.

Keen Nose. You have advantage on Wisdom (Perception) checks that rely on smell.

Pride Instinct. You have proficiency in one of Athletics or Intimidation, your choice.

DURGHUUL

Fish-bodied Chimerae of the Abythis trench, called Trenchers by their enemies, whose feuding tribes have raided the undersea city of Atla throughout its history.

A Durghuul inherits every trait above and adds the following.

Speed. 20 ft., swim 40 ft.

Languages. Ghurosh, Common.

Environments. Oceanic Trench, The Deep.

Gilled. You have gills and breathe water. You can hold your breath out of water for 1 hour before you begin Suffocating.

Shark's Rows. Your mouth is lined with a shark's rows of teeth, a natural weapon dealing 1d6 piercing damage.

Lateral Line. A line of pits along each flank senses movement in the water. While submerged, you have blindsight out to 30 feet.

Deep Cold Blood. Your blood is suited to cold, deep water. You have resistance to cold damage. After you spend more than 1 minute in warm, shallow water, you have disadvantage on Strength and Dexterity checks until you return to cold or deep water.

HENGE

Shape-changing Chimerae born when spirits touch an animal of the Sakura Spirit Woods, who live about a thousand years as an ordinary-looking animal before they can take a humanoid form.

A Henge inherits every trait above and adds the following.

Environments. Woodland.

Beast Form. As an action, you can take the form of the animal you were before you became a Henge. Your size and walking speed become the animal's, you keep your other game statistics, and your equipment falls to the ground or merges into the form, your choice. You cannot speak or use items that require hands while in that form. You can return to your humanoid form as an action.

Long Memory. You lived for centuries as an animal before you could take a humanoid form. You have proficiency in one of History or Religion, your choice.

One Flaw. Your humanoid form keeps one trait of your animal origin, chosen at character creation, such as a tail, a patch of fur, or an animal's eyes.

Spirit Sense. You have advantage on Wisdom (Insight) checks made to sense the presence or mood of a spirit, and advantage on saving throws against being Charmed by a fey or a spirit.

CHAK'KRI

Four-armed insectoid Chimerae with a light blue chitinous exoskeleton, most of them hunters under the canopy of the Jungles of Tigre and a smaller community working and trading in Hojo.

A Chak'kri inherits every trait above and adds the following.

Speed. 35 ft.

Languages. Khrik'at, Common.

Environments. Jungle.

Four Arms. You have two pairs of arms. Your smaller lower pair can hold or use a tool or another object while your upper pair wields a weapon. The lower pair cannot wield a weapon or a shield.

All-Around Eyes. Large eyes set on the sides of your head give you a wide field of view. You cannot be surprised.

Powerful Legs. Your powerful legs double your jumping distance.

Chitin Plating. Plates of chitin cover your body. When you are not wearing armor, your AC equals 11 + your Dexterity modifier.

KESSARI

Avian Chimerae whose stock was fused with the large birds of the Tani Mountains, now traders across the Y'azi Peninsula, with light bones and eyes that see far.

A Kessari inherits every trait above and adds the following.

Languages. Kessic, Common.

Lifespan. Mature at 12, typical maximum 80 years. Kessari mature quickly and fly before most peoples walk well. Eight decades is a long life, and most who reach it have settled into a roost and a teaching post.

Environments. Highland, Jungle.

Hollow-Boned. Your bones are hollow and your keel is light. You count as one size smaller for anything that would carry, lift, or restrain your weight, and you take no damage from a fall of 60 feet or less as long as you are not Restrained or Incapacitated. Falling this way costs your reaction.

Kessari Sight. Your eyes resolve detail at long range. You have advantage on Wisdom (Perception) checks that rely on sight at distances of 100 feet or greater, and you can identify discrete shapes, such as a sigil, a face, or a weapon, at twice the distance other humanoids of similar training can.

Flock Bond. You read the carriage and crest of other Kessari and of flying beasts. You have advantage on Wisdom (Animal Handling) checks made with other Kessari or with non-sapient birds and flying beasts trained to hunt. Trained flying companions you direct do not require an action to maintain command.

Wind-Tongue. You can read, write, and speak Kessic, the whistled and clicked trade cant the flying peoples use because it travels across open air, and Common.

Flock Answer. You move up to half your speed toward the attacker without provoking opportunity attacks. If the attacker is within your reach when you arrive, you can make one melee weapon attack against it as part of the same reaction. You can use this a number of times equal to your proficiency bonus per long rest.

SAURUS

Reptilian, scaled humanoids whose clans trace their roots to civilizations older than the modern powers, many of whom keep inherited fragments of that age in dreams.

A Saurus inherits every trait above and adds the following.

Languages. Saurian, Common.

Lifespan. Mature at 25, typical maximum 300 years. Saurus age slowly and keep growing throughout their lives. The eldest clan-mothers reach sizes well above the Saurus norm and often keep the ancestral-memory rites.

Environments. Jungle, Coastline, Extreme Heat.

Natural Armor. Your scales serve as armor. When you are not wearing other armor, your AC equals 12 + your Dexterity modifier. You can wear light armor over your scales without penalty, in which case the armor's AC formula applies and your scales grant a +1 bonus to that AC.

Cold-Blooded. Your physiology is heat-dependent. You have vulnerability to cold damage. You have advantage on saving throws against effects that would cause heat exhaustion, dehydration in arid environments, or damage from extreme heat. You ignore the first level of exhaustion suffered from heat-related sources each long rest.

Ancestral Memory. Once per long rest, you may consult the racial memory for a fragment of relevant ancient knowledge: the original name of a ruin, the function of a Saurus relic, the dialect of a pre-Crisis sigil, or the rough location of a long-buried saurus site within the current region. The GM determines the fragment's precise content; it is always something a Saurus of the deep past might plausibly have known.

Sun-Tongue. You can read, write, and speak Saurian (a rolling, sun-paced cant) and Common.

Tail Sweep. You sweep your tail at the attacker's feet. It makes a Strength saving throw against 8 + your proficiency bonus + your Strength modifier or falls Prone. You can use this a number of times equal to your proficiency bonus, regaining all uses on a short or long rest.

SIMIAN

Ape-descended people of the canopy worlds, with four gripping limbs and a prehensile tail, who do most of the rigging and gantry work in the sector.

A Simian inherits every trait above and adds the following.

Speed. 30 ft., climb 40 ft.

Languages. Common, Sylvan.

Lifespan. Mature at 12, typical maximum 100 years. A simian who spends a working life in the canopy tends to outlast one who takes ship.

Environments. Jungle, Woodland.

Canopy Build. You have a climbing speed of 40 feet and can climb with a weapon in one hand. You do not need a free hand to climb.

Prehensile Tail. Your tail can hold your weight, letting you hang with both hands free, and can retrieve an object within 5 feet that you can see. It cannot wield a weapon or make an attack.

The Floor Is Optional. You take no damage from the first 30 feet of a fall and land on your feet, and you do not have disadvantage on Dexterity saving throws made while climbing.

Grip. You have advantage on Strength (Athletics) checks made to climb, to grapple, and to hold on to something.

Ground-Shy. Simian settlements stand in the crown of the forest, and the ground is where they bury things. You have disadvantage on Charisma checks made to negotiate with a simian who believes you have brought them down to it.

ARACHNE

Spider-bodied Chimerae whose Elven forebears were fused with the giant spiders of the caves and deep woods, living in hives that hold cave systems and old forest under a single brood mother.

A Arachne inherits every trait above and adds the following.

Size. Large.

Speed. 40 ft., climb 40 ft.

Languages. Common, Elvish, Sylvan.

Lifespan. Mature at 25, typical maximum 180 years. An arachne who survives the first decade outside a hive usually reaches the second century. Weavers of standing are older than the hives they work in.

Environments. Subterranean, Woodland.

Eight-Legged Build. Your walking speed is 40 feet and you have a climbing speed of 40 feet. You can climb any surface, including a ceiling, without a check. You count as one size larger for carrying capacity. You cannot wear armor made for a two-legged body without it being refitted, which doubles its price.

Venomous Bite. Your bite is a natural melee weapon dealing 1d6 piercing damage. On a hit, you can force the target to make a Constitution saving throw against a DC of 8 plus your proficiency bonus plus your Constitution modifier. On a failure it takes an extra 1d6 poison damage and is Poisoned until the end of its next turn. You can use this a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.

Silk. You produce silk. As an action, you can lay a line up to 60 feet long that holds your own weight and that of one other creature. You can also spend ten minutes weaving cloth a tailor would pay for.

Web Sense. You know the position of anything touching a web or line you have laid within 60 feet, and you cannot be surprised while standing on one.

Night Eyes. You have darkvision out to 120 feet.

Creed

Medium construct, undead; speed 30 ft.

Neural remnants of any sentient ancestry, set into cybernetic bodies of no fixed shape by a mortuary faith that took reverence for death as a mandate to deliver it.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Ebon Liturgy.

Lifespan. Mature at 1, typical maximum 300 years. The remnant does not age. The cybernetic housing does, and the mortuary chapters maintain and replace it as an act of the faith. A Creed cut off from its chapter degrades within a few decades.

Sanctified Frame. Your remnant is housed in a cybernetic body. You are immune to disease and to poison damage, you do not age, and you automatically succeed on death saving throws against damage that is not radiant.

Doctrine of Worth. You can tell whether a creature you can see is sentient, and you have advantage on Intimidation checks against any creature that knows what you are.

Beyond the Transition. You have resistance to necrotic damage. Effects that turn or rebuke undead affect you as though you were undead.

Dragonborn

Medium draconian, humanoid; speed 30 ft.

Descendants of dragons who chose to live among the elves they had made and of the elves who accepted them, whose first generation was called abominations and driven into the wildlands.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Draconic.

Lifespan. Mature at 15, typical maximum 180 years. Dragonborn reach adulthood faster than either line they came from and then slow sharply. The draconic half shows in the second century, when scale hardens and color deepens toward the line they descend from.

Draconic Ancestry. Choose a dragon line. You gain resistance to that line's damage type, and your breath weapon deals that damage type.

Breath Weapon. As an action you exhale destructive energy in a 15-foot cone or a 30-foot line, your choice each time. Each creature in the area makes a saving throw against DC 8 + your Constitution modifier + your proficiency bonus, taking 2d6 damage of your line's type on a failure and half on a success. The damage rises to 3d6 at 6th level, 4d6 at 11th, and 5d6 at 16th. You regain the use on a short or long rest.

Scaled Hide. While you wear no armor your Armor Class is 12 + your Dexterity modifier.

Long Memory of Exile. You have advantage on saving throws against being Frightened. You recognize another Dragonborn's line on sight.

Turn of the Scale. You turn so your scales take the blow. You gain a +3 bonus to AC against that attack, applied after the roll is known, which can turn a hit into a miss. If it does, the attacker is within reach of your Breath Weapon on your next use of it, regardless of the usual area. Once per short or long rest.

Dwarf

Medium humanoid; speed 25 ft.

Short, broad-shouldered smiths and stoneworkers whose holds stand on every continent and many orbital habitats, known across the galaxy for their craft and their grudges.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 25 ft.

Languages. Dwarvish, Common.

Lifespan. Mature at 50, typical maximum 350 years. Dwarves come of age formally on their fiftieth name-day. A dwarf whose beard has gone fully white is, by tradition, owed the first word in any council.

Dwarven Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Stonecunning. You have proficiency in Intelligence (Investigation) checks involving stone construction, masonry, and underground architecture. When you make an Intelligence (History) check related to the origin of stonework (its age, builders, dialect of cut, or purpose), you can apply double your proficiency bonus.

Combat Training. You have proficiency with martial axes, war picks, and war hammers regardless of your class's listed weapon proficiencies.

Hold-Tongue. You can read, write, and speak Dwarvish (the hold-cant, runic and chant-paced) and Common.

Set Against the Stone. You are not moved and you do not fall, and if the effect dealt damage you take half of it. Once per short or long rest.

NORDVERGUR

The Norse Dwarves of the arctic wastes, once mountain Njordir reshaped by the cold after the Second Continuum Crisis, who style their people children of stone and ice and keepers of what the frost covers.

A Nordvergur inherits every trait above and adds the following.

Languages. Common, Dwarvish, Old Norska.

Environments. Arctic, Tundra, Extreme Cold.

Frost-Forged. You have resistance to cold damage and you ignore difficult terrain caused by ice and deep snow. Extreme cold has no effect on you.

Children of Stone and Ice. You have darkvision to 60 feet and advantage on saving throws against exhaustion.

Frostbitten Secrets. You gain proficiency in Survival or History, your choice, and doubled proficiency on checks concerning the far north.

Hardy Frame. Your hit point maximum increases by 1, and by a further 1 each time you gain a level.

STORM DWARF

Storm-touched dwarves who came out of the Second Continuum Crisis with blue and purple skin that crackles when touched, beards that glow along the braid, and a faint smell of ozone.

A Storm Dwarf inherits every trait above and adds the following.

Languages. Common, Dwarvish.

Tempest-Bound. You have resistance to lightning and to thunder damage. A creature that touches you or hits you with a melee attack while within 5 feet takes 1 lightning damage.

Static Charge. Once per turn when you hit with a weapon attack you can add 1d6 lightning damage. You can do this a number of times equal to your proficiency bonus per long rest.

Storm-Sight. You have darkvision to 60 feet and you can tell how the weather will turn within the next hour.

Hardy Frame. Your hit point maximum increases by 1, and by a further 1 each time you gain a level.

MOUNTAIN DWARF

The hold-dwelling majority of dwarves, tied to a peak and a forge and keeping a grudge list that goes back four generations, who keep the deep roads open as their contribution to any alliance.

A Mountain Dwarf inherits every trait above and adds the following.

Languages. Common, Dwarvish.

Stone-Rooted. You have darkvision to 60 feet and advantage on saving throws against being knocked Prone or moved against your will while standing on stone or worked rock.

Hold-Trained. You gain proficiency with light and medium armor, and with smith's, mason's, or brewer's tools, your choice.

Stonecunning. When you make an Intelligence (History) check about stonework, you are considered proficient and add double your proficiency bonus.

Hardy Frame. Your hit point maximum increases by 1, and by a further 1 each time you gain a level.

DVERGR

Dwarfs of the deep holds, which dug down instead of out, where the hold's ledger records every tool, meal and hour of work owed by a Dvergr and the debt passes to heirs.

A Dvergr inherits every trait above and adds the following.

Environments. Subterranean.

Deep Sight. You have darkvision out to 120 feet. You have disadvantage on attack rolls and on Perception checks that rely on sight while you are in direct sunlight.

Deep Resilience. You have advantage on saving throws against poison, against being Charmed, and against being Paralyzed, and you have resistance to poison damage.

Grow. As a bonus action you double in size for one minute, as long as there is room. While enlarged you have advantage on Strength checks and Strength saving throws, your reach increases by 5 feet, and your weapon attacks deal an extra 1d6 damage of the weapon's type. Once per long rest.

Works in the Dark. You suffer no penalty for fighting or working in complete darkness, and you can read a ledger, a seam or a fitting by touch.

The Ledger. You know to the hour what you owe and to whom, and you have proficiency in one of Insight, Investigation or Technology, your choice.

IGNIN

Dwarfs of holds cut into the edge of the Plane of Ignis, whose bodies took on the heat they work and whose hair and beards burn without being consumed.

A Ignin inherits every trait above and adds the following.

Languages. Dwarvish, Primordial.

Living Flame. Your hair and beard burn without being consumed. You shed bright light in a 10-foot radius and dim light for a further 10 feet. As a bonus action you can bank the flame to embers and end the light, and as another bonus action you can let it burn again.

Forge-Born. You have resistance to fire damage, and you have advantage on saving throws against becoming Burning.

Heated Body. A creature that grapples you, or that you grapple, takes fire damage equal to your proficiency bonus at the start of each of its turns while the grapple lasts.

Forge Sight. You have darkvision out to 60 feet.

Hold-Smith. You have proficiency in one of Athletics, Intimidation or Technology, your choice.

Doused. Total immersion in water puts your flame out. Until you finish a short or long rest out of the water, you lose the light from Living Flame and the damage from Heated Body.

Elf

Medium humanoid, elemental; speed 30 ft.

The elder elemental lineage, shaped by dragons who later went into hiding, each branch from a different fallen titan.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Elvish.

Lifespan. Mature at 50, typical maximum 700 years. Elves reach physical maturity at about the same age as humans. Most elven cultures count standing in generations and treat anyone under their first century as provisional.

Rift Affinity. +1.

Elemental Inheritance. Your blood bears the mark of one element. Choose the Channel of Sun, Ether, Earth, or Water at character creation. You gain resistance to one damage type associated with that Channel, and you can read, write, and speak the tongue of the realm it belongs to.

Rift-Sensitive Blood. Elven blood is sensitive to the Rift. Your starting Rift Affinity at character creation is increased by 1, subject to the standard cap.

Keen Senses. You gain proficiency in the Perception skill. If you are already proficient in Perception from another source, you gain proficiency in Arcana, History, or Insight instead.

The Long Quiet. You rest in a waking trance. You gain the benefit of a long rest from four hours of trance, and you remain aware of your surroundings throughout. You have advantage on saving throws against being Charmed, and magic cannot put you to sleep against your will.

Unbroken Memory. Your memory is exact, and your line has held the same grievances since the Riftfire Rebellion. You have advantage on Intelligence (History) checks concerning events your own lineage witnessed, and you can recall the exact wording of any conversation you took part in within the last month.

Inherited Recoil. Your elemental inheritance reacts to damage of its own element. You have resistance to that damage instance, and the next weapon attack you make before the end of your next turn deals an extra 1d6 damage of that element. You can use this a number of times equal to your proficiency bonus per long rest.

SOLIR

Sun-touched elves of the warm worlds whose skin holds a faint internal glow and whose oldest houses claim direct descent from the Hosts of Helion.

A Solir inherits every trait above and adds the following.

Languages. Common, Solir.

Lifespan. Mature at 40, typical maximum 500 years. Solir say their elders grow more translucent with age as their internal light steadies, and that the oldest walk into the noon sun and do not return.

Environments. Desert, Extreme Heat.

Sun-Forged Constitution. Generations under harsh suns shaped your physiology. Choose one at character creation: you gain resistance to fire damage, or you gain resistance to radiant damage. You also suffer no detrimental effects from natural exposure to extreme heat or bright sunlight, such as heat exhaustion or sunblindness.

Sun-Attuned Vision. Your eyes adapt instantly to high light. You are immune to the Blinded condition caused by bright light, sun-equivalent flares, or radiant glare. You have advantage on Wisdom (Perception) checks made in bright light or under any sun-equivalent illumination, and disadvantage on the same checks in total darkness.

Bearer of the Light. You can shape a fragment of inner light. As an action, you can cause a point on your body or on an object you are touching to shed bright light in a 15-foot radius and dim light for another 15 feet, in a color of your choosing within the warm-spectrum range. The light lasts up to 1 hour and can be dismissed as a bonus action. Once per long rest, you can instead release the gathered light in a burst: each creature within 10 feet of you must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier) or be Blinded until the end of your next turn.

Affinity of the Sun. Your bloodline is tied to the Sun Channel. When you cast a spell from the Sun Channel, you add +1 to one of the spell's damage rolls, attack rolls, or save DCs (your choice, made when you cast). If you do not channel, you instead gain proficiency in one of: Religion, Lore, or History, your choice at character creation.

VANIR

Long-lived, fine-boned elves trained in the courts, whose lineages preserved their spell-craft through the long quiet centuries after the First Continuum Crisis, and many of whose houses still hold seats in the old courts.

A Vanir inherits every trait above and adds the following.

Languages. Common, Vanir.

Lifespan. Mature at 50, typical maximum 700 years. Vanir mature slowly and are not considered legal adults in their courts until past their first century. Houses measure their standing in generations.

Spell-Born. Vanir bloodlines have been sensitive to the Rift since the Mythar era. You have advantage on saving throws against being Charmed, and magic cannot put you to sleep against your will. When you would gain your Rift Affinity at character creation, your starting Rift Affinity is increased by 1, subject to the standard cap.

Courtly Composure. You were schooled in the long etiquette of the Vanir courts: diction, deflection, the long pause. You can read, write, and speak Vanir in addition to your other languages, and you have advantage on Charisma checks made to maintain composure under provocation, gauge a noble's true position, or hold rank in a formal setting.

Inherited Cantrip. Choose one cantrip from any Channel at character creation. You know it and can cast it without expending a slot. Your spellcasting ability for this cantrip is Intelligence, Wisdom, or Charisma, chosen at character creation. The cantrip scales with your character level as normal.

NJORDIR

Mountain-dwelling elves, taller and stockier than their kin, who trace their lineage to high-altitude vaults carved into living rock and keep their clan history in long oral recitations.

A Njordir inherits every trait above and adds the following.

Languages. Njordhalla, Common.

Lifespan. Mature at 40, typical maximum 600 years. Njordir age slowly and visibly. Silver appears in their hair by their second century, and their skin takes on the matte grain of weathered stone.

Stoneborn Resilience. Generations of subterranean life and a diet rich in mineral springs have hardened your constitution. You have advantage on saving throws against poison and on saving throws against disease. You have resistance to bludgeoning damage from non-magical sources.

Earthbond. You have advantage on Wisdom (Survival) checks in subterranean, mountainous, or rocky terrain, including when tracking, foraging, or navigating without instruments. You always know your approximate depth below ground.

Long Memory. Your clan keeps its history in cycles of recited memory. You have advantage on Intelligence (History) checks regarding events that occurred more than two centuries ago. Once per long rest, you can consult the GM for a fragment of clan history relevant to a person, place, name, or symbol you can see or describe.

Stone-Tongue. You can read, write, and speak Njordhalla (the carved tongue, scribed in runes) and Common.

AESIR

Amphibious elves of coasts and reefs, whose settlements straddle the shore and the shallows and follow the salt-water currents.

A Aesir inherits every trait above and adds the following.

Speed. 30 ft., swim 40 ft.

Languages. Aesiric, Common.

Lifespan. Mature at 40, typical maximum 500 years. Aesir reach maturity in step with the other elven lineages but age perceptibly in their final century, their skin clouding to pale jade as the salt within them concentrates.

Environments. Coastline, Shallows, Open Ocean.

Aquatic Adaptation. You can breathe both air and water without limitation. You have low-light vision while submerged: in dim light underwater you see as if it were bright light, and in darkness underwater you see as if it were dim light (no color in the dark). You have a swim speed of 40 feet.

Tidal Sense. You feel pressure differentials, current shifts, and ambient salinity as a sixth sense. You have advantage on Wisdom (Perception) checks made in any aquatic environment (surface, shallow, or open water) and can identify the approximate depth, salinity, and current direction of any body of water you are immersed in.

Bond of the Salt. You learn one Water-school cantrip of your choice from the Mist or tide-shaping family, such as a cantrip that gathers, hardens, or pushes a small body of water. You use Wisdom or Intelligence (your choice at character creation) as the spellcasting ability for this cantrip. It does not count against your class's known cantrip total.

Salt-Tongue. You can read, write, and speak Aesiric (the tidal cant, partly sung) and Common.

DRAEKHIR

Pale, soft-spoken elven sublineage that left the surface millennia ago for the undercities, cavern-holds, and lightless trade-roads beneath the Prime Plane, reputed to be equal parts cunning and cruel.

A Draekhir inherits every trait above and adds the following.

Languages. Common, Elvish, Meridian Cant.

Lifespan. Mature at 80, typical maximum 750 years. Draekhir reach legal majority in their hold-courts around 80, and elders commonly live past 700. Surface-dwelling Draekhir often age faster from constant sunlight.

Superior Darkvision. Generations underground have sharpened your sight past the elven baseline. You have darkvision out to 120 feet. In darkness you see in shades of gray, and in dim light you see as if it were bright.

Dark-Touched Resilience. Your mind is hardened against charm. You have advantage on saving throws against being Charmed, and you are immune to spells and effects that would put you magically to sleep.

Shadow-Step. When you are standing in dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. You can use this feature once per long rest.

Sunlight Sensitivity. While in direct sunlight, you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight. Heavy cloud cover, dawn, dusk, and any environment shielded from direct sunlight do not trigger this feature. Tinted lenses, hooded cowls, and Aurelion court visors are widely made to reduce the effect for Draekhir who travel to the surface.

HALF-ELF

The child of a human and an elf, with elven senses and a long life, who watches one side of the family age while the other still treats them as a child.

A Half-Elf inherits every trait above and adds the following.

Lifespan. Mature at 20, typical maximum 180 years. Half-elves mature at a human pace and then slow.

Two Inheritances. You have advantage on saving throws against being Charmed, and magic cannot put you to sleep against your will.

Adaptable. You gain proficiency in two skills of your choice.

Diluted Essence. Your elemental line runs thin. You know one cantrip from any Channel, and your spellcasting ability for it is Charisma.

Neither Side's Pace. You have darkvision to 60 feet, and you age at roughly half the human rate.

FAE

Medium fae; speed 30 ft.

Slow-aging humanoids whose lineage runs through the Ether, whose presence bends ambient Rift energy and who are often regarded warily even in cosmopolitan ports.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Sylvan, Common.

Lifespan. Mature at 50, typical maximum 1000 years. Fae reach physical maturity slowly and remain in apparent prime for centuries. The oldest Fae develop translucent skin and often fade from the Prime Plane during long sleeps.

Rift Affinity. +1.

Faerie Step. As a bonus action, you may teleport up to 15 feet to an unoccupied space you can see. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses on a long rest. The step leaves a brief shimmer in the air at your departure point.

Glamour-Touched. You have advantage on Charisma (Persuasion) checks made in face-to-face conversation, and you have advantage on saving throws against being Charmed.

Fey Heritage. Your blood runs partly through the Ether. You have resistance to psychic damage. You are immune to magical sleep effects, including those produced by spells that would force unconsciousness. You age perceptibly more slowly than mortal lineages.

Twilight-Tongue. You can read, write, and speak Sylvan (the lilting cant of the Ether-courts) and Common.

Glamour Recoil. Your glamour lashes back at the attacker. It makes a Wisdom saving throw against 8 + your proficiency bonus + your Charisma modifier. On a failure it is Charmed or Frightened by you, your choice, until the end of its next turn. You can use this a number of times equal to your proficiency bonus per long rest.

CENTAUR

Horse-bodied fae of the open country who live in bands across the grasslands of half a dozen worlds and cross borders freely.

A Centaur inherits every trait above and adds the following.

Size. Large.

Speed. 40 ft.

Languages. Common, Sylvan.

Environments. Grassland, Savanna.

Equine Build. Your walking speed is 40 feet. You count as one size larger for carrying capacity and for the weight you can push, drag or lift. Climbing a surface without a ramp or stair costs you four feet of movement for every one foot climbed.

Hooves. Your hooves are a natural melee weapon dealing 1d6 bludgeoning damage.

Charge. When you move at least 30 feet in a straight line and then hit with a melee weapon on the same turn, the target takes an extra 1d6 damage of the weapon's type. You can use this a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.

Long Rider. You ignore the first level of exhaustion from a forced march, and difficult terrain caused by undergrowth or broken ground costs you no extra movement. You cannot be mounted and cannot ride a mount.

Range Sense. You have proficiency in Survival or Perception, your choice.

Fey Constitution. You have advantage on saving throws against being Charmed.

DRYAD

Fey wardens bonded to a single tree, with features like soft wood and hair that changes with the season, who live in the wild and judge visitors by how they treat the timber.

A Dryad inherits every trait above and adds the following.

Languages. Common, Sylvan.

Tree Bond. Choose one living tree you can touch. While within 1 mile of it you have advantage on Wisdom saving throws, and you always know its direction and condition. Bonding to a new tree takes a long rest, and the old bond breaks the moment you do.

Treewalk. You can use an action to step into a living tree you touch and step out of any tree within 500 feet, once per long rest.

Speech of Root and Leaf. You can speak with beasts and plants.

Seasonal Aspect. Your appearance shifts with the season. You have advantage on Stealth checks made in woodland matching your current aspect.

FAIRY

Small winged fae of the Faewyld, ranked between the pixies below them and the Sylvarin above, whose magic reacts to the emotions around them.

A Fairy inherits every trait above and adds the following.

Size. Small.

Languages. Common, Sylvan.

Small and Winged. Your size is Small. You have a flying speed of 30 feet and can hover, provided you are not wearing heavy armor.

Faewyld Resonance. You know one cantrip of your choice from any Channel. Your spellcasting ability for it is Charisma. At 3rd level you can cast Faerie Fire once per long rest, and at 5th level Enlarge/Reduce once per long rest.

Unpredictable. You have advantage on saving throws against being Charmed, and magic cannot put you to sleep against your will.

HAG

Fey who traded away what they were for gain, living in swamp, lake and shoreline, each with a bargain running.

A Hag inherits every trait above and adds the following.

Languages. Common, Sylvan.

Bargainer. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made while offering a trade, a favor, or a bargain. You always know when a spoken bargain you are party to has been broken.

Hag's Craft. You know the Minor Illusion cantrip. At 3rd level you can cast Disguise Self once per long rest, and at 5th level Hex once per long rest. Charisma is your spellcasting ability for these.

Unsettling. You have advantage on Intimidation checks against creatures that can see you clearly, and disadvantage on Persuasion checks against those same creatures when you are not bargaining.

Amphibious Habit. You can breathe air and water, and you have a swim speed of 30 feet.

NYMPH

Fey who are the spirit of a beautiful place made flesh, who rarely leave it and keep death and decay out of the ground they hold.

A Nymph inherits every trait above and adds the following.

Languages. Common, Sylvan.

Made of the Place. Choose a natural site. While within it you regain 1 hit point at the start of each of your turns while conscious, and you cannot be tracked by non-magical means.

Unbearable Beauty. As an action you can drop the veil you keep over yourself. Each creature within 30 feet that can see you must succeed on a Wisdom saving throw against DC 8 + your Charisma modifier + your proficiency bonus or be Incapacitated until the end of its next turn. You regain this on a long rest.

Warden of the Wild. You can speak with beasts and plants, and they will not willingly attack you unless you attack first.

SATYR

Goat-legged, horned fey with a reputation for revels, pulled onto the Prime Plane by the Conjunction and eager to see what the world holds.

A Satyr inherits every trait above and adds the following.

Speed. 35 ft.

Languages. Common, Sylvan.

Environments. Woodland.

Goat Legs. Your walking speed is 35 feet. Your long jump and high jump distances are doubled, and difficult terrain caused by undergrowth or broken ground costs you no extra movement.

Ram. Your horns are a natural melee weapon dealing 1d6 bludgeoning damage. When you move at least 20 feet straight toward a target and hit it with your horns, the target must succeed on a Strength saving throw or be knocked Prone.

Revelry. You have proficiency in Performance or Persuasion, your choice, and one musical instrument.

Fey Constitution. You have advantage on saving throws against being Charmed, and against any effect that would make you stop enjoying yourself.

SYLVARIN

The Fae Elves, held to be the children of King Cernunnos and Queen Visunna and born from the essence of the Eldari Ael, the most humanoid of the Faewyld's peoples.

A Sylvarin inherits every trait above and adds the following.

Languages. Common, Sylvan, Elvish.

Lifespan. Mature at 50, typical maximum 750 years. Sylvarin measure age by Faewyld reckoning, which is inconsistent.

Born of the Faewyld. You have advantage on saving throws against being Charmed, magic cannot put you to sleep against your will, and you know when a creature within 30 feet is lying about its name or its intentions.

Highborn Spell. You know one cantrip from the Ether Channel. Your spellcasting ability for it is Charisma. Your starting Rift Affinity increases by 1, subject to the standard cap.

Long Quiet. You do not sleep. Four hours of waking trance gives you the benefit of a long rest, and you remain aware throughout.

Court-Trained. You gain proficiency in Persuasion or Insight, your choice.

TREANT

Awakened trees, restless while young and content to stand still and think for a century once grown, and indistinguishable from ordinary timber while rooted.

A Treant inherits every trait above and adds the following.

Size. Large.

Speed. 20 ft.

Languages. Common, Sylvan.

Awakened Timber. Your size is Large. You are resistant to bludgeoning and piercing damage and vulnerable to fire damage. Your walking speed is 20 feet.

Rooted. You can spend an action taking root. While rooted you cannot move but you have advantage on Strength and Constitution saving throws, and any creature that has not seen you move treats you as a tree.

Branch and Bough. Your slam is a natural melee weapon dealing 1d8 bludgeoning damage with 10 feet of reach.

Slow Growth. You can speak with plants. You have advantage on Intelligence (History) checks about anything that happened within sight of your grove.

Fiendling

Medium humanoid, fiend; speed 30 ft.

A lineage traced to the lower planes by blood or by an unpaid bargain, whose mark can surface generations later in a person who had no part in the arrangement.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Netherspeech.

Lifespan. Mature at 18, typical maximum 140 years. A Fiendling ages as its mortal line does for the first century and then slows.

Infernal Legacy. You have resistance to fire damage, and you have darkvision out to 60 feet.

The Mark Shows. Signs of your descent show to people who have been taught what to look for, such as horns, a shadow that lags, or eyes that hold light. You have advantage on Charisma (Intimidation) checks, and disadvantage on Charisma (Persuasion) checks made against a creature that has named you for what you are.

Unpaid Balance. The bargain your line was made under is still open. Once per long rest, when you fail a saving throw or an attack roll, you can call in the balance and reroll it, using the new result. You take 1d4 fire damage whether the reroll succeeds or fails.

Hellspeech. You can read, write and speak Netherspeech, and you understand it spoken by anything that speaks it natively, including a creature that has no mouth.

Giant

Large giantkin; speed 40 ft.

The first and largest of the Titan-kin, made from the dispersed essence of the Titans that the dragons and the Pantheon put down in the Second Age, each line tied to its Titan's element.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Large.

Speed. 40 ft.

Languages. Common, Jotun.

Lifespan. Mature at 40, typical maximum 400 years. Giants grow through their first four decades and continue slowly for the rest of their lives, so the eldest of a line are also the largest of it. Age is counted by hold and lineage.

Titan-Descended. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Elemental Inheritance. Choose the Titan-line you descend from: storm, fire, frost, stone, or cloud. You gain resistance to one damage type associated with that line and can read and speak its dialect of Jotun.

Reach of the Old World. Your unarmed strikes and any Large weapon you wield have 10 feet of reach.

Made, Not Born. You have advantage on saving throws against being Frightened, and on Intelligence (History) checks concerning the Second Age and the Titans.

Ground Not Given. Make one melee weapon attack against the creature at your extended reach. On a hit it must succeed on a Strength saving throw against 8 + your proficiency bonus + your Strength modifier or be pushed 10 feet back the way it came. You can use this a number of times equal to your proficiency bonus per long rest.

TROLL

Green-skinned giantkin that eat whatever they catch and regenerate hit points every turn unless they have just taken fire or acid damage.

A Troll inherits every trait above and adds the following.

Speed. 30 ft.

Regeneration. You regain 2 hit points at the start of each of your turns while you have at least 1 hit point. If you take fire or acid damage, you do not regain hit points this way until the end of your next turn.

Large Frame. Your size is Large and your reach with unarmed strikes is 10 feet.

Rending Claws. Your claws are a natural melee weapon dealing 1d8 slashing damage.

Keen Nose. You have advantage on Wisdom (Perception) checks that rely on smell, and you can track a creature you have smelled for up to a day.

GOLIATH

Descendants of true giants, carved from stone and ice, who hold the giants in contempt after generations of being treated as failed copies by the Frost and Fire lines.

A Goliath inherits every trait above and adds the following.

Size. Medium.

Speed. 30 ft.

Environments. Highland, High Gravity, Extreme Cold.

Giant's Frame. You have advantage on Athletics checks made to climb or to lift.

Stone's Endurance. When you take damage, you can use your reaction to roll a d12 and reduce the damage by that roll plus your Constitution modifier. You regain this on a short or long rest.

Mountain-Born. You are acclimated to high altitude and to extreme cold, and you have resistance to cold damage.

Measured by Survival. You have advantage on saving throws against being Exhausted.

GNOME

Small humanoid; speed 25 ft.

Small tinkerers whose workshops cluster wherever there is machinery to take apart, and who are over-represented in tinkerer's guilds and engineering corps.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Small.

Speed. 25 ft.

Languages. Gnomish, Common.

Lifespan. Mature at 30, typical maximum 400 years. Gnomes age slowly, and many are still tinkering in their fourth century.

Gnomish Cunning. You have advantage on Intelligence, Wisdom, and Charisma saving throws against channeled effects.

Tinker's Mind. You have proficiency with Tinkerer's tools. Once per long rest, you may spend one hour of focused work to craft a minor gadget of your design: a single-use light source, a one-shot grappling line, a small clockwork distraction, a coded signal beacon, or similar. The gadget functions for a single use within the next 24 hours and then becomes inert.

Small Stature. Your small size lets you slip through gaps larger lineages cannot. You have advantage on Dexterity (Stealth) checks made in narrow, cluttered, or low-ceiling spaces. You can move through the space of any creature larger than Small without penalty, provided that creature does not actively block you.

Workshop-Tongue. You can read, write, and speak Gnomish (a precise, cipher-friendly cant) and Common.

KNOCKER

Gnomes who live below the lowest worked level and talk through rock by knocking, which leads a shift to ore and stops before a fall because the knockers are leaving.

A Knocker inherits every trait above and adds the following.

Languages. Gnomish, Dwarvish, Common.

Environments. Subterranean.

Deep Sight. You have darkvision out to 120 feet.

Knocking. You can speak through solid rock to a listener who has learned the pattern, at a range of one mile. It is slow and conveys no more than a sentence at a time, and only something touching the same stone can intercept it.

Reads the Seam. You know the location and quality of every ore body within 300 feet, and you know an hour in advance when a gallery you are standing in is going to fail.

Stone Camouflage. You have advantage on Stealth checks made to hide in rocky terrain.

Deep Lungs. You can hold your breath for fifteen minutes, and you ignore the effects of bad air until the point at which it would be lethal to anyone.

Hold-Learning. You have proficiency in one of Perception, Survival or Technology, your choice.

Halcyion

Medium humanoid; speed 30 ft.

Cybernetically augmented humanoids of the Halcyion Federation, who treat faith and machinery as expressions of the same purpose.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Federation Standard.

Lifespan. Mature at 18, typical maximum 150 years. Heavily augmented Halcyion can extend lifespan further through periodic maintenance and replacement of organic components.

Devotional Augmentation. At character creation, choose one Devotional Augmentation, a cybernetic augment installed during your initiation rites. You gain its benefit immediately. Additional augments can be installed across your career.

- **Neural Interface.** You have advantage on Intelligence (Technology) checks. You can communicate silently with any device or person that has a compatible interface within 60 feet of you.
- **Reinforced Skeleton.** Your unarmored AC is 12 + Dexterity modifier. You have advantage on saves against being knocked Prone or moved against your will.
- **Optical Augment.** You can see in dim light within 60 feet as if it were bright light, and in darkness as if it were dim light (no color in the dark). You have advantage on Perception checks that rely on sight.
- **Modular Limb.** One of your limbs is a modular cybernetic that can host a Tier III or below tool or weapon mount. You can switch the mounted item during a short rest. The mounted item is treated as held without occupying a hand for purposes of action economy.
- **Subdermal Armor.** Your unarmored AC gains +1. You have resistance to bludgeoning damage from non-magical sources.

Federation Liturgy. You can read, write, and speak Federation Standard (the Halcyion dialect of Common). You have advantage on Charisma checks made to interact with Halcyion citizens of equal or lower standing, provided you have not publicly disgraced the order.

Augmented Constitution. Your hit point maximum increases by 1, and it increases by 1 each time you gain a level. You are considered partially constructed for the purposes of certain spells, such as effects that target undead, constructs, or living beings. The GM decides how those effects apply to you.

Halfling

Small humanoid; speed 25 ft.

Small, hardy people with enclaves across the frontier and the inner systems, valued as cooks and pilots.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Small.

Speed. 25 ft.

Languages. Halfling, Common.

Lifespan. Mature at 20, typical maximum 200 years. Halflings reach adulthood in their twenties and stay healthy into their second century. The oldest preside over family lines of five or six generations.

Lucky. Once per long rest, when you roll a natural 1 on a d20 for an attack roll, an ability check, or a saving throw, you may reroll the die and must use the new result.

Halfling Nimbleness. You can move through the space of any creature that is of a size larger than yours. You have advantage on Dexterity (Acrobatics) checks made to avoid being Grappled or shoved by a larger creature.

Brave. You have advantage on saving throws against being Frightened.

Hearth-Tongue. You can read, write, and speak Halfling (a soft, gossiping cant rich in idiom) and Common.

Someone Else's Luck. The attacker rerolls the attack and must use the new result. Once per long rest.

Human

Medium humanoid; speed 30 ft.

The most varied and most widely distributed ancestry of the Prime Plane.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 18, typical maximum 90 years.

Versatile. You gain proficiency in one additional skill of your choice and one additional language of your choice.

Adaptable. When you take a long rest, you can swap one of your class skill proficiencies for another skill from your class's skill list.

Determined. Choose one type of saving throw (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) at character creation. Once per long rest, when you fail a saving throw of that type, you can reroll it with advantage. You must keep the new result.

Istryxian

Medium humanoid; speed 30 ft.

Dual-natured humanoid people united by a shared ancestral memory, with a second sense that reads emotional and Rift frequencies, in three sublineages: D'horvakk, Zaelyth, and Keth'rassa.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Istryx, Common.

Lifespan. Mature at 22, typical maximum 220 years. Istryxians age in two phases: a near-human early adulthood, then a long, slow elder phase in which the memory-pool becomes more accessible. Elders often serve as cultural archivists in all three sublineages.

Environments. Terran (Arid), Desert.

Dual-Form Perception. Your senses perceive both the physical world and a layered emotional field laid over it. You can sense, within 30 feet, the broad emotional state (calm, fearful, hostile, deceptive, in pain) of any creature whose mind operates on a sapient or near-sapient frequency. You cannot read specific thoughts. Constructs, undead, and minds heavily warded against intrusion register as flat or absent. This sense works through cover and in darkness, and lead, Aurelian void-shielding, and similar dense materials block it.

Ancestral Memory-Pool. You inherit fragments of a shared cultural memory that surface relevant knowledge under pressure. Once per long rest, when you make an Intelligence (History, Lore, or Investigation) check related to Istryxian history, ancestry, regional folklore, or any matter your line plausibly witnessed, you can draw on the memory-pool. You treat the result as if you had rolled a 15, then add your modifiers. When a scene bears strongly on your lineage, the GM may also offer a fragment of cultural memory as a roleplay hook.

Resonance-Reading. You can sense the presence and general character of active Rift energy within 60 feet of you. You can tell channeled Rift effects from latent ambient Rift, and you can identify the broad Channel of an active effect, such as Sun, Earth, or Ether, without identifying the specific spell. You cannot identify exact spells, channeled creatures, or hidden focus items by this sense alone. The sense can support Investigation and Riftcraft checks the GM is adjudicating.

Shared Tongue. You can read, write, and speak Istryx, the layered tonal language common to all three sublineages. Istryx is spoken partly through dual vocalization (a primary tone and a sub-vocal harmonic), and non-Istryxians need years of training to replicate it fully. You can also speak one of Common or the regional language of your sublineage's territory.

D'HORVAKK

Larger, heavier-built Istryxian sublineage, traditionally a warrior caste, whose memory-pool draws on tactical and martial inheritance.

A D'horvakk inherits every trait above and adds the following.

Lifespan. Mature at 22, typical maximum 200 years. On average, D'horvakk die slightly younger than their Zaelyth and Keth'rassa kin, because many take up warrior paths and active service.

Dual-Form Perception. You can sense, within 30 feet, the broad emotional state of any sapient creature whose mind is not warded or alien to your perceptual frequency. You cannot read specific thoughts.

Ancestral Memory-Pool (Martial Inheritance). Your memory-pool favors martial inheritance. Once per long rest, when you make a check related to weapons, warfare, tactical history, fortification, or recognition of arms and insignia, you treat the result as if you had rolled a 17 (instead of the baseline 15), then add your modifiers. For non-martial memory-pool checks, the baseline 15 still applies.

Resonance-Reading. You can sense the presence and broad Channel of active Rift energy within 60 feet, distinguishing channeled effects from ambient. You cannot identify specific spells by this sense alone.

Battle-Honed Frame. You are broader, heavier, and slightly taller than other Istryxian sublineages. Your carrying capacity is doubled, and you have advantage on Strength saving throws to avoid being moved, shoved, or knocked Prone. You also gain proficiency with one martial melee weapon of your choice, such as a traditional D'horvakk blade or polearm, and with one type of medium or heavy armor.

Warrior's Inheritance. When you reduce a hostile creature to 0 hit points in melee combat, you can use your reaction to grant an ally within 30 feet of you who can see or hear you temporary hit points equal to your character level. You can use this feature a number of times equal to your proficiency bonus per long rest.

ZAELYTH

Slender, jungle-dwelling Istryxian sublineage of aerial hunters, who range furthest from the kin-group because their access to the memory-pool is the deepest of the three.

A Zaelyth inherits every trait above and adds the following.

Lifespan. Mature at 22, typical maximum 240 years. Zaelyth live longer than their kin on average. Elder Zaelyth scholars are the main keepers of Istryxian cultural continuity.

Dual-Form Perception (Refined). As Istryxian, with greater precision: your emotional-resonance sense functions to 45 feet instead of 30 feet, and you can distinguish between layered emotional states, such as fear masked by feigned calm or affection beneath stated hostility.

Ancestral Memory-Pool (Scholar's Depth). As Istryxian, with broader access: you may invoke the memory-pool twice per long rest instead of once. Additionally, when you spend at least 10 minutes in concentrated study of a single topic for which the Istryxian memory-pool plausibly has records (history before the First Continuum Crisis, ancient languages, regional cultural lineages, philosophical schools), you gain a useful fragment of information at GM discretion, without requiring a check.

Resonance-Reading. As Istryxian: you can sense the presence and broad Channel of active Rift energy within 60 feet. Zaelyth train the sense furthest of the three sublineages for cultural practice and ritual literacy.

Diplomat's Cadence. You gain proficiency in Persuasion and one additional language of your choice. When you spend at least 1 minute in conversation with a creature (or a small group), you can identify which language, dialect, or cultural register will most effectively reach them, and you gain advantage on Charisma (Persuasion, Insight, or Deception) checks made against them for the rest of the conversation. Hostile or actively threatening interactions are excluded.

Memory-Keeper. You can perfectly recall any conversation you have personally participated in, any text you have spent at least 1 minute reading, or any face you have studied for at least 10 seconds, for up to one year. After a year, the recall fades to the standard Istryxian memory-pool's slower retrieval. Zaelyth memory-keepers serve as living archives, and many Aurelion and Halcyion diplomatic houses retain a Zaelyth advisor for this capacity.

KETH'RASSA

Lean, low-profile Istryxian sublineage of wilderness skirmishers and pathfinders, whose memory-pool surfaces tracking and survival knowledge first.

A Keth'rassa inherits every trait above and adds the following.

Speed. 35 ft.

Lifespan. Mature at 22, typical maximum 210 years. Keth'rassa lifespan tracks the median Istryxian average, though wilderness life raises mortality in middle years. Elders who survive to retire become cartographers and guides.

Environments. Coastline, Shallows.

Dual-Form Perception. As Istryxian: you can sense, within 30 feet, the broad emotional state of any sapient creature whose mind is not warded or alien to your perceptual frequency. Keth'rassa describe this sense as "reading the spoor of a mind."

Ancestral Memory-Pool (Pathfinder's Inheritance). As Istryxian, with a survival bias: once per long rest, when you make a check related to wilderness travel, tracking, foraging, weather-reading, identification of regional flora and fauna, or navigation by stars or landmarks, you treat the result as if you had rolled a 17 (instead of the baseline 15), then add your modifiers. For other Istryxian memory-pool checks, the baseline 15 still applies.

Resonance-Reading. As Istryxian: you can sense active Rift energy within 60 feet. Keth'rassa hunters historically used this sense to mark Rift-touched beasts and Aurelion solar-cruiser overflight from cover.

Wilderness-Adapted. Your base walking speed is 35 feet, and you ignore difficult terrain caused by natural undergrowth, scree, snow, or muddy ground. You have advantage on Stealth checks made in any environment with natural cover (forest, scrub, urban-organic, ruins reclaimed by vegetation). You also need only half normal rations to maintain yourself in the field, and you can identify whether a water source is safe to drink with a brief sensory check.

Pathfinder's Edge. When you are within natural cover or partial concealment and you make an attack with a ranged or finesse weapon, you can choose to deal an additional 1d6 damage of the weapon's type on a hit. You can use this feature a number of times equal to your proficiency bonus per long rest. Keth'rassa scouts call this "the second arrow."

Mycelai

Medium plant; speed 30 ft.

Walking fungus folk whose colonies grow in the dark corners of the world, judge a visitor by how softly they arrive, and stay peaceful until a colony is threatened.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 3, typical maximum 100 years. A Mycelai fruits from the colony already able to walk and speak. The colony outlives any individual and keeps what its members knew, so Mycelai treat a single death as minor.

Fungal Body. You are a fungus. You are immune to poison damage and to the Poisoned condition, and effects that specifically target humanoids do not affect you. You need half the usual food and no sleep beyond four hours of rest while rooted.

Rapport Spores. As an action you release a cloud of spores in a 10-foot radius. Willing creatures in the area can communicate telepathically with you and with each other for 1 hour, to a range of 30 feet, without sharing a language.

Distress Spores. When you take damage you can use your reaction to burst. Each creature within 5 feet must succeed on a Constitution saving throw or be Poisoned until the end of its next turn.

Lightless Growth. You have darkvision to 60 feet and advantage on Stealth checks made in caverns, undergrowth, and other dark and damp terrain.

Myr'Khruul

Medium aberration; speed 30 ft.

Insectoid humanoids with chitinous exoskeletons and a kin-telepathy short of a true hivemind, in which each Myr'Khruul remains a sovereign individual.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Myr, Common.

Lifespan. Mature at 10, typical maximum 150 years. Myr'Khruul mature swiftly through several visible instars before stabilizing into adult form. The kin-telepathy deepens with age, and the eldest Myr'Khruul are often the most listened to.

Exoskeleton. Your chitinous outer plating armors you naturally. When you are not wearing armor, your AC equals 12 + your Dexterity modifier. You can use this base AC with a shield.

Hive Whisper. You share a subtle, intentional telepathic bond with other Myr'Khruul within 60 feet. You can convey simple words, images, and intentions to any Myr'Khruul in range without speaking aloud. Receiving such communication does not require an action and is not detectable by mundane surveillance. You have advantage on Wisdom (Insight) checks made to read the intentions of another Myr'Khruul.

Multi-Faceted Vision. Your compound eyes process motion across a wide arc. You have advantage on Wisdom (Perception) checks made to notice fast-moving targets, including projectiles in flight. Creatures attacking you from outside your line of sight do not gain advantage on attack rolls solely from being unseen by you.

Chitin-Tongue. You can read, write, and speak Myr (a clicking, harmonic cant produced with the mandibles) and Common.

Whisper Warning. You send the ally a warning through Hive Whisper just before the blow lands. The ally gains a +3 bonus to AC against that attack. You can use this a number of times equal to your proficiency bonus per long rest.

Mythar

Medium humanoid, celestial; speed 30 ft.

Rare Rift-touched descendants of the Mythar, first mortal people of the Prime Plane, made by Helios and bonded to the Hosts of Helion, whose archmage Valekith shattered the Continuum Crystal in the First Continuum Crisis.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Mythar, Common.

Lifespan. Mature at 100, typical maximum 2000 years. Mythar mature slowly and unevenly. Many surviving Mythar spent centuries in suspended Riftbound states, such as preserved sleep within precursor sanctuaries or slow drift through low-time pockets, before walking the present galaxy. A "young" Mythar may have been alive for the founding of the Aurelion Ascendancy and remember it as recent history. The age count above measures wakeful years.

Rift Affinity. +2.

Inheritance of the Shattering. Your body has trace alignment with the Rift, inherited from precursors whose civilization was deeply Riftbound at its peak. You have resistance to one damage type chosen at character creation from: psychic, radiant, necrotic, or rift damage. You have advantage on saving throws against effects that would charm, frighten, or directly manipulate the structure of your mind. Most such effects rely on patterns the precursor civilization understood and warded against.

Dream-Memories. You experience involuntary fragmentary memories of the Mythar line. The memories surface during long rests and during moments of high Rift activity. Once per long rest, you can consult the GM for a single fragment of relevant knowledge from the Mythar age, such as the original name of a place, the function of a Mythar relic in the scene, a forgotten word in the dead Mythar tongue, the rough location of a precursor ruin within the current region, or similar. The GM determines the content of the fragment, which is always knowledge a Mythar of the deep past plausibly held. The fragment is true within the limits of what the line remembers.

Riftbound Constitution. Your body is closely tied to Rift energy. You gain a Rift Affinity bonus of 2 from your ancestry, which stacks with your class curve and origin bonus and is capped at 10 and at your character level. Your eyes hold a faint inner light, your skin does not quite catch ordinary light correctly, and brief afterimages of channeled effects linger at your edges. A person who knows what to look for can tell a Mythar from an ordinary elf, and many factions actively seek to identify them.

Ancient Tongues. You can read, write, and speak Mythar (the dead language, scholarly status in most settings) and one of Common or High Aurelian. Additionally, you have advantage on Intelligence checks made to translate, decipher, or contextualize any pre-Crisis text, glyph, or inscription, whether or not it is in Mythar, because its language family branches from your inheritance.

AVARII

Owl-headed Mythar, cursed by the archmage Valekith when the Mytharil Empire fell, who keep fragments of Mythar memory and Rift mastery and are best known for their scholarly order, the Talons.

A Avarii inherits every trait above and adds the following.

Rift Affinity. +1.

Environments. Highland.

Owl Wings. When you fall 60 feet or less and are not Restrained or Incapacitated, you can use your reaction to spread your wings and take no damage. Starting at 5th level, while you are not wearing medium or heavy armor, you have a flying speed of 30 feet. Not every Avarii can fly. If you were born without working wings, you gain neither benefit of this feature.

Silent Flight. Starting at 5th level, you have advantage on Dexterity (Stealth) checks made while flying.

Night Eyes. Your large eyes glow faintly and see in darkness. You have darkvision out to 60 feet.

Scholar's Mind. You have proficiency in one of Arcana or History, your choice.

Diminished Inheritance. Your Rift Affinity bonus from your ancestry is 1 instead of the Mythar 2.

FYRASHAN

Distant Mythar descendants who live in the Forlorn Flames, a land burning since the titan Ignivar was felled there in the Planar Rapture, each bonded from birth to an ancestral spirit, its Soulkin.

A Fyrashan inherits every trait above and adds the following.

Rift Affinity. +1.

Environments. Volcanic Field, Ash Column.

Soulkin Bond. You are bonded to the spirit of a fallen ancestor, your Soulkin, and spiraling tattoos that glow faintly mark the bond. Once per long rest, you can spend 10 minutes in communion with it to ask one question about an event of the past 24 hours. The reply covers only what the spirit witnessed.

Veil-Touched Sight. You have advantage on Wisdom (Perception) checks made to notice the presence of a spirit or the recently dead, and you can see 10 feet into the Spirit Plane where it overlaps the Prime Plane.

Ash-Born. Your people have lived beside the fires of the Forlorn Flames since the Second Age. You have resistance to fire damage.

Equal Forces. You have advantage on saving throws against being Frightened by an undead creature or a spirit.

Diminished Inheritance. Your Rift Affinity bonus from your ancestry is 1 instead of the Mythar 2.

ORC

Medium humanoid; speed 30 ft.

Strong, clan-bonded warriors with a long martial tradition, found today as frontier raiders, chartered mercenary houses and professional citizens of every major power.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Orcish, Common.

Lifespan. Mature at 14, typical maximum 80 years. Orcs mature swiftly. An orc past their seventh decade is a clan elder by reputation regardless of station.

Aggressive. Once per combat encounter, as a bonus action, you may move up to your speed toward a hostile creature you can see or hear. You must end this movement closer to that creature than you began it.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You have advantage on Strength-based checks made to grapple or shove a creature one size larger than you.

Menacing Presence. You have proficiency in Charisma (Intimidation). When you make an Intimidation check against a creature smaller than you that does not have the Brave or equivalent feature, you have advantage on the check.

Clan-Tongue. You can read, write, and speak Orcish (a guttural, declarative cant with regional dialects) and Common.

Not Yet. You drop to 1 hit point instead. Once per long rest.

BUGBEAR

Orc-kin about seven feet tall with long arms and a quiet step, who hang back from a goblin warband's fights and attack the first person to break cover.

A Bugbear inherits every trait above and adds the following.

Languages. Common, Goblin.

Long-Limbed. Your long arms add to your reach. On your turn, your reach with melee weapon attacks is 5 feet greater than it otherwise would be.

Powerful Build. You have advantage on checks made to grapple or shove a creature.

Quiet for the Size. You move quietly for your size. You have darkvision to 60 feet and proficiency in Stealth.

First Out of Cover. Once per combat, when you hit a creature that has not yet taken a turn in this combat, the attack deals an extra 2d6 damage of the weapon's type.

GOBLIN

Small, quick orc-kin who bully those they can and turn servile to those they cannot, and who earn a place on a crew by the spaces they can reach and what they spot first.

A Goblin inherits every trait above and adds the following.

Size. Small.

Languages. Common, Goblin.

Small and Low. Your size is Small. You can move through the space of any creature that is a size larger than you, and squeezing through a tight space costs you no extra movement.

Prehensile Tail. Your tail can hold a held object, take an item from a container you are wearing, or grip a rope or rigging. It cannot wield a weapon or make an attack.

Lookout's Senses. You have darkvision to 60 feet and proficiency in Perception.

Fawn and Bolt. When a creature larger than you hits you with an attack, you can use your reaction to disengage and move up to half your speed without provoking opportunity attacks.

HALF-ORC

Children of orc and human parents, born where orc and human communities held an alliance long enough to seal it, some of whom go on to lead orc communities.

A Half-Orc inherits every trait above and adds the following.

Languages. Common, Orcish.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You cannot use this again until you finish a long rest.

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

Menacing. You gain proficiency in the Intimidation skill.

Two Communities. You have darkvision to 60 feet, and you can speak, read, and write both Common and Orcish.

HOBGOBLIN

Orc-kin whose companies post sentries, rotate the watch and file after-action reports, and are the only force on most frontiers still in formation an hour into a losing fight.

A Hobgoblin inherits every trait above and adds the following.

Languages. Common, Goblin.

Drilled Sight. You have darkvision to 60 feet and proficiency in Perception.

Hold the Line. You have advantage on saving throws against being Frightened while a conscious ally is within 30 feet of you.

Kept Record. You have proficiency in History, and you can recall the order of events of any engagement you fought in without a check.

Working Pair. Once on each of your turns, when you hit a creature with a weapon attack and an ally is within 5 feet of that creature and not Incapacitated, the attack deals an extra 1d4 damage of the weapon's type.

QY'REEN

Medium humanoid; speed 30 ft.

Engineered aquatic beings native to the Prime Plane, bred in fish, crustacean and cephalopod forms and reproduced by cloning, with eyes that see beyond the visible spectrum and kin-pods that read the Rift.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Qy'reen, Common.

Lifespan. Mature at 22, typical maximum 220 years. Qy'reen elders often retreat into deep meditation in their final decades and say they are reading the long-period harmonics of the Rift.

Environments. Shallows, Open Ocean, Derelict Hull.

Spectral Sight. Your eyes resolve the infrared and low-Rift bands. You can see in dim light within 60 feet as if it were bright light, and in darkness within 30 feet as if it were dim light (in muted hues). You also have advantage on Wisdom (Perception) checks to detect active Rift sources, energy signatures, or biological heat within 60 feet.

Rift-Sensitive. You feel disturbances in nearby Rift currents before others see them. As a reaction when a creature you can see within 30 feet begins to cast a spell, you learn the spell's Channel (Sun, Earth, Water, Ether, Arc, Molten, or Metal) before it resolves. Once used, this feature recovers on a short or long rest.

Kin-Pod Etiquette. You were raised in a kin-pod, a layered cohort that values calibrated speech and shared silence. You gain proficiency in one of the following skills of your choice: Insight, Persuasion, or Lore. When you spend at least 10 minutes in conversation with a willing humanoid, you can attempt to read their disposition; on a successful DC 12 Wisdom (Insight) check the GM tells you one true thing about their current intent toward you.

Lithe Stride. Your low-mass frame moves cleanly through cluttered ground. Difficult terrain composed of debris, undergrowth, or shifting footing costs you no extra movement. You also have advantage on saving throws made to resist being knocked Prone.

Riftwork

Medium construct, humanoid; speed 30 ft.

Crafted synthetic humanoids with mechanical bodies and crystalline cognition, whose awakened members increasingly demand to be treated as persons.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 1, typical maximum 400 years. Riftworks awaken to selfhood already cognitively adult, though social and emotional maturation takes years. With routine maintenance a riftwork body lasts centuries. The cognitive lattice often fragments near the end, and many riftworks transfer their core to a successor chassis before that happens.

Environments. Vacuum.

Constructed Body. Your body is built. You are immune to disease. You require only 4 hours of low-power inactivity (instead of 6 to 8 hours of sleep) to gain the benefits of a long rest. You do not require food or water in non-extreme conditions, though you do require occasional lubrication and minor part replacement (treated as the same expense and cadence as ration costs). However, you take an additional 1d6 lightning damage whenever you take lightning damage from a source that is not properly grounded against your chassis.

Modular Replacement. Severed or destroyed limbs can be replaced with compatible parts in 1 hour of work using a Tinkerer's tools and 50 gm of components per limb. You suffer no death-saving-throw penalty for the brief period in which a major component is being swapped, provided your core remains intact. You have advantage on Constitution saving throws against effects caused by sudden pressure change, vacuum exposure, or rapid decompression.

Internal Workings. You think in mechanisms. You have advantage on Intelligence (Investigation) checks made when examining mechanical objects, machined parts, or constructed devices. You can read, write, and speak Common, and you can fluently encode and decode one machine-cipher of your own invention, which other Riftworks who study it for an hour can also learn.

Awakened Selfhood. Your cognition runs on a crystalline lattice that records experience in fixed-state, retrievable form. You have advantage on saving throws against effects that would erase, overwrite, or scramble your memory.

Failsafe. A failsafe subsystem holds you at 1 hit point. Your speed is halved and you cannot take reactions until the end of your next turn while the frame reseats. Once per long rest.

Shade

Medium humanoid, aberration; speed 30 ft.

Humanoids who merged with the Netherveil, a change that took the citizens of Lirathym thousands of years and later Shades far less, and who are stronger in darkness.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Netherspeech.

Lifespan. Mature at 18, typical maximum 250 years. The merge slows aging and never stops deepening. Lirathym's citizens took thousands of years to turn. A Shade made since takes decades, and the oldest are hard to see clearly even in good light.

Netherveil-Merged. You have darkvision to 120 feet and you can see normally in magical darkness. You have resistance to necrotic damage.

Shadow Step. While in dim light or darkness you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness. You can do this a number of times equal to your proficiency bonus per long rest.

Gathering Dark. As an action you can dim the light in a 15-foot radius by one step for 1 minute. While standing in the dimmed area you can attempt to Hide even while observed.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you or your target is in direct sunlight.

Veilslip. You teleport up to 15 feet to an unoccupied space you can see that is also in dim light or darkness. If the new space is out of the attack's range or line of sight, the attack fails. You can use this a number of times equal to your proficiency bonus per long rest.

Therianthrope

Medium humanoid, beast; speed 30 ft.

Cursed lineages that share a body with a beast, begun by a curse of Nyx, the Night Mother, that still spreads by a bite or by blood, saliva, or other bodily fluid entering a living person.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 18, typical maximum 100 years. The curse does not change a carrier's natural lifespan. The span above assumes a carrier of human stock. A carrier of a longer- or shorter-lived people keeps that people's own span.

Hybrid Form. You can shift between your ordinary form and a Hybrid Form that walks upright with your beast's head, hide, and claws. As an action, you can enter your Hybrid Form for up to 10 minutes, and you can leave it early as an action. Your equipment does not change with you. You can enter it a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. While in Hybrid Form, you have advantage on Strength checks, your unarmed strikes deal 1d6 slashing damage, and you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons that are not silvered.

Silvered Harm. Silver wounds you in any form, and a wound from a silvered weapon knits slowly. You have vulnerability to damage from silvered weapons, and hit points you lose to one are not restored by anything short of a long rest.

Beast Constitution. The curse hardens the body. You have advantage on saving throws against disease, and you have resistance to poison damage.

No Tongue of Their Own. A carrier keeps the language of the people the curse took, and Therianthropes have no tongue of their own. You can read, write, and speak Common.

WEREWOLF

The oldest Therianthrope line, spread from the Everdark Forest of the Netherveil into the Prime Plane, whose carriers, once they know what they are, spend each full moon somewhere they cannot get out.

A Werewolf inherits every trait above and adds the following.

Keen Senses. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Running Wolf. While you are in Hybrid Form, your walking speed increases by 10 feet.

Howl of the Pack. You let out a howl. Each hostile creature within 30 feet that can hear you must succeed on a Wisdom saving throw against 8 plus your proficiency bonus plus your Charisma modifier or be Frightened of you until the end of your next turn. Once you use this, you can't use it again until you finish a long rest.

Unshaken. You have advantage on saving throws against being Frightened.

WEREBEAR

The largest Therianthrope line, found almost entirely among the Tribe of Ulfbjorn in Norska, who took the curse in a famine winter and regard their bear forms as a gift.

A Werebear inherits every trait above and adds the following.

Environments. Arctic, Extreme Cold.

Bear Claws. While you are in Hybrid Form, your unarmed strikes deal 1d8 bludgeoning damage instead of 1d6 slashing damage.

Great Vigor. Your hit point maximum increases by 1, and by a further 1 each time you gain a level.

Unshakable. You have advantage on saving throws against being Frightened while you have fewer than half your hit points remaining.

Cold-Hardened. You have resistance to cold damage.

WERETIGER

A Therianthrope line of the Jungles of Tigre, where a weretiger cult that worships the jungle's order gives most carriers their bite.

A Weretiger inherits every trait above and adds the following.

Environments. Jungle.

Tiger Claws. While you are in Hybrid Form, your unarmed strikes deal 1d8 slashing damage instead of 1d6 slashing damage.

Pounce. Once per turn, when you move at least 10 feet in a straight line toward a creature and then hit it with a melee attack on the same turn, that attack deals an extra 1d6 damage of the attack's type.

Silent Stride. You have advantage on Dexterity (Stealth) checks made while moving through dense jungle or undergrowth.

Predator's Instinct. You have advantage on initiative rolls.

WERERAT

A Therianthrope line of the sewers and undercities, most of all beneath Evernight in the Netherveil, whose carriers control the change more closely than other lines and are hard to find.

A Wererat inherits every trait above and adds the following.

Environments. City, Subterranean.

Bite. While you are in Hybrid Form, you also have a bite, a natural weapon dealing 1d4 piercing damage.

Practiced Control. You can enter or leave Hybrid Form as a bonus action instead of an action.

Tunnel Sense. You have advantage on Dexterity (Stealth) checks made in cramped or underground spaces, and you always know your direction and distance to the nearest sewer, drain, or tunnel entrance within 1 mile.

Festering Bite. When you hit with your bite while in Hybrid Form, the target must succeed on a Constitution saving throw against 8 plus your proficiency bonus plus your Constitution modifier or be Poisoned for 1 minute. The target repeats the saving throw at the end of each of its turns, ending the effect on a success. You can use this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

WEREBOAR

A Therianthrope line known from one recorded carrier, the beastologist Drozara Emberbraid, who was cursed in the Jungles of Tigre and still struggles to control her rage.

A Wereboar inherits every trait above and adds the following.

Tusks. While you are in Hybrid Form, your unarmed strikes deal 1d8 piercing damage instead of 1d6 slashing damage.

Reckless Charge. Once per turn, when you move at least 10 feet in a straight line toward a creature that is Large or smaller and then hit it with a melee attack, the target must succeed on a Strength saving throw against 8 plus your proficiency bonus plus your Strength modifier or be knocked Prone.

Thick Hide. While you are in Hybrid Form, you have resistance to bludgeoning damage.

Unstoppable. You have advantage on saving throws against being Frightened while you have fewer than half your hit points remaining.

THUUL

Medium humanoid; speed 30 ft.

Four-armed humanoids who speak without sound, caste-bound on Thuul Prime under their Matriarchs, with those released to the frontier running the deep trade routes the chartered lines will not touch.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Thuulean, Common.

Lifespan. Mature at 25, typical maximum 200 years. Thuul mature slowly and live long, and the oldest known traders have kept up active commerce across centuries.

Multi-Armed. You have four arms. You can hold and use two additional one-handed items at any time, such as a tool, a focus, or a second weapon in your secondary set of hands. When you take the Attack action with a one-handed weapon in your primary hand, you can use a bonus action to make one additional attack with a different one-handed weapon held in a secondary hand. The bonus attack adds your ability modifier to damage only if that modifier is negative.

Vibrational Speech. You are fluent in Thuulean, a nonverbal language of vibration that those with the appropriate proficiency can perceive. You can also speak one other language of your choice, such as Common. When you speak Thuulean in the presence of someone who does not know it, you are not understood, and you cannot be overheard or recorded by typical audio surveillance. Thuulean is felt as vibration and makes no sound.

Trader's Sense. You have advantage on Charisma checks made to negotiate, barter, or appraise goods. When you encounter an unfamiliar item, you can spend 1 minute examining it to learn its approximate market value in any known galactic economy.

Resilient Form. You have resistance to one damage type chosen at character creation from cold, fire, or kinetic. Thuul biology adapted across many frontier worlds, and your lineage favored one environment.

Fourth Hand. You use an empty hand to catch the blow. You gain a +2 bonus to AC against that attack, applied after the roll is known. If this turns the hit into a miss, you may make one unarmed strike against the attacker. Once per short or long rest.

Undead

Medium undead, humanoid; speed 30 ft.

Rare reanimated humanoids who kept their identity after death through ritual, accident, a Rift incident, or inheritance.

Traits

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common.

Lifespan. Mature at 1, typical maximum 200 years. An Undead character does not age in the ordinary sense, but the reanimated body degrades. Without preservation rites (embalming, Rift-channel restoration, or periodic refleshing), a reanimated body stays functional for about two centuries before structural failure. With maintenance the limit is much longer.

Necrotic Body. Your reanimated body is not alive in the ordinary sense. You are immune to disease and to the Poisoned condition. You do not require food, water, or breath. You have vulnerability to radiant damage and disadvantage on saving throws against effects that specifically detect, command, or turn undead. You register as undead to spells and effects that distinguish living from undead creatures. The GM decides whether a class feature that targets undead creatures applies to you.

Cold Pallor. Your body is cold and pale. You have resistance to cold damage and advantage on saving throws against effects that would impose the cold-related exhaustion or freezing conditions.

Death-Touched Cognition. Your mind is partly shielded by the gap death opened in it. You are immune to spells and effects that directly read your thoughts. You are immune to being Charmed by living creatures. Charm effects from constructs, undead, and Riftborn entities work on you normally. Once per long rest, you recover a single fragment of your pre-death life (a face, a place, a name, a regret) chosen by the GM from what your character plausibly knew.

Grave-Tongue. You can read, write, and speak Common and one additional language you knew before death (chosen at character creation).

Take the Cold. Necrotic energy feeds your reanimated body. You take no damage from that instance and instead gain temporary hit points equal to half the damage prevented. You can use this a number of times equal to your proficiency bonus per long rest.

VAMPIRE

Undead who kept their faces and lost their reflections, feed on blood, and remain bound to their coffin and the ground they were buried in.

A Vampire inherits every trait above and adds the following.

Blood Drinker. Your bite is a natural melee weapon dealing 1d6 piercing damage. On a hit against a willing, Grappled, Restrained, or Incapacitated creature you regain hit points equal to the damage dealt, and the target's hit point maximum drops by the same amount until it finishes a long rest.

Undying Frame. You are immune to disease and to poison damage, you do not age, and you do not need to breathe. You automatically succeed on death saving throws against damage that is not radiant.

Predator's Gaze. As an action you can attempt to charm one creature within 30 feet that can see you. It must succeed on a Wisdom saving throw against DC 8 + your Charisma modifier + your proficiency bonus or be Charmed for 1 minute. You regain this on a long rest.

Bound and Barred. You must rest in your coffin or in soil from your own grave to gain the benefit of a long rest. You cannot enter a residence uninvited, you have no reflection, and you take 2d4 radiant damage at the start of each turn you begin in direct sunlight.

GHOUL

Undead driven by a constant hunger for flesh, who keep enough of their minds to plan and hunt where a body will not be missed for a week.

A Ghoul inherits every trait above and adds the following.

Paralyzing Claws. Your claws are a natural melee weapon dealing 1d6 slashing damage. Once per turn on a hit, the target must succeed on a Constitution saving throw against DC 8 + your Strength modifier + your proficiency bonus or be Paralyzed until the end of its next turn.

Carrion Constitution. You are immune to disease and to poison damage, and you can eat anything that was once alive without ill effect.

Undying Frame. You do not age and you do not need to breathe. You automatically succeed on death saving throws against damage that is not radiant.

The Hunger. If you go 24 hours without consuming flesh, you gain one level of exhaustion that cannot be removed until you do.

DRAUGR

Undead Valar who drowned and returned with tight blue-green flesh, spectral eyes and barnacles, each held to the world by a grudge or an unfinished errand.

A Draugr inherits every trait above and adds the following.

Languages. Common, Old Valar.

Environments. Coastline, Derelict Hull.

Drowned Frame. You can breathe air and water, you have a swim speed of 30 feet, and you are immune to disease and to poison damage. You do not age.

Unfinished Business. Name one grudge or errand at character creation. While pursuing it you have advantage on saving throws against being Charmed or Frightened. Settle it and you must name another before your next long rest or gain a level of exhaustion.

Grave-Cold. You have resistance to cold and to necrotic damage. Your unarmed strike deals an additional 1d4 cold damage.

Spectral Sight. You have darkvision to 60 feet and can see clearly through fog, mist, and murky water to that range.

ZOMBIE

Rare raised dead who kept their own minds and remember being alive, in bodies whose joints have set.

A Zombie inherits every trait above and adds the following.

Speed. 25 ft.

Undead Fortitude. When damage reduces you to 0 hit points, you can make a Constitution saving throw with a DC of 5 + the damage taken. On a success you drop to 1 hit point instead. This does not work against radiant damage or a critical hit. Once per long rest.

Dead Flesh. You are immune to disease and to poison damage, and you have resistance to necrotic damage.

Undying Frame. You do not need to breathe, and you do not age.

Grave Grip. Your hands are a natural melee weapon dealing 1d6 bludgeoning damage. When you hit a creature with them, you can try to grapple it as a bonus action.

Dead Nerves. You have advantage on saving throws against being Frightened. Your joints have set, so you have disadvantage on Acrobatics and Sleight of Hand checks.

ZYRRAK

Medium humanoid; speed 30 ft.

Chitin-plated predatory humanoids with no homeworld, whose clans were scattered generations ago.

TRAITS

Ability Scores. +2 to one score and +1 to a different one, placed as you choose.

Size. Medium.

Speed. 30 ft.

Languages. Common, Zyrrakan.

Lifespan. Mature at 14, typical maximum 90 years. Zyrrak mature quickly under pressure. Without a clan-roost to retire into, most die in the hunt.

Natural Armor. Layered chitin plating covers your back, forearms, and brow. While you wear no armor, your AC equals 12 + your Dexterity modifier. You can use a shield and still benefit from this feature.

Hunt Mark. You can fixate on a chosen prey. Once per long rest, you can spend 1 minute observing a creature you can see to designate it (or its kind, if it is a recognizable species or constructed type) as your marked prey. While the mark is active, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks to find or track marked prey, and the first attack you land against a marked creature each turn deals an additional 1d6 damage of the weapon's type. The mark lasts until the prey is killed, you complete another long rest, or you mark a new target.

Apex Predator. You have resistance to effects that would impose the Frightened condition, and you have advantage on saving throws to end the Frightened condition on yourself at the start of your turn.

Stalker's Patience. You can hold still for hours without losing your edge. You can take the Hide action as a bonus action when you have any cover, concealment, or natural blind available. You also need only half the normal sleep required to gain the benefits of a long rest, spending the remaining hours in a watchful trance during which you remain aware of your surroundings.

Ambush Reflex. Make one melee weapon attack or unarmed strike against it. You can use this a number of times equal to your proficiency bonus, regaining all uses on a short or long rest.

3 Origins

An origin is the life a character led before the campaign. Each one grants two skills, a language or tool, ability adjustments, a starting kit and one feature that life still gets them. 26 origins.

Acolyte

You are a junior member of a religious order, trusted with messages, lamps and errands, and the order has sent you out on its business.

Ability Scores WIS +1, INT +1
Skill Proficiencies Religion, History
Language or Tool Choose 1: Any two languages, Calligrapher's supplies, Herbalism kit, Cartographer's tools.
Equipment Acolyte's Kit
Rift Affinity +1

Feature: Under Orders

Any chapter house, mission or shrine of your order houses and feeds you and anyone traveling with you, and shares its rumor and correspondence with you. You can requisition supplies or a small sum of money for work done in the order's name. The order gives you tasks in return, and refusing more than an occasional one costs you this feature.

Apprentice

You were indentured to someone who knew a trade and you have not finished learning it. The indenture ran out, or you left before it did.

Ability Scores INT +1, DEX +1
Skill Proficiencies Lore, Insight
Language or Tool Choose 1: Any two languages, Any one artisan's tools, Forgery kit, Alchemist's supplies.
Equipment Apprentice's Kit

Feature: Your Master's Name

Once per settlement, in any place where your master's trade has standing, you can invoke their name to get a hearing, the loan of a set of tools, or the benefit of the doubt. You know the trade well enough to spot a fraud practicing it and to name the part of the training they skipped.

Artisan

You practice a trade and produce finished work that holds up. You learned it in a workshop, and you can name the ones that would take you on today.

Ability Scores INT +1, DEX +1
Skill Proficiencies Technology, Investigation
Language or Tool Choose 1: Any one language, Smith's tools, Tinkerer's tools, Leatherworker's tools.
Equipment Artisan's Kit

Feature: Maker's Standing

You can use another artisan's workshop, tools or fabricator for one day without charge. When you examine an object made by a craftsperson, you can tell who made it, roughly when, and whether they were any good.

Suggested Characteristics

Ideals

1 A mark on the work is a promise that outlives the maker.
2 Anything worth building is worth building so it can be repaired.
3 The trade is older than every government that has taxed it.

Bonds

1 I still work with my master's tools and hold myself to the standard they taught me.
2 A piece I made is out there doing harm, and I want it back.
3 I still feel bound to the workshop I left and the people who work there.

Flaws

1 I cannot let a botched job stand, even when it is not my job.
2 I judge people by what they carry and how they maintain it.
3 I would rather finish the work than survive the week.

Craftsman

You build to a specification and sign what you build. A commission is a price, a date and a standard, and you have delivered on all three.

Ability Scores DEX +1, CHA +1
Skill Proficiencies Technology, Persuasion
Language or Tool Choose 1: Any two languages, Mason's tools, Carpenter's tools, Leatherworker's tools.
Equipment Craftsman's Kit

Feature: Taking the Commission

You can state the true cost, materials and timeline of any build or repair within your trade, and a client who hears your quote accepts it as fair. You can find paid work at any yard, workshop or site where your trade is practiced, and the crew treats you as qualified without asking.

Criminal

You took goods that were not yours and were somewhere else by morning. You have worked alone and for crews, and you have a record in at least one jurisdiction.

Ability Scores DEX +1, CHA +1
Skill Proficiencies Stealth, Deception
Language or Tool Choose 1: Any one language, Thieves' tools, Forgery kit, Poisoner's kit.
Equipment Criminal's Kit

Feature: Someone Who Owes You

Within a few hours of arriving in any settlement of any size, you can find its underworld and locate a fence, a forger, or someone who moves goods without paperwork. You know the local etiquette well enough to make contact without being robbed or killed for asking.

Suggested Characteristics

Ideals

1	Laws are written by whoever is already holding the ground.
2	A crew that gets everyone out is worth more than a clean score.
3	I do not take from people who have less than I do.

Bonds

1	The one job that went badly, and the person still serving for it.
2	A fence who has never once informed on me.
3	I am buying somebody out, one score at a time.

Flaws

1	I case every room I walk into and cannot stop doing it.
2	I lie when the truth would have worked.
3	I have never once walked away from an unattended door.

Destitute

You lived without money or a fixed address, and you learned that people with somewhere to be do not look at you.

Ability Scores CON +1, CHA +1, STR -1
Skill Proficiencies Sleight of Hand, Survival
Language or Tool Choose 1: Any two languages, Thieves' tools, Cook's utensils, Herbalism kit.
Equipment Destitute's Kit

Feature: Beneath Notice

In any settlement you can find food and a place to sleep at no cost for yourself and one other. You have advantage on Stealth checks made to go unnoticed in a crowd, a queue or a public space, as long as you are not carrying anything obviously valuable. You also know which local charities, orders and relief offices hand things out and which only take names.

Devotee

You gave yourself to a doctrine and it gave you a schedule of rites, fasts and hours to keep whether or not anyone is watching. You have kept them in a crowded chapter house and alone in a cargo hold.

Ability Scores WIS +1, CHA +1
Skill Proficiencies Religion, Insight
Language or Tool Choose 1: Any two languages, Any one musical instrument, Herbalism kit, Cartographer's tools.
Equipment Devotee's Kit

Feature: Sanctuary

Any house of your faith shelters you and those traveling with you, offers a meal and a bed, and heals what it can. You can read the devotional practice of an unfamiliar faith well enough to avoid giving offense.

Suggested Characteristics

Ideals

1	The rite is kept whether or not anyone is watching.
2	Doctrine is a question answered slowly, not an order shouted.
3	What I was given, I hold in trust for whoever comes after.

Bonds

1	The order that raised me, and the one teacher who meant it.
2	A relic in the wrong hands, and my name on the register that lost it.
3	I made a promise at an altar and it is not finished.

Flaws

1	I take a question about the faith as a question about me.
2	I trust anyone who uses the right words.
3	I would rather be devout than be kind, and I know which one is asked of me.

Drifter

You never stayed anywhere long, and some of that was choice. You have slept in rail yards, cargo holds and doorways on a dozen worlds.

Ability Scores WIS +1, DEX +1
Skill Proficiencies Survival, Perception
Language or Tool Choose 1: Any two languages, Navigator's tools, Vehicles (land), Cook's utensils.
Equipment Drifter's Kit

Feature: Road Sense

Within 1 hour of arriving in any settlement or terrain, you can find shelter, water, and a route out. You know the current price and risk of passage on any road, rail or shipping lane you have traveled before. Other drifters recognize you as one of their own and trade information with you freely.

Suggested Characteristics

Ideals

1	Nowhere is home, so everywhere gets a fair look.
2	Take the work in front of you and do it properly.
3	Nobody owns a road.

Bonds

1	A settlement that fed me once and has never asked for anything.
2	The road itself, and the people who keep it open.
3	I am looking for someone. I have been for a while.

Flaws

1	I leave before anyone has a chance to ask me to stay.
2	I own nothing I could not carry, and I resent anyone who does.
3	I mistake motion for progress.

Enforcer

You enforced order over people who had not agreed to it, as a watchman, a guard, a marshal or corporate security, and most of the work was being seen at your post.

Ability Scores STR +1, WIS +1
Skill Proficiencies Intimidation, Perception
Language or Tool Choose 1: Any one language, Manacles, Gunsmith's tools, Vehicles (land).
Equipment Enforcer's Kit

Feature: Local Authority

Within a few hours of arriving anywhere, you can identify the local authority, its chain of command and its blind spots. Enforcement bodies extend you professional courtesy: a look at a scene, a name from a duty roster, or the answer to one question you should not have been given.

Suggested Characteristics

Ideals

1	The line holds because somebody stands on it.
2	Force is the last argument, and I still have to make the first ones.
3	Whoever pays me does not get to decide what I will do.

Bonds

1	The squad, and the two of them who did not come back.
2	A ward I was assigned to and never stood down from.
3	The person who taught me where the line is.

Flaws

1	I escalate faster than the situation does.
2	I follow an order I disagree with and argue about it afterwards.
3	I am not sure who I am when nobody needs protecting.

Entertainer

You performed for a living and learned to read a crowd, including how long it gives you before it turns.

Ability Scores CHA +1, DEX +1
Skill Proficiencies Performance, Acrobatics
Language or Tool Choose 1: Any one language, Any one musical instrument, Disguise kit, Cook's utensils.
Equipment Entertainer's Kit

Feature: Crowd Favor

You can always find somewhere to perform: a stage, a corner, or a slot on someone else's bill. An evening's performance earns you lodging, a meal and modest coin. A crowd that enjoyed you covers for you once: it misdirects a pursuer, forgets your face, or swears you were on stage the whole time.

Suggested Characteristics

Ideals

1	A room that leaves lighter than it arrived is a room I did my job in.
2	The song outlasts the singer and the singer's opinions.
3	Everyone deserves to be the subject of one good story.

Bonds

1	A house that took me in when the season went badly.
2	An instrument that was somebody else's first.
3	The audience that has followed me across three systems.

Flaws

1	I cannot leave a silence alone.
2	I would rather be talked about badly than not at all.
3	I perform when I should be listening.

Forager

You fed yourself from wild growth and later from what was left in the walls of stripped habitats, and you know what is safe to eat.

Ability Scores WIS +1, CON +1
Skill Proficiencies Nature, Perception
Language or Tool Choose 1: Any two languages, Herbalism kit, Cook's utensils, Radiation kit.
Equipment Forager's Kit

Feature: Safe Forage

Each day you can feed yourself and up to three others from any environment that has supported life, ruins and derelicts included. You can tell whether water, food or air is contaminated before anyone takes it in, without a test kit.

Healer

You learned to keep people alive with whatever was in reach: herbs, sutures, a trauma kit, a hand pressed hard on a wound. You have worked triage and made the call.

Ability Scores WIS +1, INT +1
Skill Proficiencies Medicine, Insight
Language or Tool Choose 1: Any one language, Herbalism kit, Alchemist's supplies, Any one artisan's tool.
Equipment Healer's Kit

Feature: Under the Oath

You can request safe passage to treat the wounded, including an enemy's, and any faction that honors the medic's oath grants it. You can buy medical supplies at cost from any clinic, temple infirmary or field station.

Suggested Characteristics

Ideals

1	Whoever is bleeding is the priority. The rest is discussed later.
2	A body is not a debt and should not be treated as one.
3	I do not get to decide who deserves it.

Bonds

1	The one I could not stabilize, and the name I still say.
2	The clinic that trained me, and the queue outside it.
3	A patient who walked out and never knew how close it was.

Flaws

1	I take a death as a verdict on me.
2	I will not leave anyone behind, and it has nearly cost the party twice.
3	I keep working past the point where I am any good at it.

Highborn

You were raised by a family with a name worth protecting, in a hall, a spire apartment, or a controlling share. You were taught which title to use and which subjects the family does not discuss at table.

Ability Scores CHA +1, INT +1, CON -1
Skill Proficiencies Persuasion, History
Language or Tool Choose 1: Any two languages, Any one musical instrument, Forgery kit, Any one artisan's tool.
Equipment Highborn's Kit

Feature: A Name That Opens Doors

In any settlement where your house, family or firm has standing, you can secure lodging appropriate to your station, an audience with a local authority, and credit against your name. The bill goes home.

Suggested Characteristics

Ideals

1. Rank is a job. Anyone who thinks it is a reward should be relieved of it.
2. The house's word, given once, is worth more than its fleet.
3. Privilege that is not spent on something is just accumulation.

Bonds

1. A house that expects me back, and a title I have not refused yet.
2. A servant who raised me and is owed better than they got.
3. An alliance I was traded into and intend to honor anyway.

Flaws

1. I assume the room will make space for me, and it usually does.
2. I cannot be seen to be wrong in front of the people who work for me.
3. I have never had to solve a problem without money.

Hunter

You took your living off hard country, and you still read ground, weather and sign wherever you go.

Ability Scores WIS +1, DEX +1
Skill Proficiencies Survival, Nature
Language or Tool Choose 1: Any one language, Herbalism kit, Leatherworker's tools, Cook's utensils.
Equipment Hunter's Kit

Feature: Tracking

You can determine what passed through an area within the last day, roughly how many there were, how long ago they passed, and whether they were armed. In wilderness you can feed yourself and up to five others each day without spending supplies.

Suggested Characteristics

Ideals

1. Take what you need and leave the ground able to recover.
2. The quality of the prey is the measure, never the count.
3. Patience is the whole of the skill.

Bonds

1. A range I know better than anyone alive, and a reason to keep it.
2. The animal that taught me, and did not survive the lesson.
3. A settlement that eats because I am good at this.

Flaws

1. I read every room as terrain and every person as a heading.
2. I do not stop once I have started something.
3. I am better with what I hunt than with who I travel with.

Lab Rat

You were the subject of someone's research. Someone kept records on you for years: intake, output, what you did under stress. You know the smell of that kind of corridor and how it is laid out.

Ability Scores CON +1, INT +1, STR -1
Skill Proficiencies Investigation, Stealth
Language or Tool Choose 1: Any two languages, Medical kit, Thieves' tools, Poisoner's kit.
Equipment Lab Rat's Kit
Rift Affinity +1

Feature: The File On You

Within 1 hour of entering any research or medical facility, you can read its layout, shift pattern and blind spots, and you can move through it as though you belong there. You have advantage on saving throws against being Frightened by clinical procedure, restraint or interrogation. Your file still exists, and the GM decides who holds it and what they want.

Laborer

You worked with your hands for people who counted the hours: a field, a quarry, a cargo deck, a hull crew. You have worked for wages since you were old enough to be hired.

Ability Scores STR +1, CON +1
Skill Proficiencies Athletics, Technology
Language or Tool Choose 1: Any one language, Mason's tools, Carpenter's tools, Vehicles (land).
Equipment Laborer's Kit

Feature: Work Crew

Wherever people are paid to lift, dig, haul or build, you can find a day's work, a meal and a place on the floor to sleep. Within 1 hour of arriving you know how a crew is organized, including who decides things and who only announces them.

Suggested Characteristics

Ideals

1	The people who build a thing should be able to afford to live in it.
2	Show up, do the shift, and do not make it harder for the next crew.
3	Nobody is above the work.

Bonds

1	The crew I came up with, wherever they scattered to.
2	A site that took someone's hand and never paid for it.
3	The family the wages were always for.

Flaws

1	I distrust anyone who has never done a shift.
2	I take on more than the job needs to avoid being talked to.
3	I let a grievance sit for years rather than say it out loud.

Merchant

You bought in one place and sold in another, moving goods by cart and by freighter, and learned to tell a price from a value.

Ability Scores CHA +1, INT +1
Skill Proficiencies Persuasion, Insight
Language or Tool Choose 1: Any two languages, Navigator's tools, Vehicles (land), Any one artisan's tool.
Equipment Merchant's Kit

Feature: Ledger and Reputation

Within 1 hour of arriving in a settlement, you can establish the going rate for any commodity there. You keep a list of people who owe you a favor or a payment, and once per settlement you can call one in for a fair price, an introduction, or a night's storage with no record kept.

Suggested Characteristics

Ideals

1	A fair price twice beats a good price once.
2	Trade is the only thing that has ever crossed a border without a fleet.
3	My word is the asset. Everything else is inventory.

Bonds

1	A route I opened, and everyone now living off it.
2	A partner who is owed a share I have not been able to deliver.
3	The manifest that would ruin me, and I have not burned it.

Flaws

1	I price everything, including people, and it shows.
2	I would rather close the deal than be right about it.
3	I have never walked away from a margin that good.

Mutant

You were changed by a Rift bleed, a contaminated seam or an upbringing downwind of a hazard that was never disclosed, and the change is permanent and visible.

Ability Scores CON +1, STR +1, CHA -1
Skill Proficiencies Survival, Intimidation
Language or Tool Choose 1: Any two languages, Herbalism kit, Radiation kit, Disguise kit.
Equipment Mutant's Kit
Rift Affinity +1

Feature: Changed

When you take this origin, choose one damage type from acid, cold, fire, lightning, poison or radiant. You have resistance to that damage type. You have disadvantage on Persuasion checks with anyone who considers your kind unclean and advantage on Intimidation checks against them. Other changed people speak to you, shelter you, and tell you things they would not tell an ordinary questioner.

Outcast

Exile, ruin, a war or a name that became unsafe to say took you off the rolls, and you have lived outside them long enough to stop expecting help.

Ability Scores CON +1, WIS +1
Skill Proficiencies Survival, Stealth
Language or Tool Choose 1: Any two languages, Herbalism kit, Disguise kit, Thieves' tools.
Equipment Outcast's Kit

Feature: Unregistered

You do not appear in any census, payroll or citizen registry, and you know how to keep it that way. You can pass a routine checkpoint, records sweep or identity check without being flagged, and you can tell when someone else is doing the same.

Suggested Characteristics

Ideals

1 The rules that threw me out do not get to define what I am.
2 Anyone can start again. I am the evidence.
3 I extend the benefit of the doubt nobody extended to me.

Bonds

1 The community that exiled me, and I would still defend it.
2 The one person who did not stop speaking to me.
3 Others in the same position, wherever I find them.

Flaws

1 I expect to be asked to leave, so I get in first.
2 I hear a slight in things nobody meant that way.
3 I trust a stranger faster than someone who has known me a year.

Scholar

You were trained to find things out and write down what you found, in a scriptorium, a university or a corporate data vault. You know the particular frustration of a source that will not confirm.

Ability Scores INT +1, WIS +1
Skill Proficiencies History, Lore
Language or Tool Choose 1: Any two languages, Cartographer's tools, Forgery kit, Alchemist's supplies.
Equipment Scholar's Kit

Feature: Reader's Access

Given one day in any settlement with records, you can gain access to its archive, library or data store. When you read a document, you can tell whether it has been altered, abridged, or written to be believed instead of to be true.

Suggested Characteristics

Ideals

1 The record should say what happened, whoever it inconveniences.
2 A question held honestly is worth more than an answer held early.
3 Knowledge kept private is knowledge being used against someone.

Bonds

1 An archive that let me in, and a debt I intend to repay in kind.
2 A colleague whose work was buried, and whose name I still use.
3 The one text I have never been able to finish translating.

Flaws

1 I correct people who did not ask and did not need it.
2 I would read the inscription while the building comes down.
3 I mistake having read about it for having done it.

Scientist

You ran experiments and recorded the results, including the null ones, for a sponsor who paid for the bench and reagents and expected a usable result.

Ability Scores INT +1, CON +1
Skill Proficiencies Investigation, Nature
Language or Tool Choose 1: Any two languages, Alchemist's supplies, Herbalism kit, Poisoner's kit.
Equipment Scientist's Kit

Feature: Bench Time

Research facilities treat you as a colleague. Given one day, you can secure the use of a laboratory, field station or medical bay. You can run a field assay on an unknown substance, organism or sample to learn what it is and what it does.

Soldier

You were issued equipment and told where to stand, with a spear and ninety-nine others beside you or in powered plate on a line past the horizon.

Ability Scores STR +1, CON +1
Skill Proficiencies Athletics, Intimidation
Language or Tool Choose 1: Any one language, Gunsmith's tools, Vehicles (land), Smith's tools.
Equipment Soldier's Kit

Feature: Rank and File

Military organizations recognize your bearing as one of their own, whichever banner they serve. You can secure an audience with a junior officer, gain access to a barracks or muster ground, and get a straight answer about any troop movement that is not classified.

Suggested Characteristics

Ideals

1	The people beside me are the reason. Everything else is briefing.
2	An order that cannot be explained afterwards should not be followed now.
3	Discipline is what is left when the fear arrives.

Bonds

1	My unit, most of whom are not alive to disagree with me.
2	A civilian population I was supposed to protect and did not.
3	The officer who was right, and whom I did not listen to.

Flaws

1	I answer a crisis before I understand it.
2	I do not know how to be off duty.
3	I follow whoever sounds most certain, and I know that about myself.

Tech Enthusiast

You have no training and no employer in it. You read the boards, you follow the people worth following, and you have opinions about firmware.

Ability Scores INT +1, CHA +1
Skill Proficiencies Technology, Lore
Language or Tool Choose 1: Any two languages, Hacker's deck, Tinkerer's tools, Cartographer's tools.
Equipment Tech Enthusiast's Kit

Feature: The Boards

You know where the hobbyists talk, on any net or in any back room, and they know you. Given one day and access to a net or a hobbyist meet, you can source an obscure part, a schematic or an unofficial firmware build. You recognize unreleased, prototype or modified hardware on sight and can name who built it.

Tinkerer

You repair devices that were not designed to be repaired, and you learned most of it by taking working machines apart and mostly getting them back together.

Ability Scores DEX +1, INT +1
Skill Proficiencies Technology, Sleight of Hand
Language or Tool Choose 1: Any two languages, Tinkerer's tools, Smith's tools, Gunsmith's tools.
Equipment Tinkerer's Kit

Feature: Quick Repair

Spend 10 minutes with a pile of salvage to hand, and one broken mechanism, tool or device works again for 1 hour. It then fails for good unless it is properly repaired, and you can tell the group exactly how long they have. By opening up any device of Tier I to Tier IV, you can name its fault.

Troubled

A deed of yours, or a wrong done to you, is unresolved, and it involves a debt, a pursuer or a record that would end the life you have now.

Ability Scores CHA +1, CON +1
Skill Proficiencies Deception, Insight
Language or Tool Choose 1: Any two languages, Forgery kit, Disguise kit, Thieves' tools.
Equipment Troubled Kit

Feature: Secret Sense

After a few minutes in a creature's company, you can tell that it is concealing a serious secret, though not what the secret is. Someone you have recognized this way recognizes you in turn and does not reveal your presence. You know the going rate to have a record altered, lost or backdated in any settlement, and who takes the work.

Voyager

You crewed a vessel through watches, weather, cargo, and a captain whose mood counted for more than any of them.

Ability Scores DEX +1, CON +1
Skill Proficiencies Piloting, Athletics
Language or Tool Choose 1: Any two languages, Navigator's tools, Vehicles (atmospheric), Carpenter's tools.
Equipment Voyager's Kit

Feature: Berth and Passage

You can find work aboard a departing vessel for yourself, in exchange for labor instead of fare, and vouch for one companion. Crews recognize you as crew, which gets you into dockside quarters, cargo holds, and conversations that passengers do not hear.

Suggested Characteristics

Ideals

1	Somebody has to go first, and it costs less if they know what they are doing.
2	A chart is a promise to whoever flies it next.
3	The unknown is not an enemy. It is only unfamiliar.

Bonds

1	The hull I learned on, whoever owns it now.
2	A lane I mapped, and the settlements that depend on it holding.
3	A crew I lost on a crossing I chose.

Flaws

1	I take the unstable lane because it is interesting.
2	I am worse at arriving than at traveling.
3	I have never once turned back and I am not sure I could.

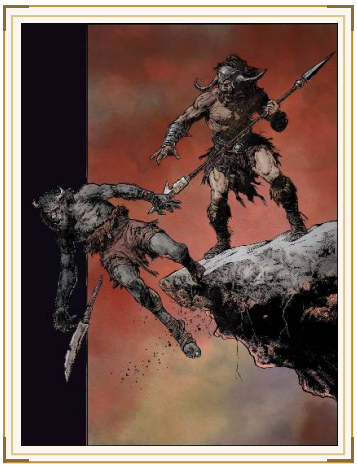
4 Classes

A class is what a character does. Each class entry gives its hit die and proficiencies, followed by its level table, its features and its subclasses. You choose your subclass at level 3. Your starting kit comes from your origin. 16 classes with 143 subclasses.

Classes at a glance

Class	Hit die	Primary ability	Saves	Spells	Subclasses
Barbarian	d12	Strength	STR, CON	None	6
Bard	d8	Charisma	DEX, CHA	Known	6
Cleric	d8	Wisdom	WIS, CHA	Prepared	10
Druid	d8	Wisdom	INT, WIS	Prepared	8
Engineer	d8	Intelligence	INT, CON	Spellbook	6
Gunslinger	d10	Dexterity	DEX, WIS	None	6
Monk	d8	Dexterity and Wisdom	STR, DEX	None	11
Paladin	d10	Strength and Charisma	WIS, CHA	Prepared	12
Pilot	d8	Dexterity or Intelligence	DEX, INT	None	5
Psion	d8	Intelligence or Charisma	INT, WIS	Known	6
Ranger	d10	Dexterity or Wisdom	STR, DEX	Known	9
Rogue	d8	Dexterity	DEX, INT	None	9
Sorcerer	d6	Charisma	CON, CHA	Known	11
Warlock	d8	Charisma	WIS, CHA	Known	10
Warrior	d10	Strength or Dexterity	STR, CON	None	13
Wizard	d6	Intelligence	INT, WIS	Spellbook	15

Barbarian



Barbarians are non-channelers who fight in a Rage, a state of focused fury that lasts 1 minute and can be entered only a few times between long rests. While raging they resist weapon damage, hit harder, and from 11th level can stay on their feet at 0 hit points. Without armor they calculate Armor Class from Dexterity and Constitution, attack recklessly for advantage at the cost of being easier to hit, and have the largest hit die in the game. The Primal Path chosen at 3rd level decides what the Rage is aimed at: a single rival, a marked quarry, a boarding action, a beast form or a creed.

A melee class on a d12 hit die that fights in a Rage for weapon resistance and bonus damage, with Reckless Attack and unarmored defense from Dexterity and Constitution.

Hit Die d12 per Barbarian level
Primary Ability Strength
Saving Throws Strength, Constitution
Armor Light, Medium, Shields
Weapons Simple, Martial
Tools None
Skills Choose 2 from Animal Handling, Athletics, Intimidation, Nature, Perception, Piloting, Survival
Rift Affinity Curve Non Channeler

Barbarians do not cast spells. Rage provides their damage bonus and damage resistance; at Tier IV and above, certain subclasses gain Rift-touched effects through Rage.

Level	Proficiency Bonus	Features	Rift Affinity
1	+2	Rage, Unarmored Defense	1
2	+2	Reckless Attack, Danger Sense	1
3	+2	Primal Path	1
4	+2	Ability Score Improvement	1
5	+3	Extra Attack, Fast Movement	1
6	+3	Battle Roar	1
7	+3	Avenging Charge, Primal Path feature	1
8	+3	Ability Score Improvement	1
9	+4	Brutal Critical, Rage Damage Increase	1
10	+4	Indomitable Will	1
11	+4	Relentless Rage, Primal Path feature	1
12	+4	Ability Score Improvement	1
13	+5	Brutal Critical (2 dice)	1
14	+5	Persistent Rage	1
15	+5	Primal Path feature	1
16	+5	Rage Damage Increase, Ability Score Improvement	1
17	+6	Brutal Critical (3 dice)	1
18	+6	Indomitable Might, Primal Path feature	1
19	+6	Ability Score Improvement	1
20	+6	Primal Champion	1

Class Features

As a Barbarian, you gain the following features at the levels shown in the Barbarian table. Your Primal Path grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Rage

As a bonus action on your turn, you can enter a state of focused fury. While raging, and provided you are not wearing heavy armor, you gain the following benefits:

You have advantage on Strength checks and Strength saving throws.

When you make a melee weapon attack using Strength, you gain a bonus to the damage roll equal to your Rage Damage: +2 at 1st level, +3 at 9th level, +4 at 16th level.

You have resistance to bludgeoning, piercing, and slashing damage.

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

You can Rage a number of times per long rest, regaining all expended uses on a long rest: 2 at 1st level, 3 at 3rd, 4 at 6th, 5 at 12th, 6 at 17th, and unlimited at 20th level (see Primal Champion).

Level 1: Unarmored Defense

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

Level 2: Reckless Attack

When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until the start of your next turn.

Level 2: Danger Sense

You have advantage on Dexterity saving throws against effects that you can see, such as traps, hostile spells, and area attacks. To gain this benefit, you can't be Blinded, Deafened, or Incapacitated.

Level 3: Primal Path

Choose the Primal Path that shapes your Rage: Path of the Berserker (frontier wildman), Path of the Champion (arena duelist), Path of the Hunt (Zyrrak alpha-predator), Path of the Raider (space-viking boarder), Path of the Wild (beast-blooded wild fighter), or Path of the Zealot (holy barbarian). Your Primal Path grants features now and at 7th, 11th, 15th and 18th level.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 5: Fast Movement

Your speed increases by 10 feet while you are not wearing heavy armor.

Level 6: Battle Roar

When you enter Rage, you can let out a roar that steadies the warriors around you. Each ally within 30 feet of you who can hear you gains temporary hit points equal to your Barbarian level + your Constitution modifier (minimum 1). You can use Battle Roar once per long rest. Beginning at 14th level, you also regain the use when you finish a short rest.

Level 7: Avenging Charge

When a creature you can see drops you or an ally within 30 feet to 0 hit points while you are raging, you can use your reaction to move up to half your speed toward that creature without provoking opportunity attacks. If it is within your reach when you arrive, you make one melee weapon attack against it. You can use this feature a number of times equal to your proficiency bonus per long rest.

LEVEL 9: BRUTAL CRITICAL

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

LEVEL 9: RAGE DAMAGE INCREASE

Your Rage Damage bonus increases from +2 to +3.

LEVEL 10: INDOMITABLE WILL

While you are raging, you cannot be Charmed or Frightened, and you have advantage on saving throws against spells and other Rift effects. If you are Charmed or Frightened when you enter Rage, the effect is suspended for the duration of the Rage.

LEVEL 11: RELENTLESS RAGE

If you drop to 0 hit points while you are raging and do not die outright, you can make a DC 10 Constitution saving throw. On a success, you drop to 1 hit point instead.

Each time you use this feature after the first, the DC increases by 5. The DC resets to 10 when you finish a short or long rest.

LEVEL 13: BRUTAL CRITICAL (2 DICE)

Your Brutal Critical now adds two additional weapon damage dice on a critical hit instead of one.

LEVEL 14: PERSISTENT RAGE

Your Rage no longer ends because you fail to attack a hostile creature or take damage on your turn. It still ends if you are knocked Unconscious or if you choose to end it as a bonus action.

LEVEL 16: RAGE DAMAGE INCREASE

Your Rage Damage bonus increases from +3 to +4.

LEVEL 17: BRUTAL CRITICAL (3 DICE)

Your Brutal Critical now adds three additional weapon damage dice on a critical hit instead of two.

LEVEL 18: INDOMITABLE MIGHT

If your total for a Strength check is less than your Strength score, you can use your Strength score in place of the total.

LEVEL 20: PRIMAL CHAMPION

Your Strength and Constitution scores increase by 4, and their maximum is now 24.

You no longer track Rages per long rest. Your Rage is permanently available: you can enter it as a bonus action whenever it is not already active, and it remains active until you dismiss it as a bonus action or fall Unconscious.

While you are raging, you cannot be reduced below 1 hit point by any nonmagical source of damage. Magical sources, such as spells, Rift-touched weapons and Mythar-grade ordnance, bypass this protection.

Primal Paths

A Barbarian chooses a Primal Path at level 3 and gains its features at levels 3, 7, 11, 15, 18. The primal paths open to a Barbarian follow.

Path of the Berserker

The Path of the Berserker is the Barbarian path with no creed, captain, pack or faith behind the rage. Its followers are frontier wildmen who did not fit inside a barracks, dock-fighters who take tournament bouts because they cannot get a wage-card signed, and survivors of failed colonies. Of the Barbarian paths, it deals the most damage and takes the most in hit points and exhaustion in return.

Level 3. Frenzy. When you enter a Rage, you can choose to enter a Frenzy. For the duration of that Rage, you can make one additional melee weapon attack as a bonus action on each of your turns. When the Frenzy ends, whether the Rage ended on its own, you were knocked Unconscious or you dismissed it, you gain one level of the Exhausted condition. A Rage without a Frenzy does not impose exhaustion.

Level 7. Brutal Recovery. When you finish a short or long rest, you can remove one level of the Exhausted condition. When you finish a short rest, you can also spend one Hit Die without rolling it and instead recover hit points equal to its maximum value plus your Constitution modifier.

Level 11. Endless Fury. Your number of Rages no longer follows the Barbarian's Rages per long rest progression. Instead, you can Rage a number of times per long rest equal to your proficiency bonus plus 1. At 20th level, Primal Champion replaces this feature.

Level 15. Whirlwind Attack. Once per turn while raging, when you take the Attack action, you can replace one of its attacks with a Whirlwind: a single melee weapon attack roll made against every creature of your choice within 5 feet of you. Make one attack roll and compare it to each target's AC separately, then apply damage to each target you hit. Damage riders that apply once per turn, such as Sneak Attack, apply to only one target of your choosing. You can use Whirlwind Attack a number of times equal to your Constitution modifier per long rest (minimum 1).

Level 18. Unbroken Rage. While raging, you cannot be Incapacitated, Stunned or Paralyzed. If an effect would impose any of those conditions on you, the effect is suspended for the duration of the Rage and resolves normally when the Rage ends. Levels of the Exhausted condition from Frenzy do not apply while you are raging and take effect only when your Rage ends. If the levels you have accumulated exceed the normal maximum of 6, you fall Unconscious for 1 hour when the Rage ends instead of dying.

Path of the Champion

The Path of the Champion is the Barbarian path of the ring. It comes out of Halcyion garrison fight-nights, Black Meridian pit circuits, and the frontier practice of settling a claim by putting two people inside a rope circle and letting the onlookers bet. Its features all work against one named opponent, the Rival.

Level 3. Single Combat. At the start of your turn while raging, you can name one creature you can see as your Rival. Until your Rage ends or you name another, you have advantage on Charisma (Intimidation) checks against your Rival, and the first time each turn you hit your Rival with a melee weapon attack you deal extra damage equal to your Rage Damage bonus. While your Rival is within 5 feet of you, other creatures do not gain advantage on attack rolls against you because you cannot see them.

Level 7. Rival Terror. When you reduce your Rival to 0 hit points, or when your Rival fails a saving throw you forced, each creature hostile to you within 30 feet that can see it must make a Wisdom saving throw against a DC of 8 + your proficiency bonus + your Strength modifier. On a failure, the creature is Frightened until the end of your next turn. A creature that succeeds is immune to this feature for 24 hours.

Level 11. Rival Defense. When your Rival makes an attack roll against you, you can use your reaction to add your proficiency bonus to your AC against that attack, before you know whether it hits. You can use this feature a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Level 15. Battle Reserve. While raging, if you end your turn with fewer than half your hit points remaining and your Rival is still standing, you gain temporary hit points equal to twice your Barbarian level. This can happen once per Rage.

Level 18. Undisputed. Your Rival has disadvantage on attack rolls against creatures other than you. When your Rival drops to 0 hit points while you are raging, your Rage does not end when its normal duration expires. It lasts until no creature hostile to you is within 30 feet. You can name a new Rival on that same turn without spending your action.

Path of the Hunt

Recommended for: Strongly thematic for Zyrrak ancestry, whose physiology already supplies the predator's senses the path's features assume. Non-Zyrrak walkers of this path can take it if their fiction supports the predator-instinct framing (death-world humans, vat-grown apex strains, etc.).; Zyrrak

The Path of the Hunt is the narrowest of the Barbarian paths, a Rage aimed at one creature. It comes most naturally to the Zyrrak, whose physiology already supplies the predator's senses it assumes, but death-world humans and vat-grown apex strains walk it too. A follower can add 4d6 to the blow that takes the quarry below half its hit points.

Level 3. Apex Mark. As a bonus action, including the same bonus action you use to enter Rage, you designate one creature you can see within 60 feet as your Marked Prey. The mark lasts until the prey is reduced to 0 hit points, until you mark a different creature, or until 1 hour passes.

While a creature is your Marked Prey:

Your melee weapon attacks against it deal an extra 1d6 damage of the weapon's damage type.

You know its general direction and approximate distance from you while it is within 1 mile, provided you are on the same plane.

You have advantage on Wisdom (Survival) and Wisdom (Perception) checks made to track it.

Level 7. Pursuit. When your Marked Prey moves on its turn, you can use your reaction to move up to half your speed toward it without provoking opportunity attacks from other creatures. While raging and within 30 feet of your Marked Prey, you ignore difficult terrain and can move through the space of creatures one size category larger than you, though you cannot end your turn in their space.

Level 11. Killing Stroke. When you hit your Marked Prey with a melee weapon attack and the attack would reduce it to half its hit point maximum or lower, you can choose to deal an extra 4d6 damage of the weapon's damage type. You can use Killing Stroke a number of times equal to your proficiency bonus per long rest. If the attack reduces the prey to 0 hit points, the use is not expended.

Level 15. Hunt Aura. While you are raging, allies within 30 feet of you who can see your Marked Prey have advantage on attack rolls against that creature. You can also share your Marked Prey's location wordlessly with a number of willing allies equal to your Constitution modifier (minimum 1). While within 30 feet of you, each of them has the same direction-and-distance awareness of your Marked Prey that you have.

Level 18. Apex Form. Once per long rest, as a bonus action, you can enter a 1-minute Apex Form. For the duration:

Your walking speed increases by 20 feet and you gain a climb speed equal to your walking speed.

You have blindsight out to 30 feet.

Your melee weapon attacks against your Marked Prey deal an extra 1d10 damage of the weapon's damage type (in addition to the Apex Mark bonus).

You can use Apex Mark and Killing Stroke without spending the action or reaction they normally require. On a hit, you choose whether to apply them.

If your Marked Prey is reduced to 0 hit points during Apex Form, you can immediately designate a new Marked Prey as a free action.

The form ends early if you fall Unconscious, if you end your Rage, or if you dismiss it as a free action.

Path of the Raider

The Path of the Raider is the Barbarian path of the boarding action. Raiders fight off scarred sublight hulks and salvaged voidsuits, and their doctrine has one step: get aboard, do damage and be gone before the response squadron arrives. Norskan war-captains walk the path, and so do frontier free fleets, privateer crews holding a letter of marque and corsair gangs with no paperwork. The first melee hit after a Rage begins adds 1d8.

Level 3. Boarding Charge. When you enter Rage, the first melee weapon attack you make on that turn or the following turn deals an extra 1d8 damage of the weapon's damage type on a hit. While raging, you can also take the Dash action as part of the same bonus action you used to Rage, provided your first movement on that turn is toward a hostile creature.

Level 7. Boarding Advantage. You have advantage on melee attack rolls against any creature that is within a vessel, station or fortified structure that it considers its own: a ship's crew aboard their ship, garrison troops in their fort, a House guard in their House. You also have advantage on Strength (Athletics) checks made to force open sealed doors, hatches or bulkheads, and you ignore difficult terrain caused by debris, crash wreckage or the artificial gravity quirks of a damaged vessel.

Level 11. Battle Cry. When you score a critical hit or reduce a creature to 0 hit points with a melee weapon attack while raging, each ally within 30 feet of you who can see or hear it gains temporary hit points equal to your Constitution modifier + your proficiency bonus (minimum 1). This effect can trigger no more than once per round, even if you score multiple critical hits.

Level 15. Raid Leader. While you are raging, allies within 30 feet of you who can see or hear you gain a +1 bonus to melee weapon attack rolls. When an ally within 30 feet of you reduces a creature to 0 hit points with a melee attack on their turn, you can use your reaction to move up to your speed without provoking opportunity attacks.

Level 18. Legendary Raider. Once per long rest, as a bonus action on your turn, you can declare an Execution Moment against a single creature you can see within 30 feet. The next melee weapon attack you make against that creature before the end of your next turn automatically hits and is a critical hit, provided you are raging when you make it, and deals extra damage equal to your Barbarian level. A kill made this way enters the public record of your raid (Federation strike-listings, Black Meridian corsair-boards, frontier wanted posts), and you have advantage on Charisma (Intimidation) checks for the next 30 days against creatures that have heard of it.

Path of the Wild

The Path of the Wild is the oldest Barbarian tradition still practiced in inhabited space, and it survives on backwaters the Federation never reached. Its followers grew up alongside beasts, in feral colony-creches, through coming-of-age rites or in the survival weeks after a ship went down. They wear pelt and bone and file their teeth, and over the years the body begins to change to match. The path is found on unaligned worlds, in Vanir shaman lineages and among Zyrrak hunt-elders.

Level 3. Wild Aspect. Choose one of the following beast aspects to bond with you.

Claws of the Hunter. Your unarmed strikes count as natural weapons that deal 1d6 slashing damage and use your Strength modifier. They are considered melee weapon attacks for the purposes of Rage, Extra Attack, and similar features.

Eye of the Hawk. You gain advantage on Wisdom (Perception) checks that rely on sight. At long range (beyond 150 feet), you do not suffer disadvantage on ranged weapon attacks against creatures you can see clearly in bright or natural light.

Fur of the Ursine. You have resistance to cold damage. You can ignore the first 5 feet of difficult terrain on each of your turns, and you have advantage on saving throws against environmental cold.

You can change your Wild Aspect during a long rest spent in contact with the wild, such as a forest, an open void with stars visible or a death-world ridge. The GM decides whether a place qualifies.

Level 7. Pack Leader. You have advantage on Wisdom (Animal Handling) and Charisma (Intimidation) checks against beasts. Nonhostile beasts of Power Rating equal to or less than your proficiency bonus will not attack you unprovoked, and you can issue simple commands (one or two words) to friendly beasts as a free action on your turn. A beast companion, mount or other animal ally under your command gains temporary hit points equal to your Barbarian level whenever you enter Rage.

Level 11. Wild Companion. Once per long rest, as an action, you can call a beast to fight beside you. You summon a beast with a Power Rating equal to half your Barbarian level (rounded down, minimum 1) within 30 feet of you. The beast is friendly to you and your allies, rolls its own initiative, and acts on its turn under your command. It vanishes after 1 hour, when it is reduced to 0 hit points, or when you dismiss it as a bonus action. Choose a form that fits your Wild Aspect and where you are, such as a void-canine in space or a frontier hill-cat in the wilderness.

Level 15. Half-Form. While raging, you can spend a bonus action to enter a Half-Form: a partial transformation into the beast that bonded to you. Until the Rage ends or you dismiss the form as a free action, your size increases by one category (up to Large), your walking speed increases by 10 feet, your natural weapons (or, if you do not have Claws of the Hunter, your unarmed strikes) deal 1d10 slashing damage, and you gain a climb speed equal to your walking speed.

You can still wield weapons and use equipment in Half-Form, but armor that does not accommodate the size change is treated as ill-fitting (no AC benefit). You can enter Half-Form once per Rage.

Level 18. Beast of Legend. Once per long rest, as a bonus action, you can fully transform into a beast for 1 minute. You become a Large or Huge beast appropriate to your Wild Aspect, such as a colossal dire canine for Claws, a stormhawk for Eye or a great void-ursine for Fur. While transformed:

Your hit point maximum increases by 4 × your Barbarian level for the duration. Lost hit points are restored from this pool first.

Your natural weapon attacks deal 2d10 slashing or piercing damage and you gain Multiattack (two attacks per Attack action) in addition to the Barbarian's Extra Attack, for a total of three attacks per Attack action.

Your walking speed becomes 50 feet and you gain a climb speed and a swim speed of the same value.

You have advantage on Strength checks and saves, and your Strength score becomes 22 if it was lower.

You can speak only with other beasts. You understand languages spoken to you but cannot reply in them.

The form ends early if you fall Unconscious, if your Rage ends, or if you dismiss it as a free action. When the form ends, any temporary hit points from the form are lost and any damage taken is subtracted from your normal hit points up to your normal maximum.

Path of the Zealot

Recommended for: Strongly thematic for Halcyion Federation devout. Other characters may follow this path if their fiction supports faith-driven barbarian rage, e.g., heretic crusader-defectors, frontier evangelists, or Covenant infiltrators who took the form without the faith.; Halcyion Federation

The Path of the Zealot is the Barbarian path whose rage is devotional. Its followers are devotees whose certainty became mania, soldiers who watched a colony fall, preachers who picked up a maul when the homily ran out, and ecclesiastical enforcers turned loose by their chaplains. The path grants no spells and asks for no doctrine, and it is most common among the devout of the Halcyion Federation.

Level 3. Crusader's Vow. When you enter Rage, you can declare a brief creed that names a hostile presence, such as 'For the colonies of Tessari,' 'Against the Ebon Creed' or 'In the name of First Light.' Until the Rage ends, you add your Charisma modifier (minimum +1) to the damage roll of each melee weapon attack you make against a creature that the creed names or implicates. The GM decides unclear cases, and the Federation's enemies are broadly understood to count.

While raging under a declared creed, you shed dim light in a 10-foot radius.

Level 7. Faith of Steel. While raging, you are immune to the Frightened condition, and each ally within 10 feet of you who can see or hear you has advantage on saving throws against being Frightened. If an ally within 10 feet of you would become Frightened while you are raging, the condition does not take effect.

Level 11. Burning Conviction. Once per turn while raging, when you hit a creature with a melee weapon attack, you can make the Rage Damage bonus on that hit radiant damage instead of the weapon's damage type. The target also ignites with holy fire and takes additional radiant damage equal to your Constitution modifier (minimum 1) at the start of its next turn. Ignitions do not stack.

Level 15. Holy Berserk. While raging, at the start of each of your turns you gain temporary hit points equal to your Charisma modifier + your proficiency bonus (minimum 1). These temporary hit points do not stack from turn to turn, and each turn's pool replaces the previous one. Your Rage resistance extends to radiant and necrotic damage.

Level 18. Radiant Avatar. Once per long rest, as a bonus action on your turn, you can enter a 1-minute Avatar Form. For the duration:

Your melee weapon attacks deal an additional 2d8 radiant damage on a hit.

You shed bright light in a 30-foot radius and dim light for an additional 30 feet.

Each ally within 30 feet of you regains hit points equal to your Charisma modifier (minimum 1) at the start of each of their turns. This healing works on allies at 0 hit points and stabilizes them automatically.

You are immune to the Charmed, Frightened and Stunned conditions.

Your Rage does not end during the Avatar Form, even if its normal duration expires.

The form ends early if you fall Unconscious, if your Rage ends, or if you dismiss it as a free action.

Bard

The Bard is a full channeler whose conduit is performance: voice, instrument and presence do the work a formula does for a Wizard. A Bard has to be heard and channels badly when gagged or silenced. Bards work as envoys, court performers, regimental cantors and chroniclers, and a party that would talk a problem down before fighting it will want one. The Bard College chosen at 3rd level decides where the Inspiration goes: into a fight, a negotiation, a story or a secret.

A full channeler who casts through performance and gives allies Bardic Inspiration dice, with half proficiency on every unskilled check.

Hit Die d8 per Bard level
Primary Ability Charisma
Saving Throws Dexterity, Charisma
Armor Light
Weapons Simple, Firearms
Tools Three musical or performance instruments of your choice (an instrument can be a holo-stage rig, a vocal modulator, a traditional lute, or any equivalent expressive apparatus)
Skills Choose 3 from any skill
Rift Affinity Curve Full Channeler
Spellcasting Known: a fixed list, always ready
Casting Ability Charisma

Bards know a fixed list of spells rather than preparing them; cantrips and spells known scale with Bard level per the counts on this class. Spell save DC = 8 + proficiency bonus + CHA modifier. Bardic Inspiration uses are tracked separately from spell slots and recover on long rest (and on short rest from 5th level onward).

Level	Proficiency Bonus	Features	Rift Affinity	Cantrips Known	Spells Known	Spell Slots per Spell Level									
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	+2	Spells, Bardic Inspiration	3	2	4	2	–	–	–	–	–	–	–	–	–
2	+2	Jack of All Trades, Song of Rest	3	2	5	3	–	–	–	–	–	–	–	–	–
3	+2	Bard College, Expertise	3	2	6	4	2	–	–	–	–	–	–	–	–
4	+2	Ability Score Improvement	3	3	7	4	3	–	–	–	–	–	–	–	–
5	+3	Font of Inspiration	3	3	8	4	3	2	–	–	–	–	–	–	–
6	+3	Countercharm	3	3	9	4	3	3	–	–	–	–	–	–	–
7	+3	Bard College feature	3	3	10	4	3	3	1	–	–	–	–	–	–
8	+3	Ability Score Improvement	3	3	11	4	3	3	2	–	–	–	–	–	–
9	+4	Song of Rest (Improved)	3	3	12	4	3	3	3	1	–	–	–	–	–
10	+4	Expertise (Second Set), Magical Secrets	3	4	14	4	3	3	3	2	–	–	–	–	–
11	+4	Bard College feature	4	4	15	4	3	3	3	2	1	–	–	–	–
12	+4	Ability Score Improvement	4	4	15	4	3	3	3	2	1	–	–	–	–
13	+5	Song of Rest (Greater)	4	4	16	4	3	3	3	2	1	1	–	–	–
14	+5	Magical Secrets (Second Set)	4	4	18	4	3	3	3	2	1	1	–	–	–
15	+5	Bard College feature	4	4	19	4	3	3	3	2	1	1	1	–	–
16	+5	Ability Score Improvement	4	4	19	4	3	3	3	2	1	1	1	–	–
17	+6	Song of Rest (Master)	4	4	20	4	3	3	3	2	1	1	1	1	–
18	+6	Magical Secrets (Third Set), Bard College feature	4	4	22	4	3	3	3	3	1	1	1	1	–
19	+6	Ability Score Improvement	4	4	22	4	3	3	3	3	2	1	1	1	–
20	+6	Superior Inspiration	4	4	22	4	3	3	3	3	2	2	1	1	1

Class Features

As a Bard, you gain the following features at the levels shown in the Bard table. Your Bard College grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Spells

You cast spells through performance, drawing on Rift Energy. You know cantrips and leveled spells from the Bard spell list, and the number of spells you know scales with your Bard level. You use Charisma for spell attack rolls, and your spell save DC is 8 + your proficiency bonus + your Charisma modifier. Your performance apparatus (instrument, voice, holo-rig or other expressive medium) serves as your channeling focus.

Level 1: Bardic Inspiration

As a bonus action on your turn, you choose one creature other than yourself within 60 feet who can hear you (or see your performance, if you are performing silently). That creature gains one Bardic Inspiration die, a d6. Once within the next 10 minutes, the creature can roll the die and add the result to one ability check, attack roll or saving throw it makes. The creature can decide to use the die after the d20 roll but before the GM declares the result. A creature can hold only one Bardic Inspiration die at a time. You have a number of Bardic Inspiration uses per long rest equal to your Charisma modifier (minimum 1), and from 5th level you recover them on a short rest. The die size increases at 5th level (d8), 10th (d10) and 15th (d12).

Level 2: Jack of All Trades

You can add half your proficiency bonus (rounded down) to any ability check you make that does not already include your proficiency bonus.

Level 2: Song of Rest

During a short rest, you can perform for at least 10 minutes for any number of allies who can hear you. Each ally that spends one or more Hit Dice during that short rest regains an additional 1d6 hit points. The bonus die becomes a d8 at 9th level, a d10 at 13th and a d12 at 17th.

Level 3: Bard College

Choose a Bard College: Lore, Valor, the Frontier, Whispers, the Stars or the Stormsong Skalds. Your College grants features now and at 7th, 11th, 15th and 18th level.

Level 3: Expertise

Choose two skills in which you are proficient. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen skills. You choose two more skills at 10th level.

Level 5: Font of Inspiration

You regain all expended uses of Bardic Inspiration when you finish a short or long rest.

Level 6: Countercharm

As an action, you begin a performance that lasts until the end of your next turn. While you perform, you and any allies within 30 feet who can hear you have advantage on saving throws against being Charmed or Frightened. A creature benefits only from a performance that is already running when the save is rolled. You can extend the performance by using an action on each of your later turns, up to 1 minute. The performance ends early if you are Incapacitated, are silenced beyond what you can compensate for, or end it as a free action.

Level 9: Song of Rest (Improved)

Your Song of Rest bonus die becomes a d8.

Level 10: Expertise (Second Set)

Choose two additional skills in which you are proficient. Your proficiency bonus is doubled for any ability check you make that uses either of those skills.

LEVEL 10: MAGICAL SECRETS

Choose two spells from any class's spell list. Each chosen spell must be of a level you can cast, or a cantrip. The chosen spells count as Bard spells for you and count toward the total number of spells you know. You learn two more at 14th level and two more at 18th level.

LEVEL 13: SONG OF REST (GREATER)

Your Song of Rest bonus die becomes a d10.

LEVEL 14: MAGICAL SECRETS (SECOND SET)

Choose two more spells from any class's spell list, of a level you can cast or cantrips. These count as Bard spells for you and toward spells known.

LEVEL 17: SONG OF REST (MASTER)

Your Song of Rest bonus die becomes a d12.

LEVEL 18: MAGICAL SECRETS (THIRD SET)

Choose two more spells from any class's spell list, of a level you can cast or cantrips. These count as Bard spells for you and toward spells known.

LEVEL 20: SUPERIOR INSPIRATION

When you roll initiative and have no Bardic Inspiration uses left, you regain one. In addition, when an ally within 60 feet who can hear you would suffer a critical failure (a natural 1) on an attack, ability check or saving throw, you can use your reaction to give that ally a Bardic Inspiration die, roll it immediately and add it to the failed roll. If this brings the result to a success, the action succeeds instead of failing critically. After using this reaction, you must finish a short or long rest before using it again.

Bard Colleges

A Bard chooses a Bard College at level 3 and gains its features at levels 3, 7, 11, 15, 18. The bard colleges open to a Bard follow.

College of Lore

The College of Lore is the Bard College of scholars and curators. Lore Bards work in court libraries, abbey archives, legal-aid offices and the back rooms of used-data shops in the spinward sectors. Their channeling rests on cited authority, and a Lore Bard's chant is half song and half index.

Level 3. Cutting Words. You gain proficiency with three additional skills of your choice.

Additionally, when a creature you can see and hear within 60 feet makes an attack roll, ability check, or damage roll, you can use your reaction to expend one use of Bardic Inspiration, roll the die and subtract the result from the creature's roll. You can use this feature after the creature makes its roll, but before the GM determines whether the roll succeeds or fails (and before damage is rolled, for a damage roll). The creature is immune if it cannot hear you or if it is immune to being Charmed.

Level 7. Additional Magical Secrets. You learn two spells of your choice from any class. A spell chosen must be of a level you can cast, or a cantrip. The chosen spells count as Bard spells for you, and they are additional spells known beyond your normal spells-known limit (these do not count against the Magical Secrets pool gained at 10th level).

Level 11. Peerless Skill. When you make an ability check, you can expend one use of Bardic Inspiration, roll your Bardic Inspiration die and add the result to the check. You can do this after seeing the d20 result but before the GM declares whether the check succeeds. If the check still fails after the Inspiration die, the use is not expended.

You can also include one tool proficiency of your choice among your Expertise choices. Your proficiency bonus is doubled for ability checks you make with that tool.

Level 15. Verbal Mastery. As a bonus action on your turn, you can choose one creature within 60 feet that can hear and understand you. That creature has disadvantage on Charisma saving throws until the start of your next turn. You can use this feature a number of times per long rest equal to your Charisma modifier (minimum 1).

You also have advantage on Charisma (Persuasion, Deception and Intimidation) checks made against creatures that have heard you speak for at least 1 minute in the preceding hour.

Level 18. Untold Tale. Once per long rest, you can spend 10 minutes performing an act of narrative reframing, such as a told tale, a published correction, a courtroom intervention or a viral broadcast. The performance rewrites one minor detail of recent history in the social and legal record of a community within range of it, such as a city precinct, a starship's complement or, if you can reach broadcast tools, an interplanetary news cycle. The detail must be a discrete factual claim of moderate consequence, such as the identity of an unknown bystander, the order of two events at a recent crime scene or the attribution of a published anonymous quote. For 30 days after the performance, the affected community accepts the new detail as if it had always been true. Physical records, sworn memories and direct supernatural divinations can resist it (a Wisdom saving throw against your spell save DC to recall the original), and forensic work, arcane or technological, at 9th level or higher reveals the alteration on inspection.

This does not change physical reality. It cannot rewrite events of major historical consequence, such as a war, the death of a head of state or a publicized atrocity, and it cannot create new physical evidence. You can renew the 30-day window by repeating the performance.

College of the Frontier

The College of the Frontier is the Bard College of the long road. Frontier Bards sit at the campfire of a homestead one month, in the wardroom of an independent freighter the next, and in the chapel of a Halcyion missionary outpost the month after, and their songs and reputations travel ahead of them by comm-net and by retelling. The College draws its channeling from the hospitality codes that make the long road survivable.

Level 3. Frontier Standing. Frontier worlds recognize you as a member of a loose mutual-aid kinship of road-singers. In any settlement of fewer than 50,000 inhabitants, any frontier outpost, any independent freighter with fewer than five crew, and any small chapel or homestead in the spinward sectors, you can expect basic hospitality from at least one local: shelter for the night, a meal, the chance to perform for room and board, and one piece of local gossip or rumor.

In a qualifying location, you can attempt a Charisma (Performance or Persuasion) check at DC 12 once per day to invoke Frontier Standing. On a success, you receive the hospitality above and can ask one targeted question about the local situation. The standing is reciprocal. If you refuse aid to another Frontier Bard in genuine need, your standing drops for the next 30 days, and the GM can rule that your checks to invoke it are made at disadvantage during that period.

You also gain proficiency in Survival if you do not already have it.

Level 7. Travel Map. You carry an annotated map: a chart, a folded star-plot, a personal travel journal or a digital atlas linked to the Frontier Bards' shared knowledge base. Consulting and updating the Map takes 10 minutes.

The Map grants you the following abilities:

When you arrive in a new settlement, outpost or notable terrain feature, you can make a DC 15 Wisdom (Survival) or Intelligence (Investigation) check to recall whether a Frontier Bard has been there in the last year and what they noted. If one has, the GM gives you a useful clue or warning.

Once per long rest, before setting out on a journey, you can spend 10 minutes with the Map to learn the rough hazards of the planned route: one significant terrain hazard, one likely encounter type and one notable landmark. You and any allies traveling with you have advantage on Wisdom (Survival) checks to navigate the route, and you cannot become lost on the route by nonmagical means.

When you finish a long rest, you can transcribe new observations from the day into the Map. One Frontier Bard NPC, anywhere in the spinward sectors, will read these notes within 1d6 weeks, and the GM can use this as a narrative hook.

Level 11. Frightening Tale. As an action, you begin to tell a Tale of the Black, sustaining the performance for up to 1 minute (a bonus action each round sustains it). Each hostile creature within 30 feet of you that can hear and understand you must make a Wisdom saving throw against your spell save DC at the start of each of its turns during the performance, or be Frightened of you until the start of its next turn.

A creature that succeeds on the save is immune to this use of Frightening Tale for the next 24 hours. Creatures immune to the Frightened condition, Deafened creatures and creatures that cannot understand any language you speak are unaffected. The performance ends early if you are Incapacitated, silenced, or end it as a free action. You can use this feature once per short or long rest.

Level 15. Frontier Hero. When you and your allies enter combat, each ally within 60 feet who can see or hear you (and who knows you are present) has advantage on their initiative roll. You also have advantage on your own initiative roll.

On the first round of any combat, allies who benefited from the initiative bonus also gain a Bardic Inspiration die from you at no cost. The die works as normal Bardic Inspiration and does not count against your uses per rest. The bonus applies once per combat, on the first round only.

Level 18. Living Legend. The effects below always apply once you have this feature.

You have advantage on Charisma (Persuasion, Deception, Intimidation and Performance) checks made against any creature that has heard of you. The GM decides who has heard of you. By default, creatures have heard of you in any frontier setting, on any independent freighter, in any roadside outpost, and in any community of fewer than 50,000 inhabitants where you have spent at least one night in the last year.

Once per long rest, when an attack would hit you, you would be killed outright, or you would fail a saving throw that would reduce you to 0 hit points, you can use your reaction to invoke Living Legend. The attack misses, or the failed save instead succeeds at the minimum DC. Within 24 hours, an onlooker (a witnessing ally, a frontier bystander or the GM) supplies a story to explain it: a song fragment, a rumor or a sworn account. The incident also grows your reputation in a way the GM can make mechanically meaningful later.

You can compose, broadcast or perform a Living Legend ballad, a 1-hour performance that needs a basic recording or a live audience of at least one. Within 1d6 weeks, as the GM decides, the ballad reaches a community of your choice in the spinward sectors. That community gives you Frontier Standing without a check: the hospitality is enthusiastic, and the community can give dangerous aid if asked.

College of the Stars

The College of the Stars is the Bard College tuned to the sky. Stars Bards carry a stellar focus, such as a sky-disc, a tuning fork or a holo-lens, and tune their instruments to the local star or a familiar constellation. Their performances are best at certain hours and altitudes, and a Stars Bard will play at the open hatch of a docked freighter at three in the morning because the angle is correct. The College's channeling weakens when its constellation is below the horizon.

Level 3. Star-Sight. You carry a stellar focus (an inscribed sky-disc, a tuning fork tuned to a star, a holo-lens) that lets you read the sky as a working instrument.

You gain darkvision out to 60 feet if you do not already have it. If you already have darkvision, its range increases by 30 feet. In addition, you can spend 1 minute observing the sky (the unobstructed local star or constellation, or a sufficiently detailed stellar projection) to gain one of the following benefits of your choice, which lasts until your next long rest:

You have advantage on Perception checks made at ranges beyond Close, and on Investigation checks made to recognize landmarks, ships or objects at long distance.

You mentally overlay a named constellation pattern on the battlefield as a tactical aid. Allies within 30 feet of you can add your Charisma modifier (minimum +1) to a single attack roll once per round, choosing to do so after the d20 is rolled but before the result is declared. This benefit can be used a number of times per day equal to your proficiency bonus.

Only one Star-Sight benefit is active at a time.

Level 7. Constellation Inspiration. Each Bardic Inspiration die you grant gains one constellation rider of your choice from the following list, chosen when you grant it:

Archer's Inspiration. The holder can add the rolled die to the damage of one successful ranged attack made within the next 10 minutes. The rider does not cost a second use of Bardic Inspiration, and the holder chooses whether the die is used for its standard purpose or for the rider.

Chalice Inspiration. When the rolled die is used for any purpose, the holder also regains hit points equal to the die's result.

Wyrm Inspiration. When the rolled die is used on a successful saving throw or ability check, the next attack roll against the holder before the start of your next turn has disadvantage.

Wanderer Inspiration. The holder can add the rolled die to a Dexterity, Wisdom or Intelligence check related to travel, navigation or finding a hidden creature or object. If used this way, the holder also moves up to half their speed without provoking opportunity attacks immediately after the check is resolved.

Riders do not cost additional uses of Bardic Inspiration.

Level 11. Astral Spell. Once per turn, when you cast a spell under an unobstructed sky, you can channel starlight through it. You can do this a number of times equal to your proficiency bonus per long rest. An unobstructed sky is open atmosphere with visible stars, a low-light environment where stars are visible, or any vacuum outside a solid hull. The spell's damage rolls deal an additional 1d8 radiant damage per two spell levels, rounded up (cantrips deal an additional 1d8). If the spell deals no damage, its save DC increases by 1 for that casting.

As a 10-minute ritual, you can attune a portable Astral Lens to the local star or a constellation pattern. For 24 hours, while the lens is on your person, the unobstructed-sky requirement counts as met indoors as well. You can hold one Astral Lens attunement at a time.

Level 15. Voice of the Spheres. Once per long rest, as an action, choose either Mass Charm or Mass Alert.

Mass Charm. Each humanoid within 60 feet that can hear you and understand a language you speak must make a Charisma saving throw against your spell save DC. On a failure, the target is Charmed by you for 10 minutes or until you or an ally harms it. On a success, the target is unaffected and immune to this feature from you for 24 hours. The Charmed condition ends if you ask the target to take an action that is obviously and seriously harmful to the target or a close associate. Until then, Charmed targets are friendly and likely to comply with reasonable requests.

Mass Alert. Each ally within 60 feet that can hear you has advantage on their next initiative roll and gains a number of d4s equal to your Charisma modifier (minimum 1). The ally can add these dice to attack rolls or saving throws made within the next 1 minute, and can split the dice among several rolls.

Level 18. Singer of the Stars. Once per long rest, as an action, you begin a Stellar Resonance performance that lasts up to 1 minute. The performance ends early if you are Incapacitated, silenced, or end it as a free action. Sustaining the performance after the initial action requires a bonus action each round.

While the performance is sustained, all allies within 120 feet of you who can hear you (or receive transmitted communication from you, in vacuum or other comm-only environments) gain the following benefits:

+1 to attack rolls, damage rolls and saving throws.

Resistance to radiant and necrotic damage.

Whenever an ally finishes a turn within the performance's range with fewer than half their hit points remaining, they regain hit points equal to your Charisma modifier plus their proficiency bonus. This triggers at most once per ally per turn.

Once per round per ally, when an attack would reduce the ally to 0 hit points, the ally is instead reduced to 1 hit point and immediately gains a Bardic Inspiration die of your current die size. This effect can trigger only once per ally per casting of Singer of the Stars.

While sustaining the performance, you can also cast a Bard spell of 5th level or lower as a bonus action once per round, in addition to your normal action.

College of Valor

The College of Valor is the Bard College that fights alongside the people whose deeds it records. Halcyion regimental cantors, Norskan skald-warriors, Aurelion battlefield-laureates and frontier company-singers who keep a unit's roster as a sung list all belong to it.

Level 3. Bonus Proficiencies. You gain proficiency with medium armor, with shields, and with martial weapons (including the martial firearms category).

Level 3. Combat Inspiration. A creature holding a Bardic Inspiration die from you can also use it in the following ways:

Roll the die and add it to a weapon damage roll the creature makes on a hit. The die is rolled when the damage is rolled.

As a reaction after an attack roll is made against it, and before the GM declares a hit or miss, roll the die and add the result to the creature's AC against that attack only. If the attack misses as a result, the Bardic Inspiration die is expended.

Level 7. Extra Attack. When you take the Attack action on your turn, you can make two weapon attacks instead of one.

Level 11. Inspiration Strike. When you hit a creature with a weapon attack, you can expend one use of Bardic Inspiration, roll your Bardic Inspiration die and add the result to the damage as extra damage of the weapon's damage type. The use is expended whether or not the damage drops the target.

When you grant a Bardic Inspiration die to an ally within 30 feet as a bonus action, that ally can use their reaction to immediately make one weapon attack. The attack does not use up the die, which stays with the ally for normal Combat Inspiration use.

Level 15. Battle Magic. When you take the Attack action on your turn, you can replace one of the attacks with the casting of a Bard spell that has a casting time of 1 action and targets a single creature with an attack roll or a saving throw. You can use this feature a number of times per long rest equal to your Charisma modifier (minimum 1).

When you cast a leveled Bard spell using a slot of 3rd level or higher, you can make one weapon attack as a bonus action on the same turn.

Level 18. Heroic Anthem. Once per long rest, as an action, you begin a Heroic Anthem, a sustained performance of war-poetry, hymn or anthem (you choose the form to suit the unit and the moment). The Anthem lasts up to 1 minute and ends if you are Incapacitated, silenced, or end it as a free action.

While the Anthem is sustained, you and each ally within 60 feet who can hear you gain the following benefits:

5 + your Charisma modifier temporary hit points at the start of each of the ally's turns. These do not stack across turns.

+1 to attack rolls, damage rolls and saving throws.

Immunity to the Frightened and Charmed conditions.

A Bardic Inspiration die (the die size for your Bard level) at the start of each of the ally's turns if they have none. This die can be used only while the Anthem is sustained and is lost when the Anthem ends.

Sustaining the Anthem from round to round requires a bonus action each round, and you can still take actions, reactions and movement normally on those rounds. You regain a use of this feature after a Tier IV+ heroic moment as the GM adjudicates, such as a battle won against long odds, a decisive sacrifice averted or the rescue of a major NPC.

College of Whispers

The College of Whispers is the Bard College every other College disavows in writing and harbors in practice. Whisper Bards trade in secrets and false identities. The Aurelion court keeps them as confessors and as poisoners, syndicates keep them as fixers, and corporations call them public relations consultants.

Level 3. Psychic Blades. When you hit a creature with a weapon attack, you can expend one use of Bardic Inspiration to roll your Bardic Inspiration die and deal additional psychic damage equal to the die roll plus your Charisma modifier. You declare the use of Psychic Blades after the attack hits but before damage is rolled. The target does not gain the die. The target also hears a single sentence of its own deepest insecurity or shame, whispered in its own voice. This has no mechanical effect.

Psychic Blades draws on the same pool of uses as Bardic Inspiration, and the damage die is your current Bardic Inspiration die.

Level 7. Mantle of Whispers. When a humanoid dies within 30 feet of you, you can use your reaction to capture a Mantle of Whispers, an impression of the deceased's surface identity: voice, mannerisms, memories of the last hour and the cadence of their speech. You can hold one Mantle at a time, and capturing a new one releases the previous.

As an action, you can don your Mantle to assume the captured individual's identity. While wearing the Mantle, you appear, sound and broadly act like the captured individual to any observer. You can respond to surface questions about their last hour with full accuracy, and other questions plausibly enough to deceive casual scrutiny. You can drop the Mantle as a free action at any time. The Mantle lasts up to 1 hour of worn time per capture, cumulative across multiple donnings.

The Mantle fails against close family or intimate associates of the captured individual who inspect you carefully (Insight check at DC 8 + your proficiency bonus + your Charisma modifier, with advantage if they have known the individual for a year or more), magical truth-detection of caster level 5 or higher, biometric scanners that read subdermal or genetic markers, and true sight. It succeeds against voice-print analysis and video matching at standard confidence levels, casual to moderate verbal interrogation, and most security systems below Tier IV.

Level 11. Shadow Lore. As an action, choose one creature within 30 feet that can hear and understand you. Whisper to it (in any language you share, or through any communication spell you can confirm) a piece of dark knowledge, true or fabricated, that pertains specifically to the target. The target makes a Wisdom saving throw against your spell save DC. On a failure, it is Frightened of you for 1 hour and treats you as a Charmed friend for as long as it stays Frightened. It will not attack you and will reluctantly cooperate with your social requests, within the limits the Charmed condition places on direct harm to the target or close associates.

The whisper must be plausible to the target, and a fabrication must be close to a real fear or guilt the target holds. The GM decides plausibility. If the whisper is not plausible, the target has advantage on its save.

The target does not remember the specific whispered content after the effect ends, but knows it heard a whisper it found terrifying. The effect ends if you attack the target, if the target is harmed by you or an ally, or after 1 hour. You can use Shadow Lore a number of times per long rest equal to your Charisma modifier (minimum 1).

Level 15. Eye-Spies. You have a network of small informants: gossip-traders in tavern kitchens, news-aggregator hobbyists on Echelon nets, low-level Halcyion vergers who owe you a song, and a dozen others. The network keeps running between adventures and asks for courtesies instead of money: a song, a favor, the occasional protection.

While in any settlement of 5,000 inhabitants or more, or with access to any open communications network, you can invoke Eye-Spies once per long rest. State a single question: one specific person's recent whereabouts within the last week, the current location of a known object, whether a specific rumor about a public figure is true, or a piece of regionally circulating gossip about an ongoing event. After 1d6 hours, the network returns a reply that is accurate, partially accurate, or 'not known yet', as the GM rules. The Eye-Spies cannot find what is genuinely unknown to mortal informants, cannot respond to questions requiring magical divination, and cannot reliably penetrate Tier IV+ security or active counter-intelligence cover.

The GM can also tell you, between sessions or at the start of one, that an Eye-Spy contact has brought you a relevant lead.

Level 18. Whisper-Queen Coronet. Choose one of the following options when you gain this feature, and the choice is permanent:

The Coronet of Names. You can don any Mantle of Whispers you have ever captured (you must have captured it yourself), not only the most recent. You retain up to ten Mantles in memory, and older Mantles fade. While you wear a Mantle, the duration limit does not apply.

The Coronet of Silence. Once per long rest, as an action, you can speak a single sentence at a creature within 60 feet. If the sentence is a true and pointed accusation about the target, the target makes a Charisma saving throw against your spell save DC with disadvantage. On a failure, its voice fails for 24 hours: it cannot speak above a whisper, vocalize spells, give commands or summon aid by voice. A successful Greater Restoration, Remove Curse or equivalent effect ends it early.

The Coronet of Confession. Once per long rest, you can force a creature within 30 feet that can hear and understand you to make a Wisdom saving throw against your spell save DC. On a failure, the target speaks aloud, truthfully, one secret of moderate consequence that it has been keeping from those within earshot. The target is aware afterward that it spoke and cannot prevent it once the save has failed. This feature does not extract battle-critical or system-protected information from the unwilling, such as Tier IV+ secrets, classified state intelligence or magically warded oaths. It reliably extracts personal secrets that cause shame.

Stormsong Skald

The Stormsong Skalds are the Bard College of one story told a hundred ways: the Twilight of Creation, when the Pantheon of Primus and the Dragon Realms put down the Elementari and sealed what survived into the four elemental planes. A proper recitation requires weather, and a Stormsong performance brings its own. Skalds are frequently right about things they had no way to know, such as a name spoken in verse three days before it mattered, and the tradition says the audience claims that on the Skald's behalf.

Level 3. Storm Recitation. You know the whole recitation of the Twilight of Creation. You gain proficiency in the History skill and the Lore skill if you do not already have them. When you finish a long rest, choose cold, lightning or thunder. Until your next long rest you have resistance to that damage type, and any Bard spell you cast can deal that type instead of its own. While you perform aloud, a low weather front follows you out to 20 feet: rain, wind or a static charge, obvious to anyone watching.

Level 7. Stormsong Inspiration. When you grant a Bardic Inspiration die, you can attach a storm rider, chosen when you grant it. Thunder. When the holder spends the die on a damage roll, the target is pushed 10 feet away and makes a Strength saving throw against your spell save DC, falling Prone on a failure. Frost. When the holder spends the die on any roll, one hostile creature within 30 feet of them has its speed reduced by 10 feet until the end of its next turn. Squall. The holder can instead spend the die as a reaction to gain a flying speed equal to their walking speed until the end of their next turn. Attaching a rider does not cost a second use of Bardic Inspiration.

Level 11. Spoken Omen. Once per short rest, as a bonus action, you speak a line of the recitation over a creature you can see within 60 feet and name the outcome. If the target is an ally, then for 1 minute the first time it makes an attack roll or a saving throw on each of its turns, it rolls a d6 and adds the result. If the target is an enemy, then for 1 minute the first time it makes an attack roll or a saving throw on each of its turns, it rolls a d6 and subtracts the result. A creature can be under only one omen at a time.

Level 15. Storm Front. Once per long rest, as an action, you call a storm out of the tale. For 1 minute, a 30-foot-radius storm is centered on you and moves with you. The area is lightly obscured to every creature except you and your allies, and it is difficult terrain for hostile creatures. At the start of each of your turns, you can direct one stroke at a creature in the area. It makes a Dexterity saving throw against your spell save DC, taking 4d8 lightning damage on a failure and half as much on a success.

Level 18. Borrowed Voice. Once per long rest, as an action, you stop choosing your words, and something older finishes the recitation for you. For 1 minute, your spell save DC increases by 2, your Bard spells of 5th level and lower cost no spell slot, and every ally within 30 feet who can hear you has advantage on saving throws and adds your Charisma modifier to their damage rolls. When the minute ends, you gain one level of the Exhausted condition, and you do not remember any of what you said.

Cleric

Clerics are channelers whose conduit is devotion. Faith works as a Rift-conducting structure like any other: doctrine focuses the channel the way a formula does for a Wizard, and a Cleric whose conviction breaks loses access to spells until it is repaired. Parties rely on Clerics for healing and for removing conditions and curses. The Divine Domain a Cleric chooses at 3rd level decides the rest of what the Cleric does.

A full channeler who prepares spells from the whole Cleric list, casts with Wisdom, uses Spell Divinity for short-rest effects and chooses a Divine Domain at 3rd level.

Hit Die d8 per Cleric level
Primary Ability Wisdom
Saving Throws Wisdom, Charisma
Armor Light, Medium, Shields
Weapons Simple
Tools None
Skills Choose 2 from History, Insight, Lore, Medicine, Persuasion, Religion
Rift Affinity Curve Full Channeler
Spellcasting Prepared from the class spell list at the end of each long rest
Casting Ability Wisdom
Spells Prepared casting ability modifier + class level (minimum 1)

Prepares spells each long rest from the Cleric spell list. Prepared count = WIS modifier + Cleric level (minimum 1). Spell save DC = 8 + proficiency bonus + WIS modifier. Domain spells granted by your Divine Domain are always prepared and do not count against your prepared limit.

Level	Proficiency Bonus	Features	Rift Affinity	Cantrips Known	Spell Slots per Spell Level									
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	+2	Spells, Weapon and Tool Training	3	All	2	–	–	–	–	–	–	–	–	–
2	+2	Spell Divinity (1 use)	3	All	3	–	–	–	–	–	–	–	–	–
3	+2	Divine Domain	3	All	4	2	–	–	–	–	–	–	–	–
4	+2	Ability Score Improvement	3	All	4	3	–	–	–	–	–	–	–	–
5	+3	Destroy Unfaithful	3	All	4	3	2	–	–	–	–	–	–	–
6	+3	Spell Divinity (2 uses)	3	All	4	3	3	–	–	–	–	–	–	–
7	+3	Divine Domain feature	3	All	4	3	3	1	–	–	–	–	–	–
8	+3	Ability Score Improvement	3	All	4	3	3	2	–	–	–	–	–	–
9	+4	Warding Word	3	All	4	3	3	3	1	–	–	–	–	–
10	+4	Divine Intervention	3	All	4	3	3	3	2	–	–	–	–	–
11	+4	Divine Domain feature	4	All	4	3	3	3	2	1	–	–	–	–
12	+4	Ability Score Improvement	4	All	4	3	3	3	2	1	–	–	–	–
13	+5	–	4	All	4	3	3	3	2	1	1	–	–	–
14	+5	Improved Destroy Unfaithful	4	All	4	3	3	3	2	1	1	–	–	–
15	+5	Divine Domain feature	4	All	4	3	3	3	2	1	1	1	–	–
16	+5	Ability Score Improvement	4	All	4	3	3	3	2	1	1	1	–	–
17	+6	–	4	All	4	3	3	3	2	1	1	1	1	–
18	+6	Spell Divinity (3 uses), Divine Domain feature	4	All	4	3	3	3	3	1	1	1	1	–
19	+6	Ability Score Improvement	4	All	4	3	3	3	3	2	1	1	1	–
20	+6	Improved Divine Intervention	4	All	4	3	3	3	3	2	2	1	1	1

Class Features

As a Cleric, you gain the following features at the levels shown in the Cleric table. Your Divine Domain grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Spells

You channel Rift Energy through devotion. You know all Cleric cantrips. After each long rest, you prepare a number of leveled spells equal to your Wisdom modifier + your Cleric level (minimum 1). Wisdom is your spellcasting ability for spell attack rolls and your spell save DC.

Level 1: Weapon and Tool Training

You gain proficiency with one martial weapon and one tool of your choice, such as smith's tools, an herbalist's kit or a religious artisan's tool.

Level 2: Spell Divinity (1 use)

Once per short rest, you can channel divine Rift into a single decisive effect. At 2nd level you gain one use of Spell Divinity and one option, Turn Unfaithful. Your Divine Domain at 3rd level adds more options.

Turn Unfaithful. As an action, you present your holy symbol. Each hostile creature within 30 feet that can see or hear you must succeed on a Wisdom saving throw against your spell save DC or be Frightened of you for 1 minute.

LEVEL 3: DIVINE DOMAIN

Choose a Divine Domain: Dark Dominion (death and endings), Divine Adjudicator (judgment under a god's commission), Domain of Knowledge (archives and records), Domain of Nature (the living world), Domain of Order (law and oaths), Domain of the Moon (Deimos and the passage of the dead), Domain of the Sun (Helios and creation), Domain of War (the battle line), Spirit Sage (mediums and the Spirit Plane), or Tech-Priest (the machine as sacrament). Your Domain grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: DESTROY UNFAITHFUL

When a creature fails its saving throw against your Turn Unfaithful, it is destroyed if it is an undead, a fiend or a Rift-aberrant creature and its Power Rating or level is equal to or less than half your Cleric level (rounded down). An undead, fiend or Rift-aberrant creature that fails the save and is not destroyed is Unconscious for 1 minute or until it takes damage, instead of Frightened.

LEVEL 6: SPELL DIVINITY (2 USES)

You have two uses of Spell Divinity, regained when you finish a short rest.

LEVEL 9: WARDING WORD

When a creature you can see within 30 feet is hit by an attack, you can use your reaction and expend one use of Spell Divinity to speak a warding word. The damage from that attack is reduced by 2d8 + your Wisdom modifier, and the target cannot be moved against its will by that attack.

LEVEL 10: DIVINE INTERVENTION

You can call on your patron for direct aid. As an action, describe the help you want and roll percentile dice. If the roll is equal to or lower than your Cleric level, your patron intervenes. The GM determines the form of the intervention, using spells of any level you can cast and divine effects as guides. After a successful Divine Intervention, you cannot use this feature again for 7 days. After a failed attempt, you can try again after a long rest.

LEVEL 14: IMPROVED DESTROY UNFAITHFUL

The Power Rating threshold for Destroy Unfaithful rises to three-quarters of your Cleric level (rounded down). An undead, fiend or Rift-aberrant creature that fails its save against Turn Unfaithful is destroyed if its Power Rating or level is equal to or less than that number.

LEVEL 18: SPELL DIVINITY (3 USES)

You have three uses of Spell Divinity, regained when you finish a short rest.

LEVEL 20: IMPROVED DIVINE INTERVENTION

Once per long rest, you can use Divine Intervention without rolling, and it succeeds automatically. The GM picks the form from a list of significant results, such as a Tier IV spell cast on your behalf, a regional weather change, the appearance of a sympathetic NPC or a piece of timely intelligence. After this use, you cannot invoke Divine Intervention again until you finish a long rest.

A Cleric chooses a Divine Domain at level 3 and gains its features at levels 3, 7, 11, 15, 18. The divine domains open to a Cleric follow.

Dark Dominion

The Dark Dominion is the working priesthood of the Ebon Creed, and clergy outside the Creed now use the name too. Dominion clergy hold endings as their jurisdiction: the executioner's chaplain, the plague-ward priest who signs the last order, the syndicate funeral celebrant who knows which mourner paid for the coffin. Their theology holds that an ending administered properly is a service rendered.

Level 3. Necrotic Training. Domain Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Cantrips: Grasp, Pebble

1st level: Shear

2nd level: Spire

5th level: Boulder

6th level: Feedback

You can cast each one once you can cast spells of its level.

Reaper's Tools. You gain proficiency with martial weapons. You also learn one Ether Channel cantrip of your choice. When you cast that cantrip and it deals damage, the damage type becomes necrotic. If the cantrip normally targets one creature, you can also target a second creature within 5 feet of the first, making one combined attack roll for both at disadvantage.

Spell Divinity: Touch of Death. When you hit a creature with a melee attack, you can expend one use of Spell Divinity to deal an extra 3d8 + your Cleric level necrotic damage to the target. This damage ignores resistance to necrotic damage from non-magical sources.

Spells. Grasp, Pebble, Shear, Spire, Boulder, Feedback

Level 7. Inescapable Destruction. The necrotic damage you deal with Cleric spells, cantrips and Spell Divinity options ignores resistance to necrotic damage. A creature immune to necrotic damage takes half of that damage instead of none. Weapon damage and damage from items are unaffected.

Level 11. Spell Divinity: Mark of Mortality. As an action, you mark one creature you can see within 60 feet with the Reaper's sigil. The creature must make a Constitution saving throw against your spell save DC. On a failure, it takes 6d8 necrotic damage and is marked for 1 minute or until you mark another target. On a success, it takes half as much damage and is not marked. While a creature is marked, it has disadvantage on saving throws against necrotic damage from any source, and each time it takes necrotic damage it loses additional hit points equal to your Cleric level. This loss is not separate damage and cannot be resisted.

Level 15. Divine Strike. Once on each of your turns, when you hit a creature with a melee weapon attack, you can deal an extra 2d8 necrotic damage. The extra damage increases to 3d8 at Cleric level 18. It is part of the weapon attack's damage and not a separate effect.

Level 18. Avatar of Death. Once per long rest, as a bonus action, you assume the Reaper-Avatar Form for 1 minute. While in this form, each hostile creature that starts or ends its turn within 10 feet of you takes 2d6 necrotic damage, with no save. When you reduce a hostile creature to 0 hit points with a spell or melee attack, you regain hit points equal to half the damage dealt by that final blow (minimum 1), up to your hit point maximum. You have resistance to necrotic and poison damage, and you cannot be Frightened or Charmed. The form ends early if you fall Unconscious or end it as a free action.

Divine Adjudicator

The Divine Adjudicator is the Cleric Domain of the magistrate. An Adjudicator holds a commission from their god to answer questions on the ground: whether a claim is honest, whether a crossing was lawful, whether the thing wearing a dead man's face has any standing. They sit in theocratic courts and military tribunals, and on the frontier they are often the only court there is.

Level 3. Writ of Office. You gain proficiency in the Insight and Persuasion skills. You know when a creature you can see and hear knowingly tells you a falsehood, though not what the truth is. You also know whether a creature within 60 feet is an undead, a fiend or an aberration, even if you cannot see it.

Level 7. Finding Against. As a bonus action, you enter a finding against one creature you can see within 60 feet. Until the end of your next turn, your attacks and your allies' attacks against it are made with advantage if it is undead, a fiend or an aberration, and you add your Wisdom modifier to the first damage roll each turn against it. You can use this feature a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Level 11. Spell Divinity: Summary Judgement. As an action, you present your holy symbol and pronounce sentence. Each creature of your choice within 30 feet that you can see must make a Wisdom saving throw against your spell save DC. On a failure, a creature takes radiant damage equal to 2d8 + your Cleric level and is Frightened until the end of its next turn. An undead, a fiend or an aberration that fails the save takes double that damage and is also Restrained until the end of its next turn. On a success, a creature takes half damage and is not otherwise affected.

Level 15. Unholy Bane. Undead, fiends and aberrations have disadvantage on saving throws against your spells. You have resistance to necrotic damage and to damage from attacks made by undead, fiends and aberrations. An undead, fiend or aberration that starts its turn within 10 feet of you cannot regain hit points until the start of its next turn.

Level 18. Avatar of the Verdict. As an action, you pronounce a final verdict on one undead, fiend or aberration you can see within 60 feet. The creature must succeed on a Charisma saving throw against your spell save DC. On a failure, it is destroyed if its hit points are at or below half its maximum. If it succeeds, or if it fails with hit points above half its maximum, it instead takes 10d8 radiant damage and is Incapacitated until the end of your next turn. Once you use this feature, you cannot use it again until you finish a long rest.

Domain of Knowledge

The Domain of Knowledge is the Cleric Domain of registries, annotated prophecies and sealed archives. Knowledge-clerics walk archive-spires lighting catalog-lamps, keep the Tech-Priest hymnals current, and sit through ten-hour Mythar-echo testimonies writing down what was said and what was almost said. Their power runs through the Ether Channel, the Channel of information.

Level 3. Archive Training. Domain Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Cantrips: Grasp

1st level: Shear

2nd level: Veil

3rd level: Counter

4th level: Dispel

5th level: Shift

You can cast each one once you can cast spells of its level.

Languages and Lore. You learn two languages of your choice and gain proficiency in two of these skills: Arcana, History, Nature or Religion.

Spell Divinity: Knowledge of the Ages. As an action, you call on the archive. For 10 minutes, you have proficiency in one skill or tool of your choice, and your proficiency bonus is doubled for it (expertise). As a free action, you can extend the effect once by 1 minute without spending another use of Spell Divinity.

Spells. Grasp, Shear, Veil, Counter, Dispel, Shift

Level 7. Spell Divinity: Read Thoughts. As an action, you choose one creature you can see within 60 feet that is not protected from divination. The creature must make a Wisdom saving throw against your spell save DC. On a failure, for 1 minute or until your concentration ends (as on a spell), you can read its surface thoughts, meaning the words it is forming and the images it is considering, whenever it is within 60 feet of you. While the effect lasts, you can use a bonus action on a later turn to probe deeper. The creature repeats the save. On a failure, you can ask the GM up to three direct questions about its current memories or intentions and receive truthful answers, which may be incomplete, and the creature is unaware of the probe. On a success, the creature learns that a divine agent probed it, but not who.

Level 11. Spell Divinity: Visions of the Past. You spend 1 minute in meditation with an object you are touching or in a location you are standing in. At the end of the minute, you receive a vision of significant events involving that object within the past century, or that location within the past decade. The vision is fragmentary and sensory, you do not control it, and the GM narrates it. You can extend the vision's reach by meditating for more minutes, up to 1 hour. Each additional minute reaches back an additional century for an object or an additional decade for a location.

Level 15. Aura of Insight. While you are conscious, each ally within 30 feet of you who can see you adds your Charisma modifier (minimum +1) to Wisdom and Intelligence saving throws. In addition, allies within 30 feet of you have advantage on Intelligence (Investigation), Intelligence (History) and Wisdom (Insight) checks. The aura ends if you are Incapacitated or reduced to 0 hit points.

Level 18. Avatar of Knowledge. Once per long rest, as a bonus action, you assume the Scribe-Avatar Form for 1 minute. While in this form, you can see Invisible creatures and objects within 60 feet, including those in the Ether or in the early stages of a planar Shift. You know whenever a creature within 30 feet of you that you can see or hear knowingly speaks a lie. You learn only that what was said is false, not the truth. You can read, speak and understand all languages, including encrypted or magically obscured ones, and cryptography of Tier IV or lower is parsed at reading speed. You have advantage on saving throws against effects that would charm, confuse or magically obscure your senses. The form ends early if you fall Unconscious or end it as a free action.

Domain of Nature

The Domain of Nature is the Cleric Domain of the part of the pantheon that made things grow. A Nature cleric differs from a Druid in serving a god who made the wild and holds opinions about its upkeep. They bless the seed-vaults on colony ships, walk the terraforming lines on worlds two centuries from breathable, and on the frontier they are the ones who tell a settlement that a valley is not theirs to clear.

Level 3. Green Ordination. You gain proficiency in your choice of Animal Handling, Nature or Survival, and you learn one Druid cantrip of your choice, which counts as a Cleric spell for you. In addition, one beast, plant or fungal creature of your choice within 30 feet that can see and hear you is friendly toward you and your companions for 1 hour. The effect ends if you or your allies harm it.

Level 7. Charm of the Wild. As an action, you present your holy symbol and speak the name of the growing world. Each beast and plant creature within 30 feet that can see or hear you must succeed on a Wisdom saving throw against your spell save DC or be Charmed by you for 1 minute or until it takes damage. While Charmed this way, a creature regards you as a friendly acquaintance. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 11. Spell Divinity: Quickened Growth. As an action, you cause the ground in a 20-foot radius within 60 feet of you to become overgrown for 10 minutes. The area is difficult terrain for creatures hostile to you, and it provides half cover to any creature within it. Once on each of your turns while the growth stands, you can use a bonus action to have it lash one creature within it. That creature must succeed on a Strength saving throw against your spell save DC or take 2d8 bludgeoning damage and be Restrained until the end of its next turn.

Level 15. Poison Ward. You and allies within 10 feet of you have resistance to poison damage and advantage on saving throws against being Poisoned. When you cast a spell of 1st level or higher that restores hit points, one creature of your choice within 30 feet of you, other than the spell's target, also regains hit points equal to your Wisdom modifier.

Level 18. Avatar of the Green. As a bonus action, you take a living, growing form for 1 minute. For the duration, your walking speed increases by 20 feet, you gain a climbing speed equal to your walking speed, and you have resistance to bludgeoning, piercing and slashing damage from nonmagical attacks. At the start of each of your turns, you and each ally within 30 feet of you regain 1d8 + your Wisdom modifier hit points. Once you use this feature, you cannot use it again until you finish a long rest.

Domain of Order

The Domain of Order is the Cleric Domain of people who write rules down and hold all parties to them, including their god. Code-priests, oath-registrars, Axiom Combine liturgists who treat a well-formed procedure as a devotional act, and frontier circuit-clerics riding between claims with a ledger and a sidearm all serve it. Their conviction is that an agreement is real and a signature binds.

Level 3. Voice of Authority. You gain proficiency in the Persuasion skill and with one gaming set or one artisan's tool of your choice. Once on each of your turns, when you cast a spell of 1st level or higher that targets an ally, that ally can use its reaction to make one weapon attack. You also know when a creature has broken an oath, contract or formal agreement it made in your presence.

Level 7. Embodiment of the Law. As a reaction when a creature within 30 feet makes an attack, casts a spell or moves in a way that breaks an agreement it made with you or your allies, you can impose disadvantage on that roll or halve that movement. You can use this feature a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Level 11. Spell Divinity: Order's Demand. As an action, you present your holy symbol and issue a binding command. Each creature of your choice within 30 feet that you can see must succeed on a Wisdom saving throw against your spell save DC or obey a command you choose from the following for 1 minute: stop attacking, drop what it is holding, or move to a place you designate within its speed. A creature that takes damage or is ordered to harm itself repeats the save at the end of that turn.

Level 15. Precedent. When a creature succeeds on a saving throw against one of your spells, you can record the exception. The next time that creature makes a saving throw against any of your spells before you finish a long rest, it has disadvantage on the save. In addition, the weapon attack that Voice of Authority lets an ally make deals extra damage equal to your Wisdom modifier.

Level 18. Avatar of Order. As a bonus action, you establish an ordered field in a 30-foot radius around you for 1 minute. Within it, no creature can teleport, take the Dash action or be moved against its will by an effect it did not choose. Every creature of your choice has advantage on saving throws against being Charmed or Frightened, and the ground is difficult terrain for hostile creatures. Once you use this feature, you cannot use it again until you finish a long rest.

Domain of the Moon

The Domain of the Moon is the Cleric Domain of Deimos, who watches the Plane of Oblivion where the dead are guided and judged. Moon clergy hold the near side of that passage: they wash the body, record the name, and stand the vigil that keeps a death from becoming a haunting and a grave from becoming a resource. They serve the whole cycle and are as hostile to a raised corpse as any Paladin, on the grounds that undeath is a body kept from its appointment. Creed mortuaries, barrow-wardens and frontier settlements where the nearest ordained anyone is also the gravedigger employ them.

Level 3. Death Rites. Domain Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Cantrips: Grasp, Ember

1st level: Beam

2nd level: Veil, Dazzle

3rd level: Counter

4th level: Transfusion

5th level: Raise Dead

You can cast each one once you can cast spells of its level.

Sense the Disturbed. As an action, you open your senses to the undead and to lingering souls. For 1 minute, you know the location of each undead creature and unquiet spirit within 60 feet that is not behind total cover, and you know its general type (skeletal, ghostly, necrotic construct and so on) but not its specific identity.

Spell Divinity: Path to the Grave. As an action, you curse one creature you can see within 30 feet. The creature gets no saving throw against the curse. The next time any creature hits the cursed target with an attack, the damage that attack deals to the target is doubled and the curse ends. Splash damage, damage to other creatures and rider effects are not doubled. The curse also ends if the target is not hit within 1 minute or if you use this option again first.

Spells. Grasp, Ember, Beam, Veil, Dazzle, Counter, Transfusion, Raise Dead

Level 7. Critical Ward. When you or an ally you can see within 30 feet of you is hit by a critical hit, you can use your reaction to turn it into a normal hit. All damage and effects of the attack apply as if it had been a normal hit. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. You can use it on yourself even if the attack would reduce you to 0 hit points. It does not prevent the attack's damage, only the critical-hit doubling.

Level 11. Spell Divinity: Eyes of the Moon. As an action, you open your sight to the dead. For 1 minute, you know the exact location of each undead creature, unquiet spirit and ongoing necromantic effect within 60 feet of you, even through total cover, and you know the type of each, as with Sense the Disturbed. During this time, you can use a bonus action to identify the specific creature type or named undead of one such entity if you have knowledge of it. The GM can call for an Intelligence (Religion) check against a set DC for obscure or unique entities.

Level 15. Keeper of Souls. When a hostile creature you can see within 60 feet of you is reduced to 0 hit points, you collect a fragment of its spirit. As a free action, you can distribute hit points among any allies within 60 feet of you, yourself included, in a total equal to the creature's Power Rating or level (minimum 1, maximum your Cleric level), divided as you choose. No ally can be brought above its hit point maximum. You can use this feature once per turn, and you must distribute the hit points before the next creature in the initiative order acts.

Level 18. Avatar of Deimos. Once per long rest, as a bonus action, you assume the Grave-Avatar Form for 1 minute. While in this form, critical hits against you and against allies within 30 feet of you who can see you become normal hits. This aura applies before Critical Ward, so Critical Ward uses are not expended against those hits. At the start of each of your turns, you choose one ally within 30 feet of you, and that ally regains 2d8 + your Wisdom modifier hit points. You cannot choose the same ally on consecutive turns. Undead creatures within 30 feet of you have disadvantage on attack rolls against you and your allies, and you have resistance to necrotic damage. The form ends early if you fall Unconscious or end it as a free action.

Domain of the Sun

The Domain of the Sun is the Cleric Domain of Helios, god of life and creation, the twin of Deimos. Sun clergy take the opening half of the cycle: they are present at births, at plantings, at the commissioning of a hull and at a colony's first morning, and their theology holds that creation is a continuous event that requires witnesses. Sun-temples ordain them by the hundred and sun-choirs ordain a handful.

Level 3. Solar Training. Domain Spells. You always have the following Sun Channel spells prepared, and they do not count against the number of spells you can prepare each day:

1st level: Beam

2nd level: Dazzle

3rd level: Flare

4th level: Wall of Flame

5th level: Lance

6th level: Pyre

You can cast each one once you can cast spells of its level.

Sun-Forged Discipline. You gain proficiency with heavy armor and with martial firearms whose damage type is fire or radiant.

Daylight Cantrip. You learn the cantrip Ember. It does not count against your cantrips known. While you hold a holy symbol of a sun deity or a Halcyion solar relic, the bright-light radius of your Ember is doubled.

Spells. Beam, Dazzle, Flare, Wall of Flame, Lance, Pyre, Ember

Level 7. Spell Divinity: Solar Pulse. As an action, you present your holy symbol and release a pulse of stellar Rift Energy in a 30-foot-radius emanation centered on you. Each hostile creature in the area must make a Constitution saving throw against your spell save DC, taking 3d8 radiant damage on a failure or half as much on a success. You and your allies in the area are healed for 3d8 hit points, with no save. The pulse sheds bright light in a 30-foot radius and dim light for an additional 30 feet for 1 minute, and it ends magical darkness of 5th level or lower in the area. The radiant damage and the healing increase by 1d8 at Cleric levels 11, 15 and 18.

Level 11. Sun Ward. You have resistance to fire damage and radiant damage. While you are conscious and the sky overhead is unobstructed, or you are within 30 feet of an active solar-equivalent radiation source of Tier IV or higher, each ally within 30 feet of you who can see you gains darkvision out to 60 feet if it does not already have it and has advantage on saving throws to end the Blinded condition on itself. These benefits end if you are reduced to 0 hit points or Incapacitated.

Level 15. Solar Restoration. Once per long rest, when an ally you can see within 60 feet is reduced to 0 hit points but not killed outright, you can use your reaction to channel a sunburst through them. The ally regains 1 hit point, stands up if Prone, and can immediately do one of the following: move up to half its speed, take the Dodge action or take the Disengage action. A bright corona surrounds the ally until the end of its next turn. The first creature to make a melee attack against the ally during that time takes 4d8 radiant damage, with no save, before the attack resolves.

Level 18. Avatar of the Sun. Once per long rest, as a bonus action, you assume the Solar Form for 1 minute. While in Solar Form, you gain a flying speed equal to your walking speed and can hover. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. The first time each turn that a hostile creature enters a space within 10 feet of you or starts its turn there, it takes 2d10 radiant damage. You have resistance to all damage except force and necrotic damage, and you have advantage on Constitution saving throws to maintain concentration on a spell. The form ends early if you fall Unconscious or end it as a free action.

Domain of War

The Domain of War is the Cleric Domain of the firing line: war-priests, legion-chaplains and the shipboard confessors of any fleet that still keeps one. War-clerics hold that somebody has to bless the rifle so the soldier does not have to, and they speak the rites over a wounded squadmate while incoming fire chips the bulkhead. Their gods include patron saints of last stands, war-crowns and frontier deities whose only commandment is that the column comes home.

Level 3. Battle Training. Domain Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Cantrips: Ember, Static

1st level: Beam, Spark Bolt

2nd level: Dazzle, Stun Shot

3rd level: Flare

5th level: Lance

You can cast each one once you can cast spells of its level.

Soldier's Carriage. You gain proficiency with heavy armor and with martial weapons.

Spell Divinity: Guided Strike. When you or an ally you can see within 30 feet makes an attack roll, you can add +10 to the roll after the die is rolled and before the GM says whether it hits or misses. You use your reaction to do this for an ally, and no action for your own attack.

Spells. Ember, Static, Beam, Spark Bolt, Dazzle, Stun Shot, Flare, Lance

Level 7. War Priest. When you take the Attack action on your turn, you can use a bonus action to make one melee or ranged weapon attack with a weapon you are proficient with. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. A short rest restores one expended use. The bonus attack uses your normal attack roll and damage and is not a spell.

Level 11. Spell Divinity: War God's Blessing. As an action, you present your holy symbol and speak a battle-rite. For 1 minute, you and each ally within 30 feet of you who can see or hear you have advantage on saving throws against being Frightened and on saving throws to maintain concentration on a spell while taking damage in combat. The effect ends early if you are reduced to 0 hit points or are Incapacitated.

Level 15. Weapon Resistance. You have resistance to bludgeoning, piercing and slashing damage from weapon attacks, whether mundane or magical. This resistance does not apply to damage from spells, environmental effects, or unarmed strikes by creatures of Power Rating 17 or higher.

Level 18. Avatar of War. Once per long rest, as a bonus action, you assume the Battle-Avatar Form for 1 minute. While in this form, you gain a +2 bonus to attack rolls and damage rolls with weapons you are proficient with, and you have advantage on initiative checks and on Strength checks. The first time each turn you reduce a hostile creature to 0 hit points with a melee attack, you can immediately move up to half your speed without provoking opportunity attacks. You cannot be Frightened. The form ends early if you fall Unconscious or end it as a free action.

Spirit Sage

The Spirit Sage is the Cleric Domain of the translator, working across the border between the Prime Plane, the Spirit Plane and the Plane of Oblivion. Sages sit the seance in vigil-houses and frontier kitchens, know which corridor of a station has something standing in it, and can tell a haunting from a memory from a thing pretending to be either. The work is mostly listening to voices with every reason to want things and no reason to be accurate, and a Sage's value is knowing which parts to believe.

Level 3. Seance. You gain proficiency in the Insight and Religion skills. You can perform a seance over 10 minutes to address the spirit of a creature that died within the last week, provided you can touch its remains or a significant possession of it. The spirit answers up to three questions truthfully but briefly, within what it knew in life. Once you have questioned a spirit, you cannot question it again until you finish a long rest.

Level 7. Spirit Sight. You can see and speak with incorporeal spirits, invisible creatures and creatures on the Spirit Plane within 60 feet as though they were plainly visible, and you can address them in any language you know. In addition, once per short or long rest, you can use a bonus action to step partway out of the Prime Plane. Until the end of your next turn, you can move through creatures and objects as difficult terrain, and you have resistance to all damage. If the effect ends while you are inside an object, you are pushed to the nearest unoccupied space.

Level 11. Spell Divinity: Call the Standing Dead. As an action, you call the spirits of a place to stand with you. For 1 minute, spirits fill a 20-foot radius centered on a point you can see within 60 feet. The area is difficult terrain for creatures hostile to you. A hostile creature that starts its turn there takes 2d8 necrotic or radiant damage (your choice) and must succeed on a Wisdom saving throw against your spell save DC or be Frightened until the end of its turn. Allies in the area are not slowed by the terrain and take no damage.

Level 15. Planar Passage. Once per long rest, over 1 minute, you can move yourself and up to five willing creatures into the Spirit Plane or the near reaches of the Plane of Oblivion, arriving at the point corresponding to where you left. You can return by the same means. You always know the way back and how long you have been gone in Prime Plane time.

Level 18. Avatar of the Seam. You have resistance to necrotic and radiant damage, you cannot be surprised by any creature you have seen through the seam, and you can end the Charmed, Frightened or Possessed condition on yourself as a free action. When you drop to 0 hit points, you can become incorporeal instead of falling. For 1 minute you are a spirit with your own statistics and can take no actions except moving and speaking. At the end of that minute, you return to your body with 1 hit point if it has not been destroyed. Once you use this reprieve, you cannot use it again until you finish a long rest.

Tech-Priest

The Tech-Priest is the Cleric Domain that holds a machine to be an instance of creation and a working tool to be a completed rite. Halcyion Federation foundry-temples ordain them, Aurelion arsenals keep them on retainer, and frontier shops have one who does the blessing and the calibration in the same pass. They anoint the barrel before they consecrate the firing-pin, and if asked whether the ritual does anything measurable, they will show the tolerances.

Level 3. Forge Training. Domain Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Cantrips: Ignite, Polish

1st level: Plasma Bolt, Tug

2nd level: Cauterize, Iron Skin

3rd level: Brand

5th level: Wall of Plasma

You can cast each one once you can cast spells of its level.

Forge-Wright Training. You gain proficiency with smith's tools and with heavy armor.

Spell Divinity: Artisan's Blessing. Over 1 hour at a working forge or fabricator, you can perform a rite to create one non-magical metal item, such as a weapon (simple or martial), a piece of armor, a tool, a length of chain or a key, provided you have raw materials worth about the item's normal value. The rite consumes the materials. The item is of standard manufacture, not masterwork, and fully functional. You can also use the rite to repair a damaged metal item to full integrity, consuming only enough raw material to restore the damaged part.

Spells. Ignite, Polish, Plasma Bolt, Tug, Cauterize, Iron Skin, Brand, Wall of Plasma

Level 7. Soul of the Forge. You have resistance to fire damage. While you are wearing heavy armor, your Armor Class increases by 1. This bonus does not stack with similar bonuses from other Domain or class features.

Level 11. Spell Divinity: Consecrate Weapon. As an action, you touch one weapon. For 1 hour, the weapon is consecrated as a Tier IV armament. It counts as magical for overcoming resistance to non-magical damage. A creature wielding it gains a +1 bonus to attack rolls and damage rolls, as for the masterwork quality, which does not stack with an existing bonus higher than +1. When that creature rolls the maximum on a damage die for the weapon, it rolls one additional damage die of the same type. The creature gains these bonuses only if it is proficient with the weapon. If the weapon is already Tier IV or higher, the consecration grants only the additional damage die.

Level 15. Divine Strike. Once on each of your turns, when you hit a creature with a melee weapon attack, you can deal an extra 2d8 fire damage. The extra damage increases to 3d8 at Cleric level 18. It is part of the weapon attack's damage and not a separate effect.

Level 18. Avatar of the Forge. Once per long rest, as a bonus action, you summon a Forge-Construct to fight beside you for 1 minute. The construct appears in an unoccupied space within 10 feet of you. It is a Large object-creature of consecrated metal with AC 18 and hit points equal to 4 × your Cleric level. It is immune to fire and poison and resistant to bludgeoning, piercing and slashing damage from non-magical attacks. On your turn, you can use a bonus action to direct it to move up to 30 feet, make one melee attack or take the Dodge action. The attack uses your spell attack bonus, has a reach of 10 feet, and deals 3d8 + your Wisdom modifier bludgeoning damage on a hit. If you do not direct it, it stays in place. The construct vanishes when the minute ends, when it is reduced to 0 hit points or when you dismiss it.

Druid

The Druid is a full channeler whose conduit is a living system. Each long rest a Druid affirms a tether to a specific biome, the Inner Grove, and the Rift reaches them through that place: a glade, a tide-pool, a moon, a fungal network the size of a continent. Druids prepare spells from the Druid list with Wisdom, take beast forms with Wild Shape from 2nd level, and know Druidic, the sign-and-scent cant of the circles. The Druid Circle chosen at 3rd level sets the focus of the practice, which can be a beast form, called animals, the dead of a lineage, fungus, the sky, vacuum or the ground of a single biome.

A full spellcaster who prepares Druid spells with Wisdom, including weather and healing spells, takes beast forms with Wild Shape, and gains terrain benefits from a chosen Inner Grove biome.

Hit Die d8 per Druid level
Primary Ability Wisdom
Saving Throws Intelligence, Wisdom
Armor Light, Medium, Shields
Weapons Simple
Tools Herbalist's kit
Skills Choose 2 from Animal Handling, Insight, Medicine, Nature, Perception, Religion, Survival
Rift Affinity Curve Full Channeler
Spellcasting Prepared from the class spell list at the end of each long rest
Casting Ability Wisdom
Spells Prepared casting ability modifier + class level (minimum 1)

Prepares spells each long rest from the Druid spell list. Prepared spell count = WIS modifier + Druid level (minimum 1). Spell save DC = 8 + proficiency bonus + WIS modifier. Wild Shape transformations do not require a spell slot and use the Wild Shape mechanic instead.

Level	Proficiency Bonus	Features	Rift Affinity	Cantrips Known	Spell Slots per Spell Level									
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	+2	Druidic, Spells	3	All	2	–	–	–	–	–	–	–	–	–
2	+2	Wild Shape, Inner Grove	3	All	3	–	–	–	–	–	–	–	–	–
3	+2	Druid Circle	3	All	4	2	–	–	–	–	–	–	–	–
4	+2	Wild Shape Improvement, Ability Score Improvement	3	All	4	3	–	–	–	–	–	–	–	–
5	+3	Ground Snare	3	All	4	3	2	–	–	–	–	–	–	–
6	+3	Form Memory	3	All	4	3	3	–	–	–	–	–	–	–
7	+3	Druid Circle feature	3	All	4	3	3	1	–	–	–	–	–	–
8	+3	Wild Shape Improvement, Ability Score Improvement	3	All	4	3	3	2	–	–	–	–	–	–
9	+4	–	3	All	4	3	3	3	1	–	–	–	–	–
10	+4	Wild Shape Endurance	3	All	4	3	3	3	2	–	–	–	–	–
11	+4	Druid Circle feature	4	All	4	3	3	3	2	1	–	–	–	–
12	+4	Ability Score Improvement	4	All	4	3	3	3	2	1	–	–	–	–
13	+5	–	4	All	4	3	3	3	2	1	1	–	–	–
14	+5	Biome Speech	4	All	4	3	3	3	2	1	1	–	–	–
15	+5	Druid Circle feature	4	All	4	3	3	3	2	1	1	1	–	–
16	+5	Ability Score Improvement	4	All	4	3	3	3	2	1	1	1	–	–
17	+6	–	4	All	4	3	3	3	2	1	1	1	1	–
18	+6	Timeless Body, Beast Spells, Druid Circle feature	4	All	4	3	3	3	3	1	1	1	1	–
19	+6	Ability Score Improvement	4	All	4	3	3	3	3	2	1	1	1	–
20	+6	Archdruid	4	All	4	3	3	3	3	2	2	1	1	1

Class Features

As a Druid, you gain the following features at the levels shown in the Druid table. Your Druid Circle grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Druidic

You know Druidic, the binding cant of the circles: a layered language of sign, scent-mark, plant-trace and spoken phrase that other Druids can read across great distances of culture and biome. A non-Druid who tries to detect or decode a Druidic message must succeed on a Wisdom (Insight) check against your spell save DC, and even on a success learns only that a message is present. Druidic is understood across species: a Myrrhiam Bloom-cleric and an old-growth forest druid recognize one another within a sentence.

Level 1: Spells

You channel Rift Energy through the living systems of a chosen biome. You know all Druid cantrips and prepare a number of leveled spells each long rest equal to your Wisdom modifier + your Druid level (minimum 1). Use Wisdom for spell attack rolls and your spell save DC of 8 + proficiency bonus + Wisdom modifier.

LEVEL 2: WILD SHAPE

As an action, you assume the form of a beast you have observed long enough to imitate. This takes at least 24 hours of close study and is recorded as a Form Slip in your circle's records. You can use Wild Shape twice per short or long rest. You remain in beast form for up to 1 hour, until you drop to 0 hit points in beast form, until you fall Unconscious, or until you end it as a free action. Your statistics become those of the chosen form, except that you keep your Intelligence, Wisdom and Charisma scores, your alignment, your personality and your spell save DC. You cannot cast leveled spells while transformed, although some subclasses modify this. At 2nd level, you can transform into beasts of Power Rating 1/4 or lower with no flying or swimming speed. At 4th level, the limit is Power Rating 1/2 or lower, and a swimming speed is allowed. At 8th level, the limit is Power Rating 1 or lower, and a flying speed is allowed. The form's hit points are gained on transformation and lost when it ends. Damage left over after the form's hit points are used up reduces your normal hit points.

LEVEL 2: INNER GROVE

When you finish a long rest, you can affirm or change your tether to a specific biome, your Inner Grove. Choose one biome type from this list: forest, grassland, mountain, desert, swamp, coast, deep ocean, vacuum, fungal hivemind, urban (overgrown ruin counts), or arctic. While in terrain matching your Inner Grove, you have advantage on Survival checks and on Stealth checks made in natural cover, and you ignore difficult terrain produced by overgrown vegetation, loose substrate, low gravity or fungal mats. Your Circle, chosen at 3rd level, determines what additional benefits Inner Grove grants.

LEVEL 3: DRUID CIRCLE

Choose a Druid Circle: Ancestral Guardian, Beast, Bloom, Pack, Spores, Stars, Void or Wilds. Your Circle grants features now and at 7th, 11th, 15th and 18th level.

LEVEL 4: WILD SHAPE IMPROVEMENT

You can now use Wild Shape to assume the form of a beast of Power Rating 1/2 or lower, and forms with a swimming speed are permitted.

LEVEL 5: GROUND SNARE

You can make the ground close on a creature standing on it. The creature makes a Strength saving throw against your spell save DC. On a failure, its speed becomes 0 until the end of its turn and it takes 1d8 bludgeoning damage as the surface grips it. Ground counts if anything grows in it, and on a hull that includes what the hull has started growing on its own. You can use this feature a number of times equal to your Wisdom modifier per long rest, minimum one.

LEVEL 6: FORM MEMORY

You can add a number of additional Form Slips to your Wild Shape repertoire equal to your Wisdom modifier (minimum 1). Form Slips do not need to be re-observed if you spend at least 8 hours in your Inner Grove biome each week.

LEVEL 8: WILD SHAPE IMPROVEMENT

You can now use Wild Shape to assume the form of a beast of Power Rating 1 or lower, and forms with a flying speed are permitted.

LEVEL 10: WILD SHAPE ENDURANCE

Your Wild Shape duration becomes 1 hour per Druid level. While transformed, you can use a bonus action once per turn to cast one cantrip. The cantrip resolves as if cast in humanoid form for targeting and saves, but uses your transformed senses and reach where relevant. This does not lift the restriction on leveled spells in beast form.

LEVEL 14: BIOME SPEECH

You can speak with the small life of your Inner Grove biome: plants, fungi, insects, small animals and, in vacuum or hivemind biomes, the equivalent distributed life. You ask and the biome replies in the form its life uses: a forest replies with the memory of footfalls and chemical traces from the past week, and a hivemind replies in clusters of concept. The conversation lasts up to 10 minutes and can be held once per short rest. You can also try to soothe hostile non-sapient creatures native to the biome. Each creature you try to soothe must succeed on a Wisdom saving throw against your spell save DC or be Charmed for 1 minute.

LEVEL 18: TIMELESS BODY

For every 10 years that pass, your body ages 1 year, and you cannot be aged magically.

LEVEL 18: BEAST SPELLS

You can now cast leveled spells while in Wild Shape form, provided the form can produce the spell's components. A form with no usable manipulator cannot deliver a touch-range spell that requires one, and a form with no vocal apparatus cannot cast a spell with a strict vocalization component. Your spell save DC and spell attack modifier remain those of your humanoid form.

LEVEL 20: ARCHDRUID

Your Wild Shape becomes effectively unlimited. You can use it without consuming a Wild Shape use, its duration is indefinite (until you end it, drop to 0 hit points, or fall Unconscious), and the Power Rating cap rises to your Druid level divided by 4 (rounded down), or stays at your Circle's cap if that is higher. Spells you cast that require material components consumed by the casting can also be cast without the component, unless the component costs more than 100 gm or is the spell's own focus.

Druid Circles

A Druid chooses a Druid Circle at level 3 and gains its features at levels 3, 7, 11, 15, 18. The druid circles open to a Druid follow.

Ancestral Guardian

The Ancestral Guardian is the Druid Circle whose tether is a lineage: a clan, a crew, a colony's founding roster. Its Inner Grove is a barrow, a memorial wall or a ship's roll of honor. Guardians raise no dead and object to being called necromancers. What they call on is a habit of protection that has outlived the people who had it.

Level 3. Ancestral Protectors. The first time on each of your turns that you hit a creature with a weapon attack or damage it with a spell, spectral warriors gather around it until the start of your next turn. During that time it has disadvantage on attack rolls against anyone other than you, and any damage it deals to a creature other than you is halved.

Level 7. Spirit Shield. As a reaction when a creature you can see within 30 feet takes damage, you can have your ancestors shield it and reduce that damage by 2d6. The reduction increases to 3d6 at 11th level and 4d6 at 15th. You can use this feature a number of times equal to your proficiency bonus, and you regain all uses when you finish a long rest.

Level 11. Ancestral Counsel. Over 10 minutes and at a place of significance to your lineage, you can put a question to the dead of your line. You receive a truthful reply limited to what any of them knew in life. The reply reflects the era it comes from and can be out of date. You can do this once per long rest.

Level 15. Vengeful Ancestors. When a creature's damage is reduced by your Spirit Shield, the spectral warriors strike it. The creature must succeed on a Dexterity saving throw against your spell save DC or take force damage equal to the amount by which the damage was reduced.

Level 18. Ancestral Host. Once per long rest, as an action, you can call on all of your ancestors for 1 minute. Spectral figures fill a 30-foot radius around you and move with you. Allies inside gain a +2 bonus to AC and to saving throws. A creature hostile to you that starts its turn inside must succeed on a Wisdom saving throw against your spell save DC or be Frightened until the end of its turn. While the effect lasts, you cannot be moved against your will, and you do not fall Unconscious from dropping to 0 hit points.

Circle of the Beast

The Circle of the Beast is the Druid Circle that makes Wild Shape the center of the practice. Beast Druids go out for seasons at a time and come back with a gait that takes a week to lose. Its members include frontier trackers who hunt in the shape of their quarry, Zyrrak hunt-elders who have worn four kinds of predator, and colony wardens who patrol in a form with better night vision than a person has.

Level 3. Combat Wild Shape. You can use Wild Shape as a bonus action instead of an action. The Power Rating limit on your beast forms is raised: Power Rating 1 at 3rd level (forms with a flying speed are not yet allowed), Power Rating 2 at 6th level, Power Rating 3 at 9th level (forms with a flying speed are allowed), Power Rating 4 at 12th level, Power Rating 5 at 15th level and Power Rating 6 at 18th level. These limits replace the standard Druid Wild Shape progression.

While in Wild Shape, you can also use a bonus action to expend a spell slot of 1st level or higher and regain 1d8 hit points per level of the slot expended. The hit points are restored to your beast form's hit point total.

Level 7. Wild Heart. When you transform with Wild Shape, you immediately gain temporary hit points equal to 3 × your Druid level. These temporary hit points are in addition to the beast form's hit points and are lost when the form ends.

While in beast form, you have advantage on saving throws to maintain concentration on a spell, and on saving throws against being Frightened, Charmed, or forced from your form by external transmutation.

Level 11. Elemental Wild Shape. You can now expend two Wild Shape uses at once to assume the form of an air, earth, fire or water elemental of Power Rating equal to or less than your Druid level divided by 3 (rounded down). Elemental forms last up to 1 hour and follow all other Wild Shape rules. While in elemental form, you have the elemental's damage resistances and immunities, movement modes and special attacks. You cannot cast leveled spells in elemental form until you gain Beast Spells (Druid 18). You can take an elemental form once per short rest.

Level 15. Thousand Faces. As an action, you can alter your appearance: height (within one size category), build, skin tone, hair, voice, scent and small biometric markers, within the limits of your underlying anatomy (a Halcyion's neural-jack cabling does not vanish unless covered). The change lasts until you change it again or end it as a free action. It does not fool close physical inspection, biometric scanners or true-sight. It does fool casual observation, voice-print matching at conversational confidence levels, and identification at a distance. While in a beast form, you can also adopt the markings, coloration and signal-patterns of a specific named individual of that species you have observed.

Level 18. Apex Form. Once per long rest, you can assume a massive apex form for 10 minutes: a fusion of beast and elemental one size category larger than your standard form, its body sheathed in pale silver light. While in this form:

Your hit point maximum increases by 50. You gain that many hit points when the form begins and lose them when it ends. Your current hit points are reduced proportionally if needed, but this loss alone cannot reduce you below 1 hit point.

You have a walking speed of 50 feet, a swimming speed of 50 feet and a climbing speed of 30 feet. You ignore difficult terrain.

Your unarmed strikes deal 2d10 + your Strength or Dexterity modifier (your choice) bludgeoning or slashing damage. Once per turn, you can add 2d10 cold or radiant damage to a hit.

You have resistance to bludgeoning, piercing and slashing damage from non-magical, non-Rift sources, and to cold damage.

You can cast leveled spells in this form (Beast Spells applies), and your spell save DC increases by 1.

Allies within 30 feet of you who can see you have advantage on Wisdom saving throws and on saving throws against being Frightened.

The form ends early if you are reduced to 0 hit points, if you drop to your form's hit point limit with no hit points of your normal form remaining, or if you end it as a free action.

Circle of the Bloom

Recommended for: Bloom Druids most commonly originate from annexed or contested Myrrhiam frontier worlds, but unaffiliated channelers anywhere may take this Circle at GM discretion.; Myrrhiam Bloom, Frontier, Independent

The Circle of the Bloom is the Druid Circle attuned to fungal hiveminds, and most of all to the Myrrhiam Bloom, the distributed cognition that converts worlds the way a forest converts a fallen tree. Some Bloom Druids are full members of an annexed sub-hive. Most are unaffiliated channelers who have learned to read fungal signal at the edges of contested worlds well enough to predict where the Bloom will spread next, and to slow it by feeding it a false signal. Many cultures find them unsettling, including some of their own Druidic peers.

Level 3. Spore Patch. You can summon and shape a controlled patch of living spores. As an action, choose a point within Close range that you can see. A 10-foot-radius patch of spore cloud fills that area for 1 minute, and the area is lightly obscured (creatures within or behind the cloud are partially concealed). When a creature enters the area for the first time on a turn or starts its turn there, it must make a Constitution saving throw against your spell save DC. On a failure, it takes 2d6 poison damage and is Poisoned until the end of its next turn. You and your allies are immune to this effect. The damage increases by 1d6 at Druid levels 7 (3d6), 11 (4d6), 15 (5d6) and 18 (6d6). You can use Spore Patch a number of times equal to your proficiency bonus per long rest. You can also expend a spell slot of 2nd level or higher to extend the patch's duration to 10 minutes and its radius to 20 feet.

Level 7. Hivemind Link. You can establish a limited, one-way listening link to nearby fungal-aligned creatures and biomes. As a 10-minute ritual during a short or long rest, you attune to your current location. While you are within 1 mile of the attunement point (or within any Myrrhiam-converted area, at any distance), you can sense the rough emotional state and aggregate intent of any fungal-aligned creatures in the area. You also have advantage on Wisdom (Survival) checks made to predict or track the Bloom's spread. You have disadvantage on Stealth checks made against Myrrhiam-aligned creatures once they have detected you at all, because they read your channeling signature. Hostile Bloom-mind nodes can try to read back: if a node attempts to invade your cognition during this contact, you make a Wisdom saving throw against the node's DC or grant the node access to your surface thoughts for 1 minute.

Level 11. Bloom Ward. You become a node of the Bloom. You gain resistance to poison damage and to necrotic damage, and immunity to the Poisoned condition. In addition, when a creature within 5 feet of you hits you with a melee attack, you can use your reaction to release a reflexive spore-puff: the attacker takes 2d8 poison damage and must succeed on a Constitution saving throw against your spell save DC or be Poisoned until the end of its next turn. You can use this reaction a number of times per long rest equal to your Wisdom modifier (minimum 1).

You can also, as an action, summon a small spore-construct ally, a fungus-clad humanoid silhouette of Power Rating 1, with statistics equivalent to a Druid-summoned mid-tier nature ally, for 1 hour or until it is reduced to 0 hit points. You can summon one spore-construct per long rest.

Level 15. Rot or Renew. As an action and by expending a spell slot of 1st level or higher, you touch one creature within your reach and choose one of two effects.

Rot. The target makes a Constitution saving throw against your spell save DC. On a failure, it takes 4d8 necrotic damage and its movement speeds are halved until the end of its next turn. On a success, it takes half damage and its speeds are unchanged. The damage increases by 1d8 per slot level above 1st.

Renew. The target regains 4d8 hit points, ends one disease or one poison effect on itself, and gains 5 temporary hit points. The healing increases by 1d8 per slot level above 1st. Renew has no effect on an unwilling creature.

You can use this feature as often as you have spell slots to spend.

Level 18. Become Bloom. Once per long rest, as an action, you can become a localized expression of the Bloom-mind for 1 minute. During this time:

You and the area within 30 feet of you fill with a slow, twilight-colored spore haze. Allies in the area have resistance to necrotic and poison damage. A hostile creature that enters the area for the first time on a turn or starts its turn there must make a Constitution saving throw against your spell save DC. On a failure, it takes 3d8 necrotic damage and is Poisoned until the end of its next turn.

You can move through other creatures' spaces, you ignore difficult terrain, and you have a flying (hover) speed of 30 feet.

Once per turn as a bonus action, you can anchor a Bloom-Mark on one creature you can see within Close range. A Bloom-Marked creature has its movement speed reduced by 10 feet, takes 1d8 necrotic damage at the start of each of its turns, and is visible to you through any obscurement while marked. The mark lasts until the form ends or the creature dies. When it dies, a spore-bloom erupts from the corpse and produces a 5-foot spore patch, as if you had cast it.

You can speak with the Bloom-aligned dead within 30 feet as if using the speak with dead spell, with no time-since-death restriction.

The form ends early if you are reduced to 0 hit points.

Circle of the Pack

The Circle of the Pack is the Druid Circle that keeps its own shape and asks the animal. The practice is a long apprenticeship in a language that is never written down: what a herd does before it bolts, which of two predators gives way, how to make a request of an animal that is free to refuse. Frontier settlements call a Pack Druid when a migration is coming through and they want no fight. A Pack Druid has little to do in a sealed room.

Level 3. Speak the Pack. You can communicate simple ideas to beasts, and understand what they communicate back, at will. You gain proficiency in Animal Handling if you do not have it, and your proficiency bonus is doubled for any check you make with it.

Level 7. Call the Pack. As an action and by expending a spell slot of 1st level or higher, you call beasts to you. Choose a number of beasts of Power Rating 1/4 or lower whose combined Power Rating does not exceed the slot level. They appear in unoccupied spaces within 30 feet, are friendly to you and your allies, act on your initiative, and obey your spoken commands. They remain for 1 hour, until you dismiss them, or until they are reduced to 0 hit points.

Level 11. Pack Tactics. Beasts you have summoned or that are friendly to you have advantage on attack rolls against a creature if at least one other creature friendly to you is within 5 feet of it. In addition, once on each of your turns, you can use a bonus action to command every beast under your control to take the Attack, Dash, Disengage or Help action.

Level 15. Large Beast Call. Call the Pack can now summon a single beast of Power Rating equal to half your Druid level, rounded down, instead of a group. Whichever you choose, summoned beasts gain temporary hit points equal to your Wisdom modifier and add your proficiency bonus to their damage rolls.

Level 18. Unbidden Pack. Once per long rest, when you are reduced to 0 hit points or when combat begins, beasts come to your side. You summon beasts as though you had cast Call the Pack with a 6th-level slot, without spending a slot or an action. They remain for 1 hour and are not under your command. They fight on your side, and the GM plays them as animals acting on their own.

Circle of the Spores

The Circle of the Spores is the Druid Circle of the third kingdom, the fungi, which move material between the plants that take the light and the animals that eat them. Spores Druids work the underside: the mycelial mats that pass sugar between trees, the rot that turns a fallen hull into soil, and the compost decks of colony ships that feed a colony in its fourth year. Some have contact with the Myrrhiam Bloom and some avoid it.

Level 3. Halo of Spores. You are surrounded by a cloud of spores that you control. As a bonus action, one creature you can see within 10 feet must succeed on a Constitution saving throw against your spell save DC or take 1d6 poison damage. The damage increases to 1d8 at 7th level, 1d10 at 11th, and 1d12 at 15th. You have advantage on saving throws against being Poisoned and against disease.

Level 7. Symbiotic Entity. As an action, you can expend a use of Wild Shape to invest yourself with spores instead of taking a beast form. For 10 minutes you gain temporary hit points equal to four times your Druid level, your Halo of Spores damage doubles, and your melee weapon attacks deal an extra 1d6 poison damage. The effect ends early if you lose all the temporary hit points.

Level 11. Fungal Infestation. When a beast or humanoid of Power Rating 1 or lower dies within 10 feet of you, you can use your reaction to raise it. It rises with 1 hit point at the start of your next turn, acts on your initiative, and obeys your commands for 1 hour before collapsing. You can use this feature a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Level 15. Spreading Rot. Your Halo of Spores extends to a 30-foot radius, and you can choose any number of creatures within it when you use it instead of one. In addition, you no longer need to breathe, and you have resistance to poison damage.

Level 18. Fungal Body. You are immune to the Blinded, Deafened, Frightened and Poisoned conditions, and you cannot suffer a critical hit unless you have 0 hit points. In addition, when you would drop to 0 hit points while Symbiotic Entity is active, you instead drop to 1 hit point and the effect ends. Once you do that, you cannot do it again until you finish a long rest.

Circle of the Stars

The Circle of the Stars is the Druid Circle whose biome is the sky. Its Inner Grove is a hemisphere of stars, and the constellations it recognizes are the patterns that appear the same in Aurelion ephemerides, Halcyion sky-litanies, frontier voidwalker tattoos and the memory of the oldest elves. Stars Druids slip their casting into the shape of a constellation and let the constellation cast through them.

Level 3. Star Map. You craft and carry a personal Star Map: an inscribed disc, holo-pattern, retinal overlay or chart-tattoo. The Map is your spellcasting focus and gives you these cantrips, which you always know: a minor light cantrip (your choice from the Druid or Sorcerer cantrip list), a minor divination cantrip, and a minor radiant-damage cantrip.

As a bonus action, you can invoke one of three Constellation Aspects. An Aspect lasts 10 minutes or until you invoke a different one.

The Archer. Whenever you cast a spell that requires an attack roll, you deal an additional 1d8 radiant damage on a hit.

The Chalice. Whenever you cast a spell that restores hit points, one creature healed by the spell (you choose) regains additional hit points equal to 1d8 + your Wisdom modifier.

The Wyrm. Your spell save DC increases by 1, and you shed dim starlight in a 5-foot radius. Constructs and undead have disadvantage on saves against your spells while you are in the Wyrm aspect.

You can invoke a Constellation Aspect a number of times per long rest equal to your proficiency bonus.

Level 7. Cosmic Omen. When you finish a long rest, roll a d6, your Cosmic Omen die. On an even roll the omen is Weal, and on an odd roll it is Woe. Until your next long rest, you have a number of Omen tokens equal to your proficiency bonus.

As a reaction when a creature you can see within 30 feet makes an attack roll, ability check or saving throw, you can spend one Omen token to apply the omen. Under Weal, the target rolls a 1d6 and adds it to the roll. Under Woe, the target rolls a 1d6 and subtracts it from the roll. If a creature has more than one eligible roll at the same instant, it chooses which roll Woe applies to. Allies can benefit from Weal, and enemies can suffer Woe. You choose the target each time you spend a token, but Weal can only help and Woe can only harm.

Unused Omen tokens are lost when you finish a long rest and roll a new die.

Level 11. Twin Aspects. Your Constellation Aspect feature changes in these ways.

You can have two Aspects active at once and gain the benefits of both.

When you change Aspects on your turn (as a bonus action), the new Aspect immediately gives its benefit to up to two allies within 30 feet until the start of your next turn. For the Archer, an ally adds 1d8 radiant damage to their next attack within that window. For the Chalice, the ally regains 1d8 + your Wisdom modifier hit points immediately. For the Wyrm, the ally has advantage on saving throws against being Frightened until the start of your next turn.

Constellation Aspect uses recover on a short rest as well as a long rest.

Level 15. Star Body. While you have any Constellation Aspect active, your body is translucent and shot through with points of starlight. You have resistance to bludgeoning, piercing and slashing damage from non-magical, non-Rift sources, and once per turn when you hit a creature with a spell attack or melee weapon attack, you deal an additional 1d10 radiant damage. Your spell save DC also increases by 1, which stacks with the Wyrm aspect's bonus for a +2 total while you are in the Wyrm aspect.

Level 18. Stellar Aspect. Once per long rest, as a bonus action, you assume a Stellar Aspect form for 10 minutes, your silhouette filling with a moving constellation. Choose one of three forms. Each gives all of the following benefits in addition to your normal Constellation Aspect of the same name:

Archer-sphere. You gain a flying (hover) speed of 30 feet. Once per turn as a bonus action, you can make a single ranged spell attack as a Star-Arrow, dealing 4d10 radiant damage on a hit, with a range of Medium.

Chalice-sphere. You and allies within 30 feet who can see you have advantage on death saves and on saves against being reduced below 0 hit points. At the start of each of your turns, one ally of your choice within 30 feet regains hit points equal to 2d8 + your Wisdom modifier.

Wyrm-sphere. Your spells deal an additional 2d10 damage to undead and constructs. Once per round, when a hostile creature within 30 feet fails a save against one of your spells, you can immediately impose the Frightened condition (of you) on that creature until the end of its next turn, with no additional save.

The form ends early if you are reduced to 0 hit points.

Circle of the Void

The Circle of the Void is the Druid Circle that holds vacuum to be a biome with residents: ice-crawlers in the cometary halo, lichen that eats hard radiation on a nameless moon, bacterial mats in a wrecked hull that have been eating the wreck for two hundred years. The other circles found the claim offensive until the Void proved it. A Void Druid's Inner Grove is a place with no air in it.

Level 3. Vacuum-Bond. You take no damage from exposure to hard vacuum, near-vacuum, or the cold of deep space, and you do not need to breathe. You gain resistance to cold damage, and you can move across the outside of a vessel or asteroid as though it were level ground, with a climbing speed equal to your walking speed.

Level 7. Vacuum Survey. Over 10 minutes, you can survey a vacuum environment within 1 mile and learn what lives in it, how long it has been there, and what would kill it. In addition, you have advantage on saving throws against radiation, disease and poison, and you can grant that benefit to a number of creatures equal to your proficiency bonus for 8 hours by touching each of them.

Level 11. Void Ward. As an action and by expending a spell slot of 1st level or higher, you lay a Void Ward in a 10-foot radius centered on a point within 60 feet. It lasts 10 minutes. Inside it there is breathable air, survivable pressure and no ambient hazard, regardless of what is outside. Creatures hostile to you that enter or start their turn inside it take cold damage equal to 1d8 per level of the slot spent.

Level 15. Void Salvage. When a creature within 30 feet drops to 0 hit points, you gain temporary hit points equal to your Druid level. The next spell you cast before the end of your next turn costs no material component and does not consume a slot if it is 2nd level or lower. This can happen once per turn.

Level 18. Ice Column. Once per long rest, as an action, you become a moving column of ice and starlight for 1 minute. You have a flying speed of 60 feet and can hover. You are immune to cold damage and resistant to all other damage. Any creature that starts its turn within 10 feet of you takes 3d8 cold damage. You can cast Druid spells with a range of touch at a range of 30 feet.

Circle of the Wilds

The Circle of the Wilds is the Druid Circle of dirt underfoot: temperate forest, deep-grass plain, alpine ridge, mangrove tideline. It is the oldest Circle in living memory and the most decentralized. Each grove keeps its own records, and the groves confer by smoke, by signal-pollen and by Druidic messages carried on migratory birds. A Wilds Druid's features work best on ground claimed as an Inner Grove.

Level 3. Biome Spells. Your Inner Grove biome gives you a small list of bonus spells specific to that terrain. They are always prepared and do not count against your prepared limit. The list changes when you change your Inner Grove biome on a long rest. Examples: forest (entangle, barkskin, plant growth), grassland (faerie fire, longstrider, haste), mountain (spike growth, stone shape, wall of stone), coast (fog cloud, water walk, control water), arctic (ice knife, sleet storm, cone of cold), swamp (entangle, stinking cloud, insect plague). The full list for each biome is in the Druid spell catalog. While you are within your Inner Grove biome, you also gain proficiency in Survival if you do not already have it, and your movement leaves no trail that can be detected except by Druidic or comparable means.

Level 7. Natural Recovery. Once per long rest, during a short rest of at least 10 minutes spent within your Inner Grove biome (or within 30 feet of a body of natural soil, fresh water or living vegetation in any biome), you can recover expended spell slots. The slots you recover have a combined level of up to half your Druid level, rounded up. For example, at 7th level you can recover one 4th-level slot, two 2nd-level slots, or four 1st-level slots. None of the slots can be 6th level or higher.

Level 11. Natural Immunity. You are immune to poison damage, to the Poisoned condition, and to diseases of natural origin. You also cannot be Charmed or Frightened by elementals or fey, and spells of the Sun, Earth, Water and Ether Channels deal one die less of damage to you (minimum 1 die).

Level 15. Sentinel of the Wild. While you are within your Inner Grove biome, you and any allies within 30 feet gain a +2 bonus to AC and resistance to bludgeoning, piercing and slashing damage from non-magical, non-Rift sources. Additionally, once per long rest, when a hostile creature within 60 feet of you in the biome casts a spell, you can use your reaction to try to counter it: make a spellcasting ability check (1d20 + your spell attack modifier) against a DC of 10 + the level of the spell being cast. On a success, the spell fails and its slot is expended.

Level 18. Land Avatar. Once per long rest, as an action, you become the avatar of your Inner Grove biome for 1 minute, your body sheathed in the materials of the place: bark and lichen, dust and rust, salt crust, fungal armor, ice rime, or whatever else the biome offers. While in Land Avatar form:

You can increase your size category by one step.

Your walking speed increases by 10 feet. Within your Inner Grove biome, you ignore difficult terrain entirely, and spells you cast that produce terrain effects have their area doubled.

You gain temporary hit points equal to 5 × your Druid level when the form begins.

Once per turn, when you hit a creature with a melee weapon attack or a spell, you can add 2d10 damage of a type suited to your biome: bludgeoning for earth, cold for ice, fire for desert, slashing for forest, or poison for swamp.

You can speak with and roughly direct any non-sapient biome-native creature within 60 feet, as if using Biome Speech without the time cost.

The form ends early if you are reduced to 0 hit points or you end it as a free action.

Engineer

The Engineer is a half-channeler who works through built things. The Apparatus, a personal Rift-channeling device, is the Engineer's focus, spells are recorded in a Schematics Codex, and a pool of Charges powers the class's spells and features. Engineers read unfamiliar technology in a minute, pick up extra tool proficiencies, modify allies' gear in the field from 5th level and craft high-tier items at reduced cost from 13th. The Engineering Discipline chosen at 3rd level decides what the Apparatus is built around: a spell, a fortification, a body, a vehicle or a network.

A half-channeler who casts spells through an Apparatus, spends Charges instead of spell slots, and gives allies field modifications.

Hit Die d8 per Engineer level
Primary Ability Intelligence
Saving Throws Intelligence, Constitution
Armor Light, Medium
Weapons Simple, Firearms
Tools Smith's tools, Tinkerer's tools
Skills Choose 2 from Arcana, Athletics, History, Investigation, Lore, Medicine, Perception, Religion, Technology
Rift Affinity Curve Ki Charges
Spellcasting Prepared from your Schematics Codex at the end of each long rest; only a spell written in it can be prepared
Casting Ability Intelligence
Spells Prepared casting ability modifier + class level (minimum 1)

Charges = INT modifier + Engineer level (minimum 1). Charges power spells cast through your Apparatus and fuel your Field Engineering abilities. Refresh on long rest; from level 10, regenerate +1 on a short rest.

THE ENGINEER

Level	Proficiency Bonus	Features	Charges	Max Spell Level	Regained on a Short Rest	Rift Affinity	Cantrips Known	Spells in Schematics Codex
1	+2	Apparatus, Schematics Codex, Tech Analysis	1	1	–	2	2	4
2	+2	Adaptive Tooling	2	1	–	2	2	6
3	+2	Engineering Discipline	3	2	–	2	2	8
4	+2	Ability Score Improvement	4	2	–	2	3	10
5	+3	Field Engineering	5	3	–	2	3	12
6	+3	Mechanical Insight	6	3	–	2	3	14
7	+3	Engineering Discipline feature	7	4	–	2	3	16
8	+3	Ability Score Improvement	8	4	–	2	3	18
9	+4	Mass Modification	9	5	–	2	3	20
10	+4	Apparatus Guard	10	5	1	2	4	22
11	+4	Engineering Discipline feature	11	6	1	2	4	24
12	+4	Ability Score Improvement	12	6	1	2	4	26
13	+5	Master Architect	13	6	1	2	4	28
14	+5	Combat Apparatus	14	7	1	2	4	30
15	+5	Engineering Discipline feature	15	7	1	2	4	32
16	+5	Ability Score Improvement	16	7	1	2	4	34
17	+6	Modular Discipline	17	8	1	2	4	36
18	+6	Engineering Discipline feature	18	8	1	2	4	38
19	+6	Ability Score Improvement	19	8	1	2	4	40
20	+6	Apparatus Mastery	20	9	1	2	4	42

Class Features

As a Engineer, you gain the following features at the levels shown in the Engineer table. Your Engineering Discipline grants its own features at levels 3, 7, 11, 15, 18.

LEVEL 1: APPARATUS

You carry a personal Rift-channeling device, such as a forearm mount, a backpack rig or a chest piece. The Apparatus is your channeling focus and houses your Charges. If you lose it, you can build a replacement in 8 hours of work using 100 gm of components. Without your Apparatus, you cannot cast spells, but you can still use class features that do not require Charges.

LEVEL 1: SCHEMATICS CODEX

You begin play with a Schematics Codex containing four 1st-level spells of your choice from the Engineer spell list. Each time you gain an Engineer level, you can add two new spells of a level you can cast to your Codex. You can copy schematics from other Engineers' Codices, salvaged Tier IV gear or Halcyion Federation reliquary plates.

LEVEL 1: TECH ANALYSIS

When you examine a piece of technology of Tier I to IV, you can spend 1 minute studying it to learn its primary function, any obvious modifications and one weakness or maintenance vulnerability. For Tier V items, you need a successful Intelligence (Technology) check, with a DC set by the GM.

LEVEL 2: ADAPTIVE TOOLING

Choose two additional tool proficiencies from this list: Hacker's deck, Cyber-jack, Medical kit, Communications array, Disguise kit, Forgery kit, Navigator's tools, Thieves' tools. You can swap one of your Adaptive Tooling choices for another from the list during a long rest.

LEVEL 3: ENGINEERING DISCIPLINE

Choose your Engineering Discipline: Arcane Artificer (spellwork in metal), Combat Engineer (fortification and ordnance), Cybersmith (implants and augments), Field Engineer (generalist), Mechanist (vehicles and vessels), or Technologist (networks and systems). Your Discipline grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: FIELD ENGINEERING

As an action, you can spend 1 Charge to grant an ally within 30 feet one of these effects: +1 AC for 1 hour (you reinforce their gear in the field), +1 to attack rolls for 1 hour (you fine-tune their weapon), or 1d8 + your Intelligence modifier temporary hit points (you patch them with reactive paste). Each ally can benefit from only one Field Engineering effect at a time.

LEVEL 6: MECHANICAL INSIGHT

You gain proficiency in one additional skill from your class skill list. You also have advantage on Investigation checks to identify the source, age or origin of any Tier II to IV item.

LEVEL 9: MASS MODIFICATION

You can apply your Field Engineering to up to three allies as a single action, at a cost of 2 Charges instead of 1. All targets must be within 30 feet of you and within 30 feet of each other.

LEVEL 10: APPARATUS GUARD

Your Charge pool regenerates 1 Charge at the end of a short rest. Your Apparatus can also intercept attacks: as a reaction when you are hit by an attack, you can spend 1 Charge to reduce the damage by 2d6 + your Intelligence modifier. The Apparatus must be on your person and functional.

LEVEL 13: MASTER ARCHITECT

You can craft Tier IV items at half the standard cost and in half the standard time, provided you have access to a workshop with appropriate equipment. You can also craft Tier V items at standard cost.

LEVEL 14: COMBAT APPARATUS

Once per short rest, as an action, you can spend 3 Charges to deploy a Combat Apparatus within 15 feet of you, such as a turret, drone or sentry. It has hit points equal to 4 × your Engineer level and AC 14, and it has a ranged attack action that you direct with a bonus action. The Combat Apparatus uses your spell attack modifier and deals 2d8 + your Intelligence modifier damage on a hit. It lasts 1 minute or until destroyed.

LEVEL 17: MODULAR DISCIPLINE

You gain the 7th-level feature of an Engineering Discipline other than your own. You can change which Discipline it comes from during a long rest in workshop conditions.

LEVEL 20: APPARATUS MASTERY

You have advantage on spell attack rolls made while you wield your Apparatus. Once per long rest, you can cast a spell of 5th level or lower without spending Charges. When you finish a long rest with your Apparatus in active maintenance, you also gain temporary hit points equal to your Engineer level + your Intelligence modifier, which last until your next long rest.

Engineering Disciplines

A Engineer chooses a Engineering Discipline at level 3 and gains its features at levels 3, 7, 11, 15, 18. The engineering disciplines open to a Engineer follow.

Arcane Artificer

Recommended for: Strongly thematic for characters of the Halcyion Federation; not enforced as a hard requirement.; Halcyion Federation

The Arcane Artificer is the Engineer Discipline built on the position that Rift energy is a material: it can be wound into a coil, annealed into a plate and stored in a housing. Artificers come from workshop lineages, from prototype divisions that were shut down and from frontier shops where a thing has to work in vacuum or the owner does not come home.

Level 3. Infused Item. You gain proficiency in the Arcana skill. Your Apparatus also works as a spellcasting focus for any channeler who holds it. When you finish a long rest, you can infuse one item you touch. For the next 24 hours, the item counts as a magic item for overcoming resistance, and whoever wields it gains a +1 bonus to one ability check, attack roll or saving throw of your choice made with it.

Level 7. Device Spells. You learn three spells from the Wizard spell list, each of 2nd level or lower. They do not count against the number of spells you know, and they are Engineer spells for you. You cast them through a device: you must be holding a tool, weapon or piece of hardware to cast each one, and each costs its usual Charges.

Level 11. Stored Spell. Once per long rest, you can store a spell of 3rd level or lower in an object you have worked on for 10 minutes. Any creature holding the object can release the stored spell as an action, using your spell save DC and your spell attack bonus. The object holds one spell at a time, and the spell remains until it is released or you store another.

Level 15. Federation Authority. You have advantage on Charisma checks made with artificers, shipwrights, armorers and their guilds, and any workshop you can reach sells you parts at cost. You can also maintain two infusions from Infused Item at once instead of one.

Level 18. Last Orders. When you are reduced to 0 hit points and not killed outright, your Apparatus keeps working for one more round under your last instruction. On that round, it can take one action you could have taken, using your statistics. You can maintain three infusions from Infused Item at once, and your infused items no longer expire after 24 hours, and they stay infused until you infuse another item in their place.

Combat Engineer

The Combat Engineer is the Engineer Discipline of sappers and pioneers: the soldiers who arrive ahead of the line, weld the breach plate to the truck cab by lamplight, drop the bridge across the trench, and rig the building behind them to come down if the retreat goes badly. Halcyion Federation forward-deployment teams, Aurelion siege detachments and frontier militias defending a ridge with what was in the back of the truck all field them. A Combat Engineer's Charges go into structures and devices that stay on the field.

Level 3. Field Fortification. You gain proficiency with martial weapons. As an action, you can spend 1 Charge to construct a barrier of welded plate, prefab paneling or compacted debris at a point within 30 feet. The barrier measures 10 feet × 10 feet × 5 feet, has AC 15 and hit points equal to 5 × your Engineer level, and provides three-quarters cover to creatures behind it. It lasts 10 minutes or until destroyed. You can have a number of Field Fortifications deployed at once equal to your Intelligence modifier (minimum 1). Your Apparatus also counts as smith's tools and tinkerer's tools for construction, repair and demolition work.

Level 7. Sentry Turret. As an action, you can spend 2 Charges to deploy a Sentry Turret within 15 feet of you. The Turret has AC 14 and hit points equal to 3 × your Engineer level. It has a single ranged attack action that you direct with a bonus action, using your spell attack modifier and dealing 1d10 + your Intelligence modifier ballistic, lightning or plasma damage at Close range (your choice at deployment). Its alert sensor gives you advantage on initiative if the Turret is deployed within 60 feet when combat begins. The Turret lasts 10 minutes, until destroyed or until you deploy another. If you also have a Combat Apparatus deployed (Combat Apparatus, Engineer 14th level), you can direct both with the same bonus action.

Level 11. Explosive Charges. During a short or long rest, you can craft Tier II to IV explosive charges, using 25 gm of components per charge, up to a number of charges equal to your proficiency bonus. You can throw a charge to Close range or place it as an action. It detonates when you command it (a bonus action), on a timer or on a trigger you set. A charge explodes in a 15-foot-radius sphere. Each creature in the area makes a Dexterity saving throw against your spell save DC, taking 4d6 explosive damage on a failure or half as much on a success. Structures and barriers in the area take maximum damage. You can keep charges in storage, but unused charges decompose safely within 30 days.

Level 15. Field Bunker. Once per long rest, as an action, you can deploy a Field Bunker centered on a point you can see within 30 feet. The Bunker is a fortified emplacement measuring 20 feet × 20 feet × 10 feet, built of welded plate, sensor screens and pre-routed power conduits. It has AC 17 and hit points equal to 10 × your Engineer level. It provides three-quarters cover to creatures inside and total cover from one direction of your choice. You or an ally inside the Bunker has advantage on Constitution saving throws and resistance to explosive damage. The Bunker lasts 1 hour or until reduced to 0 hit points.

Level 18. Siege Master. The deployment time for all your Combat Engineer features (Field Fortification, Sentry Turret and Field Bunker) is reduced to a bonus action. Your Sentry Turrets gain a second attack each round, still directed with a single bonus action. The damage of your explosive charges is doubled against fixed structures, vehicles and constructs. Once per long rest, when you would be reduced to 0 hit points, you instead drop to 1 hit point and immediately deploy a Field Bunker centered on yourself at no Charge cost. The Bunker stands until you take a long rest.

Cybersmith

The Cybersmith is the Engineer Discipline of the back-alley surgeon on Tier III and IV worlds: clinic-runners who broke a corporate contract, frontier mechanics who learned biology by necessity, ripperdocs who can flush a black-market wetware install on a folding table by candlelight. A Cybersmith fuses the work to flesh, their own and other people's.

Level 3. Cybernetic Surgery. You gain proficiency in the Medicine skill if you do not already have it. You can install, maintain and tune cybernetic augments without clinic-grade equipment, needing only your Apparatus and 1 hour of work per slot of augment instead of the surgery hours the augment lists. You also gain one cybernetic slot at no cost, and you can install one Tier III or lower cybernetic augment into yourself at character creation or during the next downtime, paying only material costs.

Level 7. Integrated Apparatus. You can graft your Apparatus directly into your body as a forearm mount, a sub-dermal lattice or a chest-cavity reactor, your choice. While it is integrated, it cannot be disarmed, dropped or separated from you without surgery, and you regenerate 1 additional Charge on a short rest (this stacks with Apparatus Guard at 10th level). You also gain resistance to one damage type, chosen when you integrate it from fire, lightning, kinetic and plasma, representing the augment's installed shielding. You can re-tune the resistance during a long rest spent in workshop conditions.

Level 11. Modular Augments. Your number of cybernetic slots increases by 2, in addition to your normal allotment, and can go past the standard cap. When you install a cybernetic augment into yourself or a willing ally, you can add one Modular Benefit from this list: +1 to checks with one skill associated with the augment site, +5 feet to walking speed (leg sites only), one additional concealed compartment (any site), or a low-light visual overlay (head and eye sites only). You can reallocate Modular Benefits during 1 hour of work in a workshop.

Level 15. Augment Adept. Cybernetic augments you install, in yourself or in others, gain one of the following enhanced effects, chosen per augment at installation: the augment occupies one fewer cybernetic slot (minimum 0), the augment grants an additional +1 to its associated check (stacking with its standard benefits), or you can remotely power the augment down as a reaction while within 30 feet of it. You also have advantage on Medicine and Technology checks made to diagnose, repair or modify any installed cybernetic in any creature.

Level 18. Whole-Body Convergence. Once per long rest, as an action, you can enter Convergence for 1 minute. During this time, you gain temporary hit points equal to twice your Engineer level, you have advantage on all Constitution saving throws, and your walking speed increases by 10 feet. You regenerate 1 Charge at the start of each of your turns, up to your normal maximum. You have resistance to the damage type you currently have selected through Integrated Apparatus. When Convergence ends, you gain one level of exhaustion that cannot be removed except by a long rest spent in clinic-grade conditions.

Field Engineer

The Field Engineer is the Engineer Discipline without a specialty. Most long-running crews have one: the person who patched the coolant line with cargo strapping, talked the airlock into cycling, set the bone, and then asked what was for dinner. Damage-control ratings, frontier claim-hands and expedition techs are sent out before anyone knows what will go wrong, and the Discipline trades depth for speed and a tolerance for improvisation that specialists read as recklessness.

Level 3. Improvised Fix. You gain proficiency in two skills of your choice from Investigation, Medicine, Perception, Sleight of Hand and Survival, and with one set of tools of your choice. Once per short or long rest, as an action and at no Charge cost, you can improvise a repair from materials at hand: restore hit points equal to 1d8 + your Engineer level to one damaged object, construct or vehicle, or end one malfunction affecting it.

Level 7. Improvised Tools. You treat any tool set as though you were proficient with it, and you can substitute an improvised equivalent for any tool set you lack without penalty. You can also cast any Engineer spell you know using an object within reach as its focus, so losing your Apparatus does not stop you casting.

Level 11. Fast Hands. Once on each of your turns, you can use a bonus action to take the Use an Object action, administer a consumable to yourself or a creature within 5 feet, or make one check with a tool set.

Level 15. Second Attempt. As a reaction, when you or an ally within 30 feet fails an ability check made with a tool set, or a saving throw against a hazard from a machine, vehicle or structure, you can spend 2 Charges to have that creature reroll it and use the second result. You can use this feature a number of times equal to your proficiency bonus, and you regain all uses on a long rest.

Level 18. Salvage Build. At the end of a short or long rest, you can build one improvised device from any wreckage at hand, which takes ten minutes of that rest. Choose a common or uncommon item of your Engineer level's tech tier or lower. It functions for 24 hours or until you build another, and it needs no attunement. In addition, once per long rest you can restore a destroyed construct, vehicle or piece of equipment to 1 hit point and working order, provided its pieces are present.

Mechanist

Recommended for: Strongly thematic for campaigns featuring crews, vessels, mecha, or starships as ongoing fixtures. Features assume the engineer has regular access to at least one Bound Vessel; in vehicle-light campaigns, the GM should allow re-skinning the bond toward a large mecha, train, ground convoy, or similar.

The Mechanist is the Engineer Discipline of engine rooms, hangar decks, chassis pits and gantries. Aurelion solar-cruisers run on Mechanists tuning the heliosail array between watches, Halcyion Federation tenders keep them on the plasma furnaces at every shift change, and frontier haulers keep one aboard because the nearest help can be twelve parsecs away. A Mechanist's Apparatus is often built into the machine.

Level 3. Bound Vessel. You bind your Apparatus to one vehicle, mech or vessel of size Large or larger that you have spent at least 8 hours tuning, such as a starship, gunship, transport or mecha. The bond lasts until you transfer it, which takes 8 hours of work on a new vessel, or until your Bound Vessel is destroyed.

While aboard your Bound Vessel:

You have advantage on all checks made to operate, repair, navigate or diagnose the vessel and its subsystems.

You always know the vessel's current hit points, fuel and charge state, and the operational status of each of its named systems (engines, weapons, shields, life support, hyperdrive, sensors and so on).

You can use the vessel's hull and conduits as your channeling focus. You do not need your handheld Apparatus to cast spells while you are physically connected to the vessel (touching a bulkhead, jacked into a console or seated at a control station).

When you complete a short rest with your Bound Vessel in active maintenance (you in the engine bay, hands on the deck), you regenerate 1 additional Charge.

Level 7. Emergency Repair. As an action, you can spend 1 Charge to patch a damaged system with channeled paste and jury-rigged conduit. Choose one of the following effects:

Hull Mend. Your Bound Vessel, or any vessel, ground vehicle or large construct you can touch, regains hit points equal to 3d8 + your Engineer level. If you use this on a non-creature, it repairs that many points of structural damage instead.

System Restart. One named system on your Bound Vessel that has been disabled, destroyed or critically damaged is restored to operational (at 1 hit point if it was destroyed). A given system can be restored by Emergency Repair only once per combat encounter.

Adjacent Patch. One ally within 30 feet who is wearing armor, riding a mount or piloting a vehicle regains 2d8 + your Intelligence modifier hit points as you stabilize the load-bearing equipment around them.

You can spend 2 additional Charges (3 in total) to use Emergency Repair as a bonus action instead of an action.

Level 11. Combat Tuning. As a bonus action, you can spend 2 Charges to choose one of the following Combat Tunings, which apply to your Bound Vessel for 1 minute:

Overdrive. The vessel's speed and maneuverability increase by 50 percent. The first attack roll the vessel makes each round has advantage.

Hardened Shields. The vessel gains temporary hit points equal to 4 × your Engineer level. Energy and explosive damage against the vessel is halved while these temporary hit points remain.

Targeting Lock. The vessel's weapons deal an additional 2d8 damage per hit, and the vessel's pilot can reroll one missed weapon attack roll per round.

A vessel can have only one Combat Tuning active at a time, and activating a new one ends the previous one. When the duration ends, the vessel suffers minor structural strain. The GM decides the effect, with 2d8 hull damage and disadvantage on the next maintenance check as the default.

Level 15. Vessel Power. While aboard your Bound Vessel:

Your Charge maximum increases by your proficiency bonus. The bonus Charges come from the vessel's auxiliary power systems and refresh only when you take a long rest aboard the Bound Vessel.

You can cast Engineer spells of up to 3rd level by spending the vessel's main-battery power instead of your Charges, which bypasses the normal Charge cost entirely. The vessel takes 1d8 hull damage per spell level cast this way, and you must be physically connected to the vessel (hand on bulkhead, jacked in or at a system station).

When the Bound Vessel takes damage that would reduce it below half its hit points, you can use your reaction to spend 2 Charges and reduce the incoming damage by 2d10 + your Intelligence modifier, routing the energy through your own spell pool. You take 1d6 force damage as feedback.

A vessel cannot be Bound by more than one Mechanist at a time. If you and another Mechanist try to bind the same vessel, the most recent binding takes precedence.

Level 18. Hyperdrive Lock. Once per long rest, as an action while aboard your Bound Vessel, you can spend 5 Charges to initiate a Hyperdrive Lock, a single-jump emergency translocation of your Bound Vessel and everything aboard it.

The vessel and all creatures and cargo within it instantly travel to any location you have personally visited on the vessel's normal-space transit network (a docked port, a stable orbital position or a known star-route waypoint). The jump ignores intervening obstacles, fuel reserves and ordinary jump-window constraints. It does not cross planar boundaries.

In tactical-scale vessel combat, the GM can instead run this as a one-shot reposition: the Bound Vessel moves up to 10 times its normal movement allowance, ignoring intervening enemies and obstacles, and arrives with all systems functional except the hyperdrive, which is offline for 24 hours.

After the jump, the Hyperdrive system on the Bound Vessel is offline for 24 hours, or until you complete a long rest and 4 hours of repair work, whichever is longer. You cannot use Hyperdrive Lock again until you complete a long rest.

Technologist

The Technologist is the Engineer Discipline that went into the machine instead of under it. Halcyion signals officers, Echelon audit-breakers, Axiom catalogers who talk to synthetic minds in their own protocol, and frontier operators whose whole practice is a battered deck and a spool of tap-line all belong to it. The Discipline is about access to systems and about leaving no trace in them.

Level 3. Deck Interface. You gain proficiency in the Investigation skill and with a Hacker's deck if you do not already have them. Your Apparatus also works as a deck: you can interface with any powered system you can touch, and you have advantage on ability checks made to identify what a device does, what network it belongs to, and when it last reported in.

Level 7. Remote Interface. You no longer need to touch a system to work on it. As an action, you can spend 1 Charge to interface with any powered device you can see within 60 feet as though you were holding it. If the device is defended, make an Intelligence check against the defending system's DC. On a success, you can take one action through it, such as opening or sealing a door, blinding a sensor for one round or reading its most recent log.

Level 11. System Purge. As an action, you can spend 2 Charges to purge one construct, cybernetic implant, drone or vehicle system you can touch. The target ends one of the following effects that affect it: the Charmed condition, the Frightened condition, a hostile effect controlling its actions, or one ongoing malfunction imposed by a spell or hostile intrusion. An unwilling construct can make a Wisdom saving throw against your spell save DC to resist.

Level 15. Network Aura. As a bonus action, you can spend 2 Charges to establish a Network Aura in a 30-foot radius for 1 minute. While it holds, you and allies within it have advantage on saving throws against effects from constructs and powered devices, hostile sensors and turrets within the radius have disadvantage on attack rolls, and you know the location of every powered device in the radius whether or not you can see it.

Level 18. System Takeover. Once per long rest, as an action, you can take control of a system. Target one construct, vehicle, drone, turret or station system within 60 feet. It must succeed on a Wisdom saving throw against your spell save DC or come under your control for 1 minute, acting on your initiative and obeying your commands. A construct with an Intelligence of 8 or higher repeats the save at the end of each of its turns. When the effect ends, the system reports the intrusion to whoever owns it.

Gunslinger

Gunslingers are non-channelers who fight with firearms, with no spell list and no Rift Affinity. Their work is draw speed, fast reloads, called shots and Trick Shot riders that add an effect to a hit, all of it assuming a gun already in hand. A Gunslinger deals more damage to a single target at range than any other class that does not channel. The Specialty chosen at 3rd level sets the working conditions: a contract board, a badge, a warrant, a ridgeline, an audience or an armory.

A non-channeler who fights with firearms, with Trick Shot riders, free reloads, extended range and the highest single-target ranged damage among non-casters.

Hit Die d10 per Gunslinger level
Primary Ability Dexterity
Saving Throws Dexterity, Wisdom
Armor Light, Medium
Weapons Simple, Martial, Firearms
Tools Gunsmith's kit
Skills Choose 3 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Piloting, Sleight of Hand, Stealth, Survival, Technology
Rift Affinity Curve Non Channeler

The Gunslinger does not cast spells. Trick Shots are the signature class resource, a small pool of named riders that the Gunslinger applies to firearm attacks. Recovers on a short rest at most levels; partially recovers on initiative roll at high levels.

THE GUNSLINGER

Level	Proficiency Bonus	Features	Rift Affinity
1	+2	Gunslinger's Eye, Trick Shot	1
2	+2	Reload Speed, Covering Fire	1
3	+2	Gunslinger Specialty	1
4	+2	Ability Score Improvement	1
5	+3	Extra Attack	1
6	+3	Steady Aim	1
7	+3	Additional Trick Shot, Gunslinger Specialty feature	1
8	+3	Ability Score Improvement	1
9	+4	Lightning Reload	1
10	+4	Opening Shot	1
11	+4	Gunslinger Specialty feature	1
12	+4	Ability Score Improvement	1
13	+5	Long Shot	1
14	+5	Disengage Master	1
15	+5	Gunslinger Specialty feature	1
16	+5	Ability Score Improvement	1
17	+6	Improved Trick Shots	1
18	+6	Gunslinger Specialty feature	1
19	+6	Ability Score Improvement	1
20	+6	Volley	1

Class Features

As a Gunslinger, you gain the following features at the levels shown in the Gunslinger table. Your Gunslinger Specialty grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Gunslinger's Eye

You have advantage on Wisdom (Perception) checks to spot a hidden threat, a concealed weapon or a creature trying to take cover. Your ranged attacks with a firearm ignore half cover.

LEVEL 1: TRICK SHOT

You know two Trick Shots of your choice from the list below. When you hit a creature with a firearm attack on your turn, you can expend one use of Trick Shot to apply a chosen rider to the hit. You can use Trick Shot a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest. The save DC, where called for, is 8 + your proficiency bonus + your Dexterity modifier. You learn one additional Trick Shot at 7th level and another at 13th level.

Trick Shots:

Disarm. The target must succeed on a Strength saving throw or drop one held item of your choice within 5 feet of where it stood.

Slow Down. The target must succeed on a Strength saving throw or be pushed 10 feet directly away from you and have its speed halved until the end of its next turn.

Bullseye. You ignore three-quarters cover on this attack, and the attack scores a critical hit on a roll of 19 or 20.

Quickdraw. You immediately draw a second firearm and make one attack with it as part of this action.

Ricochet. The round skips to a second target within Close range of the first. Make a separate attack roll against the second target with the same modifier. On a hit, it takes weapon damage but no Trick Shot rider.

LEVEL 2: RELOAD SPEED

The loading property of firearms costs you no action. You can still fire a weapon only as many times per round as your attack count allows.

LEVEL 2: COVERING FIRE

As a reaction when a creature you can see within Close range attacks an ally within 30 feet of you, you fire a round to spoil the shot. The attacker has disadvantage on that attack roll, and until the start of your next turn it treats the ground between you and your ally as open. You expend one round of ammunition whether or not the attack would have hit. You can use this a number of times equal to your proficiency bonus, regaining all uses when you finish a short or long rest.

LEVEL 3: GUNSLINGER SPECIALTY

Choose a Gunslinger Specialty: Bounty Hunter (contract shooter), Frontier Marksman (lawman or vigilante), Outlaw Gunman (wanted shooter), Sharpshooter (long-range precision), Trickshot (showman), or Weapons Specialist (armorer and energy-weapon tuner). Your Specialty grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn. Class features do not increase the number of attacks beyond this after 5th level, though subclass features can grant additional attacks under specific conditions.

LEVEL 6: STEADY AIM

If you do not move on your turn, you have advantage on the first firearm attack roll you make that turn. Movement of less than 5 feet to re-shoulder a weapon or step to your firing line does not count. You cannot benefit from Steady Aim while mounted, unanchored in zero gravity or otherwise unable to plant your stance.

LEVEL 7: ADDITIONAL TRICK SHOT

You learn one additional Trick Shot of your choice from the level-1 list. Your Specialty also grants its 7th-level feature.

LEVEL 9: LIGHTNING RELOAD

Reloading costs you no action of any kind, even for a heavy weapon's full magazine change. Once per short rest, you can apply a Trick Shot rider to a firearm hit without expending a use of Trick Shot.

LEVEL 10: OPENING SHOT

On the first round of any combat in which you roll initiative, you can make one additional firearm attack as part of your Attack action.

LEVEL 13: LONG SHOT

You extend the effective range bands of your firearms by one step. A weapon whose normal range is Close reaches Medium without penalty, a weapon whose normal range is Medium reaches Long without penalty, and a weapon whose normal range is Long reaches Extreme without penalty. Disadvantage at the new outermost band still applies as normal for that weapon. You also learn one additional Trick Shot of your choice from the level-1 list.

LEVEL 14: DISENGAGE MASTER

When you take the Attack action with a firearm against a creature within Melee range of you and you then move at least 10 feet directly away from that creature on the same turn, you do not provoke an opportunity attack from the creature you attacked. You still provoke attacks from other adjacent threats.

LEVEL 17: IMPROVED TRICK SHOTS

When you take the Attack action with a firearm, you can apply a Trick Shot rider to up to two of your attacks on that action, instead of the usual one per turn. Each application expends one use of Trick Shot. No single attack can have more than one rider, except an attack Chained with Trick Shot Chain.

LEVEL 20: VOLLEY

Your firearm attacks score critical hits on a roll of 19 or 20. Once per long rest, at the start of your turn, you can declare a volley. During that turn, you can take the Attack action and make up to four firearm attacks against one or more targets, and each attack has a Trick Shot rider of your choice without expending Trick Shot uses. The volley ends at the end of the turn, and your normal attack limits resume on your next turn.

Gunslinger Specialties

A Gunslinger chooses a Gunslinger Specialty at level 3 and gains its features at levels 3, 7, 11, 15, 18. The gunslinger specialties open to a Gunslinger follow.

Bounty Hunter

The Bounty Hunter is the Gunslinger Specialty that works off a board: Echelon shadow-contractors, Black Meridian crew-leads on retainer, Halcyion reservist marksmen with a better-paying side gig, and freelancers with verified-reputation tags. They are the shooters the frontier's lone legends call when a job is too large for one gun, and they keep their gear immaculate and their crew alive because a dead crewmember is a lost referral. The contract Mark they declare on a target adds 1d6 to their firearm hits against it.

Level 3. Contract Mark. At the start of any encounter, or any time you have one minute to study a target, you can declare one creature within Close range as your Mark. Your firearm attacks against the Mark deal an additional 1d6 damage of the weapon's type, and you have advantage on the first attack roll you make against the Mark each round. A Mark lasts until the creature is reduced to 0 hit points, you finish a short rest or you declare a new Mark. You also gain proficiency in your choice of Insight, Investigation or Persuasion.

Level 7. Combat Medic. You have a field-medic loadout. As a bonus action, you can spend one Field Kit charge to restore 2d6 + your Dexterity modifier hit points to a willing creature within Melee range. The target also gains a +1 bonus to AC and saving throws until the end of its next turn. You have a number of Field Kit charges equal to your proficiency bonus, and you regain all expended charges when you finish a long rest. If a creature you treat with Field Kit is at 0 hit points, the healing also stabilizes it.

Level 11. Trade Knowledge. You have advantage on Wisdom (Insight) and Intelligence (Investigation) checks to assess, identify or gather information about criminal syndicates, corporate security contracts, mercenary outfits, bounty boards and any other organization that hires professional shooters. Your Contract Mark damage increases to 2d6. You can also locate the local Bounty Hunter network (the bar, the broker or the broadcast frequency) in any settlement, station or fortified position large enough to support one. This takes 1 hour and access to a comms unit or a tap-room, and the GM decides what counts as large enough.

Level 15. Crew Loyalty. While at least one allied creature is within 30 feet of you and can see or hear you, each such ally gains a +1 bonus to attack rolls and saving throws. When an ally within 30 feet of you is reduced to 0 hit points and you know they are in trouble, you can use your reaction and expend one Field Kit charge to stabilize them at range and restore 1d6 + your Dexterity modifier hit points. You do not need line of sight.

Level 18. Fearsome Reputation. When you roll initiative, or the first time in a combat you take the Attack action against a creature, each hostile creature within Close range whose Power Rating or class level is lower than your Gunslinger level must succeed on a Wisdom saving throw against your Trick Shot DC or be Frightened of you until the end of its next turn. A creature that succeeds is immune to this feature from you for 24 hours. Outside combat, NPCs in mercenary, corporate-security or syndicate contexts recognize you on sight, and you have advantage on Charisma checks you make in their professional space.

Frontier Marksman

The Frontier Marksman is the Gunslinger Specialty that fills in where there is no court. Marksmen appear in the moss-covered townships of post-collapse Earth, in the dust harbors of the Free Belt, and in the mining colonies where corporate contracts do not quite reach. Some wear issued marshal stars. Many wear stars they made themselves and back with the speed of their draw, and they give a target one chance to walk before they shoot, because the offer has to be made in front of witnesses.

Level 3. Vigilante's Mark. As a bonus action, you can mark one creature you can see within Long range as your Vigilante's Mark. The mark lasts until the creature is reduced to 0 hit points, you finish a long rest or you mark a new target. While the mark is active, you can see the marked creature through partial cover and light obscurement. Your firearm attacks against it deal an additional 1d6 damage of the weapon's type. You also have advantage on the first Wisdom (Survival) or Intelligence (Investigation) check you make in any 24-hour period to find or follow it. You can have only one Vigilante's Mark at a time.

Level 7. Quickdraw Reflex. When a creature you can see within Close range takes a hostile action against you or an ally within 30 feet of you, such as drawing a weapon, beginning a spell, calling for backup or raising a comms unit, you can use your reaction to make one firearm attack against that creature. If you have not yet acted in the current combat, or no combat has begun, you can take this reaction even though you have not had a turn. You make the attack as the threat resolves.

Level 11. Long Range Advantage. You have advantage on firearm attack rolls against creatures at Long or Extreme range that meet any of these conditions: they have not yet taken a turn in the current combat, they are unaware of you, or you have studied them for at least 1 minute before the engagement. You also have advantage on Charisma (Intimidation) checks against creatures that recognize you by reputation or description, such as through your Vigilante's Mark history, your marshal badge or a wanted poster. The GM decides what counts.

Level 15. Frontier Justice. As an action, you can declare one creature within Close range to be Called Out. The creature must succeed on a Wisdom saving throw against your Trick Shot DC or be Frightened of you for 1 minute, repeating the save at the end of each of its turns. While Frightened by this effect, the creature cannot take the Dash action to move away from you and cannot make ranged attacks against you. Allies and bystanders within Close range who can see you gain a +2 morale bonus to AC against attacks from the Called Out creature until the effect ends.

Level 18. Witnessed Kill. Once per long rest, when you reduce a creature to 0 hit points with a firearm attack and at least one other hostile creature within Close range can see it happen, each such observer must succeed on a Wisdom saving throw against your Trick Shot DC or be Frightened of you until the end of its next turn and have disadvantage on the first attack roll it makes against you in the next minute. In addition, you cannot be Surprised while you have at least one round in the chamber and a hand free to draw.

Outlaw Gunman

The Outlaw Gunman is the Gunslinger Specialty of the shooter on the board. Some earned the warrant: coach-line robbers on the frontier runs, Black Meridian gun-hands who took the wrong contract from the wrong broker, deserters who shot an officer on the way out. Some did not, and the warrant is a piece of Federation paperwork that was cheaper to sign than to check.

Level 3. Wanted. You have a standing price on your head. You have advantage on Charisma (Intimidation) checks against any creature that knows who you are and on Wisdom (Perception) checks to notice someone watching or following you. When you take the Attack action against a creature that has not yet acted in combat, your first attack roll against it has advantage.

Level 7. Never Cornered. When a creature you can see hits you with an attack, you can use your reaction to move up to half your speed without provoking opportunity attacks, and the attack deals half damage to you. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 11. Outnumbered. You gain a bonus to attack rolls and damage rolls with ranged weapons equal to the number of creatures hostile to you within 30 feet, to a maximum of your proficiency bonus.

Level 15. Slip Away. When you are reduced to half your hit points or fewer, or when you reduce a creature to 0 hit points, you can use your reaction to take the Hide action even if you have no cover, provided there is an obstruction, dust, smoke, darkness or a crowd within 10 feet of you. Until the start of your next turn, a creature that has not already located you cannot find you with a Wisdom (Perception) check.

Level 18. Notoriety. Any creature that can see you and knows your bounty must succeed on a Wisdom saving throw against your Trick Shot DC at the start of its turn or lose its reaction until the start of its next turn. In addition, when you drop to 0 hit points, you can drop to 1 hit point instead. Once you do, you cannot do so again until you finish a long rest.

Sharpshooter

The Sharpshooter is the Gunslinger Specialty of the single long-range shot. Counter-sniper detachments, solar-shooters trained on outer balconies, and assassins kept on retainer for any contract that calls for a single round from a thousand meters all belong to it, and a Sharpshooter will sit a ridge for two days to get one clean shot. The Specialty assumes distance, and most of its features stop helping inside Close range.

Level 3. Steady Shot. On your turn, you can forgo your bonus action to gain advantage on the next firearm attack roll you make before the end of your turn with a weapon that has the two-handed, heavy or sniper property. You lose the advantage if, before the attack resolves, you move more than 5 feet, are forced to make a saving throw against being knocked Prone or Restrained, or take damage from any source.

Level 7. Spotter's Eye. As a bonus action, you mark one creature you can see within Long or Extreme range as a Spotted Target. Until the end of your next turn, the first attack roll made against the Spotted Target each round by you or an ally has advantage, and on a hit the attack deals an additional 1d6 damage. You can use this feature a number of times equal to your Wisdom modifier (minimum 1) per short rest. The mark fades if you and the Spotted Target lose mutual line of sight before the duration expires.

Level 11. Headshot. Your critical hit range with firearms is 19 or 20. When you score a critical hit with a firearm against a creature at or below half its hit point maximum, roll the weapon's damage dice three times instead of twice and add modifiers once.

Level 15. Phase Bullet. Once per turn, when you make a firearm attack against a creature, you can declare the shot a Phase Bullet. The attack ignores all cover short of total cover (full walls, fortifications and vehicles considered as cover) and ignores up to 4 feet of intervening soft barrier (foliage, dust, smoke, light atmosphere, glass, paneling). Total cover still blocks the shot. You can use Phase Bullet a number of times equal to your proficiency bonus per long rest.

Level 18. System-Wide Shot. Once per long rest, as an action, you can take a System-Wide Shot. Choose one creature you can identify by sight, scope, drone feed or another reliable optical or digital feed, anywhere in the same star system, provided you have a clear enough fix to make the shot. The GM decides what counts, and line of sight through a relay drone or an orbital optic is sufficient. Make one firearm attack against the target with advantage, ignoring all cover short of total cover and all range penalties. On a hit, the attack deals its normal damage plus an additional 8d10 damage of the weapon's type, and the target must succeed on a Constitution saving throw against your Trick Shot DC or be knocked Prone and Stunned until the end of its next turn. Local authorities will know the shot happened, even if they cannot trace it to you.

Trickshot

The Trickshot is the Gunslinger Specialty of the carnival circuit, the Black Meridian arena pit and the broadcast bounty-shows of the outer Echelon worlds. Trickshots learned that a watching crowd is a weapon: cameras change behavior and applause changes morale. They twirl the pistol because the twirl hides the angle of the shot, and they laugh because a laugh is a sound that does not match a gunshot.

Level 3. Showmanship. You learn one additional Trick Shot of your choice from the Trick Shot list, so you start with 3 instead of 2. When you apply a Trick Shot rider to a hit and at least one creature other than the target can see you, the target has disadvantage on the next saving throw it makes against any effect from you or an ally before the end of your next turn.

Level 7. Spotlight. While at least three creatures in the current encounter can see you, whether enemies, allies or bystanders, and you are the focus of attention (not hidden and not behind cover that obscures you), you have advantage on Charisma (Performance, Deception, or Intimidation) checks and on the first firearm attack roll you make each round. You can also use the Help action as a bonus action by performing a flourish that distracts one creature within Close range that can see you. An ally who attacks that creature before the end of your next turn gains the normal benefit of the Help action.

Level 11. Trick Shot Chain. When you apply a Trick Shot rider to a firearm hit, you can spend a second use of Trick Shot to Chain a second rider you know to the same attack. Both riders resolve. The target makes any required saving throws separately for each rider, at the same DC. Before 17th level you can Chain at most once per turn. At 17th level, Chain works with your Improved Trick Shots feature: a chained attack can have two riders, and you can Chain on a second attack in the same Attack action, for a maximum of four riders in a single Attack action.

Level 15. Crowd Bonus. While at least three allies, bystanders or audience members within Close range of you can see you and are not actively hostile, you and all allies within 30 feet of you gain a +2 bonus to initiative rolls and have advantage on saving throws against being Frightened, and you regain one expended use of Trick Shot at the start of each of your turns, up to your normal maximum. If the crowd disperses, dies or can no longer see you, the benefits end until the conditions are met again.

Level 18. The Pose. Once per long rest, as a bonus action, you can strike The Pose. Until the start of your next turn, ranged attacks cannot hit you, and any attempt misses. Hostile creatures within Close range that can see you must succeed on a Wisdom saving throw against your Trick Shot DC or be unable to take reactions until the end of their next turn. On your next turn, you can take the Attack action twice, as if by Action Surge, with each attack able to have a Trick Shot rider per your Improved Trick Shots feature. The Pose ends immediately if you take damage or move more than 5 feet before your next turn.

Weapons Specialist

The Weapons Specialist is the Gunslinger Specialty of the armory: military armorers, corporate weapons-research staff, and pirate refitters salvaging solar-rifle prototypes. Specialists speak heat dissipation, magnetic confinement and dwell-time the way a Frontier Marksman speaks caliber and grain, and they can strip and reassemble anything issued in the last four tech tiers in the dark. The tuning is the Specialist's own and lapses in anyone else's hands.

Level 3. Energy Tuning. You gain proficiency in the Technology skill if you do not already have it. You spend an hour each day tuning the magnetic coils and heat sinks of any Tier III or higher energy or plasma firearm you wield. While tuned, the weapon deals an extra 1d6 damage once per turn when you hit with it, in your hands only. The bonus is yours and lapses for any other wielder. You also have advantage on Technology checks to identify, repair or modify energy-class firearms, and you can scavenge usable parts from a damaged energy weapon in half the normal time.

Level 7. Overcharge Shot. As a bonus action, you overcharge an energy or plasma weapon you are holding. You gain the Overcharged condition, and the weapon counts as a Rift-augmented weapon for that condition. Your next attack with that weapon before the start of your next turn has advantage, and on a hit it is a critical hit and deals an extra 2d8 damage of the weapon's energy type. You have disadvantage on saving throws until the end of your next turn. After the shot the weapon is Overheated and cannot be fired until you spend an action venting it or finish a short rest. You can use Overcharge Shot a number of times equal to your Dexterity modifier, and you regain all uses when you finish a long rest.

Level 11. Heat Sink Mastery. Your energy weapons do not become Overheated from your own normal fire. They still overheat from Overcharge Shot or external sabotage. When Overcharge Shot overheats a weapon, the cooldown is halved: venting takes a bonus action instead of an action, or the weapon finishes venting after one round in which you do not fire it. You also have resistance to fire damage and plasma damage.

Level 15. Phase Shot. Once per turn, when you hit a creature with an energy or plasma firearm attack, you can declare the shot a Phase Shot. The attack ignores all AC bonuses from physical armor, including Tier IV powered armor, and ignores all cover that is not at least three feet of magnetically shielded plating. The target's base AC, Dexterity bonus and shields from spell effects still apply. You can use Phase Shot a number of times equal to your proficiency bonus per long rest.

Level 18. Stellar Discharge. Once per long rest, as an action, you can vent your weapon's entire capacitor in a single shaped discharge. Choose a line 5 feet wide and up to Long range, starting at your weapon. Each creature in the line must make a Dexterity saving throw against your Trick Shot DC, taking 12d8 plasma damage on a failure or half as much on a success. Solid cover in the line is reduced by one step: total cover becomes three-quarters cover, three-quarters cover becomes half cover, and half cover is destroyed. The discharge destroys your weapon unless it is a Tier V firearm or is otherwise rated for stellar venting, as the GM decides. Even a rated weapon is Overheated for the remainder of the encounter and needs a long rest to be fully restored.

Monk

The Monk is a martial artist who routes Rift Energy through a body trained in breath and stance. Monks train in the monasteries and practice halls of the Monastic Traditions, and most of the class's features stop working in heavy armor. The tradition a Monk joins at 3rd level decides what the Ki is spent on.

An unarmored martial artist who spends Ki on extra strikes, stuns, defense and movement.

Hit Die d8 per Monk level
Primary Ability Dexterity and Wisdom
Saving Throws Strength, Dexterity
Armor None
Weapons Simple
Tools None
Skills Choose 2 from Acrobatics, Athletics, History, Insight, Religion, Stealth
Rift Affinity Curve Ki Charges

Ki Points are a flexible body-channeled pool spent on Monk features (Flurry of Blows, Patient Defense, Step of the Wind, Stunning Strike, subclass options). Maximum pool = Monk level. Recovered on short or long rest. Save DC for Ki features (Stunning Strike and equivalents) = 8 + proficiency bonus + Wisdom modifier.

THE MONK

Level	Proficiency Bonus	Features	Ki Points	Rift Affinity
1	+2	Unarmored Defense, Martial Arts	0	2
2	+2	Ki, Unarmored Movement	2	2
3	+2	Monastic Tradition, Deflect Missiles	3	2
4	+2	Slow Fall, Ability Score Improvement	4	2
5	+3	Extra Attack, Stunning Strike	5	2
6	+3	Ki-Empowered Strikes	6	2
7	+3	Evasion, Stillness of Mind, Monastic Tradition feature	7	2
8	+3	Ability Score Improvement	8	2
9	+4	Surface Running	9	2
10	+4	Purity of Body	10	2
11	+4	Monastic Tradition feature	11	2
12	+4	Ability Score Improvement	12	2
13	+5	Universal Tongue	13	2
14	+5	Diamond Soul	14	2
15	+5	Timeless Body, Monastic Tradition feature	15	2
16	+5	Ability Score Improvement	16	2
17	+6	Martial Arts (Master)	17	2
18	+6	Empty Body, Monastic Tradition feature	18	2
19	+6	Ability Score Improvement	19	2
20	+6	Perfect Self	20	2

Class Features

As a Monk, you gain the following features at the levels shown in the Monk table. Your Monastic Tradition grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Unarmored Defense

While you wear no armor and carry no shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier. This applies whether you are unarmed or holding a weapon.

Level 1: Martial Arts

While you are unarmed or wielding only monk weapons, you gain the following benefits. Monk weapons are simple melee weapons that lack the heavy or two-handed property, plus any weapon tagged as a monk weapon. You can use Dexterity instead of Strength for attack and damage rolls with unarmed strikes and monk weapons. You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die increases to d6 at Monk level 5, d8 at 11 and d10 at 17. When you take the Attack action with an unarmed strike or a monk weapon on your turn, you can make one additional unarmed strike as a bonus action. You cannot benefit from Martial Arts in a turn in which you wield a weapon other than a monk weapon.

Level 2: Ki

You channel Rift Energy through trained body and breath. Your Ki pool equals your Monk level and refreshes on a short or long rest. You can spend Ki on the following features, and the list grows as you level. Flurry of Blows (1 Ki): immediately after you take the Attack action, you can make two unarmed strikes as a bonus action. Patient Defense (1 Ki): as a bonus action, you take the Dodge action. Step of the Wind (1 Ki): as a bonus action, you take the Disengage or Dash action, and your jump distance doubles for the turn. Your Ki save DC equals 8 + your proficiency bonus + your Wisdom modifier.

Level 2: Unarmored Movement

Your speed increases by 10 feet while you wear no armor and carry no shield. The bonus increases at certain Monk levels: +15 feet at 6th level, +20 feet at 10th, +25 feet at 14th and +30 feet at 18th.

Level 3: Monastic Tradition

Choose a Monastic Tradition: Way of Enlightenment, Way of the Body, Way of the Drunken Master, Way of the Earth, Way of the Ether, Way of the Lost Self, Way of the Mantra, Way of the Planewalker, Way of the Sun, Way of the Wanderer or Way of the Water. Your tradition grants features at 3rd, 7th, 11th, 15th and 18th level.

Level 3: Deflect Missiles

When a ranged weapon attack hits you, including a ballistic or energy firearm, you can use your reaction to deflect or catch the projectile. The damage you take is reduced by 1d10 + your Dexterity modifier + your Monk level. If this reduces the damage to 0 and the projectile is a thrown weapon or other munition you can grasp, you can catch it. You can then spend 1 Ki to immediately make a ranged attack with it, treating it as a monk weapon, with a range of Close. Plasma and beam weapons cannot be caught, but you can still reduce their damage.

Level 4: Slow Fall

You can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your Monk level.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Level 5: Stunning Strike

When you hit a creature with a melee weapon attack, you can spend 1 Ki to attempt to stun it. The target must succeed on a Constitution saving throw against your Ki save DC or be Stunned until the end of your next turn.

LEVEL 6: KI-EMPOWERED STRIKES

Your unarmed strikes and monk weapon attacks count as Rift-channeled for overcoming resistance and immunity to nonmagical bludgeoning, piercing and slashing damage. Some Monastic Traditions change the damage type of your strikes.

LEVEL 7: EVASION

When an effect allows you to make a Dexterity saving throw to take only half damage, you take no damage on a success and half damage on a failure.

LEVEL 7: STILLNESS OF MIND

As an action, you can end one Charmed or Frightened effect on yourself.

LEVEL 9: SURFACE RUNNING

You can move along vertical surfaces and across liquids on your turn without falling, provided you end your turn on a stable surface. If you do not, you fall as normal at the end of your turn.

LEVEL 10: PURITY OF BODY

You are immune to disease, to the Poisoned condition and to poison damage from nonmagical sources. You have advantage on Constitution saving throws against magical poisons and Rift-induced toxins.

LEVEL 13: UNIVERSAL TONGUE

You can understand any spoken language you hear, and any creature that can understand a language can understand your speech. This does not read minds, and it does not pierce magical or technological language encryption.

LEVEL 14: DIAMOND SOUL

You gain proficiency in all saving throws. When you fail a saving throw, you can spend 1 Ki to reroll it and take the second result.

LEVEL 15: TIMELESS BODY

You age much more slowly and suffer none of the frailty of age. You need only a token amount of food and water each week. You can still be killed by violence.

LEVEL 17: MARTIAL ARTS (MASTER)

Your Martial Arts die is d10.

LEVEL 18: EMPTY BODY

As an action, you can spend 4 Ki to gain the Invisible condition and resistance to all damage except force damage for 1 minute. The effect ends early if you are reduced to 0 hit points. You can also spend 8 Ki to project your consciousness astrally for up to 1 hour. Your body stays behind in a meditative state, Unconscious but stable. During the projection, you can perceive and move on the Astral as the GM rules, and you can return to your body at any time as a free action.

LEVEL 20: PERFECT SELF

When you roll initiative with no Ki remaining, you regain 4 Ki. Your maximum Ki also increases by your Wisdom modifier (minimum +1), and the increase changes whenever that modifier does.

A Monk chooses a Monastic Tradition at level 3 and gains its features at levels 3, 7, 11, 15, 18. The monastic traditions open to a Monk follow.

Way of Enlightenment

The Way of Enlightenment is the Monk tradition of seclusion. Its practitioners take a cell, a cave or a sealed compartment on a long transit and spend years there in breath-work and sitting. The Aurelion contemplative orders train them by the dozen. The frontier produces about one a generation, often someone who was alone for years.

Level 3. Surface Thoughts. You have advantage on saving throws against being Charmed or Frightened, and you can end either condition on yourself as a bonus action. You can also spend 1 Ki and take an action to read the surface thoughts of one creature you can see within 30 feet for 1 minute. You learn its mood and its immediate intention, but not its plans.

Level 7. Astral Step. As a bonus action, you can spend 2 Ki to project your senses to a point of your choosing within 120 feet. Until the end of your turn, you see and hear from that point as though you stood there. If you move this turn, you can teleport to any unoccupied space you saw from that point.

Level 11. Mind Ward. You are immune to being Charmed. Any creature that reads your thoughts, scries on you or tries to detect your location must succeed on a Wisdom saving throw against your Ki save DC. On a failure, the attempt fails and the creature takes 3d8 psychic damage. You also no longer need to sleep, though you must still meditate for 4 hours to gain the benefit of a long rest.

Level 15. Projection. You can spend 4 Ki and 10 minutes to leave your body. Your astral form can travel up to 1 mile from your body and pass through solid matter. Nonmagical means cannot harm it, it cannot attack, and only creatures that can perceive the Spirit Plane can see it. Your body stays behind, Unconscious but stable. You can return to your body instantly at will, and you return at once if it takes damage.

Level 18. Enlightenment. As an action, you can spend 5 Ki to learn the answer to one question about a creature, object or place you can see. The answer must be a fact, not a prediction. Once per long rest, when you would be reduced to 0 hit points, you can instead vanish until the start of your next turn. You take no damage from the triggering effect, and you return to an unoccupied space within 30 feet.

Way of the Body

The Way of the Body is the oldest and plainest of the Monk traditions. It has no lineage secret and no element, only a form performed daily for decades, and its teachers hold that a body trained without shortcuts outlasts one that took them. It is taught in garrison halls and in single rooms above frontier workshops. The syllabus is the same in both: stand correctly, breathe correctly, strike once, and repeat the next day.

Level 3. Open Hand Technique. When you hit a creature with an attack from Flurry of Blows, you can choose one of the following effects:

Sweep. The target must succeed on a Dexterity saving throw against your Ki save DC or be knocked Prone.

Push. The target must succeed on a Strength saving throw against your Ki save DC or be pushed up to 15 feet away from you.

Stillness. The target cannot take reactions until the end of your next turn.

You can apply only one effect per hit, but each Flurry of Blows attack in the same turn can use a different one.

Level 7. Wholeness of Body. Once per long rest, as an action, you regain hit points equal to three times your Monk level. You cannot use this feature while you have 0 Ki remaining.

Level 11. Tranquility. At the end of a long rest, you gain a Sanctuary effect that lasts until your next long rest. A creature that attacks you must first make a Wisdom saving throw against your Ki save DC. On a failure, it must choose a new target or lose the attack. The effect ends the second time it blocks an attack. It also ends if you attack a creature, force a creature to make a saving throw with one of your features, or deal damage to a creature.

Level 15. Quivering Palm. When you hit a creature with an unarmed strike, you can spend 3 Ki to set up vibrations of Ki within it. The vibrations last for a number of days equal to your Monk level. As an action at any time in that window, including immediately after the hit, you can release them. The target makes a Constitution saving throw against your Ki save DC. On a failure, it takes 10d10 + Wisdom modifier necrotic damage and is Stunned until the end of your next turn. On a success, it takes half damage and is not Stunned. The damage is force damage against constructs. Only one creature can be affected by Quivering Palm at a time, and setting it on a second target ends the first one's vibrations harmlessly.

Level 18. Empty Hand. Once per long rest, when you would take damage, you can use your reaction and spend 4 Ki to enter the Empty Hand stance until the end of your next turn. While in the stance, you are immune to all damage except force, radiant and rift damage, and you have advantage on saving throws against being moved, knocked Prone or Grappled. The first attack you make in the stance has advantage, and on a hit it deals an extra 4d10 damage of the strike's type. You can end the stance early as a free action.

Way of the Drunken Master

The Way of the Drunken Master is a Monk tradition built on a lurching, off-balance walk that keeps an opponent from lining up a strike. It is taught in frontier taverns, in the Black Meridian pit circuits and in one Halcyion monastery that does not discuss the matter. Some practitioners drink, and most of the good ones stopped years ago and kept the walk.

Level 3. Drunken Footwork. You gain proficiency in the Performance skill and with brewer's supplies. Immediately after you take the Attack action on your turn, your walking speed increases by 10 feet until the end of that turn, and moving out of a hostile creature's reach does not provoke opportunity attacks for the rest of that turn.

Level 7. Tipsy Sway. When a creature misses you with a melee attack, you can use your reaction to redirect it to a different creature within 5 feet of you. The original attack roll is compared against the new target's AC. If you are Prone, you can also stand up by spending only 5 feet of movement.

Level 11. Lucky Stumble. When you make an ability check, attack roll or saving throw with disadvantage, you can spend 2 Ki to cancel the disadvantage. Once on each of your turns, you can also spend 1 Ki as part of your movement to fall Prone and stand again. Each creature that has an opportunity attack against you must then succeed on a Wisdom saving throw against your Ki save DC or lose that attack.

Level 15. Sidestep. When a creature within 5 feet of you targets you with an attack, it must first succeed on a Wisdom saving throw against your Ki save DC. On a failure, it loses the attack and you move it 5 feet in a direction of your choice. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short or long rest.

Level 18. Drunken Flurry. Once per short rest, when you use Flurry of Blows, you can make up to three additional attacks with it, if each attack targets a different creature. Opportunity attacks against you are made with disadvantage.

Way of the Earth

The Way of the Earth is the Monk tradition of waiting for the opponent to come. Earth monks train in weighted stances on ground they have chosen, and they hold that the fighter who has to cross the distance has already lost. They keep monasteries in Nordvergur deep-holds and on the ballast decks of colony ships, places with mass to draw on.

Level 3. Stone Fist. Your unarmed strikes can deal bludgeoning damage that ignores resistance to nonmagical damage. You can also spend 1 Ki as part of an attack to force the target to make a Strength saving throw against your Ki save DC. On a failure, the target is pushed 10 feet or knocked Prone, your choice.

Level 7. Working the Ground. As an action, you can spend 2 Ki to work the ground. A 20-foot square within 30 feet becomes difficult terrain for 1 minute. Each creature in the square when you use this feature must succeed on a Dexterity saving throw against your Ki save DC or be Restrained until the end of its next turn.

Level 11. Set Stance. While you are standing on solid ground and have not moved this turn, you cannot be moved against your will and you have advantage on Strength saving throws. Any creature that hits you with a melee attack takes bludgeoning damage equal to your Martial Arts die.

Level 15. Halting Blow. When a creature within 5 feet of you tries to move away, you can use your reaction and spend 1 Ki to end its movement. It takes bludgeoning damage equal to your Martial Arts die plus your Strength or Dexterity modifier.

Level 18. Avatar of the Earth. Once per long rest, as an action, you can spend 5 Ki to plant yourself for 1 minute. For the duration, your speed is 0 and cannot be changed, you have resistance to all damage, and all squares within 15 feet of you are difficult terrain for creatures hostile to you. Any creature that starts its turn within 15 feet of you must succeed on a Strength saving throw against your Ki save DC or be knocked Prone.

Way of the Ether

The Way of the Ether is the Monk tradition that the three elemental ways regard with suspicion. Ether-Rifting is native to the Rift, so an Ether monk works on the seam of the world instead of on any of its contents. Their halls stand where the Rift runs close to the surface, and a technique that works one season may need to be re-derived the next because the Rift moves.

Level 3. Ether Step. As a bonus action, you can spend 1 Ki to teleport up to 20 feet to an unoccupied space you can see. Your unarmed strikes can deal force damage instead of bludgeoning damage, and they can hit creatures on the Spirit Plane as though those creatures were fully present.

Level 7. Out of the Moment. When you are targeted by an attack or a spell, you can use your reaction and spend 2 Ki to step out of its moment. You are not there when it arrives, so you take no damage and suffer no effect from it, and you reappear in an unoccupied space within 10 feet of where you stood at the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 11. Blind Step. You have resistance to force damage, and you can see Invisible creatures and objects within 60 feet. Your teleports from Ether-Rifting techniques no longer require line of sight, as long as you have been to the destination or can describe it in detail.

Level 15. Shared Step. When you teleport, you can bring along one willing creature you are touching. Once on each of your turns, after you teleport, your next unarmed strike before the end of that turn deals an extra 2d6 force damage.

Level 18. Avatar of the Ether. Once per long rest, as an action, you can spend 5 Ki to slip out of the moment for 1 minute. For the duration, you can take one additional action on each of your turns, you cannot be surprised, and opportunity attacks cannot target you. Any creature that hits you must succeed on a Wisdom saving throw against your Ki save DC or be unable to perceive you until the start of its next turn.

Way of the Lost Self

The Way of the Lost Self is the Monk tradition of students who kept going past the point where the doctrine said a serene person would be waiting. The student dissolves the attachments in the prescribed order and continues past the end of the list. What remains has no ambition, no fear and no objection to dying or killing, and no capacity for cruelty, since cruelty takes an interest in the outcome. Contemplative traditions warn students about this result and produce it anyway, and the monasteries that produce one rarely admit it.

Level 3. Fearless. You are immune to the Frightened and Charmed conditions. When you take damage that would not reduce you to 0 hit points, you can use your reaction and spend 1 Ki to reduce that damage by your Martial Arts die plus your Wisdom modifier. You then take 1d6 psychic damage that cannot be prevented.

Level 7. Fight On. You do not fall Unconscious when you drop to 0 hit points. You keep acting, and you take one automatic death saving throw failure at the start of each of your turns. You return to normal only when you are healed above 0 hit points, and the third failure kills you.

Level 11. Unreadable. Creatures have disadvantage on Wisdom (Insight) checks made against you. Spells and effects that detect your alignment, thoughts or emotions return no information. You have advantage on attack rolls against any creature you have not yet attacked this combat.

Level 15. Borrowed Ki. You can spend Ki you do not have, up to a number of points equal to your Wisdom modifier on a single turn. You take 1d10 psychic damage for each point spent this way. This damage cannot be reduced or prevented, and it can reduce you to 0 hit points.

Level 18. Release. Once per long rest, as a bonus action, you can spend 4 Ki to drop all restraint for 1 minute. For the duration, your speed doubles, you can make one additional attack whenever you take the Attack action, you have resistance to all damage, and you cannot regain hit points. When the minute ends, you take 4d10 psychic damage that cannot be reduced or prevented.

Way of the Mantra

The Way of the Mantra is the Monk tradition that uses the voice to direct Rift Energy. Its teachers hold that breath, voice and intention make a single instrument, and that a tuned voice projects Rift Energy as cleanly as a wizard's gesture. It is practiced in religious orders, where it doubles as public liturgy, by stage-trained channelers, and by frontier preacher-fighters who picked it up from someone passing through. A Mantra monk cannot work in silence, because every spell is spoken aloud.

Spellcasting. Mantra spells cost Ki: 2 for a 1st-level spell, 3 for a 2nd-level spell and 4 for a 3rd-level spell. Spell save DC = 8 + proficiency bonus + WIS modifier.

WAY OF THE MANTRA SPELLCASTING

Monk Level	Cantrips Known	Spells Known	Max Spell Level
3 to 6	2	3	1
7 to 9	2	4	2
10 to 12	2	5	2
13 to 15	2	6	3
16 to 18	2	7	3
19 to 20	2	8	3

Level 3. Mantra Spells. You learn 2 cantrips of your choice from the Cleric or Sorcerer cantrip lists, and three 1st-level spells from the Mantra Spell list, which is every spell that lists Monk among its classes. You learn one more Mantra spell at Monk levels 7, 10, 13, 16 and 19, of any level you can cast. You cast Mantra spells with Wisdom, so your spell save DC equals 8 + your proficiency bonus + your Wisdom modifier and your spell attack modifier equals your proficiency bonus + your Wisdom modifier. A Mantra spell costs Ki instead of a spell slot: 2 Ki for a 1st-level spell, 3 Ki for a 2nd-level spell and 4 Ki for a 3rd-level spell. You can cast 1st-level spells from Monk level 3, 2nd-level spells from level 7 and 3rd-level spells from level 13. When you gain a Monk level, you can swap one cantrip or Mantra spell you know for another you could learn. Every Mantra spell requires an audible, sustained recitation as its verbal component, so you cannot cast it silently.

Level 7. Mantra of Awakening. Once per short rest, as an action, you intone a Mantra of Awakening. Each ally within 30 feet of you who can hear you gains the following benefits for 1 minute. Their walking speed increases by 10 feet. They have advantage on the next saving throw they make against being Charmed, Frightened or Stunned. The first attack roll they make on each of their turns has a +1 bonus. The Mantra ends early if you are silenced, fall Unconscious or end it as a free action. You do not gain its benefits.

Level 11. Elemental Strike. Once per turn, when you hit a creature with an unarmed strike or monk weapon, you can spend 1 Ki to deal an extra 2d8 damage of a type you choose when you hit: fire, cold, lightning, thunder, radiant, force or rift. An opposing channeler within Close range who can hear you can identify the damage type with a successful Arcana check, or another check the GM allows, against a DC equal to your spell save DC.

Level 15. Echo Spell. When you cast a leveled spell from your Mantra Spell list, you can spend 2 additional Ki to make the spell Echo. An Echo spell stays at its point of effect for a number of rounds equal to your Wisdom modifier (minimum 1). At the start of each of your turns until the Echo expires, the spell takes effect again at its origin, and creatures still in the area make new saving throws and take newly rolled damage. The Echo ends early if you are silenced for a full round of the Echo or cast another Mantra spell. You can have only one Echo active at a time.

Level 18. Final Mantra. Once per long rest, as an action, you can spend 6 Ki to speak a Final Mantra, a single syllable that rings through every conducting surface within 60 feet of you. Each creature of your choice within 60 feet makes a Constitution saving throw against your Ki save DC. A creature takes 12d8 thunder damage on a failure or half as much on a success, and is Deafened until the end of its next turn. All sound-based illusions and concealment effects within 60 feet end. For 1 hour, or until your next long rest if that comes sooner, you cannot speak louder than a murmur. Silent communication such as gestures, telepathy and writing is unaffected.

Way of the Planewalker

The Way of the Planewalker is the Monk tradition of travel between planes on foot. A Planewalker goes out through the Spirit Plane, along the edge of the Rift and briefly into the near reaches of places that were not built for visitors. The halls stand on thin ground, often somewhere inconvenient, and the forms are all footwork.

Level 3. Step Beyond. As part of your movement, you can spend 1 Ki to phase through a single obstacle no thicker than 5 feet, such as a wall, a door, a Halcyion containment field of Tier III or lower, or a thin Mythar-warded surface (the GM decides). You emerge on the other side and spend movement equal to the obstacle's thickness, then you can continue moving. You take 1 force damage per 5 feet of obstacle you pass through. If you would end your movement inside an obstacle, you return to your starting space and the Ki is not spent.

Level 7. Etheric Sight. As a bonus action, you can spend 1 Ki to attune your sight to the etheric register for 10 minutes. For the duration, you can see Invisible creatures and objects within 60 feet, and you can see ethereal or partly etheric creatures within 60 feet. You also see the layout of physical obstacles up to 30 feet beyond any wall, floor or ceiling you can see, as a monochrome silhouette with no detail. Rift-active surfaces, such as places recently channeled on, Rift-warded areas and active gear, are visible to you within 60 feet. Your eyes turn reflective while the attunement lasts.

Level 11. Phase Strike. Your unarmed strikes and monk weapon attacks ignore half cover, three-quarters cover and total cover that is no thicker than 5 feet, and that cover does not block your line of sight for resolving them. You still need to perceive the target, which Etheric Sight can provide. Once per turn, when you hit a creature with an unarmed strike or monk weapon, you can spend 1 Ki to deal an extra 2d8 force damage.

Level 15. Etheric Passage. Once per long rest, as an action, you can spend 4 Ki to open an Etheric Passage between your location and a place you have been to and can still locate in your mind, such as a room you have stood in, a stretch of corridor you have walked or a beach you remember well. You and up to five willing creatures within 10 feet of you step through and emerge at the destination. The trip takes 1 minute on foot for those passing through. Observers at either end see a brief opening that closes behind the last creature through. The Passage cannot cross planar boundaries the GM rules to be hard sealed, such as active Mythar planar locks, Halcyion strategic ward grids of Tier V and certain Continuum Crystal interfaces.

Level 18. Etheric Form. Once per long rest, as a bonus action, you can spend 5 Ki to enter Etheric Form for 1 minute. While in Etheric Form:

You exist partly on the Spirit Plane. You can move through solid objects and creatures as if they were difficult terrain, and you take 1d6 force damage per 5 feet you move through a solid object.

You are Invisible to creatures that lack truesight, etheric sight or comparable detection.

You can attack and be attacked normally, but attacks against you have disadvantage unless the attacker can see ethereal targets.

Your unarmed strikes deal an extra 1d8 force damage and can target ethereal and incorporeal creatures normally.

Etheric Form ends early if you fall Unconscious, are subjected to a banishment effect of 5th level or higher, or end it as a free action. When it ends, you move to the nearest unoccupied space if you are inside a solid object.

Way of the Sun

The Way of the Sun is the youngest of the four elemental Monk traditions and the least secretive. Halcyion sun-temples teach the forms publicly, on the reasoning that anyone who can hold the posture for six hours has already selected themselves. Sun monks train at dawn and fight in the open. The discipline is heat management: a Sun monk learns to hold more energy than a body should and to release it in one burst.

Level 3. Radiant Strikes. Your unarmed strikes shed light in a 10-foot radius. You can spend 1 Ki as part of an attack to have the strike deal radiant damage instead of its usual damage type and to force the target to make a Constitution saving throw against your Ki save DC. On a failure, the target is Blinded until the end of your next turn.

Level 7. Solar Release. As an action, you can spend 2 Ki to release stored heat in a 15-foot cone. Each creature in the cone makes a Dexterity saving throw against your Ki save DC, taking 3d8 radiant damage on a failure or half as much on a success.

Level 11. Sunlit Defense. You have resistance to radiant and fire damage. While you are in bright light, your walking speed increases by 10 feet and you gain a bonus to AC equal to your proficiency bonus against ranged attacks.

Level 15. Lingering Light. Once on each of your turns, when you hit a creature with an unarmed strike, you can spend 1 Ki to leave the light on it. Until the end of your next turn, the creature sheds light in a 10-foot radius, cannot benefit from being unseen, and takes an extra 2d8 radiant damage the first time it is hit each turn.

Level 18. Avatar of the Sun. Once per long rest, as an action, you can spend 5 Ki to become a source of light for 1 minute. For the duration, you shed bright light in a 30-foot radius, you have a flying speed equal to your walking speed, your unarmed strikes deal an extra 2d8 radiant damage, and any creature that starts its turn within 10 feet of you takes 2d8 radiant damage.

Way of the Wanderer

The Way of the Wanderer is the Monk tradition that owns nothing and stays nowhere. Its followers hold that ownership distorts sight: once a valley becomes someone's valley, they stop seeing the valley. Wanderers walk with a bowl, a robe and a staff along colony roads, through station concourses and across the long empty stretches between, taking work for meals until staying starts to feel like living somewhere. Other traditions find them irritating and slightly enviable, and they are among the best-informed people on any frontier, because few people guard their tongue in front of someone who will be gone in a week.

Level 3. Bowl and Road. While you carry no more than 20 pounds of gear and wear no armor, your walking speed increases by an additional 10 feet, you ignore difficult terrain, and you have advantage on Constitution saving throws against exhaustion from travel, weather, hunger or thirst.

Level 7. Local Knowledge. You have advantage on Charisma (Persuasion) checks made to gain food, shelter or passage, and on Charisma (Deception) checks made to be taken for a local. Once per short or long rest, after you spend 10 minutes in an inhabited place, you can learn one useful current fact about it, such as who holds power, what worries the place or where the trouble is.

Level 11. Road Lore. When you fail a saving throw against a hazard of terrain, weather, climate or an unfamiliar creature's natural attack, you can use your reaction and spend 1 Ki to reroll it.

Level 15. Leave No Mark. You leave no tracks, scent trail or heat signature unless you choose to, and you cannot be tracked by nonmagical means. Creatures have disadvantage on Wisdom (Perception) checks to notice you while you move at your full speed through a natural or crowded environment.

Level 18. Merge with Surroundings. Once per long rest, as an action, you can spend 5 Ki to merge with your surroundings for 1 minute. For the duration, you have resistance to all damage, you can move through creatures and objects as if they were difficult terrain, and you cannot be moved against your will. Any creature that ends its turn within 10 feet of you must succeed on a Wisdom saving throw against your Ki save DC or be unable to take hostile action against you until the start of its next turn.

Way of the Water

The Way of the Water is the Monk tradition of yielding ground. Water monks train in the surf, in flooded practice halls and on Aesir tidal platforms where the floor moves. The tradition holds that force should be steered, and its forms are built on the half-step, the small give that turns an opponent's committed weight into a mistake. Water monks are the most patient fighters of the four elemental ways, and the hardest to spar against.

Level 3. Water Redirect. You gain a swim speed equal to your walking speed, and you can breathe underwater. When a creature within 5 feet of you misses you with a melee attack, you can use your reaction and spend 1 Ki to redirect it. The attacker must succeed on a Dexterity saving throw against your Ki save DC or take cold damage equal to your Martial Arts die and be moved 10 feet to a space of your choice.

Level 7. Moving Sheath. As an action, you can spend 2 Ki to surround yourself with a sheath of moving water for 1 minute. For the duration, you have resistance to fire damage, you can move through the space of any creature, and the first time each turn you enter a hostile creature's space, it must succeed on a Strength saving throw against your Ki save DC or be knocked Prone.

Level 11. Yielding Step. You have resistance to cold damage. When you take damage from an attack, you can use your reaction and spend 1 Ki to reduce the damage by your Martial Arts die plus your Wisdom modifier and move up to 10 feet without provoking opportunity attacks.

Level 15. Flurry Step. When you use Flurry of Blows, you can move 5 feet between each strike without provoking opportunity attacks. A creature you hit twice in the same turn must succeed on a Strength saving throw against your Ki save DC or have its speed reduced to 0 until the end of its next turn.

Level 18. Avatar of the Water. Once per long rest, as an action, you can spend 5 Ki to turn your body to water for 1 minute. For the duration, you have resistance to all damage, you are immune to bludgeoning, piercing and slashing damage from nonmagical attacks, you can move through any space a liquid can flow into and through any creature's space, you cannot be Grappled or Restrained, and you can take the Attack action from inside a creature's space without leaving it.

Paladin

The Paladin is a half-channeler whose conduit is a sworn oath. Spells, auras and smites all run through the oath, and breaking it has mechanical consequences as well as narrative ones. Paladins wear heavy armor and fight at the front, healing and protecting the allies beside them. The Sacred Oath chosen at 3rd level decides what the Paladin defends and what it hunts.

A heavily armored half-channeler who spends spell slots on Divine Smite and adds Charisma to the saving throws of nearby allies.

Hit Die d10 per Paladin level
Primary Ability Strength and Charisma
Saving Throws Wisdom, Charisma
Armor Light, Medium, Heavy, Shields
Weapons Simple, Martial
Tools None
Skills Choose 2 from Athletics, Insight, Intimidation, Medicine, Persuasion, Religion
Rift Affinity Curve Half Channeler
Spellcasting Prepared from the class spell list at the end of each long rest
Casting Ability Charisma
Spells Prepared casting ability modifier + half your class level, rounded up (minimum 1)

Half-channeler progression, spell slots begin at Paladin level 2. Prepared spell count = Charisma modifier + half Paladin level (rounded up; minimum 1). Spell save DC = 8 + proficiency bonus + Charisma modifier. Oath spells granted by your Sacred Oath are always prepared and do not count against your prepared limit.

Level	Proficiency Bonus	Features	Rift Affinity	Spell Slots per Spell Level				
				1st	2nd	3rd	4th	5th
1	+2	Divine Sense, Lay on Hands	2	–	–	–	–	–
2	+2	Fighting Style, Spells, Divine Smite	2	2	–	–	–	–
3	+2	Sacred Oath, Divine Health	2	3	–	–	–	–
4	+2	Ability Score Improvement	2	3	–	–	–	–
5	+3	Extra Attack	2	4	2	–	–	–
6	+3	Aura of Protection	2	4	2	–	–	–
7	+3	Sacred Oath feature	2	4	3	–	–	–
8	+3	Ability Score Improvement	2	4	3	–	–	–
9	+4	Oathbound Guard	2	4	3	2	–	–
10	+4	Aura of Courage	2	4	3	2	–	–
11	+4	Improved Divine Smite, Sacred Oath feature	2	4	3	3	–	–
12	+4	Ability Score Improvement	2	4	3	3	–	–
13	+5	Spell Divinity (2 uses)	2	4	3	3	1	–
14	+5	Cleansing Touch	2	4	3	3	1	–
15	+5	Sacred Oath feature	2	4	3	3	2	–
16	+5	Ability Score Improvement	2	4	3	3	2	–
17	+6	Spell Divinity (3 uses)	2	4	3	3	3	1
18	+6	Greater Aura, Sacred Oath feature	2	4	3	3	3	1
19	+6	Ability Score Improvement	2	4	3	3	3	2
20	+6	Oath Apotheosis	2	4	3	3	3	2

Class Features

As a Paladin, you gain the following features at the levels shown in the Paladin table. Your Sacred Oath grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Divine Sense

As an action, you can sense strong Rift-marked entities within 60 feet of you that are not behind total cover. You learn whether each is consecrated, corrupted, undead, fey, infernal or Rift-aberrant, and you detect any consecrated or desecrated place or object in range. You can use this feature a number of times equal to 1 + your Charisma modifier per long rest.

Level 1: Lay on Hands

You have a pool of healing equal to your Paladin level × 5 hit points. As an action, you can touch a creature and restore hit points from this pool, drawing from the pool point-for-point. Alternatively, you can spend 5 points from the pool to cure one disease or neutralize one poison affecting the creature. The pool refreshes on long rest.

LEVEL 2: FIGHTING STYLE

Choose one Fighting Style: Defense (+1 AC while wearing armor), Dueling (+2 damage with a one-handed weapon and no other weapon), Great Weapon Fighting (reroll 1s and 2s on weapon damage dice) or Protection (with a shield, use your reaction to impose disadvantage on an attack against an ally within 5 feet).

Defense. +1 AC while wearing armor.

Dueling. +2 damage with a one-handed weapon and no other weapon.

Great Weapon Fighting. Reroll 1s and 2s on weapon damage dice.

Protection. Reaction: impose disadvantage on an attack against an ally within 5 ft. Requires a shield.

LEVEL 2: SPELLS

You cast spells through your sworn oath, drawing on Rift Energy. You gain spell slots as a half-channeler, starting at this level. You prepare spells from the Paladin spell list, plus your Oath spells, which are always prepared once you choose your Oath at 3rd level. Your spell save DC is 8 + your proficiency bonus + your Charisma modifier.

LEVEL 2: DIVINE SMITE

When you hit a creature with a melee weapon attack, you can expend one spell slot to deal additional radiant damage to the target. The damage is 2d8 for a 1st-level slot, plus 1d8 for each slot level above 1st, to a maximum of 5d8 (for a slot of 4th level or higher). The damage increases by 1d8 if the target is a fiend or undead.

LEVEL 3: SACRED OATH

Choose the Sacred Oath you swear: Honor, Piety, Retribution, the Beyond, the Ebon Creed, the Knight, the Nine, the Slayer, the Sovereign, the Warden or the Warden of the Wylds. A Paladin who has already broken an oath takes the Oathbreaker instead. Your Oath grants features now and at 7th, 11th, 15th and 18th level. You have one use of Spell Divinity, regained when you finish a short rest, to spend on the options your Oath gives you.

LEVEL 3: DIVINE HEALTH

You are immune to disease.

LEVEL 5: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 6: AURA OF PROTECTION

You and friendly creatures within 10 feet of you add your Charisma modifier (minimum +1) to all saving throws. The aura is active while you are conscious.

LEVEL 9: OATHBOUND GUARD

When an ally within 5 feet of you is hit by an attack you can see, you can use your reaction to reduce the damage it takes by 1d10 + your Charisma modifier. You take the amount it was reduced by yourself, before your own resistances. You can use this a number of times equal to your Charisma modifier per long rest, minimum one.

LEVEL 10: AURA OF COURAGE

You and friendly creatures within 10 feet of you cannot be Frightened while you are conscious.

LEVEL 11: IMPROVED DIVINE SMITE

Whenever you hit a creature with a melee weapon attack, the creature takes an extra 1d8 radiant damage. This applies whether or not you also expend a spell slot for Divine Smite.

LEVEL 13: SPELL DIVINITY (2 USES)

You have two uses of Spell Divinity, regained when you finish a short rest.

LEVEL 14: CLEANSING TOUCH

As an action, you can touch a willing creature (including yourself) and end one spell-imposed effect on it: Charmed, Frightened, Poisoned or another spell effect the GM allows. You can use this feature a number of times per long rest equal to your Charisma modifier (minimum 1).

LEVEL 17: SPELL DIVINITY (3 USES)

You have three uses of Spell Divinity, regained when you finish a short rest.

LEVEL 18: GREATER AURA

The range of your Aura of Protection and Aura of Courage increases to 30 feet. Both auras also apply to mounted allies and to creatures inside the same vehicle as you, within that 30-foot range.

LEVEL 20: OATH APOTHEOSIS

Your Sacred Oath capstone feature, gained at 18th level, can now be used twice between long rests.

Sacred Oaths

A Paladin chooses a Sacred Oath at level 3 and gains its features at levels 3, 7, 11, 15, 18. The sacred oaths open to a Paladin follow.

Oath of Honor

The Oath of Honor is the Paladin Oath that can be sworn without a temple. Its tenets are to keep one's word, protect the defenseless, never strike from behind and account for what was done. Halcyion officers swear it alongside their commission, and frontier arbiters swear it because a settlement needs one person whose statement can be relied on. It is the least mystical of the Oaths and has no god behind it.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Ember (cantrip), Beam (1st)

Paladin level 5: Dazzle (2nd), Veil (2nd)

Paladin level 9: Counter (3rd), Flare (3rd)

Paladin level 13: Dispel (4th)

Paladin level 17: Radiance (5th)

Spell Divinity: Sacred Weapon. As an action, you empower your weapon with the oath. For 1 minute (or until you drop the weapon or use this feature again), the weapon gains the following properties:

You add your Charisma modifier (minimum +1) to attack rolls made with it.

It sheds bright light in a 20-foot radius and dim light for an additional 20 feet. This counts as sunlight.

It counts as consecrated when overcoming resistance to non-Rifted weapons and against effects that ward against unholy or unjust weapons.

Spell Divinity: Turn the Unholy. As an action, you raise your oath-token. Each fiend, undead or Rift-aberrant creature within 30 feet of you that can see or hear you must make a Wisdom save against your spell save DC. On a failure, the creature is Turned for 1 minute. It must spend its turns trying to move as far from you as it can, cannot willingly move within 30 feet of you, and cannot take reactions. It can take only the Dash action or attempt to escape from an effect that prevents movement. The effect ends if the creature takes damage.

Spells. Ember, Beam, Dazzle, Veil, Counter, Flare, Dispel, Radiance

Level 7. Aura of the Given Word. You and each ally within 10 feet of you that can see or hear you are immune to being Charmed. If a creature is already Charmed when it enters the aura, or when you gain this feature, the condition is suspended while it remains in the aura.

At Paladin level 18, the aura's range increases to 30 feet.

Level 11. Purity of Spirit. You gain the following permanent benefits:

Any Detect Evil and Good effect or equivalent Rift-sense detects you as Good and Lawful (or the equivalent virtue tags in your culture). This cannot be falsified or suppressed against your will, and you cannot disguise your alignment.

Aberrations, fiends and undead have disadvantage on attack rolls against you.

You are immune to disease, to being Charmed and to possession.

You have advantage on saving throws against being put to magical sleep, being Paralyzed and being compelled by spell effects.

Level 15. Spirit of Justice. You have advantage on all saving throws against effects that would charm you, frighten you or compel your actions, including possession, suggestion and dominate effects.

Whenever you succeed on a saving throw against such an effect, you can use your reaction to give one ally within 30 feet of you advantage on their next saving throw against a similar effect, made within the next minute.

You cannot be lied to about facts you know first-hand. When someone speaks such a falsehood in your hearing, you become aware that the statement contradicts what you witnessed. You learn only that the statement contradicts your direct experience, not what the truth is.

Level 18. Unimpeachable. Once per long rest, as a bonus action, you surround your head and shoulders with a Holy Nimbus of bright light for 1 minute. While the nimbus is active:

You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This counts as sunlight.

Each enemy that starts its turn within 30 feet of you and can see you makes a Wisdom saving throw against your spell save DC, taking 10 radiant damage on a failure and half as much on a success.

Each ally that starts its turn within 30 feet of you regains hit points equal to your Charisma modifier (minimum 1).

You have advantage on saving throws against spells cast by fiends, undead, or aberrations.

You have resistance to necrotic and radiant damage.

The nimbus ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points.

Oath of Piety

Recommended for: Strongly thematic for paladins of Aurelios or Halcyion ancestry. Other characters may swear the Sun oath if their fiction supports it, e.g., a frontier knight who took the oath at a stellar shrine, a convert from another faith who found the Sun first.; Aurelios, Halcyion

The Oath of Piety is the oldest form of the Paladin Oath. A person kneels, names a god of the Pantheon of Primus and is accepted, and the character of the Paladin varies with the god. Helios sends out Paladins who arrive at dawn and stand in front of whatever is coming, and Deimos sends few, who go to the Creed. Pious Paladins follow a rule handed down through a chain of authority that ends above them, and the power can be withdrawn.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Ember (cantrip), Beam (1st)

Paladin level 5: Dazzle (2nd), Cauterize (2nd)

Paladin level 9: Flare (3rd)

Paladin level 13: Wall of Flame (4th)

Paladin level 17: Lance (5th)

Spell Divinity: Sun Strike. As a bonus action, you designate a creature you can see within 60 feet as the Marked Sunbearer. For 1 minute (or until you are Incapacitated or use this feature again), your weapon attacks against the marked target deal additional radiant damage equal to your Charisma modifier (minimum +1) on a hit. The marked target sheds dim light in a 5-foot radius for the duration. It cannot benefit from being Invisible or from magical darkness as concealment against you.

Spell Divinity: Dawn's Cleansing. As an action, you raise your oath-token to the light. Choose any number of allies within 30 feet of you that can see you. Each chosen ally regains 1d6 + your Charisma modifier hit points and has one of the following conditions ended on it: Blinded, Charmed, Frightened or Poisoned (you choose for each ally).

Spells. Ember, Beam, Dazzle, Cauterize, Flare, Wall of Flame, Lance

Level 7. Aura of the Named God. Each ally within 10 feet of you who can see or hear you adds your Charisma modifier (minimum +1) to saving throws against being Blinded or Frightened and has resistance to radiant damage while in the aura.

While you are conscious, the aura also sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and this light counts as sunlight. At Paladin level 18, the aura's range increases to 30 feet.

Level 11. Consecrated Strike. Once per turn when you hit a creature with a melee weapon attack, the strike deals an additional 1d8 radiant damage. This damage stacks with the extra damage from Improved Divine Smite. Against creatures vulnerable to sunlight or radiant damage, the additional die becomes 1d10.

Level 15. Aspect of the Divine. You gain the following permanent benefits:

You are immune to fire damage.

You have advantage on saving throws against radiant damage and against effects that would Blind you.

Bright light shed in your presence counts as sunlight.

You can survive extreme heat, including direct stellar exposure short of a star's photosphere, without taking environmental damage.

Level 18. Apotheosis. Once per long rest, as a bonus action, you take on a stellar form for 1 minute. While transformed:

You gain a flying speed equal to your walking speed.

You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This counts as sunlight.

You have advantage on attack rolls.

At the start of each of your turns, each hostile creature within 10 feet of you takes 1d8 radiant damage (no save). Creatures vulnerable to sunlight take 2d8 instead.

At the start of each of your turns, each ally within 30 feet of you regains hit points equal to your Charisma modifier (minimum 1).

Your weapon attacks deal an additional 1d6 radiant damage (this stacks with Consecrated Strike).

The form ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points.

Oath of Retribution

The Oath of Retribution begins with one thing that happened: a colony, a ship, a person or a betrayal with a name attached. The Oath is the decision to hold that grievance for the rest of one's life. Every other Paladin order regards it as a controlled fall, and Retributive Paladins know this and do not change course. They are patient over years and will accept a lesser good today for the debt paid in full later.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Static (cantrip), Spark Bolt (1st)

Paladin level 5: Overload (2nd), Stun Shot (2nd)

Paladin level 9: Flare (3rd), Tendril (3rd)

Paladin level 13: Nimbus (4th)

Paladin level 17: Thunderbolt (5th)

Spell Divinity: Vow of Enmity. As a bonus action, you point at a creature you can see within 30 feet and speak its name into your oath. For 1 minute (or until you are Incapacitated, the target drops to 0 hit points, or you use this feature again), you have advantage on attack rolls against that target. The vow is audible. The target hears its name spoken into the oath and can identify you as the source.

Spell Divinity: Abjure the Forsworn. As an action, you present your oath-token and denounce a creature you can see within 60 feet. The target must make a Wisdom saving throw against your spell save DC. On a failure, it is Frightened of you for 1 minute (it can repeat the save at the end of each of its turns, ending the effect on a success). On a success, the target is unaffected and immune to this Spell Divinity for 24 hours. Fiends, undead and creatures the GM rules you have a personal grievance against have disadvantage on the saving throw.

Spells. Static, Spark Bolt, Overload, Stun Shot, Flare, Tendril, Nimbus, Thunderbolt

Level 7. Relentless. While you are pursuing the target of your Vow of Enmity, you do not provoke opportunity attacks from creatures other than that target. When you hit the target with an opportunity attack, you can move up to half your speed immediately after the attack as part of the same reaction, and this movement does not provoke opportunity attacks.

Your walking speed increases by 10 feet while you have an active Vow of Enmity.

Level 11. Reprisal. When a creature under your Vow of Enmity attacks an ally other than you, you can use your reaction to make one melee weapon attack against that creature, provided it is within your reach.

If you have no active Vow of Enmity, you can instead use this reaction against any hostile creature within reach that attacks an ally, but the attack is made without advantage.

Level 15. Retributive Smite. When you use Divine Smite against a creature under your active Vow of Enmity, the smite deals an additional 2d8 radiant damage. Your Divine Smite damage against the marked target also ignores resistance to radiant damage, but not immunity.

The first time each turn you hit your marked target with a melee weapon attack, you regain hit points equal to your Charisma modifier (minimum 1).

Level 18. Avenging Angel. Once per long rest, as a bonus action, you assume the form of an Avenging Angel for 1 minute. While transformed:

You gain a flying speed of 60 feet and hover.

You have advantage on attack rolls against any creature under your active Vow of Enmity.

When you activate this form, you can designate up to three creatures you can see within 60 feet as Forsworn Targets in addition to your existing Vow of Enmity (if any). These creatures must each make a Wisdom save against your spell save DC or be Frightened of you for the duration. A Frightened creature can repeat the save at the end of each of its turns.

Frightened creatures cannot move closer to you and have disadvantage on attack rolls while they can see you.

Your weapon attacks deal an additional 1d8 radiant damage on a hit.

The form ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points.

Oath of the Beyond

The Oath of the Beyond is the Paladin Oath sworn to what lies past the gods: cosmic entities that predate the Pantheon of Primus and have never negotiated with it, the things at the far edge of the Rift, the intelligences the Netherveil is a symptom of, whatever the Mythar were listening to. Its Paladins make no claim that their patrons are benevolent. They hold that the patrons are truthful. Other Paladins find them difficult to be near for long.

Level 3. Dread Presence. As a Spell Divinity option, you let a little of the Beyond through. Each creature of your choice within 30 feet must succeed on a Wisdom saving throw against your spell save DC or take psychic damage equal to 2d8 plus your Paladin level and become Frightened until the end of its next turn.

Level 7. Aura of the Far Dark. You and friendly creatures within 10 feet of you have resistance to psychic damage and advantage on saving throws against being Charmed or Frightened by aberrations. The radius increases to 30 feet at 18th level.

Level 11. Smite of the Outer Rift. Your Divine Smite can deal psychic damage instead of radiant. When it does, the target must also succeed on an Intelligence saving throw against your spell save DC or be unable to take reactions until the end of its next turn.

Level 15. Beyond Sight. You can see invisible creatures within 60 feet, and you cannot be surprised. Once per long rest, you can ask your patron one question about a matter not present. The reply is true and arrives in an oblique form.

Level 18. Beyond Form. Once per long rest, you can open yourself to the Beyond for 1 minute. During that time, you have a flying speed of 30 feet and can hover, you have resistance to all damage, and any creature that starts its turn within 30 feet of you and can see you must succeed on a Wisdom saving throw against your spell save DC or take 3d8 psychic damage and become Frightened until the end of its turn.

Oath of the Ebon Creed

Recommended for: Strongly thematic for paladins aligned with or sworn to the Covenant of the Ebon Creed. Other characters may take this oath if their fiction supports it, e.g., a former Crusader who broke their oath and rewrote it, an exile who found discipline only in the darker creed.; Covenant of the Ebon Creed

The Oath of the Ebon Creed is the Paladin Oath of the Covenant of the Ebon Creed, which venerates Deimos. Its Paladins are the armed half of a funerary order: they stand the vigil, escort the body and end anything that has cheated the crossing. Within the Creed the Dark Dominion supplies the executioners and this Oath supplies the honor guard. Creed Paladins attend many deaths each year, and their grimness is a professional habit.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Grasp (cantrip), Shear (1st)

Paladin level 5: Veil (2nd), Unseen (2nd)

Paladin level 9: Counter (3rd)

Paladin level 13: Dispel (4th)

Paladin level 17: Shift (5th)

Spell Divinity: Dread Lord. As an action, you speak with the Crown's authority. Each creature of your choice within 30 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC. On a failure, a creature is Frightened of you for 1 minute. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, a creature is immune to your Dread Lord for 24 hours.

Spell Divinity: Mark of the Crown. As a bonus action, you designate a creature you can see within 60 feet as Crown-Marked. For 1 minute (or until you are Incapacitated or use this feature again), the marked target cannot regain hit points, and the first time each turn you hit the target with a weapon attack, you deal an additional 1d8 necrotic damage.

Spells. Grasp, Shear, Veil, Unseen, Counter, Dispel, Shift

Level 7. Necrotic Smite. When you use Divine Smite, you can choose for the damage to be necrotic instead of radiant. Creed doctrine holds that the necrotic form strikes deeper against Halcyion and Sun-aligned targets.

Once per short rest, when you deal necrotic damage with Divine Smite to a creature with hit points equal to or less than 25 percent of its hit point maximum, the creature must succeed on a Constitution saving throw against your spell save DC or drop to 0 hit points. This effect does not work on creatures whose hit point maximum is greater than 100.

Level 11. Aura of Hate. Each ally within 10 feet of you that has dealt damage in the current round adds your Charisma modifier (minimum +1) to the damage of the first melee weapon attack it makes on each of its turns.

You and any undead or fiend allies within 10 feet of you add your Charisma modifier to every melee weapon damage roll, not only the first each turn.

At Paladin level 18, the aura's range increases to 30 feet.

Level 15. Soul Bond. Whenever you deal necrotic damage with a weapon attack or with Divine Smite, you regain hit points equal to one-third of the necrotic damage dealt (rounded down). This healing cannot exceed your Paladin level per turn.

You also have resistance to necrotic damage. You have advantage on saving throws against being Charmed by good-aligned celestials, against radiant damage and against effects that would compel you to act against your oath.

Level 18. Avatar of the Creed. Once per long rest, as a bonus action, you assume the Avatar of the Ebon Creed for 1 minute. While transformed:

The area within 30 feet of you is dim light regardless of the normal lighting.

Each hostile creature within 30 feet of you that can see you must succeed on a Wisdom save against your spell save DC at the start of each of its turns or be Frightened of you until the start of its next turn.

Your weapon attacks deal an additional 2d6 necrotic damage on a hit. This stacks with the damage from Crown-Marked.

When you reduce a creature to 0 hit points with a weapon attack or smite, you gain temporary hit points equal to half the creature's hit point maximum (to a maximum of your Paladin level × 2).

You have resistance to all damage except radiant and force.

You have a flying speed equal to your walking speed.

The form ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points.

Oath of the Knight

Recommended for: Strongly thematic for paladins of the Halcyion Federation. Other characters may swear the Knight's oath if their fiction supports it, e.g., a defector who kept the discipline, or a frontier knight who took the oath under a Federation chaplain in the field.; Halcyion Federation

The Oath of the Knight is the institutional Paladin Oath: trained in a chapter-house, invested in a ceremony with witnesses and entered in a book. Halcyion Federation orders produce most Knights and Aurelion courts produce the rest, and both produce them slowly. A Knight's oath is to the order as much as to whatever the order serves.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Ember (cantrip), Beam (1st)

Paladin level 5: Cauterize (2nd), Dazzle (2nd)

Paladin level 9: Flare (3rd)

Paladin level 13: Wall of Flame (4th)

Paladin level 17: Lance (5th)

Spell Divinity: Holy Brand. As a bonus action, you present your holy symbol or oath-token and designate a creature you can see within 60 feet as your Branded Quarry. For 1 minute (or until you are Incapacitated or use this feature again), the target emits a faint corona of Rift-light visible to all who can see it. Allies have advantage on attack rolls against the Branded Quarry, and the quarry cannot benefit from being Invisible, in dim light, or in magical darkness as concealment against you or your allies. A creature must succeed on a Charisma saving throw against your spell save DC to leave the Branded Quarry's line of sight for more than 1 round. On a failure, it is compelled to remain visible.

Spell Divinity: Crusader's Oath. As an action, you speak the binding clause of your oath. Each ally within 30 feet of you who can hear you gains +2 to attack rolls and saving throws until the end of your next turn.

Spells. Ember, Beam, Cauterize, Dazzle, Flare, Wall of Flame, Lance

Level 7. Aura of Faith. Each ally within 10 feet of you who can see or hear you adds your Charisma modifier (minimum +1) to saving throws against being Frightened or Charmed. At Paladin level 18, the aura's range increases to 30 feet.

Level 11. Charge. When you take the Attack action on your turn, you can move up to 30 feet as part of the same action (before, between or after your attacks) without provoking opportunity attacks from creatures you move past. The first attack you make during a Charge that hits adds +1d8 radiant damage to its damage roll. Once you use this feature, you must finish a short or long rest before you can use it again.

Level 15. Unbreakable Faith. You are immune to the Frightened condition. As a reaction when an ally within 30 feet of you is about to be Frightened or fails a saving throw against being Frightened, you can give that ally immunity to the Frightened condition for 1 minute and end any Frightened condition on it. You can use this reaction a number of times equal to your Charisma modifier per long rest (minimum 1).

Level 18. Rift-Light Avatar. Once per long rest, as a bonus action, you take the form of a Rift-Light Avatar for 1 minute. While transformed:

You gain temporary hit points equal to your Paladin level + your Charisma modifier at the moment of activation, and again at the start of each of your turns (they do not stack).

You have advantage on attack rolls.

You shed bright light in a 30-foot radius and dim light for an additional 30 feet, and you and your weapons appear haloed in Rift-light.

Each ally within 30 feet of you regains hit points equal to your Charisma modifier (minimum 1) at the start of each of their turns.

Your melee weapon attacks deal an additional 1d8 radiant damage on a hit.

The form ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points.

Oath of the Nine

The Oath of the Nine is the Paladin Oath that was signed. Its Paladins hold a contract with one of the Nine and insist that a pact with a devil is a transaction: somebody needed power on a deadline, somebody offered terms, and the rest is contract law conducted at the point of a sword. They read every clause, because a clause they overlook is one that will be enforced, and they are often the most reliable people in a room.

Level 3. Binding Clause. As a Spell Divinity option, you invoke a clause of your contract. One creature you can see within 30 feet must succeed on a Charisma saving throw against your spell save DC or be bound for 1 minute. It cannot willingly move more than 30 feet from where it was when you invoked the clause, and it takes 2d8 fire damage the first time each turn it attacks anyone other than you.

Level 7. Aura of Terms. You and friendly creatures within 10 feet of you have resistance to fire damage, and creatures that break an agreement made with you within the radius take fire damage equal to your paladin level. The radius increases to 30 feet at 18th level.

Level 11. Fire Smite. Your Divine Smite can deal fire damage instead of radiant, and against a creature that has broken a promise to you it deals an extra 2d8.

Level 15. Offer of Terms. Once per long rest, you can make a formal offer to one creature that can understand you. If it accepts, both parties are bound. Neither can knowingly break the agreement without taking 6d8 psychic damage, and you both know instantly when it is broken and by whom.

Level 18. Enforce Contract. Once per long rest, you can call in the contract for 1 minute. During that time, you have resistance to all damage, your weapon attacks deal an extra 2d8 fire damage, and any creature that has broken an agreement with you has disadvantage on attack rolls and saving throws while it can see you.

Oath of the Slayer

The Oath of the Slayer is the Paladin Oath that names a quarry and swears not to stop. For most Slayers the quarry is undead. Many hunt fiends or aberrations, and a few hunt a bloodline, an order or a class of person defined by one act. A Slayer whose quarry is the walking dead is welcome anywhere, and a Slayer whose quarry is a family is watched.

Level 3. Name the Quarry. As a Spell Divinity option, you name your quarry aloud. For 1 minute, you have advantage on attack rolls against creatures of your chosen quarry that you can see, and they cannot regain hit points while within 30 feet of you.

Level 7. Aura of the Hunt. You and friendly creatures within 10 feet of you have advantage on saving throws against effects created by your quarry, and your quarry cannot gain the Invisible condition against you or hide from you within that radius. The radius increases to 30 feet at 18th level.

Level 11. Marked Quarry. Your Divine Smite deals an extra 1d8 damage against your quarry, and an extra 2d8 if the quarry is undead or a fiend. You always know the direction of the nearest creature of your quarry within 1 mile.

Level 15. Quarry Recovery. Once per short or long rest, when you reduce a creature of your quarry to 0 hit points, you regain a use of Spell Divinity and one expended spell slot of 3rd level or lower.

Level 18. Final Hunt. Once per long rest, you gain the following benefits for 1 minute. You have a flying speed equal to your walking speed. Your critical hits against your quarry occur on a roll of 19 or 20. Any creature of your quarry that starts its turn within 30 feet of you must succeed on a Wisdom saving throw against your spell save DC or become Frightened until the end of its turn.

Oath of the Sovereign

The Oath of the Sovereign is the Paladin Oath that someone other than the Paladin can revoke. Sovereigns swear to a monarch, a chancellor, a federation charter or a colony's founding compact, and the tradition is judged by whether the thing they swore to deserved it. Aurelion houses raise them from childhood, and Halcyion's constitutional guard swears the modern version at commissioning.

Level 3. Sovereign Challenge. As a Spell Divinity option, you invoke the authority you serve. Each creature of your choice within 30 feet that can hear you must succeed on a Charisma saving throw against your spell save DC or be unable to attack anyone other than you until the end of your next turn.

Level 7. Aura of the Crown. You and friendly creatures within 10 feet of you add your Charisma modifier, minimum +1, to the first attack roll or saving throw each of you makes on your turn. The radius increases to 30 feet at 18th level.

Level 11. Take the Blow. When an ally within 30 feet of you is hit by an attack, you can use your reaction to have the attack hit you instead, taking the damage in their place. You can do this a number of times equal to your proficiency bonus, and regain all uses on a long rest.

Level 15. Word of Office. You have advantage on Charisma checks made with creatures that recognize the authority you serve. Once per long rest, you can issue a command to a creature with Intelligence 4 or higher. The creature must obey the command for 1 minute unless it succeeds on a Wisdom saving throw against your spell save DC. The command must be lawful under the authority you invoke.

Level 18. Standard of the Realm. Once per long rest, you gain the following benefits for 1 minute. Allies within 30 feet of you gain temporary hit points equal to your Paladin level at the start of each of their turns. You cannot be Charmed or Frightened. Any creature that attacks an ally within 30 feet of you takes radiant damage equal to your Charisma modifier.

Oath of the Warden

The Oath of the Warden is the Paladin Oath sworn to somewhere: a pass, a station, a stretch of road, a settlement of four hundred people who did not ask for a Paladin and got one. The Oath is to that ground and the people standing on it. Wardens are the least mobile Paladins and the hardest to remove, and on the frontier locals treat one as part of the geography.

Level 3. Hallowed Ground. As a Spell Divinity option, you can consecrate a 30-foot radius around a point you can see within 60 feet for 1 minute. Creatures hostile to you have their speed halved inside it and cannot teleport into or within it. You and allies inside it cannot be forcibly moved.

Level 7. Aura of the Watch. You and friendly creatures within 10 feet of you gain a bonus to saving throws against being Frightened, Charmed or forcibly moved equal to your Charisma modifier, minimum +1. The radius increases to 30 feet at 18th level.

Level 11. Defensive Strike. When a creature within 5 feet of you attacks someone other than you, you can use your reaction to make one melee weapon attack against it, and it has disadvantage on that attack roll.

Level 15. Home Ground. You have advantage on Wisdom (Perception) and Wisdom (Survival) checks made within a place you have watched for at least a month, and you always know when a hostile creature crosses into it. While you are within that place, you also regain hit points equal to your Charisma modifier at the start of each of your turns if you have at least 1 hit point.

Level 18. Immovable Stand. Once per long rest, you gain the following benefits for 1 minute. Your walking speed is halved and cannot be reduced further. You have resistance to all damage. Allies within 30 feet of you have resistance to the damage of any attack you can see coming. Any creature that tries to move past you within 10 feet must succeed on a Strength saving throw against your spell save DC or have its movement end.

Oathbreaker

The Oathbreaker is the Paladin after the oath. Breaking the oath does not take the power back, and the orders do not publish that fact. Another force holds the line where the oath used to, and the orders have no explanation for it. Some Oathbreakers fell on purpose and are worse for it. Others were released by a god that went silent, or kept a promise so exactly that it destroyed what it was meant to protect. The chapter-houses maintain that an Oathbreaker is a lost cause and keep records that suggest otherwise.

Level 3. Dread Command. As a Spell Divinity option, you turn what is left of the oath outward. Each creature of your choice within 30 feet must succeed on a Wisdom saving throw against your spell save DC or become Frightened for 1 minute, repeating the save at the end of each of its turns. Undead you choose instead obey your commands for that duration.

Level 7. Aura of the Fallen. You and friendly creatures within 10 feet of you add your Charisma modifier, minimum +1, to the first weapon damage roll each of you makes on your turn. The radius increases to 30 feet at 18th level.

Level 11. Fallen Smite. Your Divine Smite can deal necrotic damage instead of radiant, and when you reduce a creature to 0 hit points with it you regain hit points equal to your Charisma modifier.

Level 15. Unbound. You cannot be compelled by magic to keep a promise. You have advantage on saving throws against effects that would bind, charm or command you, and you always know when a creature is trying to hold you to an agreement.

Level 18. Fallen Form. Once per long rest, you gain the following benefits for 1 minute. You have resistance to all damage. Your critical hits occur on a roll of 19 or 20. Any creature that starts its turn within 30 feet of you and can see you must succeed on a Wisdom saving throw against your spell save DC or become Frightened until the end of its turn.

Warden of the Wylds

The Warden of the Wylds is the Paladin Oath that is an arrangement instead of a doctrine. Somewhere in the Plane of Faewyld an archfae took an interest, terms were agreed, and a mortal walked back out with a fae obligation. Wardens are courteous to a degree other Paladins find unnerving, because they have learned what a careless sentence costs, and they keep the wild places on behalf of something that lives in them. Asked who their patron is, a Warden declines to say the name aloud.

Level 3. Oath Spells and Divinity. Oath Spells. You always have the following spells prepared, and they do not count against the number of spells you can prepare each day:

Paladin level 3: Pebble (cantrip), Icicle (1st)

Paladin level 5: Frost (2nd), Bramble (2nd)

Paladin level 9: Harden (3rd)

Paladin level 13: Quicksand (4th)

Paladin level 17: Wall of Stone (5th)

Spell Divinity: Wild Speech. As an action, you invoke the covenant and gain the ability to speak with beasts and with creatures bound to the wild for 10 minutes. During that time, you can understand and speak with any beast, plant creature or wild-aligned entity. How much a creature can say is limited by its intelligence. A canine cannot discuss philosophy, but it can tell you about threats, hunger, territory and any concrete knowledge it holds.

Spell Divinity: Mark of the Covenant. As a bonus action, you designate a creature you can see within 60 feet as a Quarry of the Wild. The creature must be one whose presence violates the covenant: an aberration, an undead, a defiler, or a creature you and the GM agree fits the oath's grievance. For 1 minute (or until you are Incapacitated or use this feature again), you have advantage on tracking the quarry, and the first weapon attack you make against it on each of your turns deals an additional 1d8 damage of your weapon's damage type.

Spells. Pebble, Icicle, Frost, Bramble, Harden, Quicksand, Wall of Stone

Level 7. Wild Companion. Once per long rest, you can use a bonus action to summon a Wild Companion, a beast spirit that takes physical form for 1 hour or until it is reduced to 0 hit points. Choose its form when you summon it: a canine, a hawk, a small ursine, a great cat, a serpent, or another beast of size Tiny to Medium that the GM approves.

The Wild Companion has the following:

Its hit points equal your Paladin level × 4, its AC is 14, and its speed is 40 feet (or a fly speed of 60 feet if winged). It has one natural weapon attack with your proficiency bonus to hit, dealing 1d8 + your Charisma modifier damage.

It acts on your initiative count, on a turn immediately after yours.

You direct its actions as a free action on your turn. If you do not, it takes the Dodge action.

It can follow simple commands and reports back what it has seen.

If the Wild Companion is killed, the spirit returns to the wild, and you can summon a new companion (possibly in a different form) after your next long rest.

Level 11. Storm Resistance. You have advantage on saving throws against lightning, cold and thunder damage, and you have resistance to one of those three damage types. You choose the damage type when you gain this feature, and the choice cannot change.

You can move through difficult terrain caused by nonmagical plants, snow, mud or rough ground without spending extra movement, and you have advantage on Wisdom (Survival) checks made in wild terrain.

Level 15. Quarry Smite. When you use Divine Smite against a creature that is a beast you have marked as Quarry of the Wild, an aberration, or an undead, the smite deals an additional 2d8 damage of the smite's normal damage type.

When your Wild Companion hits a creature marked as your Quarry of the Wild, the companion's attack deals an additional 1d8 damage.

Level 18. Avatar of the Wylds. Once per long rest, as a bonus action, you assume the Avatar of the Wild for 1 minute. While transformed:

You gain natural weapons, claws or fangs (your choice), dealing 2d6 + Strength modifier slashing or piercing damage on a hit. You can attack with them as if they were your equipped weapon for the purpose of Extra Attack and Divine Smite.

You gain a climbing speed equal to your walking speed and ignore difficult terrain caused by natural features.

You have advantage on Wisdom (Perception, Survival, Animal Handling and Insight) checks related to the wild.

When you activate this form, you summon 1d4 Wild Allies, small spirit-beasts that appear within 30 feet of you and last for the duration. Each has 20 hit points and AC 13, and makes one melee attack with +5 to hit for 1d6 + 3 damage. They act on your initiative count under your direction.

You have resistance to bludgeoning, piercing and slashing damage from nonmagical sources.

Your walking speed increases by 20 feet.

The form ends early if you fall Unconscious, dismiss it as a free action, or are reduced to 0 hit points. The Wild Allies depart with the form.

Pilot

The Pilot is a non-channeler whose specialty is the seat behind the controls, whether that seat is on a mount, in a mech, in a fighter or on a corvette. Each Pilot begins play with a Bonded Vessel of their chosen vehicle type. The class's features apply to whatever the Pilot is operating, so a craft performs above its specifications with one aboard. Out of the seat, a Pilot is a competent skirmisher with a strong technical skill list.

A non-channeler who specializes in vehicles and mounts, with a Bonded Vessel that grows with the campaign and features that improve whatever craft the Pilot is in.

Hit Die d8 per Pilot level
Primary Ability Dexterity or Intelligence
Saving Throws Dexterity, Intelligence
Armor Light, Medium
Weapons Simple, Firearms
Tools Vehicle tools, Navigator's tools
Skills Choose 3 from Acrobatics, Animal Handling, Athletics, Insight, Investigation, Perception, Piloting, Survival, Technology
Rift Affinity Curve Non Channeler

The Pilot does not cast spells. Vehicle Mastery features scale combat effectiveness when piloting. Player chooses DEX or INT at character creation as their primary attribute. DEX-leaning Pilots are reflexive aces; INT-leaning Pilots are tacticians and analysts.

THE PILOT

Level	Proficiency Bonus	Features	Rift Affinity
1	+2	Vehicle Mastery, Bonded Vessel	1
2	+2	Reflex Edge	1
3	+2	Pilot Specialty	1
4	+2	Ability Score Improvement	1
5	+3	Coordinated Crew	1
6	+3	Vehicle Recognition	1
7	+3	Pilot Specialty feature	1
8	+3	Ability Score Improvement	1
9	+4	Evasive Maneuvers	1
10	+4	Vessel Upgrade	1
11	+4	Pilot Specialty feature	1
12	+4	Ability Score Improvement	1
13	+5	Cool Under Fire	1
14	+5	Crew Captain	1
15	+5	Pilot Specialty feature	1
16	+5	Ability Score Improvement	1
17	+6	Heroic Maneuver	1
18	+6	Pilot Specialty feature	1
19	+6	Ability Score Improvement	1
20	+6	Shared Apex	1

Class Features

As a Pilot, you gain the following features at the levels shown in the Pilot table. Your Pilot Specialty grants its own features at levels 3, 7, 11, 15, 18.

LEVEL 1: VEHICLE MASTERY

Choose your primary vehicle type at character creation: ground vehicle, atmospheric craft, void craft, mounted beast, or mech. You gain Expertise (double proficiency bonus) on Piloting checks made with that type, and you can pilot any other type at standard proficiency. While piloting your primary type, you can attempt maneuvers that would normally require a heroic check (sudden braking, evasive banking, ramming, tight-turn re-targeting) at standard difficulty, and you can attempt heroic maneuvers at heroic difficulty.

LEVEL 1: BONDED VESSEL

You begin play with a vehicle, mount, or craft appropriate to your Vehicle Mastery choice, in worn but functional condition. The Bonded Vessel is your possession, gains upgrades across the campaign, and is the focus of many of your Specialty features. If it is destroyed, you can rebuild it as a downtime project, for materials worth half its listed price and the crafting time for its tech tier.

LEVEL 2: REFLEX EDGE

When you are piloting your Bonded Vessel (or any vehicle of your primary type), you add your proficiency bonus a second time to your initiative roll. You also have advantage on the first Piloting check you make in any combat encounter.

LEVEL 3: PILOT SPECIALTY

Choose your Pilot Specialty: Ace Aviator (small-craft dogfighting), Beastrider (living mounts), Drone Operator (remote craft), Mech Pilot (walkers and frames), or Smuggler (cargo off the manifest). Your Specialty grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: COORDINATED CREW

When you are piloting your Bonded Vessel (or any vehicle of your primary type) and you have at least one crewmember or passenger you can communicate with, you and they gain a +1 bonus to attack rolls and saving throws while in the vehicle. At 14th level, the bonus increases to +2.

LEVEL 6: VEHICLE RECOGNITION

You can identify the make, model, and approximate condition of any vehicle you observe in action for 1 minute. With access to maintenance records or repair history, you can also determine the vehicle's modification history and any unusual upgrades.

LEVEL 9: EVASIVE MANEUVERS

When a vehicle you are piloting is hit by an attack, you can use your reaction to make a DC 12 Piloting check (or higher, set by the GM for difficult conditions). On a success, the attack does half damage to the vehicle. On a critical success (a natural 20 or a result 5 or more over the DC), the attack misses entirely and you also gain a free repositioning action with the vehicle.

LEVEL 10: VESSEL UPGRADE

Choose one upgrade for your Bonded Vessel: armor reinforcement (+10 percent hit points), engine tuning (10 percent more speed), weapon optimization (+1 damage on vessel-mounted weapons), or sensor refinement (advantage on Investigation rolls performed by the vessel's systems). You can fit each further upgrade as a downtime project, for a tenth of your Bonded Vessel's listed price, taking the time a ship component of that price takes to fit.

LEVEL 13: COOL UNDER FIRE

You have advantage on all Piloting checks you make during combat. If you have a passenger or crewmember who can communicate with you, you can take the Help action on a Piloting check without spending an action, using only your speech.

LEVEL 14: CREW CAPTAIN

At the end of a long rest, designate a number of crewmembers up to your Dexterity or Intelligence modifier (whichever is higher) as your trusted crew. For the next 24 hours, trusted crew have proficiency in one skill of your choice (for example, a vessel-related skill). They also benefit from your Coordinated Crew bonus while you are piloting, even if you cannot communicate with them directly in real time.

LEVEL 17: HEROIC MANEUVER

Once per long rest, you can automatically succeed on any Piloting check, including critical-failure-avoidance rolls in life-or-death vehicular situations.

LEVEL 20: SHARED APEX

Any vehicle you occupy, even briefly, benefits from your Vessel Upgrade (your choice each time you take the controls). The benefit lasts for 1 hour after you leave the vehicle and passes to whoever is at the controls. NPCs in vehicle-centric cultures (mercenary pilots, smuggler crews, Aurelion solar-cruiser officers) recognize you on sight, and you have advantage on Charisma checks made in their professional space.

Pilot Specialties

A Pilot chooses a Pilot Specialty at level 3 and gains its features at levels 3, 7, 11, 15, 18. The pilot specialties open to a Pilot follow.

Ace Aviator

The Ace Aviator is the Pilot Specialty of small-craft dogfighting, where a tight turn buys the two seconds of firing solution the rest of the flight missed. Aces have flown solar-skiffs through coronal flares, run interceptors through atmospheric reentry, or grown up barnstorming frontier airfields in patched-together hoppers. They prefer single-seat craft to crew-served ones and the merge to any layered defense.

Level 3. Aerial Superiority. While you are piloting your Bonded Vessel in three-dimensional movement (flight, low gravity, or void), you gain a +2 bonus to AC against attacks from creatures or craft that cannot match your altitude, vector, or attitude. Vehicle-mounted weapons you fire in atmospheric or void combat can attack targets one range band beyond their listed range without disadvantage. You also ignore disadvantage on Piloting checks caused by adverse weather, turbulence, or non-standard atmospheric conditions.

Level 7. Flip-and-Fire. Once per round, while piloting your Bonded Vessel, you can execute an inverted reversal as part of your movement. Your craft pivots end-for-end without spending movement, presenting its weapons to a target you were fleeing from or that was pursuing you. You can immediately take the Attack action with a vehicle-mounted weapon as a bonus action, and the target has disadvantage on its next attack roll against you until the start of your next turn.

Level 11. Missile Break. When you or your Bonded Vessel is targeted by a guided projectile, area-effect ordnance, or any attack with a tracking or lock-on mechanism, you can use your reaction to make a DC 14 Piloting check. On a success, the attack misses you entirely. If the attack would have hit another target in its path, the GM rolls against that secondary target as if it were the original. You can use this feature a number of times per long rest equal to your Dexterity or Intelligence modifier (whichever is higher, minimum 1).

Level 15. Sky-Marshal. While piloting your Bonded Vessel, you can designate a cylindrical zone with a 1,000-foot radius and unlimited height, centered on your vessel, as your controlled airspace. Allied craft within the zone gain a +1 bonus to attack rolls and Piloting checks, and hostile craft within the zone have disadvantage on Piloting checks made to break a target lock you have established. The zone moves with you and lasts as long as you remain at the controls.

Level 18. Legendary Ace. Once per long rest, you can declare a Legendary Pass, a sequence of three consecutive maneuvers. For the next three rounds, you can take a bonus action each turn to make a vehicle-mounted weapon attack, you automatically succeed on any Piloting check you make to evade incoming fire, and your Bonded Vessel's movement speed is doubled. At the end of the Legendary Pass, your Bonded Vessel takes 1 level of vehicle strain (the GM determines the exact effect, such as reduced top speed or a damaged subsystem until repaired).

Beastrider

The Beastrider is the Pilot Specialty for worlds where an engine is a liability: dust that eats bearings, atmospheres that corrode a fuel line in a week, terrain no repulsor was built for. What Beastriders ride varies by biome and culture. Zyrrak pack-riders, hunt-cavalry on worlds that never industrialized, and frontier drovers who cross a continent a year all belong to the Specialty. A rider paired with one mount for ten years no longer gives it commands.

Level 3. Beast-Bond. Your Bonded Vessel is a riding-mount creature (Large or larger, from a species the GM approves). You and your Beast-Bond share a nonverbal mental link while within 1 mile of each other. You can communicate simple emotional states and short imperative commands (stay, follow, attack, hide) without speech, and you can pinpoint each other's exact location. You gain proficiency in Animal Handling if you do not already have it, and you have advantage on Animal Handling checks made with your Beast-Bond or with creatures of its species. If your Beast-Bond dies, you can replace it after a long rest. A mourning period of one tenday is recommended.

Level 7. Charging Lance. When you are mounted on your Beast-Bond and your mount moves at least 20 feet in a straight line toward a target before you attack, your first melee attack against that target on the same turn gains a +2 bonus to the attack roll and deals an additional 2d6 damage on a hit. If the target is Large or smaller, you can also force it to make a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity or Strength modifier, whichever is higher) or be knocked Prone. The mount can also make a hoof, horn, claw, or tusk attack against the same target as a bonus action, without using your action economy.

Level 11. Shared Initiative. While you are mounted, your Beast-Bond shares your initiative count and acts on your turn instead of its own. The mount can take one action and one bonus action per round at your direction, in addition to its movement. Once per turn, you can dismount or remount as part of your movement at no additional movement cost. While you and your Beast-Bond are linked, when either of you succeeds on a saving throw, you can use your reaction to give the other the benefit of that success.

Level 15. Rallying Cry. Once per short rest, you can use a bonus action while mounted on your Beast-Bond to sound a rallying cry: a horn, a shout, a war-call, or your mount's keening. All allies within 60 feet of you who can hear or sense the cry gain temporary hit points equal to your Pilot level + your Charisma or Intelligence modifier (whichever is higher). All mounts and allied beasts within 60 feet gain advantage on their next attack roll, saving throw, or check. Hostile beasts and untrained mounts within 60 feet must succeed on a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma or Intelligence modifier) or be Frightened of you and your Beast-Bond until the end of your next turn.

Level 18. Awakened Mount. Once per long rest, you can use a bonus action to awaken your Beast-Bond's mind for 1 minute. During that time, your mount understands spoken language, can speak in short phrases with whatever vocal apparatus it has, and can take its own actions with tactical judgment, separate from your direction. Its Intelligence score becomes 12 for the duration, and its attacks deal an extra 2d6 damage. When the minute ends, the mount returns to its normal cognition, and you gain a permanent +1 bonus to Animal Handling checks made with that Beast-Bond. The GM decides how much of what it understood the mount remembers.

Drone Operator

The Drone Operator is the Pilot Specialty for pilots who fly from outside the vehicle. Drone-clerics treat their swarm as a congregation, corporate operatives run surveillance flights that triangulate a target across an arcology, and frontier prospectors send mining drones into the dangerous work while they sit at a folding table with a kettle on. Every feature the Specialty grants applies to the drones, and the Operator's own body stays at the table.

Level 3. Drone Swarm. You operate a small drone swarm: three Tiny remote-controlled drones tethered to your Bonded Vessel, which serves as their carrier and recharging cradle. Each drone has 5 hit points, AC 14, and a flight speed of 40 feet, and operates within 500 feet of you. As a bonus action on your turn, you can issue commands to your drones. Each drone can take one action per round: Attack with an integrated light weapon for 1d6 damage of a chosen type, Scout for surveillance, Help an ally, Dash, or Disengage. If a drone is destroyed, you can rebuild it during downtime at little cost, and lost drones do not disable the feature. You can add drones beyond the starting three through downtime fabrication, up to a maximum equal to your Intelligence or Dexterity modifier (whichever is higher) + 2.

Level 7. Drone-Jack. Once per short rest, you can attempt to hijack a hostile drone, automated turret, or other small autonomous machine within 500 feet of you. The target must succeed on an Intelligence saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or fall under your control for 1 minute. The hijacked unit acts on your initiative count and obeys your commands. Constructs, awakened or Riftbound machines, and Tier V autonomous units have advantage on this save and cannot be hijacked for longer than 1 round. You can control only one hijacked unit at a time, and hijacking a second releases the first.

Level 11. Swarm Tactics. When a drone of yours is within 5 feet of a target, allies attacking that target gain the benefit of the Help action automatically, with no drone action required. You and your drones also share one initiative count. On your turn, you can take your action, your bonus action, and one action per drone, in any order.

Level 15. Remote Seizure. Once per long rest, you can attempt a remote takeover of a vehicle, mech, or non-sentient craft within 1 mile of you. The target's pilot, if any, makes a contested Intelligence check against your Intelligence + proficiency bonus. If the vehicle is empty or autonomous, you take the controls for up to 10 minutes. If you succeed against a piloted vehicle, you override its controls for 1 round, and on later rounds the original pilot can use an action to retake control with an opposed Intelligence check. The takeover does not work against Riftbound, sentient, or sacrosanct vessels (for example, Aurelion ceremonial craft warded by the High Magisterium).

Level 18. Swarm Senses. You can perceive (sight, sound, and other senses) through any of your drones as if you were physically present at its location, and you can shift your active perception between drones as a free action on your turn. While your swarm is deployed, you can speak through the drones, which have small speaker units. If you can cast spells, you can cast spells that are not Touch range with a drone as the point of origin, using your normal range and line-of-sight rules from the drone's position. You can use class features that target enemies you can see, using the drone's perception. Your own body remains where it is and remains vulnerable.

Mech Pilot

The Mech Pilot is the Pilot Specialty that wears its vessel. Frame-knights walk articulated three-ton chassis, ceremonial sentinels walk ornate ones built to be looked at, and frontier salvagers walk patched mining mechs retrofitted with arc-welders and small-arms mounts. A pilot who has spent long enough in the same chassis stops thinking about which limb fires the cannon. For the Specialty's features, the chassis counts as the Pilot's body.

Level 3. Mech-Bond. Your Bonded Vessel is a piloted mech or powered-armor chassis (Tier III at character creation, scaling with downtime upgrades). While piloting your Mech-Bond, you treat the mech's Strength score as your own for carrying capacity, breaking objects, and Athletics checks made by the mech. You use the mech's chassis for AC and hit points, and your own reflexes for attack rolls and Piloting checks. Embarking and disembarking take 1 minute outside combat or 1 action in combat. While you are inside your Mech-Bond, you cannot be targeted by attacks that bypass the mech's hull, because the chassis hit point pool absorbs them first. Area effects that engulf the mech still affect you.

Level 7. Stomp. As an action while piloting your Mech-Bond, you can stomp a Large or smaller creature within reach. The target must make a Strength saving throw (DC 8 + your proficiency bonus + your Dexterity or Intelligence modifier, whichever is higher). On a failure, it takes bludgeoning damage equal to 2d8 + your chassis's Strength modifier and is knocked Prone. On a success, it takes half that damage and is not knocked Prone. The stomp counts as a melee attack for the purpose of triggering other features that need a melee attack.

Level 11. Gyro-Stabilization. Your Mech-Bond ignores difficult terrain caused by rubble, debris, mud, low-gravity surfaces, or unstable footing. You have advantage on saving throws to avoid being knocked Prone, shoved, Grappled, or moved against your will while piloting your Mech-Bond. In zero-gravity environments, your Mech-Bond's thruster pack lets it treat null-G as standard movement, and routine maneuvering requires no Piloting checks.

Level 15. Overcharge. Once per short rest, you can use a bonus action to overcharge your Mech-Bond's powerplant for 1 round. Until the start of your next turn, all weapon attacks made by the Mech-Bond deal an extra 2d6 damage of the weapon's type, the mech's movement speed is doubled, and you have advantage on all melee attacks made through the chassis. At the end of the round, your Mech-Bond takes 4d6 strain damage to its chassis hit points, which cannot be reduced, and one randomly determined nonvital subsystem goes offline until repaired during downtime (the GM rolls or chooses).

Level 18. Autonomous Mode. Your Mech-Bond can operate without your direct input for short periods. Once per long rest, you can use a bonus action to set up to 1 minute of autonomous operation. During that time, your Mech-Bond keeps functioning under preset instructions even while you are disembarked, Unconscious, or otherwise unable to pilot. It takes one action per round at your direction, or per the standing order you set if you cannot communicate, and uses your statistics for its attacks. It defends itself if threatened and obeys its last clearly understood command.

Smuggler

The Smuggler is the Pilot Specialty of the captain whose freighter, crew and cargo are all theirs and whose contract technically is not. A veteran Smuggler has rebuilt the same corvette three times, knows the customs officer at every minor port within fifty parsecs, and has taught their gunner to lie to authorities with a straight face.

Level 3. Confidante. At the end of a long rest, choose one crewmember of your Bonded Vessel to be your Confidante for the next 24 hours. While you and your Confidante are both aboard your Bonded Vessel, the Coordinated Crew bonus they receive from you increases by an additional +1 (so +2 at 5th level, +3 at 14th), and you have advantage on Insight checks made to detect deception aimed at either of you. Before 5th level, you and your Confidante each gain a +1 bonus to attack rolls and saving throws while both are aboard your Bonded Vessel. You also gain proficiency in Persuasion if you do not already have it.

Level 7. Crew Reroll. Once per short rest, when a crewmember of your Bonded Vessel within 30 feet of you makes an attack roll, ability check, or saving throw, you can use your reaction to let them reroll the result and take the higher of the two. You must be able to see or speak to them, including by comms. You can use this feature on yourself only if you are at the controls of your Bonded Vessel at the time.

Level 11. Port Contacts. Your name is known at frontier ports, free stations, and gray-market exchanges. When you arrive at a port the GM judges to be frontier or criminal-adjacent in character, you can spend 10 minutes asking after favors, leads, or local intelligence. You learn one piece of useful local information (a rumor, contact, or threat) without rolling, and you can attempt to call in a small favor (an overnight berth, expedited clearance, a tip on a job) with a successful DC 13 Charisma check. Agents of factions you have crossed hear of your arrival within a day.

Level 15. Ghost Ship. Ordinary tracking cannot find your Bonded Vessel. While you are aboard and at the controls (or have designated a trusted crewmember at the controls), it does not appear on standard sensor sweeps, port-authority manifests, or magical scrying that targets the vessel by location. Targeted scrying that names you or another crewmember aboard still works normally. Specialized military sensors, or those of the Aurelion High Magisterium, can pierce the cover with a contested Investigation or Riftcraft check against your Intelligence or Dexterity modifier + your proficiency bonus.

Level 18. Steady Crew. While you are conscious and aboard your Bonded Vessel, your trusted crew (designated by Crew Captain or any Confidante currently in effect) are immune to the Frightened condition and have advantage on saving throws to maintain concentration on tasks (piloting, gunnery, system operation) while under fire. When a trusted crewmember would drop to 0 hit points from a single instance of damage, they drop to 1 hit point instead. Each crewmember can benefit from this last effect once per long rest.

Psion

The Psion works spells from the mind alone, with no book and no oath. Psions are rare, and most Prime Plane governments treat a known one as an asset to secure or a problem to report. The Psionic Path a Psion chooses at 3rd level sets the direction the mind reaches: outward into matter, into other minds, forward in time, or out of the body.

A full channeler who casts with the mind, spending Psionic Points instead of spell slots on telekinesis, telepathy, foresight and projection.

Hit Die d8 per Psion level
Primary Ability Intelligence or Charisma
Saving Throws Intelligence, Wisdom
Armor Light
Weapons Simple
Tools None
Skills Choose 2 from Arcana, Deception, Insight, Investigation, Lore, Medicine, Perception, Persuasion, Religion
Rift Affinity Curve Full Channeler
Spellcasting Known: a fixed list, always ready
Casting Ability Intelligence or Charisma

Psionic Points pool spent at cost = spell level (cantrips free). Player chooses INT or CHA at character creation as their spellcasting ability for Spell Save DC, Spell Attack Modifier, and spells-known count. Spell save DC = 8 + proficiency bonus + chosen ability modifier.

THE PSION

Level	Proficiency Bonus	Features	Max Spell Level	Spell Points	Rift Affinity	Cantrips Known	Spells Known
1	+2	Psionic Awakening, Mental Discipline	1	4	3	3	4
2	+2	Mind Step	1	6	3	3	5
3	+2	Psionic Path	2	9	3	3	6
4	+2	Ability Score Improvement	2	12	3	4	7
5	+3	Mind Over Matter	3	15	3	4	8
6	+3	Steadying Thought	3	18	3	4	9
7	+3	Psionic Path feature	4	21	3	4	10
8	+3	Ability Score Improvement	4	24	3	4	11
9	+4	–	5	27	3	4	12
10	+4	Psionic Awareness	5	30	3	5	13
11	+4	Psionic Path feature	6	33	4	5	14
12	+4	Ability Score Improvement	6	36	4	5	14
13	+5	–	7	39	4	5	15
14	+5	Mental Fortress	7	42	4	5	15
15	+5	Psionic Path feature	8	45	4	5	16
16	+5	Ability Score Improvement	8	48	4	5	16
17	+6	Mind Surge	9	51	4	5	17
18	+6	Psionic Path feature	9	54	4	5	17
19	+6	Ability Score Improvement	9	57	4	5	17
20	+6	Mind Unbound	10	60	4	5	17

Class Features

As a Psion, you gain the following features at the levels shown in the Psion table. Your Psionic Path grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Psionic Awakening

Choose Intelligence or Charisma as your spellcasting ability. Your spells and class DCs use that ability. You learn three cantrips and four 1st-level spells from the Psion list, plus one bonus spell of any Channel, which reflects your formative awakening and is chosen during character creation. Your pool of Psionic Points refreshes on a long rest.

Level 1: Mental Discipline

You gain proficiency in one of these skills, chosen at creation: Insight, Investigation, Perception or Persuasion. You can change this choice during a long rest spent in extended meditation.

Level 2: Mind Step

Once per long rest, as a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. You can use Mind Step again before your next long rest by spending 2 Psionic Points. At 11th level, the distance increases to 60 feet.

Level 3: Psionic Path

Choose a Psionic Path: Astral Projector, Mindhunter, Prescient, Reaver, Telekinetic or Telepath. Your Path grants features at 3rd, 7th, 11th, 15th and 18th level.

LEVEL 5: MIND OVER MATTER

Once per short rest, when you fail a Strength or Dexterity saving throw, you can reroll it using your spellcasting ability modifier in place of your Strength or Dexterity modifier.

LEVEL 6: STEADYING THOUGHT

When you or an ally within 30 feet of you makes an Intelligence, Wisdom or Charisma saving throw, you can use your reaction and spend 1 Psionic Point to add your spellcasting ability modifier to the save. You can do this after the die is rolled but before the outcome is known.

LEVEL 10: PSIONIC AWARENESS

You have a passive sense out to 30 feet. You are always aware of the presence and approximate location of any creature within that radius, even through walls up to 1 foot of stone, 3 feet of wood or 1 inch of common metal. You also sense whether each creature is hostile, neutral or friendly. Total cover that blocks Rift Energy, such as lead-lined chambers, Mythar wards and certain Halcyion containment fields, blocks Psionic Awareness.

LEVEL 14: MENTAL FORTRESS

You have resistance to psychic damage and advantage on saving throws against being Charmed or Frightened. An attempt to read your surface thoughts with a spell, an augment or a Rift device fails unless the source's spell save DC equals or exceeds 10 + your spellcasting ability modifier + your proficiency bonus.

LEVEL 17: MIND SURGE

Once per long rest, as a bonus action, you regain Psionic Points equal to half your Psion level (rounded up), up to your maximum.

LEVEL 20: MIND UNBOUND

Once per long rest, when you cast a spell that costs Psionic Points, you can cast it at full effect without spending any. At the start of each of your turns, you regain 1 Psionic Point if you have fewer than your maximum. Your maximum Psionic Points also increase by your spellcasting ability modifier, and the increase changes whenever that modifier does.

Psionic Paths

A Psion chooses a Psionic Path at level 3 and gains its features at levels 3, 7, 11, 15, 18. The psionic paths open to a Psion follow.

Astral Projector

The Astral Projector, called a Soul-Walker in most traditions, is the rarest of the Psion Paths. Its training teaches a Psion to leave the world instead of acting on it, treating the body as an anchor and the mind as a vessel that detaches, drifts, observes and returns. Mythar-descended Psions describe walking as a homecoming. Aurelion Memory-marked Psions sometimes become Soul-Walkers without meaning to, when inherited memory pulls them too far from their own cortex.

Level 3. Phase-Step. As a bonus action, you can spend 1 Psionic Point to reappear up to 30 feet away in an unoccupied space that you can see or accurately remember from within the last minute. The path between the two spaces can pass through solid matter up to 5 feet thick. You cannot end the step inside solid matter. If you try, the step fails, you stay in your starting space and the point is not spent. Once per short rest, you can use Phase-Step without spending the point.

You can take one unattached object of personal scale with you, such as a key, a datachip or a weapon. You cannot take other creatures.

Level 7. Astral Scout. As an action, you can spend 2 Psionic Points to project a Scout, a separate envelope of your consciousness, out of your body. Your body falls Prone in a trance for up to 10 minutes, unable to take actions and unaware of its surroundings, and you experience the world through the Scout.

The Scout has your senses and your passive Perception, and it has a flying speed of 60 feet. It can pass through solid matter of any thickness, but it cannot interact with objects. Ordinary sight, hearing and scent cannot detect it. Creatures with truesight, certain Halcyion Federation containment fields, creatures using Psionic Awareness within 30 feet of it, and anyone in a Psychic Tether or Mass Link with you can detect it. The Scout has AC 10 and 1 hit point. Only psychic damage or attacks from creatures with truesight can reduce it to 0 hit points, and if that happens, you return to your body and take 2d10 psychic damage.

The Scout can travel up to 1 mile from your body. The GM decides whether walls, lead shielding and Tier IV and higher containment fields block it. The trance ends at the duration limit, when the Scout is destroyed, or when you end it as a free action.

Level 11. Walk-Through. As an action, you can spend 3 Psionic Points to de-phase from the Prime Plane for 1 minute, along with up to your spellcasting ability modifier (minimum 1) willing creatures within 5 feet of you. While de-phased, each affected creature has the following properties:

It can move through solid matter at its normal speed, treating walls and barriers up to 10 feet thick as difficult terrain. If it ends its turn inside solid matter, it takes 5d10 force damage and is moved to the nearest unoccupied space.

It has resistance to bludgeoning, piercing and slashing damage from sources that are nonmagical, not channeled and below Tier IV.

It cannot attack physical creatures, and physical creatures cannot attack it with physical weapons. Spells, force damage, psychic damage and creatures with truesight or planar perception affect it normally.

A de-phased creature can end its own effect early as a free action and return fully to the Prime Plane.

Level 15. Planar Footstep. Your Phase-Step range becomes 120 feet, and you can bring one willing creature within 5 feet of you along with each step. Once per long rest, you can use Phase-Step to cross to an adjacent plane you have visited before, arriving at a corresponding location you remember, and the GM decides what counts as corresponding. The cross-plane step costs 4 Psionic Points instead of 1 and otherwise works as normal.

Your Astral Scout's range increases to 100 miles. The Scout can also interact physically with the Spirit Plane layers it passes through, manipulating objects on those layers and conversing with creatures native to them, as the GM allows.

Level 18. Astral Journey. Once per long rest, as a 1-minute ritual, you and up to six willing creatures within 30 feet can leave the Prime Plane and enter the Astral through the Rift for up to 8 hours, with you guiding the group. While in the Astral:

Time on the Prime Plane passes at 1 minute per 1 hour of Astral travel, so you emerge about 8 minutes after you left.

You and your companions can travel between any two locations on the same plane that any of you has visited before, and you emerge at the destination at the end of the journey. The GM decides what the Astral terrain between is like.

The GM decides what encounters the group has with Astral natives, Mythar-echo phenomena and creatures attuned to Astral travel.

You keep access to all your spells and Psionic Points.

You can end the journey at any point and return the group to your departure point at no further cost. If you become Incapacitated during the journey, the group is stranded in the Astral until you recover or another creature with planar-travel ability extracts them.

Mindhunter

The Mindhunter is the Psion Path that reads a mind the way a tracker reads ground, for its direction of travel and the marks it leaves. Every power that can afford Mindhunters uses them, and none admits it. Halcyion counter-intelligence keeps a stable of them, Echelon calls them auditors, and the Black Meridian Syndicate pays in advance and gives them no name. The work is invasive by definition, and the people who are good at it stopped finding that interesting years ago.

Level 3. Psychic Lance. You learn Psychic Lance, an offensive cantrip that does not count against your spells known and costs no Psionic Points. As an action, you direct it at a single creature within 60 feet. The target makes an Intelligence saving throw against your spell save DC. On a failure, it takes 1d10 psychic damage and cannot take reactions until the start of its next turn. On a success, it takes half damage and suffers no other effect.

The damage increases with your Psion level, to 2d10 at 5th level, 3d10 at 11th level and 4d10 at 17th level.

Once per turn, when you cast a Psion spell that deals psychic damage to a creature, you can add 1d6 psychic damage to one damage roll of the spell.

Level 7. Disrupted Cognition. When a creature takes psychic damage from a spell or feature of yours, you can force it to make a Wisdom saving throw against your spell save DC. On a failure, it suffers one of the following effects of your choice until the end of its next turn:

Mind-Slowed. The creature's speed is halved and it cannot take bonus actions.

Mind-Garbled. The creature has disadvantage on its next attack roll and cannot cast spells that require verbal components.

Mind-Blanked. The creature loses access to one feature or spell of its choice. If it has no chosen features available, it has disadvantage on its next saving throw instead.

You can use Disrupted Cognition a number of times equal to your spellcasting ability modifier (minimum 1) per long rest. Each additional use after that costs 2 Psionic Points.

Level 11. Mind Strike. As an action, you can spend 3 Psionic Points to strike the mind of one creature you can see within 60 feet. The target makes a Wisdom saving throw against your spell save DC with disadvantage. On a failure, it takes 6d8 psychic damage and gains one of the following conditions for 1 minute, which you choose when you use the feature:

Stunned. The target is Stunned. It can repeat the save at the end of each of its turns.

Frightened. The target is Frightened of you. It can repeat the save at the end of each of its turns.

Charmed. The target is Charmed by you. It can repeat the save at the end of each of its turns, or whenever you or your allies damage it.

On a success, the target takes half damage and suffers no other effect. Constructs, undead and creatures with active mental wards, such as Halcyion neural lattices and certain Tier IV and higher command-grade cybernetics, make the save with advantage.

Level 15. Defense Breach. Spells you cast that call for an Intelligence, Wisdom or Charisma saving throw count, for the target's first failed save against them, as having a save DC of 10 + your spellcasting ability modifier + your proficiency bonus + 2, overriding the normal calculation.

When a creature fails a saving throw against one of your Psion spells and takes psychic damage from it, it has disadvantage on its next saving throw against any spell of yours made before the end of its next turn.

Level 18. Cognitive Shatter. Once per long rest, as an action, you can turn your full discipline on one creature you can see within 60 feet. The target makes an Intelligence saving throw against your spell save DC with disadvantage. On a failure:

The target takes 12d10 psychic damage.

The target is Stunned for 1 minute and is Incapacitated. It can repeat the save at the end of each of its turns, which ends the Stunned condition on a success but not the other effects.

The target's Intelligence and Wisdom scores are each reduced by 1d4 for 24 hours or until it receives appropriate magical or technological cognitive restoration. A target reduced to 0 in either score is Incapacitated until restored.

If the damage reduces the target to 0 hit points, it falls into a coma instead of dying and is aware of no passage of time until restored by appropriate intervention. It stabilizes automatically.

On a success, the target takes half damage and suffers no other effect.

After you use Cognitive Shatter, you gain one level of exhaustion that only a long rest can remove. Mind-Renders who use Cognitive Shatter on a target who survives often acquire a long-term shadow there.

Prescient

The Prescient is the Psion Path that reaches a few seconds forward in time. Prescients describe it as flashes, as deja vu, as a tug at the elbow before a blade arrives, and none of them describes it as omniscience. The discipline sees only a few moves ahead. Memory-marked Psions sometimes develop it as a survival reflex, cloistered seers cultivate it on purpose, and field operators learn to hide how it feels so their marks do not notice it working.

Level 3. Forced Reroll. When you or an ally within 30 feet is hit by an attack, fails a saving throw or fails an ability check, you can use your reaction to change the roll. Against an attack, you impose disadvantage on the attack roll. Against a saving throw or ability check, you grant advantage on a reroll. The triggering creature must reroll using the new dice, and the new result stands even if it is worse than the original.

You can use this feature a number of times equal to your spellcasting ability modifier (minimum 1) per long rest. After those uses are spent, you can spend 2 Psionic Points to use it again.

Level 7. Glimpse of Outcomes. You begin each long rest by drawing a number of Glimpse dice equal to your proficiency bonus. Each Glimpse die is a d20. Roll each one and record the results in order, and these recorded results form your Glimpse pool for the day.

At any point during the day, you can spend a Glimpse die to substitute its recorded value for any d20 roll made by you, an ally within 60 feet or an enemy within 60 feet, whether an attack roll, ability check or saving throw. You must declare this before any other creature has rolled, before the modifier is added and before anyone has reacted to the roll's outcome. The roll is then resolved with its normal modifiers. A spent Glimpse die is removed from the pool, and unspent Glimpse dice are lost at your next long rest.

Level 11. Anticipated Move. You have advantage on initiative rolls, and you cannot be surprised while you are conscious. At the start of combat, before initiative order resolves, you can take a single bonus action on the first round. The bonus action must be Dash, Disengage, Hide or one of your Psion features that takes a bonus action.

Once per short rest, when a creature within 30 feet of you takes an action, you can use your reaction to force it to declare its action again. It must choose its action and target as if it had not yet acted, and if it chooses the same action and target, it has disadvantage on the roll.

Level 15. Probability Cascade. Once per long rest, as a bonus action, you enter a Cascade for 1 minute. While you are Cascading:

You have advantage on all attack rolls, saving throws and ability checks.

Creatures attacking you have disadvantage on their attack rolls.

When you spend a Glimpse die, you can apply the same recorded value to two separate rolls instead of one, if both rolls occur in the same round.

Once during the Cascade, when you would be reduced to 0 hit points, you drop to 1 hit point instead.

The Cascade ends after 1 minute, when you fall Unconscious, or when you end it as a free action. When it ends, you gain one level of exhaustion, which a long rest removes as normal.

Level 18. Sequence Locked. Once per long rest, as an action at the start of combat, after initiative is rolled and before the first creature acts, you declare a Sequence for the first round. Choose up to four of the following declarations:

One ally of your choice acts first in the round, regardless of initiative order.

One enemy you choose makes its first action with disadvantage.

One ally of your choice has advantage on their first attack roll, saving throw or ability check this round.

One enemy you choose cannot take reactions this round.

One ally of your choice deals maximum damage with their first damaging hit this round.

The Sequence resolves automatically as the round plays out. If you have not yet rolled initiative when an ambush begins, you can still declare a Sequence.

Reaver

The Reaver is a Psion who broke under the strain of the work and kept going. The break is often an overreach: too deep into another mind, too long in a shared one, or a single contact with a presence on the far side of the Rift that should have been refused. What survives is still capable and no longer bounded. Because of Reavers, most polities keep a register, the academies test annually, and experienced Psions do not open a channel to a stranger. The registers do not distinguish the hostile ones from the rest.

Level 3. Overreach. When you deal psychic damage with a Psion feature or spell, you can take 1d6 psychic damage yourself to add your Intelligence modifier to that damage. You are immune to the Charmed condition and to any effect that would read your thoughts, and a creature that tries to read your thoughts takes 2d6 psychic damage.

Level 7. Bleed. Any creature you can see that starts its turn within 10 feet of you must succeed on an Intelligence saving throw against your spell save DC or take psychic damage equal to twice your proficiency bonus. You can suppress or resume this effect as a free action, and you can exclude creatures of your choice from it.

Level 11. Psychic Drain. Once per turn, when a creature within 30 feet of you fails a saving throw against one of your Psion features or spells, you regain hit points equal to your Intelligence modifier plus your proficiency bonus and gain temporary hit points equal to your proficiency bonus.

Level 15. Hardened Mind. You have resistance to psychic damage and immunity to the Frightened condition. When you fail an Intelligence, Wisdom or Charisma saving throw, you can choose to succeed instead and take 4d10 psychic damage that cannot be prevented. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 18. Reave. Once per long rest, as an action, you can target one creature you can see within 60 feet. The creature must make an Intelligence saving throw against your spell save DC. On a failure, it takes 12d10 psychic damage, its Intelligence and Charisma scores are each reduced by 1d6 until it finishes a long rest, and it is Stunned until the end of your next turn. On a success, it takes half damage and suffers no other effect. Whether it succeeds or fails, you take 3d10 psychic damage that cannot be prevented.

Telekinetic

The Telekinetic is the Psion Path that outsiders recognize most easily, because the work is visible: doors open without contact, chairs slide across the room, and a thrown knife stops in midair and reverses. Training is repetition and kinetic geometry. Inquisitors fear Telekinetics most, because they disarm an opponent or kill cleanly. Duelists collect them, and ship crews use them to lift wall plates and open vaults without leaving toolmarks.

Level 3. Telekinetic Grasp. You gain a hands-free, mind-driven grip with Close-range reach. As a bonus action, you can manipulate an object within 30 feet that weighs up to 10 pounds times your spellcasting ability modifier (minimum 10 pounds). You can pick it up, move it, open or close it, hurl it, or otherwise apply force as a single human hand can. You can also use the grip to make an unarmed strike or a shove at 30 feet. An unarmed strike uses your spellcasting ability for the attack roll and, on a hit, deals 1d6 + your spellcasting ability modifier bludgeoning damage. A shove forces the target to make a Strength saving throw against your spell save DC or be shoved 10 feet or knocked Prone. You can attempt a Disarm action at 30 feet against an opponent's held weapon, using a contested check of your spellcasting ability against the target's Strength or Dexterity.

When you cast a Psion spell with a range of touch, you can instead deliver it to any point within 30 feet, using Telekinetic Grasp.

Level 7. Lift and Hold. As an action, you can spend 2 Psionic Points to lift one Medium or smaller creature within 60 feet into the air. The target makes a Strength saving throw against your spell save DC. On a failure, it is Grappled and suspended 10 feet above its starting position for up to 1 minute. While suspended, its speed is 0 and it has disadvantage on attack rolls. It can repeat the save at the end of each of its turns, ending the effect on a success.

As the same action, you can instead lift one unattended object of Large size or smaller that weighs up to 500 pounds and move it up to 30 feet in any direction. Sustaining either effect requires a bonus action on each of your later turns, or the held creature or object falls.

Level 11. Kinetic Volley. As an action, you can spend 3 Psionic Points to sweep loose objects, gravel, panel scrap or thrown weapons into a barrage of projectiles. Each time you use this feature, choose a 30-foot cone or up to four creatures within 60 feet. Each target makes a Dexterity saving throw against your spell save DC, taking 6d8 bludgeoning, piercing or slashing damage on a failure, or half as much on a success. You choose the damage type based on the available debris. The area must contain enough loose material to draw from. A swept-clean Halcyion cathedral floor halves the damage dice, and a starship cargo bay full of crates deals full damage and may damage gear, as the GM decides.

Level 15. Reactive Catch. When you or an ally within 60 feet is hit by a ranged weapon attack or a thrown weapon, you can use your reaction to catch the projectile in midair. The attack misses and the projectile is held aloft beside you. As part of the same reaction, you can send it back along its line of travel by making a ranged spell attack roll, using your spellcasting ability modifier, against any creature within 60 feet of you. On a hit, the projectile deals its normal damage to that target. Once per short rest, you can use Reactive Catch without expending your reaction. Later uses in the same combat cost your reaction as normal.

Level 18. Sovereign Field. Once per long rest, as an action, you establish a Sovereign Field, a 60-foot-radius sphere centered on you that lasts up to 1 minute and moves with you. While it lasts, you can do all of the following as a single bonus action on each of your turns: suspend, lift or move up to six Medium or smaller creatures or unattended objects of up to 1,000 pounds each anywhere within the field, and release them, hurl them or hold them in place. A creature resists with a Strength saving throw against your spell save DC at the start of each of its turns.

While the Field is active, ranged weapon attacks against creatures inside it have disadvantage, you ignore difficult terrain inside it, and you can sustain Lift and Hold on any number of targets inside it without spending a bonus action.

Maintaining the Sovereign Field requires your concentration. If you spend 5 additional Psionic Points when you activate it, it lasts its full duration without concentration.

Telepath

The Telepath is the Psion Path of spies, negotiators and priests without a pulpit. The work leaves no visible trace: a sentence delivered into the back of someone's head from across a hangar, the certainty that the merchant is lying, an idea the people in the room cannot explain having had. Militaries treat Telepaths as confessors, courts treat them as ambassadors and as threats, and syndicates fence them to whoever is paying more that quarter. Most Telepaths develop a strict private ethic about consent, because the alternative erodes the self.

Level 3. Mind Link. You can establish silent two-way mental communication with any creature you can see within 120 feet. If you share no language with it, you can exchange only feelings and images. The link lasts 1 hour or until you end it as a free action. You can hold links with a number of creatures equal to your spellcasting ability modifier at once, and opening a new link beyond that limit ends your oldest active link.

You can also concentrate for 1 minute on a creature you can see within 30 feet to read its surface thoughts, the language-shaped layer of its conscious mind. The target makes a Wisdom saving throw against your spell save DC. On a success, it is aware of the intrusion, and Telepath-trained creatures, devices and certain cybernetics register the attempt automatically. On a failure, you perceive its current language-formed thoughts for 1 minute, and it remains unaware of this unless told.

Level 7. Whisper. As an action, you can spend 1 Psionic Point to plant a short suggestion of no more than 12 words in the mind of a creature you can see within 60 feet. The target makes a Wisdom saving throw against your spell save DC. On a failure, it perceives the sentence as its own thought and weighs it accordingly for 1 minute. The suggestion does not compel action. The target rejects any suggestion that is obviously self-destructive or against its deep convictions. Creatures with magical or technological mental wards, such as Halcyion neural lattices, make the save with advantage.

Once per long rest, you can use Whisper without spending a Psionic Point.

Level 11. Psychic Tether. As a 10-minute ritual completed during a short or long rest, you can bind a Psychic Tether link to one willing creature you can touch. The link lasts 24 hours and holds across any distance on the same plane, though the GM can degrade its clarity over interplanetary distances. You can renew it during any later short or long rest. While the link holds:

You and the bound creature can exchange thoughts and images at will as a free action.

You can sense the bound creature's emotional state and rough physical condition (uninjured, hurt or dying).

Once per long rest, the bound creature can borrow your proficiency in one skill of your choice for a single roll, treating the skill as one it is proficient in.

Once per long rest, you can cast a Psion spell of 2nd level or lower with the bound creature as its target, regardless of distance, as long as you are on the same plane.

You can have a number of Psychic Tether links active at once equal to your proficiency bonus.

Level 15. Mass Link. As an action, you can spend 4 Psionic Points to establish a Mind Link-style link between yourself and up to 12 willing creatures within 120 feet for 1 hour. Linked creatures can communicate freely with each other and with you and know each other's approximate positions. They can also share targeting information: for attack rolls and spell targeting, a linked creature can use any other linked creature's vision to see the target directly. Linked allies have advantage on initiative rolls while the link lasts.

When you cast a spell that requires a willing creature you can see while Mass Link is active, you can target any willing creature in the link even if you cannot see it.

Level 18. Confluence of Minds. Once per long rest, as an action, you can merge the minds of up to six willing creatures within 30 feet into a temporary shared mind, called a Confluence, that lasts up to 10 minutes. For the duration:

All participants share each other's senses, knowledge and memory access at will. A participant can use any other participant's languages, proficiencies in Intelligence-, Wisdom- and Charisma-based skills, and recalled facts as if they were its own.

Each participant adds your spellcasting ability modifier (minimum +1) to all Intelligence, Wisdom and Charisma saving throws and ability checks.

If any participant is targeted by a spell or ability that requires a Wisdom or Charisma saving throw, all participants can make that save, and the best result is used.

As an action, you can attempt a deep-memory extraction on one unwilling creature within 30 feet. That creature makes a Wisdom saving throw against your spell save DC with disadvantage. On a failure, all participants observe a 1-minute memory segment of your choosing from the target's last 24 hours, or one specific named memory the target consciously holds.

When the Confluence ends, participants keep anything they learned, and each gains one level of exhaustion that only a long rest can remove.

Ranger

The Ranger is a scout and hunter for country that no map covers, which in this setting means a forest, an asteroid belt, or a derelict hull on equal terms. Rangers track, navigate, and forage, and they handle the terrain a party has to cross. Each Ranger learns one kind of quarry and one kind of ground well. The Ranger Archetype chosen at 3rd level sets the Ranger's specialty, such as a bonded companion, a second shape, a blessing, or a trap kit.

A Wisdom half-channeler with martial weapon training, Favored Enemy damage, favored terrain benefits, Extra Attack, and spells for tracking, warding, and speaking with beasts.

Hit Die d10 per Ranger level
Primary Ability Dexterity or Wisdom
Saving Throws Strength, Dexterity
Armor Light, Medium
Weapons Simple, Martial, Firearms
Tools Survival kit
Skills Choose 3 from Acrobatics, Animal Handling, Athletics, Insight, Investigation, Nature, Perception, Piloting, Stealth, Survival, Technology
Rift Affinity Curve Half Channeler
Spellcasting Known: a fixed list, always ready
Casting Ability Wisdom

Rangers are half-channelers: spells begin at Ranger level 2 and follow the half-channeler slot table shared with the Paladin. Spell save DC and attack modifier use WIS.

					Spell Slots per Spell Level				
Level	Proficiency Bonus	Features	Rift Affinity	Spells Known	1st	2nd	3rd	4th	5th
1	+2	Favored Enemy, Natural Explorer	2	–	–	–	–	–	–
2	+2	Fighting Style, Spells	2	2	2	–	–	–	–
3	+2	Ranger Archetype, Primeval Awareness	2	3	3	–	–	–	–
4	+2	Ability Score Improvement	2	3	3	–	–	–	–
5	+3	Extra Attack	2	4	4	2	–	–	–
6	+3	Greater Favored Enemy / Terrain	2	4	4	2	–	–	–
7	+3	Ground Read, Ranger Archetype feature	2	5	4	3	–	–	–
8	+3	Land's Stride, Ability Score Improvement	2	5	4	3	–	–	–
9	+4	Trail Lock	2	6	4	3	2	–	–
10	+4	Hide in Plain Sight	2	6	4	3	2	–	–
11	+4	Ranger Archetype feature	2	7	4	3	3	–	–
12	+4	Ability Score Improvement	2	7	4	3	3	–	–
13	+5	Quarry Sense	2	8	4	3	3	1	–
14	+5	Vanish	2	8	4	3	3	1	–
15	+5	Ranger Archetype feature	2	9	4	3	3	2	–
16	+5	Ability Score Improvement	2	9	4	3	3	2	–
17	+6	Improved Favored Enemy	2	10	4	3	3	3	1
18	+6	Feral Senses, Ranger Archetype feature	2	10	4	3	3	3	1
19	+6	Ability Score Improvement	2	11	4	3	3	3	2
20	+6	Foe Slayer	2	11	4	3	3	3	2

Class Features

As a Ranger, you gain the following features at the levels shown in the Ranger table. Your Ranger Archetype grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Favored Enemy

Choose a favored category of creature from the following list: beasts, humanoids of a single faction (for example, Halcyion regulars, Aurelion legionnaires, Black Meridian crews, or Covenant cultists), constructs, undead, or one category of aberration or extraplanar entity the GM approves. You have advantage on Wisdom (Survival) checks to track creatures of that category and on Intelligence (Investigation, Lore, or Nature) checks to recall information about them. When you hit a creature of your favored category with a weapon attack, you deal an extra 1d4 damage of the weapon's type. The extra damage increases to 1d6 at 11th level and 1d8 at 17th level. You can add a second favored category at 6th level and a third at 14th level.

Level 1: Natural Explorer

Choose one terrain type as your favored terrain: forest, mountain, grassland, urban, coast or aquatic, desert, arctic, subterranean, or void or asteroid belt. While you travel in your favored terrain alone or with companions who can keep your pace, your group cannot be surprised, ignores difficult terrain caused by natural features, moves at normal speed while tracking or foraging, and notices threats one range band farther than normal. You can add a second favored terrain at 6th level and a third at 10th level.

Level 2: Fighting Style

Choose one of the following Fighting Styles.

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

Defense. You gain a +1 bonus to Armor Class while wearing armor.

Dueling. You gain a +2 bonus to damage rolls with a one-handed melee weapon when you wield no other weapon.

Two-Weapon Fighting. You add your ability modifier to the damage of your off-hand attack.

Skirmisher. When an enemy ends its turn within Melee range of you, you can use your reaction to move up to 5 feet without provoking opportunity attacks.

Archery / Marksman. +2 to ranged weapon attack rolls.

Defense. +1 AC while wearing armor.

Dueling. +2 damage with a one-handed melee weapon and no other weapon.

Two-Weapon Fighting. Add your ability modifier to the off-hand damage roll, and gain the Off-Hand Strike bonus action.

Skirmisher. When an enemy ends its turn within Melee range, move up to 5 feet as a reaction without provoking.

Level 2: Spells

You can cast spells from the Ranger spell list using spell slots, as a half-channeler. The list focuses on survival, bonding with beasts, terrain, quarry-marking effects such as hunter's mark, and warding. Your spell save DC and spell attack modifier use your Wisdom modifier. Your spell slots, which refresh on a long rest, follow the half-channeler progression table.

LEVEL 3: RANGER ARCHETYPE

Choose your Ranger Archetype: Arcane Archer (magic worked into each shot), Beast Master (a bonded companion), Beastkin (a second shape), Fae Warden (guardian of the Faewyld crossings), Hallowed Hunter (a hunter ordained by a temple), Marksman (long-range precision), Monster Hunter (a specialist against aberrations, undead, and fiends), Runestrike (runes cut into weapons and armor), or Tracker (sign-reading and traps). Your Archetype grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 3: PRIMEVAL AWARENESS

As an action, you can expend one Ranger spell slot to extend your senses through the surrounding terrain. For 1 minute per level of the slot, you sense the presence, approximate number, and general direction of creatures in up to two creature categories you choose, within 1 mile of you in normal terrain or 6 miles in your favored terrain. You do not learn their exact location, species, intent, or identity.

LEVEL 5: EXTRA ATTACK

You can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 6: GREATER FAVORED ENEMY / TERRAIN

Choose a second favored enemy category and a second favored terrain. Your Favored Enemy and Natural Explorer benefits apply to both of your choices in each list.

LEVEL 7: GROUND READ

When a creature you can see moves within 30 feet of you, you can use your reaction to read where it will put its feet. The creature makes a Dexterity saving throw against your spell save DC. On a failure, its movement ends immediately and the ground it chose counts as difficult terrain for it until the end of its next turn. In your favored terrain, the creature has disadvantage on the saving throw. You can use this feature a number of times equal to your Wisdom modifier (minimum one) per long rest.

LEVEL 8: LAND'S STRIDE

Moving through nonmagical difficult terrain costs you no extra movement. You can pass through nonmagical plants without being slowed and without taking damage from thorns, spines, or similar hazards. You have advantage on saving throws against effects created by plants or natural terrain features.

LEVEL 9: TRAIL LOCK

You have advantage on Wisdom (Survival) checks to follow a trail no more than 24 hours cold. When you spend at least 1 hour studying a creature's tracks, scent-residue, or signal-trace, you can set a Trail Lock on that creature. For the next 30 days, while you are in the same star system as the creature, you know its compass direction from your position. You can have only one Trail Lock at a time.

LEVEL 10: HIDE IN PLAIN SIGHT

When you spend 1 minute creating camouflage from your immediate surroundings, you can attempt to hide even while another creature is observing you. You have advantage on the Stealth check, and the camouflage holds until you move more than 10 feet, attack, or break concealment. In your favored terrain, it holds for up to 1 hour of movement or until you choose to break it. Choose a third favored terrain.

LEVEL 13: QUARRY SENSE

Once per long rest, you can name a creature you have personally seen or whose biometric or identity trace you possess. For the next 24 hours, you know whether that creature is alive, Unconscious, or dead, and you have a vague sense of its distance (same room, same building, same district, same world, or off-world).

LEVEL 14: VANISH

You can use the Hide action as a bonus action on your turn. You also cannot be tracked by nonmagical means unless you choose to leave a trail. Choose a third favored enemy category.

LEVEL 17: IMPROVED FAVORED ENEMY

Your Favored Enemy damage bonus increases to 1d8. You have advantage on saving throws against effects, abilities, or attacks originating from a creature of your favored categories.

LEVEL 18: FERAL SENSES

You are aware of any hostile creature within 30 feet of you. You have no disadvantage on attack rolls against creatures you cannot see (because of invisibility, total darkness, or magical concealment), and such creatures gain no advantage on attack rolls against you because they cannot see you. Total cover still blocks this awareness. You must have a line through air, water, or thin material.

LEVEL 20: FOE SLAYER

Once on each of your turns, when you make a weapon attack roll or a damage roll against a creature of one of your favored categories, you can add your Wisdom modifier to the roll. You choose attack or damage before you roll. Once per long rest, as a bonus action, you can mark one creature as your Final Quarry. The mark lasts until the quarry is reduced to 0 hit points, leaves your line of sight for more than 24 hours, or you finish a long rest. Against the quarry, you ignore resistance to your weapon damage, and your critical hit range expands to 19 or 20.

Ranger Archetypes

A Ranger chooses a Ranger Archetype at level 3 and gains its features at levels 3, 7, 11, 15, 18. The ranger archetypes open to a Ranger follow.

Arcane Archer

The Arcane Archer is the Ranger Archetype that loads magic into a shot instead of casting it at the target. The technique works a small spell into the projectile at the moment of release, so it travels and lands with the shot, and a watcher cannot counterspell it by reading the archer's hands. Few schools teach it, and archers who learn it properly develop a habit of counting shots aloud.

Level 3. Arcane Shot. You can work magic into a projectile as you loose it. Choose two of the following options. You learn a third option at 11th level and a fourth at 15th level. Once per turn when you hit a creature with a ranged weapon attack, you can apply one option you know. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Splitting Shot. One additional creature within 10 feet of the target takes half the attack's damage.

Weight Shot. The target's speed is reduced by 15 feet, and it cannot take reactions until the end of your next turn.

Blinding Flare. The target makes a Constitution saving throw against your spell save DC. On a failure, it is Blinded until the end of your next turn.

Tracer Shot. Until the end of your next turn, attack rolls against the target have advantage, and it gains no benefit from cover or from being Invisible.

Corrosive Shot. The target takes an extra 2d6 acid damage, and its Armor Class is reduced by 1 until it finishes a short rest.

Anchoring Shot. The target takes an extra 2d6 force damage and makes a Strength saving throw against your spell save DC. On a failure, it cannot teleport or be moved against its will until the end of your next turn.

Level 7. Ranging Sight. You can see to the far edge of Long range with full clarity in any light short of total darkness. Your ranged weapon attacks ignore half cover, and you do not have disadvantage on ranged attack rolls made beyond your weapon's normal range.

Level 11. Two Workings. You learn a third Arcane Shot option. Additionally, once per short rest you can apply two options to the same attack.

Level 15. Ever-Full Quiver. You learn a fourth Arcane Shot option. You can conjure ordinary ammunition as part of any ranged attack, so you do not run out. When you roll initiative with no Arcane Shot uses remaining, you regain one use.

Level 18. Perfect Arcane Shot. Once per long rest, as an action, you loose one shot that applies every Arcane Shot option you know. Choose a creature within Extreme range on the same plane that you can see or have tracked within the last hour. The shot hits automatically. The target takes 10d10 force damage, and every option you know applies to it at once, with each saving throw made at disadvantage.

Beast Master

The Beast Master is the Ranger Archetype that works in a pair. Sometimes the bond was chosen, a hunt-priest's pick out of the kennel-pit or a woodsman raising a wing-cat from kithood. Sometimes it was an accident: a wounded animal nursed back, a stowaway tamed, a laboratory subject let out of a crate by somebody who did not think past the latch. Either way, the bond works through a faint Rift link between two minds.

Level 3. Beast Companion. You gain a beast companion with a Power Rating of 1/4 or lower, approved by the GM. Suggested options are a wing-cat, a scout-drone-bonded raptor, a Zyrrak hunt-hound, a plains harrier, a void-rated falcon, a small primate, or a low-tier construct built as a beast. The companion has its own stat block and acts on your initiative. Its hit points equal 4 times your Ranger level, its proficiency bonus equals yours, and it adds your proficiency bonus to attack rolls, damage, Armor Class, saving throws, and skill checks it is proficient in. On your turn, you can verbally command the companion to take any action it can take. If it is Incapacitated or you give no command, it takes the Dodge action. The companion understands your spoken language at the level of a clever animal: commands, names, and simple two-step instructions. If the companion dies, you can bond a new one during a long rest spent in an appropriate environment.

Level 7. Coordinated Attack. When you take the Attack action on your turn, you can use your bonus action to command your beast companion to take the Attack action with one of its attacks against a creature within its reach. When your companion hits a creature you have attacked this turn, it deals an extra 1d6 damage.

Level 11. Bestial Fury. Your companion can make two attacks instead of one when it takes the Attack action. Its hit points increase to 5 times your Ranger level, and it gains proficiency in two saving throws of your choice and one additional skill of your choice.

Level 15. Share Spells. When you cast a Ranger spell that targets or affects only you, such as a personal buff, a sense extension, or a movement enhancement, you can extend its effect to your beast companion if it is within 30 feet of you, at no additional slot cost. You and your companion also share a passive telepathic link while within 1 mile of each other. The link conveys simple emotions, alert and wary states, and signals for "I am safe" and "I am in trouble," with no audible language.

Level 18. Shared Defense. The companion gains immunity to the Frightened and Charmed conditions and resistance to one damage type of your choice. You declare the damage type during a long rest and can change it at the next long rest. While you and the companion are within 30 feet of each other, each of you can use your reaction to take half of any damage about to be dealt to the other from a single source. Resolve this after the damage is rolled and before hit points are deducted. The redirected damage cannot be reduced further by resistances.

Beastkin

The Beastkin is the Ranger Archetype that has a second shape. The source varies more than the result: a lycanthropic line that never bred out, a changeling parentage that was never discussed, or a Rift exposure at the wrong age that taught the body a new form. Whatever the cause, the shift is voluntary now.

Level 3. Second Skin. As a bonus action, you can shift into a partial beast form for 1 minute. When you shift, you gain temporary hit points equal to your Ranger level, your walking speed increases by 10 feet, and your unarmed strikes deal 1d8 slashing damage and count as weapons you are proficient with. You can shift a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Level 7. Bestial Senses. While shifted you have darkvision out to 60 feet, you have advantage on Perception and Survival checks that rely on smell or hearing, and you have a climbing speed equal to your walking speed.

Level 11. Full Change. As part of a shift, you can take the full shape of a beast. Choose a beast of Power Rating 1 or lower that you have seen. For the duration of the shift, you have its form, using its physical ability scores, movement modes, and natural attacks while keeping your own hit points, Armor Class, and mental ability scores. You cannot speak or cast spells while fully changed. You can change your chosen beast when you finish a long rest.

Level 15. Beast Resilience. While shifted you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and you regain hit points equal to your proficiency bonus at the start of each of your turns while you are above 0 hit points. You are also immune to disease and to the Poisoned condition.

Level 18. Greater Shift. Once per long rest, as a bonus action, you shift fully into the beast for 1 minute, and this shift does not count against your uses of Second Skin. Your size increases by one rung on the size ladder, your unarmed strikes deal 2d8 slashing damage and count as magical, and your walking speed increases by a further 20 feet. Any creature that starts its turn within 5 feet of you makes a Wisdom saving throw against your spell save DC or is Frightened of you until the end of its turn. When the minute ends, you gain one level of the Exhausted condition, and you remember only part of that minute.

Fae Warden

The Fae Warden is the Ranger Archetype that holds the crossings between the Prime Plane and the Plane of Faewyld, which narrow over time but never close. Each Warden has a compact with a power on the other side, and the compact is about restraint: the Warden keeps the crossing honest in both directions and is lent enough of the far side's logic to do it. Unlike a Warlock, a Warden has no owner and owes no debt, and the jurisdiction they hold stays with them when they leave the border.

Level 3. Faewyld Compact. You can speak Sylvan and have advantage on saving throws against being Charmed. You know the direction of the nearest crossing between the Prime Plane and the Plane of Faewyld within 1 mile of you. Once per short rest, as a bonus action, you can step half out of the world and back, teleporting up to 60 feet to an unoccupied space you can see.

Level 7. Glamour Ward. When a creature you can see within Close range is targeted by an attack, you can use your reaction to cast a glamour over that creature. The attacker makes a Wisdom saving throw against your spell save DC. On a failure, the attack misses. You can use this feature a number of times equal to your Wisdom modifier (minimum once), and you regain all expended uses when you finish a long rest.

Level 11. Border Law. You can spend 1 minute marking a boundary up to 60 feet long across ground you can walk. For the next 8 hours, a creature that crosses the boundary without your permission takes 4d6 psychic damage and has its speed halved until the end of its next turn. You know when the boundary is crossed and what crossed it. You can maintain one boundary at a time.

Level 15. Fae Resilience. You have resistance to psychic damage and cannot be Charmed. When you are hit by an attack, you can use your reaction to step half out of the world. The damage is halved, and you teleport up to 30 feet to an unoccupied space you can see. You can use this feature once per short rest.

Level 18. Fae Crossing. Once per long rest, as an action, you open a crossing 10 feet wide within Close range for 1 minute. You and any creature you permit can step through it to any point you have visited on the same world, or into the Plane of Faewyld at a crossing you know. For the duration, a hostile creature that starts its turn within 30 feet of the crossing makes a Wisdom saving throw against your spell save DC or is Charmed by you until the start of its next turn.

Hallowed Hunter

The Hallowed Hunter is the Ranger Archetype a temple sends when the problem is three weeks upriver and will not wait for a procession. Hunters hold a limited ordination: the authority to bless, to ward, and to end what the order has ruled should end, without the administrative weight of a pulpit. The Archetype sits between a Ranger and a Paladin. Hunters travel light, bury what they kill, and keep a written account for an order that will read it in a year and a half.

Level 3. Consecrated Trail. You gain proficiency in the Religion skill. Once per turn when you hit a creature with a weapon attack, you can deal an extra 1d6 radiant damage. As a bonus action, you can bless one creature you can see within Close range. Until the end of your next turn, that creature adds 1d4 to its next attack roll or saving throw. You can bless a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a short rest.

Level 7. Warding Presence. You and allies within 10 feet of you have advantage on saving throws against being Charmed or Frightened, and on saving throws against effects created by aberrations, fiends, and undead.

Level 11. Healing Pool. You have a pool of healing power equal to five times your Ranger level, which refreshes when you finish a long rest. As an action, you can touch a creature and spend any number of points from the pool to restore that many hit points to it. You can instead spend 5 points from the pool to end one disease, or one condition of your choice from Blinded, Deafened, Paralyzed, or Poisoned.

Level 15. Hallowed Ground. Once per short rest, as a bonus action, you consecrate a 20-foot-radius area centered on yourself for 1 minute. The area moves with you. Allies in the area regain hit points equal to your Wisdom modifier at the start of each of their turns, and hostile aberrations, fiends, and undead in the area have disadvantage on attack rolls.

Level 18. Sanctified Kill. Once per long rest, as an action, you make one weapon attack against a creature within your reach or your weapon's range. On a hit, the target takes an extra 8d8 radiant damage. If the target is an aberration, a fiend, or an undead, it also makes a Constitution saving throw against your spell save DC. On a failure, it drops to 0 hit points if it has 100 hit points or fewer remaining. Whether the attack hits or misses, every ally within 30 feet of you regains hit points equal to your Ranger level.

Marksman

The Marksman is the Ranger Archetype of the long shot. Marksmen are solar-archers initiated on outer parapets, long-rifle Rangers who patrol frontier ridgelines, and ancestral hunters who carry a composite bow alongside a coil-rifle because both wear the same shoulder. The Archetype rewards one prepared shot over any volume of fire.

Level 3. Extended Range. When you wield a ranged weapon with the two-handed property (a bow, a crossbow, a coil-rifle, or a sniper-rated firearm), its range bands extend one step at normal accuracy. You ignore half cover with such weapons, and you have advantage on Wisdom (Perception) checks made to see at a distance, whether by naked eye, scope, or other optical aid. You suffer no penalty from dim light at any range.

Level 7. Silent Shot. When you hit a creature with a ranged weapon attack while you are Hidden from that creature, the shot does not automatically break your stealth. Make a Stealth check with advantage against the passive Perception of any creature within Close range of you, and on a success you remain Hidden. If the attack reduces the target to 0 hit points, the shot makes no sound audible beyond 10 feet. Creatures allied with the target and within 5 feet of it can still see the body fall.

Level 11. Vowed Quarry. As a bonus action, you can expend one Ranger spell slot to mark a creature you can see within Long range as your Vowed Quarry. The mark lasts up to 1 hour, until the quarry is reduced to 0 hit points, or until you mark another creature as your Vowed Quarry. While the mark lasts, the quarry has disadvantage on all attack rolls against creatures other than you, and your ranged attacks against it deal an extra 1d8 damage. If the quarry uses Dash, Disengage, or a movement spell effect to break line of sight from you, you can use your reaction to make one ranged weapon attack against it before line of sight breaks.

Level 15. Wind-Reader. Your ranged weapon attacks have no disadvantage from adverse environmental conditions such as wind, rain, fog, dust, low-pressure atmosphere, partial obscurement up to light obscurement, or recoil-disturbing terrain. Total cover, total obscurement (darkness against which your other senses fail), and being Blinded still impose their normal penalties. Your ranged weapon attacks ignore three-quarters cover. If you spend 1 minute observing a target before making a single attack against it, you add your Wisdom modifier to the attack roll and the damage roll of that one shot.

Level 18. Apex Marksman. Once on each of your turns, when you make a ranged weapon attack, you can declare it your Apex Shot. The attack is made with advantage, scores a critical hit on a roll of 18 to 20, and on a hit deals an extra 4d10 damage of the weapon's type. You can use Apex Shot a number of times equal to your Wisdom modifier per long rest. Once per long rest, you can use your Vowed Quarry feature without expending a spell slot. You can sustain two Vowed Quarries at once: one tracks and one is the active target, and you choose at the start of each of your turns which is which.

Monster Hunter

The Monster Hunter is the Ranger Archetype specialized against the dangers that cannot be bargained with: aberrations off the deep lanes, undead out of Sanctum Worlds, fiends with a claim on somebody's grandparent, and the things that come through a bad crossing and take a while to name. The work is mostly research. A Monster Hunter spends four days in a records office for forty minutes in a fight and considers that the correct ratio. On a long voyage, they keep asking what is in the hold.

Level 3. Quarry Lore. You gain proficiency in the Lore skill and in one of Arcana, Nature, or Religion. When you spend 1 minute observing an aberration, a fiend or an undead, you learn one of the following, your choice: its damage immunities, resistances, and vulnerabilities, its condition immunities, or its highest and lowest ability scores. The first attack you land on an aberration, a fiend or an undead in a fight deals an extra 1d8 damage.

Level 7. Silver and Salt. As part of a short rest, you can treat your weapons and ammunition with preparations from a hunter's kit. For the next hour, your weapon attacks count as magical for overcoming resistance and immunity, and they deal an extra 1d6 damage to aberrations, fiends, and undead.

Level 11. Trick Breaker. You have advantage on saving throws against illusions and against being Charmed or Frightened by any creature that is not a humanoid. When a creature within Close range teleports, turns Invisible, or changes shape, you can use your reaction to make one weapon attack against it before the effect resolves.

Level 15. Suppress Regeneration. When you damage a creature with a weapon attack, it cannot regain hit points until the end of your next turn. A creature you have damaged within the last minute gains no benefit from being Invisible against you.

Level 18. Death Mark. Once per long rest, as a bonus action, you name one creature you can see as your last quarry. For 1 minute, you have advantage on attack rolls against it, you know its exact location while it is on the same plane, and your critical hits against it deal an extra 4d8 damage. If it drops to 0 hit points before the minute ends, you regain all expended uses of your Ranger features that recharge on a short rest.

Runestrike

The Runestrike is a craft tradition that became attached to Rangers because Rangers go where the supply line does not. The work is small and slow: a rune cut into a blade's tang and a second inside a breastplate where sweat will not lift it, each held with a night's concentration. The formula has been copied by hand for longer than anyone can trace.

Level 3. Rune-Cutting. At the end of each long rest, you can inscribe a number of runes equal to your proficiency bonus into weapons and armor you touch. Each rune lasts until your next long rest, and an item holds one rune at a time. A weapon rune makes the weapon count as magical and adds an extra 1d6 damage once per turn of a type you choose when you inscribe it: fire, cold, or lightning. An armor rune gives the creature wearing it a bonus of 1 to Armor Class.

Level 7. Rune of Return. One weapon you have inscribed gains the thrown property with a range of 30 feet if it lacks one, and it returns to your hand immediately after the attack. You can also summon any weapon you have inscribed to your hand as a bonus action, provided it is within 60 feet of you.

Level 11. Trigger Rune. When you hit a creature with a weapon inscribed with one of your runes, you can spend the rune to set it off. The target and each creature within 10 feet of it make a Dexterity saving throw against your spell save DC, taking 4d8 damage of the rune's type on a failure and half as much on a success. You can re-cut a spent rune during a short rest.

Level 15. Lasting Runes. Runes you cut no longer lapse at a long rest and hold until you remove them. You can maintain a number of runes equal to your proficiency bonus plus your Wisdom modifier, and the weapon rune's extra damage increases to 1d8.

Level 18. Master Rune. Once per long rest, as a bonus action, you can speak the master rune to empower one item you have inscribed for 1 minute. A weapon deals an extra 3d8 damage of its rune's type, scores a critical hit on a roll of 19 or 20, and ignores resistance to its rune's damage type. A creature wearing empowered armor has resistance to all damage and immunity to critical hits. When the minute ends, the item is inert until you finish a long rest.

Tracker

The Tracker is the Ranger Archetype of two crafts: cutting sign, which is reading a trail, and working the ground before a fight reaches it. Trackers build slowly and spring fast. A Tracker's bag is heavier than any other Ranger's because it holds the traps.

Level 3. Sign Reading. You have advantage on Survival checks made to track a creature, and you track at your full walking speed with no penalty. When you spend 10 minutes examining a trail, you learn how many creatures made it, their size rungs, how long ago they passed, and whether any of them was injured or carrying a heavy load. If a creature has covered its trail on purpose, you can still find it with a successful Survival check against a DC the GM sets, and you can retry once per hour.

Level 7. Field Traps. You carry a Trap Kit with components for a number of traps equal to your proficiency bonus per long rest. As an action, when no combat is under way and you have enough room and footing, you can set one trap from the list below within 5 feet of you. A trap fills a 5-foot square and is hidden. A creature spots it using passive Perception against a DC of 10 + your proficiency bonus + your Wisdom modifier. A trap triggers when a hostile creature enters its square, and it disarms after 24 hours or when you finish a long rest.

Snare. The target makes a Strength saving throw against your spell save DC or is Restrained until freed. An adjacent creature can free it with an action and a Strength (Athletics) check against your spell save DC.

Shock-Plate. The target makes a Dexterity saving throw against your spell save DC or takes 2d8 lightning damage, or half as much on a success.

Trip-Wire. The target makes a Dexterity saving throw against your spell save DC or falls Prone and ends its movement.

Concussion Charge. Creatures in a 5-foot radius make a Constitution saving throw against your spell save DC or are Deafened and have disadvantage on their next attack roll until the end of their next turn.

Tracker-Tag. No saving throw applies, and a creature passing through is marked with a silent transponder that you can locate within 1 mile for 24 hours.

You can resupply your Trap Kit during downtime in any settlement that sells hardware.

Level 11. Mass Deployment. As an action, you can set up to three traps from your Trap Kit at once, placing each in a square within 10 feet of you. The traps can be the same or different types, and each expends one charge from your Trap Kit. Your Trap Kit's maximum charges increase to twice your proficiency bonus per long rest.

Level 15. Worked Ground. As a bonus action, you can designate a 30-foot radius around you as your Worked Ground. It lasts until the end of the encounter or until you move more than 60 feet from its center. You choose, for each 5-foot square in the radius, whether it counts as difficult terrain for hostile creatures, declaring each square in real time as the fight evolves. Allies you designate at the start of each of your turns are unaffected. The save DCs of your traps within Worked Ground increase by 2, and a creature that triggers a trap within Worked Ground has disadvantage on the save.

Level 18. Final Ambush. Once per long rest, when you have at least 1 hour to prepare a position (concealment, pre-deployed traps, and layered fields of fire), you can declare it your Final Ambush. On the first round of any combat in the prepared zone, each ally in the zone takes two full turns in initiative order, each enemy that enters or starts in the zone is surprised and skips its first turn, and you can trigger up to four traps already deployed in the zone at once, in addition to any traps that trigger from enemy movement. The Final Ambush is used up whether or not combat occurs in the zone.

Rogue

Rogues work in the unwatched corridor, the open window and the moment an opponent's attention is somewhere else. They do not channel. They have the broadest skill list in the game and speak a professional cant learned in the trade. Most factions hire them, each under its own job title, and the Roguish Archetype chosen at 3rd level names the job: killer, con artist, hacker, spy, boarder, wrecker, spell-thief, burglar or stage magician.

A skill class that adds Sneak Attack damage once per turn, gains Expertise in four skills, and uses Cunning Action to dash, disengage or hide.

Hit Die d8 per Rogue level
Primary Ability Dexterity
Saving Throws Dexterity, Intelligence
Armor Light
Weapons Simple, Firearms
Tools Thieves' tools
Skills Choose 4 from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Lore, Perception, Performance, Persuasion, Piloting, Sleight of Hand, Stealth, Technology
Rift Affinity Curve Non Channeler

The Rogue does not cast spells. The Shadowstalker subclass grants limited spellcasting; its entry gives the spell list it draws from and its progression.

THE ROGUE

Level	Proficiency Bonus	Features	Rift Affinity
1	+2	Sneak Attack, Underworld Tongue, Expertise	1
2	+2	Cunning Action	1
3	+2	Roguish Archetype, Sneak Attack (2d6)	1
4	+2	Ability Score Improvement	1
5	+3	Sneak Attack (3d6), Uncanny Dodge	1
6	+3	Expertise (2 more)	1
7	+3	Sneak Attack (4d6), Evasion, Roguish Archetype feature	1
8	+3	Ability Score Improvement	1
9	+4	Sneak Attack (5d6)	1
10	+4	Reliable Talent	1
11	+4	Sneak Attack (6d6), Roguish Archetype feature	1
12	+4	Ability Score Improvement	1
13	+5	Sneak Attack (7d6)	1
14	+5	Blindsense	1
15	+5	Sneak Attack (8d6), Slippery Mind, Roguish Archetype feature	1
16	+5	Ability Score Improvement	1
17	+6	Sneak Attack (9d6)	1
18	+6	Elusive, Roguish Archetype feature	1
19	+6	Sneak Attack (10d6), Ability Score Improvement	1
20	+6	Stroke of Luck	1

Class Features

As a Rogue, you gain the following features at the levels shown in the Rogue table. Your Roguish Archetype grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Sneak Attack

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or ranged weapon. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the attack roll. The Sneak Attack die count increases as you gain levels (see the progression below: 2d6 at 3rd, 3d6 at 5th, 4d6 at 7th, 5d6 at 9th, 6d6 at 11th, 7d6 at 13th, 8d6 at 15th, 9d6 at 17th, 10d6 at 19th).

Level 1: Underworld Tongue

You know one of the following languages as your professional vocabulary: Meridian Cant, Federation Standard, High Aurelian, Thuulean (basic), or one criminal cipher of your invention. Other speakers of the language understand you. Non-speakers hear gibberish.

Level 1: Expertise

Choose two of your skill proficiencies, or one skill proficiency and your proficiency with Thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies.

LEVEL 2: CUNNING ACTION

On each of your turns, you can use a bonus action to take the Dash, Disengage, or Hide action.

LEVEL 3: ROGUISH ARCHETYPE

Choose your Roguish Archetype: Assassin, Charlatan, Hacker, Operative, Pirate, Saboteur, Shadowstalker, Thief, or Trickster. Your Archetype grants features now and at 7th, 11th, 15th, and 18th level. A save DC in a Rogue feature that gives no formula of its own is 8 + your proficiency bonus + your Dexterity modifier.

LEVEL 3: SNEAK ATTACK (2D6)

Your Sneak Attack damage increases to 2d6.

LEVEL 5: SNEAK ATTACK (3D6)

Your Sneak Attack damage increases to 3d6.

LEVEL 5: UNCANNY DODGE

When an attacker you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

LEVEL 6: EXPERTISE (2 MORE)

Choose two more of your skill proficiencies (or one skill and Thieves' tools) to gain Expertise on.

LEVEL 7: SNEAK ATTACK (4D6)

Your Sneak Attack damage increases to 4d6.

LEVEL 7: EVASION

When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the save, and only half damage if you fail.

LEVEL 9: SNEAK ATTACK (5D6)

Your Sneak Attack damage increases to 5d6.

LEVEL 10: RELIABLE TALENT

Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

LEVEL 11: SNEAK ATTACK (6D6)

Your Sneak Attack damage increases to 6d6.

LEVEL 13: SNEAK ATTACK (7D6)

Your Sneak Attack damage increases to 7d6.

LEVEL 14: BLINDSENSE

If you are able to hear, you are aware of the location of any hidden or Invisible creature within 10 feet of you.

LEVEL 15: SNEAK ATTACK (8D6)

Your Sneak Attack damage increases to 8d6.

LEVEL 15: SLIPPERY MIND

You gain proficiency in Wisdom saving throws.

LEVEL 17: SNEAK ATTACK (9D6)

Your Sneak Attack damage increases to 9d6.

LEVEL 18: ELUSIVE

No attack roll has advantage against you while you aren't Incapacitated.

LEVEL 19: SNEAK ATTACK (10D6)

Your Sneak Attack damage increases to 10d6.

LEVEL 20: STROKE OF LUCK

If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20. Once you use this feature, you must finish a short or long rest before you can use it again.

A Rogue chooses a Roguish Archetype at level 3 and gains its features at levels 3, 7, 11, 15, 18. The roguish archetypes open to a Rogue follow.

Assassin

The Assassin is the Rogue Archetype of the court killer and the contract specialist. The craft is observation, mimicry and patience, ending in one strike on a target who never knew the contract was made. Assassins do not announce their presence or fight fair. Courts keep them as instruments of succession, and syndicates keep them to close a negotiation.

Level 3. Assassinate. You gain proficiency with the Disguise Kit and the Poisoner's Kit. You also have advantage on attack rolls against any creature that has not yet taken a turn in the current combat. Any hit you score against a surprised creature is a critical hit. Assassinate works whether or not the creature can perceive you.

Level 7. Infiltration Expertise. You can spend a day and modest resources (forged documents, a wardrobe, a rehearsed history) to assume a false identity that holds up to routine scrutiny for up to 7 days. While the cover is active, you have advantage on Charisma (Deception) checks made to maintain the identity, and routine social or security systems treat the identity as authentic. The cover is broken by sustained investigation by a Tier III or higher security organization, by recognition from someone who knows your true face, or by acting in a way clearly inconsistent with the assumed identity. You can maintain one Infiltration cover at a time.

Level 11. Imposter. Given 3 or more hours of observation (in person, through recorded footage, or via detailed dossiers), you can mimic the appearance, voice, mannerisms and signature of a specific individual. You have advantage on Charisma (Deception) and Charisma (Performance) checks made to impersonate that individual. The mimicry fools casual acquaintances and recorded biometric voice-prints. Close friends, immediate family and biometric DNA-grade scanning systems can make an Insight or Investigation check against your DC (8 + proficiency + Charisma) to detect the imposture. You can have one mimicked identity prepared at a time, and switching to a new one requires the full observation period.

Level 15. Death Strike. When you trigger Assassinate against a surprised creature and hit, the target must make a Constitution saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failed save, the damage of the attack, including the critical hit and Sneak Attack, is doubled against the target. On a successful save, the attack deals its normal damage. This feature applies only to the first attack you make against the creature in the combat, and only while the creature is surprised.

Level 18. Deniable Death. Once per long rest, after you score a critical hit with Sneak Attack against a surprised creature and reduce it to 0 hit points, you can declare the death deniable. For the next 24 hours, anyone investigating the death by mundane means (autopsy, forensic reconstruction, interviewing witnesses, reviewing recordings) concludes that it was accidental, natural or self-inflicted, consistent with the scene as you left it. Channeled divination, Tier IV or higher forensic riftcraft, and the testimony of a creature that directly witnessed the strike and was not affected by it can see through the effect. After 24 hours the supernatural concealment ends, and the physical evidence is still as you left it.

Charlatan

The Charlatan is the Rogue Archetype of the confidence artist. The trade rests on the observation that most doors in civilization open for someone who is plainly supposed to be there, and that the hard part is holding the story to the end. Charlatans run long confidence work in Aurelion courts and short paper work on frontier claim offices, along with a good deal of small work in between that never gets called a crime. The good ones are liked by their marks, sometimes for years afterward.

Level 3. Cover Story. You gain proficiency in Deception and Persuasion if you do not have them, and your proficiency bonus is doubled for checks made to maintain a false identity. You can establish a false identity over 8 hours of preparation, complete with documents and a plausible history, and you can hold a number of them equal to your proficiency bonus.

Level 7. Read the Mark. After one minute of conversation with a creature, you learn one of the following about it: what it wants most, what it is afraid of, or one thing it is lying about. You have advantage on Charisma checks made against that creature for the next hour.

Level 11. Smooth Over. When you fail a Charisma check to deceive or persuade, you can use your reaction to make the creature treat your statement as odd instead of false. You can try again with a different approach after a minute. You can do this a number of times equal to your proficiency bonus, and you regain all uses when you finish a long rest.

Level 15. Face Change. You can alter your appearance over 10 minutes to resemble any humanoid of roughly your size, including a specific person you have observed for an hour. The change is physical, so magic that reveals illusions cannot detect it. It lasts until you change it back.

Level 18. The Long Con. Once per long rest, when a creature that you have deceived into trusting you would act against you, you can call in that trust. The creature must succeed on a Wisdom saving throw against your save DC or be unable to take hostile action against you for 1 minute. At the end of that minute, it does not clearly remember why it hesitated.

Hacker

The Hacker is the Rogue Archetype the last forty years produced. A Hacker has little to offer on a world that was never wired. Locks became certificates and guards became logs, and a discipline built around a window and a floorboard now runs on the same principles applied to a network stack. Hackers work from a deck and a tap-line, and the good ones spend most of a job with no visible activity: reading traffic, learning a shift pattern, waiting for the maintenance window.

Level 3. Hacker Training. You gain proficiency with a hacker's deck and in the Investigation skill, and your proficiency bonus is doubled for checks made to bypass, subvert or interrogate an electronic system. You can use the bonus action granted by Cunning Action to interface with a system you can touch or that you have already compromised.

Level 7. Backdoor. When you succeed on a check to compromise a system, you can leave a way back in. You can re-enter that system later without a check, from any range at which you can reach its network, and you know at once if your access is discovered and closed. You can hold a number of backdoors equal to your proficiency bonus.

Level 11. Log Erasure. Systems you have compromised do not log your presence. Sensors you have subverted report what you tell them to for 1 hour, and you have advantage on Charisma (Deception) checks made against anyone relying on an electronic record you have touched.

Level 15. Remote Control. As an action, you can take control of one turret, drone, door, lock or environmental system you have compromised within 120 feet and use it once as though you were operating it. If you use it to attack, you use your own attack bonus and it deals its own damage.

Level 18. Root Access. Once per long rest, as an action, you can take control of a facility. Every electronic system within 300 feet that you have had 10 minutes of access to is yours for 10 minutes: doors, sensors, turrets, comms, life support and lighting all obey you. An attempt to lock you out fails unless its operator succeeds on a check against your save DC at the end of each minute.

Operative

The Operative is the Rogue Archetype trained in corporate intelligence academies. Most are later bought out, turned or burned by other factions. Operatives read a room before they enter it, leave with a copy of every credential in it, and remember the faces of the people who saw them go. Their work is information: who is lying, and which credential opens the door.

Level 3. Tradecraft. You gain proficiency in the Technology skill, and Expertise on either Technology or Investigation (your choice). Once per short rest, you can invoke I Had This Prepared: declare, after the fact, that you anticipated the current situation and produced one of the following: (a) a forged but plausible credential, transit pass, or corporate ID appropriate to the local jurisdiction; (b) the name and contact protocol of a single low-level Echelon-network informant in the current city or station; or (c) a single piece of relevant non-classified intel about a person, faction, or location currently in play (the GM provides one true sentence). The GM can veto any claim that would amount to scene-breaking precognition. A vetoed use is not expended.

Level 7. Reconnaissance Lock. You can spend 1 minute observing a single creature you can see, then mark it as your Reconnaissance Target as a bonus action. While the target is marked, you have advantage on attack rolls against it and on Insight, Investigation and Perception checks made about it. The mark lasts 24 hours, until the target leaves your line of sight for more than 1 hour, or until you mark a new target. You can have only one Reconnaissance Target at a time, and you cannot re-mark the same target until you finish a long rest.

Level 11. Counter-Surveillance. You can use a bonus action to make a Technology or Stealth check (your choice) against the DC to remove the Surveilled condition on yourself or an ally within 30 feet. On a success, the trace is broken until a new surveillance link is established. You also have advantage on saving throws to resist becoming Surveilled, and you are automatically aware the instant the Surveilled condition is applied to you, even by an effect that would normally conceal its origin.

Level 15. Deep Cover. You can spend 7 days in a city, station or other fixed location establishing a false identity: a verified background, a residence, a low-key job or social position, and a documented history. Once established, the cover is treated as authentic by all routine social, economic and security systems in that location. The GM secretly tracks a Cover Integrity score, which starts at your Rogue level. It decreases when you take actions inconsistent with the cover, are observed by someone who knows your true face, or are subject to targeted investigation. When Cover Integrity reaches 0, the cover is compromised. You can maintain up to three Deep Covers at once, in different locations. A cover persists while you are away, and the GM lowers its Integrity slowly over time.

Level 18. Pre-Positioned Asset. Once per long rest, you can retroactively declare a Pre-Positioned Fact: a single sentence describing a preparation you made earlier in the campaign that bears on the current situation. Examples are a contact already inside the building you are about to enter, a cache of equipment buried within 1 mile of your current position, a corruption file you placed in the target's network months ago, or a debt the local syndicate owes you. The fact must be plausible given your prior actions and reach, and no larger than a single asset, contact or piece of information. The GM can veto a fact that would short-circuit the current scene or contradict established fiction, and a vetoed use is not expended.

Pirate

The Pirate is the Rogue Archetype of the boarding action. Corridors are narrow, the lighting belongs to somebody else, and the fight is decided by who reaches the bridge, so Pirates train to cross fast, split the defenders and take the one compartment that matters. They come from Black Meridian corsair crews and from frontier haulage firms that had one bad season, and they work a rigged docking clamp the way an Assassin works a stairwell.

Level 3. Boarder Training. You gain proficiency in Athletics and with navigator's tools. You ignore difficult terrain created by wreckage, rigging, low gravity or a shifting deck. When you move into a hostile creature's reach for the first time on your turn, it cannot use its reaction until the start of its next turn.

Level 7. Boarding Action. You can use the bonus action granted by Cunning Action to make one weapon attack, provided you moved at least 10 feet this turn. In addition, you can deal Sneak Attack damage to any creature that has not yet acted in this combat even if you do not have advantage on the attack roll.

Level 11. Rout. When you reduce a creature to 0 hit points, each hostile creature within 10 feet of it that can see you must succeed on a Wisdom saving throw against your save DC or have the Frightened condition until the end of its next turn. A creature that succeeds is immune to this for 24 hours.

Level 15. Take the Bridge. You have advantage on ability checks made to find, reach or operate a vessel's controls. Once per short or long rest, you can move up to your speed and make one attack as a reaction when a creature you can see attempts to seal a hatch, sound an alarm or transmit a distress call.

Level 18. Boarding Frenzy. Once per long rest, as a bonus action, you can press the attack for 1 minute. Your speed doubles, you can deal Sneak Attack damage once with each attack you make instead of once per turn, and you cannot be Frightened, Grappled or Restrained. At the end of the minute, you gain one level of exhaustion.

Saboteur

The Saboteur is the Rogue Archetype that fights the enemy's infrastructure: the dam, the comm array, the orbital lift, the keypad on the conference-room door. Halcyion Federation insurgent cells produce Saboteurs by the dozen, the Black Meridian Syndicate trains them as wreckers for hire, and great houses keep a discreet number on retainer for jobs that cannot be acknowledged. The work is patient and draws little notice until a power grid goes down or a vault door that should have held opens.

Level 3. Demolition Expert. You gain proficiency with explosives, grenades, breach charges and demolition gear, including any Tier-rated bombs in your possession. When you personally place, throw or detonate an explosive or grenade, it deals double its base damage. You also have advantage on Intelligence (Technology) checks made to disable, override, hack, sabotage or destroy Tier III or lower technological devices, including security panels, vehicle systems, comm relays and powered armor. This advantage also applies to attack rolls against the device's hardness.

Level 7. System Crash. As a Cunning Action, you can disable an electronic device. Choose one Tier III or lower electronic device within 30 feet: a security panel, a turret, a personal comm, a vehicle's navigation or a powered-armor servo. The device is disabled for 1 minute or until you spend an action to repair it. If a creature wields or wears the device, the creature can make a Dexterity saving throw against your spell save DC (8 + proficiency + Dexterity) to interpose. On a success, the device is unaffected. You can use this feature a number of times equal to your proficiency bonus per long rest.

Level 11. Booby Trap. As a Cunning Action, you can place one prepared non-magical trap (a tripwire, a pressure-plate charge, a frag-grenade snare, a poisoned dart line) in a 5-foot square within reach. The trap remains active for 1 hour or until triggered. When an ally you can see triggers the trap, finds it, or directs an enemy into it, the ally gains advantage on their next attack roll against any creature affected by the trap. The trap's effect (damage, condition) is determined by the components you used, and the GM can rule that you carry a stock of standard traps appropriate to your kit. You can have a number of active prepared traps equal to your Dexterity modifier (minimum 1).

Level 15. Induced Fault. When a creature you can see makes an attack roll against you or an ally within 30 feet, you can use your reaction to cause a catastrophic system fault: a snagged trigger, a misaligned scope, a fouled servo or a power-cell flicker. The attack roll is treated as a natural 1, so the attack misses regardless of the rolled result, and the attacker's weapon, gear or spell suffers an appropriate visible malfunction, as the GM decides. You can use this feature once per long rest.

Level 18. Total Systems Disruption. Once per long rest, as an action, you trigger an overload across every powered system within 60 feet of you. All Tier III and lower electronic devices in the radius (security systems, comms, drones, mounted weapons, civilian electronics, non-channeled vehicles) are disabled for 1 minute. Tier IV devices and any creature with significant cybernetic or constructed components must succeed on a Constitution saving throw against your spell save DC (8 + proficiency + Dexterity) or be disabled or Stunned for 1 round, whichever is appropriate. On a success, they suffer no effect. Tier V devices and uniquely shielded systems are unaffected. The disruption is traceable to you.

Shadowstalker

The Shadowstalker is the Rogue Archetype that channels a little. Its spellcasting is small, a few cantrips and a handful of tricks, and it goes to misdirection, theft and silence: a flicker of illusion over a doorway, a murmured command that turns a guard, a silence held for the seven seconds it takes to lift the cargo. Most Shadowstalkers trained at the edges of Wizard academies as auditors, hangers-on or washouts who took the practical half of the work. A few are self-taught, and a small number were tutored by an Ether-Rifter who saw use in a less showy pupil.

Spellcasting. Shadowstalkers draw from the Rogue spell list on the third-caster progression and know their spells outright, recording them in a Rogue-grade Spellbook. The list is built from the Ether, Illusion, Divination and Enchantment Channels and carries nothing that fights in the open: it is misdirection, perception and entry, which is what a Rogue was already for.

SHADOWSTALKER SPELLCASTING

Rogue Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3	3	3	2	–	–	–
4 to 6	3	4	3	–	–	–
7	3	5	4	2	–	–
8 to 9	3	6	4	2	–	–
10	3	7	4	3	–	–
11 to 12	3	8	4	3	–	–
13	3	9	4	3	2	–
14 to 15	3	10	4	3	2	–
16 to 18	3	11	4	3	3	–
19 to 20	3	12	4	3	3	1

Level 3. Rogue Spellcasting. You cast spells from the Rogue spell list on the third-caster table. You know three cantrips of your choice from the Rogue spell list and three 1st-level Rogue spells of your choice. Intelligence is your spellcasting ability for this feature. You have a Rogue-grade Spellbook that records these spells, and you can transcribe new spells into it by the standard Wizard rules. You gain spell slots according to the Third-Caster progression: 2 first-level slots at Rogue 3, scaling to 4 first-level and 2 second-level slots by Rogue 7, with higher slots arriving as you level (see the third-caster table in the spellcasting rules).

Level 7. Magical Ambush. When you are hidden from a creature and cast a spell that requires a saving throw against your spell save DC, that creature has disadvantage on the save. This feature applies only on the round in which you reveal yourself by casting the spell, and only against creatures that have not yet acted against you in the current combat.

Level 11. Hand Feint. You learn the Grasp cantrip if you do not already know it. As a bonus action, you can direct your Grasp to harass a creature within 5 feet of it, flicking at the eyes or tugging at the cloak. Until the start of your next turn, you have advantage on attack rolls against that creature, provided the hand remains within 5 feet of it and you maintain concentration. A creature can use its action to swat the hand away, which dispels it, and you must re-summon it as a normal Grasp.

Level 15. Spell Thief. When a creature within 60 feet of you casts a spell that targets you, includes you in its area, or that you can clearly perceive, you can use your reaction to try to steal the casting. Make an Intelligence saving throw against the caster's spell save DC. On a success, the original spell still resolves, and you also learn it. You can cast it once, using one of your own spell slots of the appropriate level, before the end of your next long rest. The stolen spell counts as a Wizard spell for casting through your Spellbook. You can hold only one stolen spell at a time, and stealing a new one replaces the old one. Spells of 5th level or higher cannot be stolen by this feature.

Level 18. Imperceptible. Your passive Stealth score (10 + Stealth bonus, or 15 + Stealth bonus if you have Expertise) gains an additional +5. You cannot be detected by Tier III or lower electronic sensors (biometric scanners, motion grids, security drones, thermal sweeps, comm-trace nets) when you do not wish to be. Tier IV sensors and direct line-of-sight observation by intelligent creatures work normally against you. Channeled detection of Tier III or lower is treated as Tier IV electronic detection for this feature: it works, but you still get your standard Stealth check against it.

Thief

The Thief is the Rogue Archetype in its plainest form and the hardest to do well, because the standard is that the theft goes unnoticed for a week. The Archetype assumes the job ends without a fight. Thieves case a target, wait, take the one thing, and are somewhere else with a receipt for a meal by the time anyone looks. Insurance investigators keep files on the good ones with no names in them, and syndicates contract them at rates that embarrass their own enforcers.

Level 3. Fast Hands. You gain proficiency with thieves' tools and your proficiency bonus is doubled for checks made with them. You can use the bonus action granted by Cunning Action to make a Sleight of Hand check, use thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

Level 7. Second-Story Work. Climbing no longer costs extra movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier, and you have advantage on Dexterity (Stealth) checks made in an inhabited structure you have spent an hour observing.

Level 11. Supreme Sleight of Hand. You can plant something on another creature, take something from it, or swap one item for another without it noticing, using a Dexterity (Sleight of Hand) check against its passive Perception. On a failure by 5 or less, the creature notices the contact but not what happened.

Level 15. Use Anything. You can use any magic item, regardless of any class, ancestry, level or attunement requirement it has, though items requiring attunement still count against your limit.

Level 18. Double Turn. You can take two turns during the first round of any combat: one at your normal initiative and one at your initiative minus 10. In addition, you can take the Hide action as a free action on the first round of combat.

Trickster

The Trickster is the Rogue Archetype that works where the credulous meet the careless: the carnival pit, the boardroom, the high-table salon, the audit room at three in the morning. Some Tricksters are stage magicians turned thieves, some are confidence operators with a lifetime of patter and three borrowed faces, and a few are channelers who scraped together enough Etheric talent to keep one trick going at a time. Every feature the Archetype grants assumes a mark whose attention can be moved.

Level 3. Grasp Legerdemain. You learn the Grasp cantrip if you do not already know it, with Charisma as your spellcasting ability for this feature. Your Grasp is Invisible while you concentrate on it, and you can use the hand to: (a) stow or retrieve an object from a container worn or carried by another creature; (b) pick a lock or disarm a non-channeled trap at range; (c) make a Dexterity (Sleight of Hand) check from up to 30 feet away, using your own Sleight of Hand modifier. A creature can notice the hand's effect with a Wisdom (Perception) check contested by your Charisma (Sleight of Hand). The hand's range is 30 feet, and you can direct it as a bonus action.

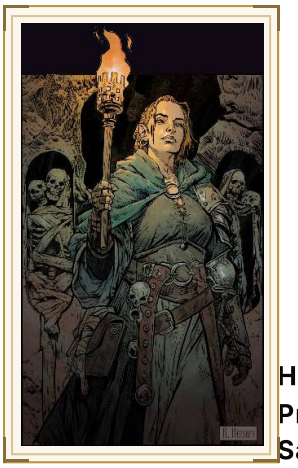
Level 7. Magical Ambush. When you are hidden from a creature and trigger an effect that requires a saving throw against your Charisma, including spells of misdirection, illusory concealment, or your Grasp's distractions, that creature has disadvantage on the save. This feature applies only on the round in which you reveal yourself by triggering the effect, and only against creatures that have not yet acted against you in the current combat.

Level 11. Hand Feint. You can use your Grasp in combat as a feint. As a bonus action, you can direct your hand to harass a creature within 5 feet of it: flicking at the eyes, tugging at the cloak or sliding a coin under the heel. Until the start of your next turn, you have advantage on attack rolls against that creature, provided the hand remains within 5 feet of it and you maintain concentration. A creature can use its action to swat the hand away, which dispels it, and you must re-summon it as a normal Grasp.

Level 15. Master Deceiver. You are immune to spells, augur-readings and Tier IV or lower mystical effects that would compel you to speak the truth, detect when you are lying, or read the surface of your thoughts for veracity. This does not protect you against spells that compel cooperation or read deeper memory. You also have advantage on Charisma (Deception) checks against any creature using a channeled or mechanical lie-detection tool.

Level 18. Reflexive Misdirection. When an attack would hit you and you are aware of the attacker, you can use your reaction to flick your Grasp into the attacker's eye line at the last instant and redirect the strike. Choose one creature other than yourself within 5 feet of you. The attack roll is resolved against that creature's AC instead of yours, using the same attack roll result. If the attack hits, the creature takes the full damage. You can use this feature once per long rest. The redirected creature does not get any save or evasion option that you would have had.

Sorcerer



The Sorcerer is a full channeler who never studied. The power arrived through a bloodline, contact with another plane or an unchosen event, and the Sorcerous Origin chosen at 3rd level names which. The source often shows on the body as scales, heat, light or a sign harder to name.

A full channeler who knows a few spells, casts them with Charisma by spending Spell Points, and reshapes them with Metamagic.

Hit Die d6 per Sorcerer level
Primary Ability Charisma
Saving Throws Constitution, Charisma
Armor None
Weapons Simple, Firearms
Tools None
Skills Choose 2 from Arcana, Deception, Insight, Intimidation, Lore, Persuasion, Religion
Rift Affinity Curve Full Channeler
Spellcasting Known: a fixed list, always ready
Casting Ability Charisma

Spell Points are a flexible pool spent to cast spells at any level you have access to. Cost = spell level (cantrips free). Spell save DC = 8 + proficiency bonus + CHA modifier. Metamagic options consume additional Spell Points per Metamagic effect.

Level	Proficiency Bonus	Features	Max Spell Level	Spell Points	Regained on a Short Rest	Rift Affinity	Cantrips Known	Spells Known
1	+2	Spontaneous Channeling, Innate Affinity	1	2	–	3	4	2
2	+2	Metamagic	1	4	–	3	4	3
3	+2	Sorcerous Origin	2	6	–	3	4	4
4	+2	Ability Score Improvement	2	8	–	3	5	5
5	+3	Surge Pool	3	10	–	3	5	6
6	+3	Surge Ward	3	12	–	3	5	7
7	+3	Sorcerous Origin feature	4	14	–	3	5	8
8	+3	Ability Score Improvement	4	16	–	3	5	9
9	+4	Additional Metamagic	5	18	–	3	5	10
10	+4	Sorcerous Restoration	5	20	5	3	6	11
11	+4	Sorcerous Origin feature	6	22	6	4	6	12
12	+4	Ability Score Improvement	6	24	6	4	6	12
13	+5	–	7	26	7	4	6	13
14	+5	Additional Metamagic	7	28	7	4	6	13
15	+5	Sorcerous Origin feature	8	30	8	4	6	14
16	+5	Ability Score Improvement	8	32	8	4	6	14
17	+6	Additional Metamagic, Combined Metamagic	9	36	9	4	6	15
18	+6	Sorcerous Origin feature	9	38	9	4	6	15
19	+6	Ability Score Improvement	9	40	10	4	6	15
20	+6	Sorcerous Mastery	10	42	10	4	6	15

Class Features

As a Sorcerer, you gain the following features at the levels shown in the Sorcerer table. Your Sorcerous Origin grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Spontaneous Channeling

You know a fixed number of spells, which increases with your Sorcerer level: two at 1st level, one more at most levels after that, up to fifteen at 17th level. You cast them by spending Spell Points equal to the spell's level. Cantrips cost no Spell Points. You do not prepare spells, and every spell you know is always available.

Level 1: Innate Affinity

Choose one cantrip from the Sorcerer cantrip list when you create your character. You know it in addition to your other cantrips, and it does not count against your cantrips known. That cantrip's Channel becomes your Affinity Channel. Once per long rest, a spell you cast from your Affinity Channel costs 1 fewer Spell Point (minimum 0).

LEVEL 2: METAMAGIC

Choose 2 Metamagic options from the list below. You can apply only one Metamagic option to a single casting unless a feature says otherwise.

Twinned Spell. Target a second creature with a single-target spell. Cost: the spell's level in Spell Points.

Quickened Spell. Cast a spell that takes 1 action as a bonus action. Cost: 2 Spell Points.

Subtle Spell. Cast a spell without vocalization or gesture. Cost: 1 Spell Point.

Heightened Spell. One target has disadvantage on its saving throw against the spell. Cost: 3 Spell Points.

Extended Spell. Double a spell's duration, up to 24 hours. Cost: 1 Spell Point.

Distant Spell. Double a spell's range, or give a spell with a range of touch a range of 30 feet. Cost: 1 Spell Point.

Empowered Spell. Reroll a number of damage dice up to your Charisma modifier. Cost: 1 Spell Point.

LEVEL 3: SORCEROUS ORIGIN

Choose the origin of your power: Accursed Acolyte, Celestial Descendant, Dragonsblood, Earthborn, Etherborn, Fiendsblood, Mythar Descendant, Sunborn, Void-Touched, Waterborn, or Wyldblood. Your origin grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: SURGE POOL

Add your Charisma modifier to your maximum Spell Points. Recalculate the total whenever your Charisma modifier changes. These extra Spell Points refresh on a long rest like the rest of the pool.

LEVEL 6: SURGE WARD

When you take damage from a spell or from an effect that allowed a saving throw, you can use your reaction to spend 2 Spell Points to halve that damage. If this reduces the damage to 0, the Rift discharges audibly, and every creature within 5 feet of you that can hear it takes 1d6 force damage.

LEVEL 9: ADDITIONAL METAMAGIC

You learn one more Metamagic option from the level-2 list.

LEVEL 10: SORCEROUS RESTORATION

Once per short rest, you regain Spell Points equal to half your Sorcerer level (rounded up), up to your maximum.

LEVEL 14: ADDITIONAL METAMAGIC

You learn one more Metamagic option (4 total).

LEVEL 17: ADDITIONAL METAMAGIC

You learn one more Metamagic option (5 total).

LEVEL 17: COMBINED METAMAGIC

You can apply two Metamagic options to a single casting, paying the cost of each. The casting still uses the action economy of the highest-action Metamagic applied.

LEVEL 20: SORCEROUS MASTERY

Your Charisma score and Charisma maximum each increase by 2, up to a maximum of 24. At the start of each of your turns, you regain 1 Spell Point if you have fewer than your maximum. Once per long rest, when you cast a spell of 5th level or lower, you can cast it without spending Spell Points.

Sorcerous Origins

A Sorcerer chooses a Sorcerous Origin at level 3 and gains its features at levels 3, 7, 11, 15, 18. The sorcerous origins open to a Sorcerer follow.

Accursed Acolyte

The Accursed Acolyte is the Sorcerous Origin whose power was laid on them as a punishment and works as intended. The curse takes a price each time it is used and grows instead of fading. It is aimed at whatever the original grievance was. Many Accursed Acolytes are devout, because a curse implies someone empowered to lay one, and the only institution willing to discuss the matter is often a temple.

Level 3. Cursed Casting. When you cast a sorcerer spell of 1st level or higher, you can draw on the curse. Add your Charisma modifier to one damage roll of the spell or raise its saving throw DC by 2, and take necrotic damage equal to twice the spell's level. This damage cannot be reduced or prevented. You also learn the Chill Touch cantrip, which does not count against your cantrips known.

Level 7. Lasting Curse. You regain 1 Spell Point each time you take damage from Cursed Casting, and you have resistance to necrotic damage. You also cannot be cured of your curse by any means short of an effect that would raise the dead.

Level 11. Curse Transfer. As a bonus action, you can spend 2 Spell Points to push part of the curse onto one creature within 30 feet. The creature must succeed on a Charisma saving throw against your spell save DC or be cursed for 1 minute. While cursed, it has disadvantage on the first attack roll and the first saving throw it makes each turn, and you take no Cursed Casting damage.

Level 15. Accursed Form. As a bonus action, you can spend 5 Spell Points to stop resisting the curse for 1 minute. At the start of each of your turns, you gain temporary hit points equal to twice your Sorcerer level. Your spell attacks deal an extra 1d8 necrotic damage, and any creature that ends its turn within 10 feet of you takes necrotic damage equal to your Charisma modifier.

Level 18. Returned Curse. Once per long rest, as an action, you can turn the curse outward for 1 minute. All Cursed Casting damage is dealt to a creature of your choice within 60 feet instead of to you, and your spell save DC increases by 2. If you drop to 0 hit points during the minute, you do not fall Unconscious until the minute ends.

Celestial Descendant

The Celestial Descendant is the Sorcerous Origin whose line crossed with a celestial somewhere back, the trait skipping generations before it appeared. Descendants are born to ordinary parents in ordinary places and are recognized early by people who have seen it before: a room settles around them and the light reads half a shade wrong. Aurelion houses record the trait and sometimes cultivate it, and Halcyion temples treat it as a vocation whether or not the Descendant agrees.

Level 3. Celestial Blood. You gain the following:

Solar Affinity. Spells you cast from the Sun Channel cost 1 fewer Spell Point (minimum 1, and cantrips remain free). This does not stack with your Innate Affinity discount if your Affinity Channel is already Sun.

Searing Edge. When you deal fire or radiant damage with a spell of 1st level or higher, add +1 to one damage roll of the spell. The bonus increases to +2 at Sorcerer level 11 and +3 at Sorcerer level 17.

Light-Bearer. At will, as a free action, you can shed bright light in a 10-foot radius and dim light for an additional 10 feet, or suppress the light. You learn the Ember cantrip if you do not already know it. It does not count against your cantrips known.

Spells. Ember

Level 7. Radiant Skin. You gain the following:

You have resistance to fire damage.

Stellar Survival. You can survive extreme heat, up to and including direct exposure to a star short of its photosphere, without taking environmental damage. The GM decides edge cases. You need less drinking water than normal in hot environments, because your body retains moisture better than ordinary biology.

Bright Skin. Your skin is warm to the touch. Allies sleeping within 10 feet of you take no environmental cold penalties down to ordinary winter conditions. Creatures with Rift-sense can sense you from farther than ordinary range.

Level 11. Bloodline Flare. Once per short rest, as an action, you can flare. Sunlight fills a 30-foot radius centered on you for 1 minute. The area is bright light, with dim light for an additional 30 feet, and counts as sunlight for all rules purposes.

When the flare starts, each hostile creature in the radius must make a Constitution saving throw against your spell save DC, taking 4d8 radiant damage on a failure or half as much on a success. Creatures vulnerable to sunlight, such as vampires and Rift-shades, have disadvantage on this saving throw.

While the flare lasts, the first hostile creature to enter the radius on each of its turns takes 1d6 radiant damage (no save).

Level 15. Solar Mastery. You no longer need material components or a focus to cast spells from the Sun Channel, and you can cast them with a gesture alone, without vocalization.

You also permanently gain the following:

Inner Light. Creatures within 30 feet of you lose the benefit of invisibility, dim light or magical darkness as concealment against you.

Sun-Anchored. You have advantage on saving throws against being Blinded, and dim light or darkness never imposes disadvantage on your attack rolls.

Your fire resistance from Radiant Skin becomes immunity.

Level 18. Star Avatar. Once per long rest, as a bonus action, you can let the star fully surface and become a Star Avatar for 1 minute. While transformed:

You have a flying speed equal to twice your walking speed.

You shed bright light in a 30-foot radius and dim light for an additional 30 feet, and the light counts as sunlight.

You have advantage on attack rolls.

Spells you cast from the Sun Channel cost 1 fewer Spell Point than they otherwise would. This stacks with Solar Affinity, and the minimum cost is still 1.

At the start of each of your turns, each hostile creature within 10 feet of you takes 2d8 radiant damage (no save).

You have resistance to all damage except force and necrotic.

The form ends early if you fall Unconscious, dismiss it as a free action or are reduced to 0 hit points.

Dragonsblood

The Dragonsblood is the Sorcerous Origin with a dragon somewhere upstream in the line, by oath, by conquest or by a bargain a great wyrm made so that its fire would outlive its bones. The Rift in the blood shows as scale-ridged skin under stress, eyes that hold the light wrong and a temper that rises too fast. By the time a Dragonsblood takes a Sorcerer level, the dragon is already present.

Level 3. Dragon Ancestry. Choose a Dragon Aspect, the elemental lineage of your ancestor. The choice is permanent and sets the damage type for this subclass's features.

| Aspect | Damage Type |

|---|---|

| Ember | fire |

| Frost | cold |

| Storm | lightning |

| Vitriol | acid |

| Venom | poison |

You gain the following:

You have resistance to your chosen damage type.

Draconic Cantrip. You learn a cantrip that matches your Aspect. It takes 1 action to cast and requires a ranged spell attack against a target at Close range. On a hit, it deals 1d8 damage of your Aspect's type. The damage increases to 2d8 at Sorcerer level 5, 3d8 at 11 and 4d8 at 17. Choose a name for the cantrip with your GM, such as Ember-Spit, Frost-Lance, Stormjet, Vitriol-Spray or Venom-Bolt.

Bloodline Edge. When you cast a spell of 1st level or higher that deals damage of your chosen type, add +1 to one damage roll of the spell. The bonus increases to +2 at Sorcerer level 11 and +3 at 17.

Level 7. Draconic Resilience. You gain 1 hit point per Sorcerer level you have, including levels you gained before this feature, and 1 more each time you gain a Sorcerer level. Your skin develops fine, hard scales along your forearms, neck and spine. While you wear no armor and no shield, your AC equals 13 + your Dexterity modifier.

You also gain a natural weapon, claws or fangs (your choice, fixed when you gain this feature). It is a finesse melee weapon that deals 1d6 + your Strength or Dexterity modifier slashing damage (claws) or piercing damage (fangs). The die becomes 1d8 at Sorcerer level 11 and 1d10 at 17. Once per turn, when you hit with this natural weapon, you can deal an extra 1d6 damage of your Dragon Aspect's damage type.

Level 11. Dragon Wings. Once per long rest, as a bonus action, you can grow a pair of dragon wings from your back. They match the coloring and texture of your Aspect. For 1 minute, you have a flying speed equal to your walking speed. While you are airborne with the wings, you can take the Disengage action as a free action once per turn, and falling damage cannot exceed half your current hit points. The wings disappear early if you are reduced to 0 hit points, become Unconscious or dismiss them as a free action.

Level 15. Dragon Presence. As an action, you can project your ancestor's dragon menace. Each creature of your choice within 60 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC. On a failure, a creature is Frightened of you for 1 minute. On a success, a creature is immune to your Dragon Presence for 24 hours. A Frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once you use this feature, you cannot use it again until you finish a short or long rest.

Level 18. Dragon Breath. You permanently gain the following:

Your resistance to your Aspect's damage type becomes immunity.

You gain resistance to one additional damage type of your choice from fire, cold, lightning, acid, poison, slashing and piercing.

Your natural weapon (claws or fangs) gains a +2 bonus to attack rolls and damage rolls.

Breath Weapon. Once per short rest, as an action, you exhale a blast of your Aspect's energy in a 30-foot cone or a 60-foot line (your choice each use). Each creature in the area makes a Dexterity saving throw (cone) or a Constitution saving throw (line) against your spell save DC, taking 8d8 damage of your Aspect's damage type on a failure or half as much on a success.

Lingering Presence. Hostile creatures within 10 feet of you have disadvantage on saving throws against being Frightened by your spells or features.

Earthborn

The Earthborn is the Sorcerous Origin from the Plane of Gaian, the foundation the cosmos is built on. Earthborn are slow to move and difficult to move, and they think on a geological scale. The trait shows in Nordvergur deep-holds and in frontier families three generations into a rock that did not want them. Their spellwork favors weight, walls and ground.

Level 3. Mineral Skin. Your skin has a mineral grain. While you wear no armor, your AC equals 13 + your Dexterity modifier. You also have resistance to bludgeoning damage from nonmagical attacks. You know the Mortar cantrip, and it does not count against your cantrips known.

Level 7. Immovable. You cannot be moved against your will while standing on solid ground. You have advantage on saving throws against being knocked Prone, and you have a burrowing speed of 15 feet through earth, sand or loose rock.

Level 11. Stone Wall. As a bonus action, you can spend 2 Spell Points to raise a wall of stone in an unoccupied space you can see within 30 feet. The wall is 10 feet long, 5 feet high and 6 inches thick. It has AC 15 and hit points equal to five times your Sorcerer level, and it lasts 1 minute.

Level 15. Form of Gaian. As a bonus action, you can spend 5 Spell Points to take on the plane's own substance for 1 minute. You have resistance to all nonmagical damage, your speed is halved and cannot be reduced further, and your spell attacks deal an extra 1d8 bludgeoning damage.

Level 18. Settled Ground. Once per long rest, as an action, you can settle the ground in a 60-foot radius for 1 minute. The ground there is difficult terrain for creatures hostile to you. No creature there can be teleported or moved against its will except by you. A hostile creature that begins its turn there must succeed on a Strength saving throw against your spell save DC or be Restrained until the end of its turn.

Etherborn

The Etherborn is the Sorcerous Origin from the Plane of Zephyron, the plane of air and of the space that keeps things apart from each other. Etherborn are difficult to keep hold of, difficult to corner and mildly difficult to remember in detail, and none of it is intentional. Aurelion registers list the trait, and the frontier calls them light-footed and leaves it there. An Etherborn asked to stand still can, and finds it takes concentration.

Level 3. Light Frame. You have resistance to force damage and take no falling damage from any height. Your walking speed increases by 10 feet. You know the Squall cantrip, and it does not count against your cantrips known.

Level 7. Slip Through. You can move through the space of any creature, and opportunity attacks against you are made with disadvantage. At any point during your turn, you can spend 1 Spell Point to move 10 feet without provoking opportunity attacks.

Level 11. Gap Step. As a bonus action, you can spend 2 Spell Points to teleport up to 60 feet to an unoccupied space you can see. One creature within 5 feet of your destination takes force damage equal to your Sorcerer level.

Level 15. Form of Zephyron. As a bonus action, you can spend 5 Spell Points to thin your body like a current of air for 1 minute. You have a flying speed of 40 feet and can hover, you have resistance to all nonmagical damage, you can pass through any opening a current of air can pass through, and your spell attacks deal an extra 1d8 force damage.

Level 18. Teleport Zone. Once per long rest, as an action, you can open the space around you for 1 minute. You and any creature you choose within 30 feet can teleport up to 30 feet as part of your movement each turn. Hostile creatures within 30 feet of you cannot teleport at all, and your spells ignore cover.

Fiendsblood

The Fiendsblood is the Sorcerous Origin with a fiend somewhere behind it: a bargain struck, or a fiend who walked in the world long enough to leave a family, with the record of which often lost. The trait outlasts the record: the heat, the eyes at the wrong angle in low light, the way an argument goes their way slightly more often than chance allows. Institutions treat Fiendsblood Sorcerers badly and criminals treat them well. The Nine have filed no claim on the blood.

Level 3. Infernal Constitution. You have resistance to fire damage and darkvision out to 60 feet. Your hit point maximum increases by 1 for each Sorcerer level you have. You know the Thaumaturgy cantrip, and it does not count against your cantrips known.

Level 7. Binding Terms. You have advantage on Charisma checks made to negotiate a deal, and you know instantly whether a creature intends to honor an agreement it has just made. The first time a creature breaks an agreement it made with you, it takes fire damage equal to your Sorcerer level.

Level 11. Hellish Rebuke. When a creature within 60 feet damages you, you can spend 2 Spell Points as a reaction to force it to make a Dexterity saving throw against your spell save DC. It takes 3d10 fire damage on a failure or half as much on a success. The damage increases to 5d10 at 15th level.

Level 15. Fiendish Form. As a bonus action, you can spend 5 Spell Points to reveal your fiendish form for 1 minute. You have a flying speed of 40 feet on leathery wings and resistance to all nonmagical damage, and your spell attacks deal an extra 1d8 fire damage. Creatures that can see you have disadvantage on saving throws against being Frightened by you.

Level 18. Infernal Command. Once per long rest, as an action, you can draw the attention of whatever stands behind your bloodline for 1 minute. You are immune to fire damage, and any creature that starts its turn within 20 feet of you takes 2d10 fire damage. Once on each of your turns, you can force one creature you can see to make a Charisma saving throw against your spell save DC. On a failure, it obeys a single one-word command on its next turn.

Mythar Descendant

Recommended for: Strongly thematic for sorcerers of Mythar ancestry (which already grants a Rift-affinity bonus). Non-Mythar characters may take this origin if their fiction supports it, e.g., a foundling raised by Mythar caretakers, a deep-line ancestor surfacing late, or a Mythar fragment-imprint gifted to a living host.; Mythar

The Mythar Descendant is the Sorcerous Origin that holds fragments of the Mythar precursor civilization in the blood. The Mythar are gone, and what remains are shards: lattice architecture under deep ice, fragment-songs no living tongue speaks, and the occasional descendant whose blood remembers more than a body should hold. The dream-memories arrive without warning: a corridor never walked, a face never met, the syntax of a casting older than written language.

Level 3. Dream-Memory. You gain the following:

Dream-Memory. Once per long rest, you can invoke an inherited memory of the Mythar civilization. Spend 1 minute in stillness, and the GM gives you one piece of information from the buried knowledge of the precursor age, such as the layout of a lost ruin, the name of a forgotten entity, the meaning of an inscription or a fragment of pre-cataclysm history relevant to the current scene. The information is fragmentary and incomplete, but true.

Fragment-Tongue. You can read and partly understand Mythar inscriptions and lattice-script, recognizing terms, dates and ritual function. You can speak short ritual phrases in Mythar, but you cannot hold a conversation in it.

Inherited Cantrip. You learn the Grasp cantrip if you do not already know it. It does not count against your cantrips known.

Level 7. Ether-Touched. You gain the following:

You have resistance to force damage.

Ether-Tuned. Spells you cast from the Ether Channel cost 1 fewer Spell Point (minimum 1, and cantrips remain free). This does not stack with your Innate Affinity discount.

Lattice-Sense. You sense Mythar artifacts, ruins and constructs within 60 feet of you, even through total cover, as a faint awareness without an exact location. As an action, you can concentrate to narrow this to an exact direction and approximate distance.

Level 11. Mythar Echo. Once per short rest, when you cast a spell of 1st level or higher, you can project a Mythar echo of yourself up to 60 feet away as part of the casting, with no additional action. The spell originates from the echo's position instead of yours for range, line of sight, area of effect origin and the targets it can affect. The echo lasts only for the casting. It is incorporeal, occupies no space, cannot be targeted or damaged, and does not count as a creature for any rules purpose.

You must have a clear line of effect from your position to where the echo appears.

Level 15. Mythar Form. Your body now holds its inherited form openly. You permanently gain the following:

Your skin holds a faint inner light visible in dim light or darkness. You shed dim light in a 5-foot radius, and your eyes glow softly. You can suppress this for 1 hour per long rest by concentrating.

You no longer need to breathe, because the Mythar in you metabolizes Rift energy in place of oxygen.

You are immune to disease and to ordinary aging. Your lifespan extends, and the GM decides at what rate.

You have advantage on saving throws against being Possessed, mind-controlled or having your form altered against your will.

Level 18. Fragment Form. Once per long rest, as an action, you can let the Mythar fragment in you take full form. For 1 minute, you become a Mythar Fragment-Form, a body of lattice-light moving among ordinary matter. While transformed:

You have a flying speed equal to twice your walking speed.

You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

You have resistance to all damage except force.

Once per round, when you cast a spell of 1st level or higher, the casting costs 0 Spell Points. Metamagic costs still apply.

Once during the transformation, as a bonus action, you can move to an unoccupied space you can see, or to a location you have visited within the past 24 hours, regardless of distance, as long as both points are on the same plane.

The form ends early if you fall Unconscious, dismiss it as a free action or are reduced to 0 hit points. When the form ends, you take 2d10 force damage as the lattice retracts.

Sunborn

The Sunborn is the Sorcerous Origin from the Plane of Ignis, the plane of energy that keeps the cosmos from freezing. Sunborn are warm to the touch at rest and unpleasant to be near when angry. Sun-temples take a professional interest and are often rebuffed. On the frontier a Sunborn is the reason a settlement got through a winter and, in about one case in five, the reason it needed rebuilding in spring.

Level 3. Heat of Ignis. You have resistance to fire damage and do not suffer from extreme heat. You know the Light cantrip, and it does not count against your cantrips known. You shed dim light in a 5-foot radius, which you can suppress at will.

Level 7. Clean Burn. When you deal fire or radiant damage with a spell, you can reroll any 1s on the damage dice once. Any creature that hits you with a melee attack while you are below half your hit points takes fire damage equal to your Charisma modifier.

Level 11. Flare. As a bonus action, you can spend 2 Spell Points to flare. Each creature of your choice within 15 feet takes radiant damage equal to your Sorcerer level and must succeed on a Constitution saving throw against your spell save DC or be Blinded until the end of your next turn.

Level 15. Form of Ignis. As a bonus action, you can spend 5 Spell Points to let the plane through you for 1 minute. You shed bright light in a 30-foot radius, you have a flying speed of 30 feet, you have resistance to all nonmagical damage, and your spell attacks deal an extra 1d8 radiant damage.

Level 18. Standing Star. Once per long rest, as an action, you can become a standing star for 1 minute. You are immune to fire damage, and any creature that starts its turn within 15 feet of you takes 3d8 radiant damage. Once on each of your turns, you can cast a sorcerer spell of 3rd level or lower without spending Spell Points.

Void-Touched

The Void-Touched is the Sorcerous Origin that was reached instead of descended from. Something at the far edge of the Rift, in the Netherveil, or in whatever the Plane of Oblivion is adjacent to made contact once, briefly, and left a capability behind, and there is no ancestor to blame and no patron to petition. Most Void-Touched find out during a bad week and spend the following decade building a working theory that does not survive the next event. Many are exact people who will not sleep in unfamiliar rooms.

Level 3. Contact. You know the Message cantrip, and it does not count against your cantrips known. You can cast it without any component. You have resistance to psychic damage. Once per short or long rest, when you fail an Intelligence, Wisdom or Charisma saving throw, you can choose to succeed instead.

Level 7. Void Answer. As a bonus action, you can spend 1 Spell Point to ask a question about your immediate surroundings and receive a one-word answer, or none. In addition, creatures have disadvantage on Wisdom (Insight) checks against you, and effects that read your mind reveal no information and deal 2d6 psychic damage to the reader.

Level 11. Unsettling Presence. As a bonus action, you can spend 2 Spell Points to let part of the contact show. Each creature of your choice within 20 feet must succeed on a Wisdom saving throw against your spell save DC or take psychic damage equal to your Sorcerer level and be Frightened until the end of its next turn.

Level 15. Unbodied. As a bonus action, you can spend 5 Spell Points to become partly absent for 1 minute. You have resistance to all nonmagical damage, you can move through creatures and objects as difficult terrain, and you cannot be Grappled, Restrained or targeted by an attack from a creature that cannot see the Spirit Plane.

Level 18. Open Contact. Once per long rest, as an action, you can open the contact fully for 1 minute. Each creature that starts its turn within 30 feet and can see you must succeed on a Wisdom saving throw against your spell save DC or take 4d8 psychic damage and be unable to take reactions until the end of its turn. For the duration, you cannot be Charmed, Frightened, Stunned or Incapacitated, and you know the location of every creature within 120 feet regardless of cover or concealment.

Waterborn

The Waterborn is the Sorcerous Origin from the Plane of Aquos, the plane every fluid thing comes from. Waterborn give ground easily and are almost impossible to stop. Aesir tidal houses bear the line openly and formally, and Draugr sea-realms bear it and do not discuss the terms.

Level 3. Flow of Aquos. You have a swim speed equal to your walking speed, you can breathe underwater, and you have resistance to cold damage. You know the Siphon cantrip, and it does not count against your cantrips known.

Level 7. Slippery. You automatically escape a grapple or the Restrained condition at the start of your turn. You can move through a space as narrow as 1 inch without squeezing, though anything you carry cannot.

Level 11. Current. As a bonus action, you can spend 2 Spell Points to send a current at one creature within 30 feet. It takes cold damage equal to your Sorcerer level and must succeed on a Strength saving throw against your spell save DC or be pushed 15 feet and knocked Prone.

Level 15. Form of Aquos. As a bonus action, you can spend 5 Spell Points to become fluid for 1 minute. You have resistance to all nonmagical damage, you can move through creatures' spaces freely, and your spell attacks deal an extra 1d8 cold damage.

Level 18. Flood. Once per long rest, as an action, you can flood a 30-foot radius for 1 minute. The area is difficult terrain for creatures hostile to you, and not for you or your allies. Hostile creatures that start their turn there take 3d8 cold damage. You can move any creature in the area 10 feet as part of your turn if it fails a Strength saving throw against your spell save DC.

Wyldblood

The Wyldblood is the Sorcerous Origin whose line was marked in the Plane of Faewyld. The magic is innate and only partly obedient: it favors bargains, takes the wording of a request seriously, and often gives the caster what they said instead of what they wanted. Sylvarin lineages hold it openly, and frontier families keep it as a story about a great-grandmother and a season that goes unmentioned. Wyldbloods learn to be careful with their phrasing.

Level 3. Faewyld Bargain. You know the Druidcraft cantrip, and it does not count against your cantrips known. Once per long rest, when you cast a sorcerer spell of 1st level or higher, you can offer the Faewyld a term: name a small cost you will pay, and the spell is cast without spending Spell Points. The GM sets the cost, and the Faewyld always collects it.

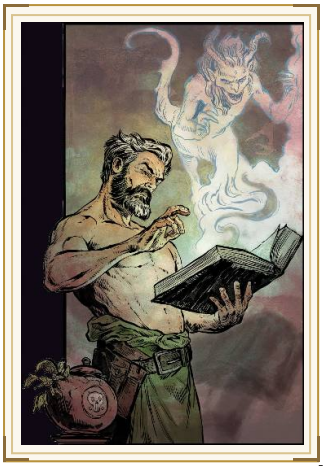
Level 7. Fae Interference. When a creature you can see within 60 feet makes an attack roll, ability check or saving throw, you can spend 2 Spell Points as a reaction to add or subtract 1d6 from the result. You have advantage on saving throws against being Charmed, and you can end that condition on yourself as a free action.

Level 11. Binding Promise. You automatically know when a creature is knowingly speaking a falsehood, and you can speak Sylvan. Once per short or long rest, you can compel one creature that has made you a promise to keep it. The creature must succeed on a Charisma saving throw against your spell save DC or be unable to act against the terms of the promise for 1 hour.

Level 15. Wyld Form. As a bonus action, you can spend 5 Spell Points to take on the shape the blood offers for 1 minute. You have a flying speed of 30 feet, you have resistance to all nonmagical damage, you can pass through a space as narrow as 1 inch without squeezing, your spell attacks deal an extra 1d8 damage of their own type, and creatures have disadvantage on saving throws against your enchantment spells.

Level 18. Archfae Intervention. Once per long rest, when you would drop to 0 hit points, you are instead restored to half your hit point maximum, and every creature within 30 feet must succeed on a Wisdom saving throw against your spell save DC or be Frightened until the end of its next turn. You then owe a debt to whatever intervened, and the GM decides when it is called in.

Warlock



The Warlock is a spellcaster bound to a patron by a pact. The pact is the source of the power and also its price, and the patron has interests of its own. A Warlock chooses an Otherworldly Patron at 3rd level, and the patron decides what the Warlock's powers are for and what it wants in return.

A Charisma caster with a few Pact Slots, all cast at the highest slot level and refreshed on a short rest, plus Eldritch Invocations and Mystic Arcanum.

Hit Die d8 per Warlock level
Primary Ability Charisma
Saving Throws Wisdom, Charisma
Armor Light
Weapons Simple, Firearms
Tools None
Skills Choose 2 from Arcana, Deception, History, Intimidation, Investigation, Lore, Persuasion, Religion
Rift Affinity Curve Full Channeler
Spellcasting Known: a fixed list, always ready
Casting Ability Charisma

Pact Slots are a small pool of spell slots that are always cast at the maximum slot level the warlock can normally cast. Slot count by Warlock level: 1 at L1, 2 at L2, 2 at L3 (slot level 2), 2 at L5 (slot level 3), 2 at L7 (slot level 4), 2 at L9 (slot level 5), 3 at L11 (slot level 5), 4 at L17 (slot level 5). Maximum normally-cast slot level caps at 5th; slots of level 6, 7, 8, and 9 are accessed only through Mystic Arcanum (see L11+). Pact Slots refresh on a short or long rest. Spell save DC = 8 + proficiency bonus + CHA modifier.

THE WARLOCK

Level	Proficiency Bonus	Features	Mystic Arcanum	Pact Slots	Slot Level	Rift Affinity	Cantrips Known	Spells Known
1	+2	Pact Magic, Patron Contact	–	1	1	3	2	2
2	+2	Eldritch Invocations	–	2	1	3	2	3
3	+2	Otherworldly Patron	–	2	2	3	2	4
4	+2	Ability Score Improvement	–	2	2	3	3	5
5	+3	Pact Boon	–	2	3	3	3	6
6	+3	Psychic Rebuke	–	2	3	3	3	7
7	+3	Otherworldly Patron feature	–	2	4	3	3	8
8	+3	Ability Score Improvement	–	2	4	3	3	9
9	+4	–	–	2	5	3	3	10
10	+4	Pact Resilience	–	2	5	3	4	10
11	+4	Mystic Arcanum (6th), Otherworldly Patron feature	6	3	5	4	4	11
12	+4	Ability Score Improvement	6	3	5	4	4	11
13	+5	Mystic Arcanum (7th)	7	3	5	4	4	12
14	+5	Arcanum Renewal	7	3	5	4	4	12
15	+5	Mystic Arcanum (8th), Otherworldly Patron feature	8	3	5	4	4	13
16	+5	Ability Score Improvement	8	3	5	4	4	13
17	+6	Mystic Arcanum (9th)	9	4	5	4	4	14
18	+6	Otherworldly Patron feature	9	4	5	4	4	14
19	+6	Ability Score Improvement	9	4	5	4	4	15
20	+6	Pact Recovery, Mystic Arcanum (10th)	10	4	5	4	4	15

Class Features

As a Warlock, you gain the following features at the levels shown in the Warlock table. Your Otherworldly Patron grants its own features at levels 3, 7, 11, 15, 18.

LEVEL 1: PACT MAGIC

You channel Rift Energy through a pact with a greater power. At this level you know 2 cantrips and 2 1st-level spells from the Warlock spell list. Cantrips known increase to 3 at 4th level and 4 at 10th level, and spells known increase by one at most levels, to fifteen at 19th level. You cast all your spells with Pact Slots, which are always cast at the highest slot level you can normally cast. Pact Slots refresh when you finish a short or long rest. Spell save DC = 8 + proficiency bonus + Charisma modifier. Spell attack modifier = proficiency bonus + Charisma modifier.

LEVEL 1: PATRON CONTACT

Once per long rest, you can ask your patron for guidance, and it can send back a single brief communication: a one-sentence answer, a glimpse, an impression, or an evasion. The patron is under no obligation to be helpful, candid, or comprehensible, and the GM determines what arrives. The communication does not bypass distance, planar boundaries, or wards your patron cannot reach through.

LEVEL 2: ELDRITCH INVOCATIONS

Your contact with your patron gives you a set of modular abilities, small always-on tricks and modifications you choose from the Eldritch Invocations list. You learn 2 invocations at this level and more at Warlock levels 5, 7, 9, 12, 14, and 18, for a total of 8 by level 18. Some invocations have prerequisites, such as a Warlock level, a Pact Boon, or a known spell. When you gain a Warlock level, you can swap one invocation you know for another you qualify for. Examples include improvements to a signature cantrip's damage or range, at-will utility spells (read minds for surface-level information, walk unseen in dim light, breathe in vacuum, see in total darkness), short-rest recovery options for a single spell slot, Pact Boon enhancements, and minor abilities tied to specific patrons.

LEVEL 3: OTHERWORLDLY PATRON

Choose your Patron: Pact of the Archfae (a dream-spirit of the Faewyld), Pact of the Divine (a god of Primus, under contract), Pact of the Ebon Creed (the Creed's sanctification liturgy), Pact of the Elementari (a sealed elemental titan), Pact of the Fiend (a named infernal power), Call of Khaos (a god of Khaos), Hoodoo Hexer (folk terms struck at a crossroads), Pact of the Lich (an archmage who declined to finish dying), Pact of the Old One (a primordial being that barely notices you), or Pact of the Sanguine Sacrament (a rite paid for in your own blood). Your Patron grants features now and at 7th, 11th, 15th, and 18th level.

LEVEL 5: PACT BOON

Your patron gives you a token of the pact. Choose one:

Pact of the Blade. You can create a Rift-bound weapon in an empty hand as a bonus action. You choose its form each time you summon it (any melee weapon, including monk and martial weapons). You are proficient with it while wielding it, and you can use Charisma in place of Strength or Dexterity for its attack and damage rolls. It vanishes if it leaves your hand for longer than 1 minute or you release it as a free action. You can bond an existing magic weapon to you over a 1-hour ritual, and while it is bonded you can summon it with Pact of the Blade.

Pact of the Chain. You learn a 1-action ritual that binds an unusual familiar to you, such as an imp, sprite, quasit, pseudodragon, ether-mote, or Mythar-shard-spider. The familiar serves as a scout and proxy. Once per turn, you can forgo one of your own attacks to have your familiar make one attack as a reaction.

Pact of the Tome. Your patron gives you a Book of Whispers. You add 3 cantrips of your choice (from any class's cantrip list) to your cantrips known, and they do not count against your cantrips known limit. The tome is a spellcasting focus for you.

Pact of the Talisman. Your patron gives you a Rift-bound talisman, such as an amulet, a ring, or a branded scar. While you wear it, you can add a d4 to any failed ability check, a number of times per long rest equal to your proficiency bonus. Some invocations require Pact of the Talisman.

LEVEL 6: PSYCHIC REBUKE

When a creature you can see within Close range hits you with an attack, you can use your reaction to call on your patron. The attacker takes psychic damage equal to your Warlock level and must succeed on a Wisdom saving throw against your spell save DC or be unable to target you with attacks until the end of its next turn. You can then move up to 10 feet without provoking opportunity attacks. You can use this feature once, and you regain the use when you finish a short or long rest.

LEVEL 10: PACT RESILIENCE

Choose one damage type when you gain this feature: cold, fire, lightning, necrotic, psychic, radiant, or rift. You have resistance to that damage type. You can change the chosen damage type whenever you gain a Warlock level.

Cold. Resistance to cold damage.

Fire. Resistance to fire damage.

Lightning. Resistance to lightning damage.

Necrotic. Resistance to necrotic damage.

Psychic. Resistance to psychic damage.

Radiant. Resistance to radiant damage.

Rift. Resistance to rift damage.

LEVEL 11: MYSTIC ARCANUM (6TH)

Your patron gives you access to a spell of a higher level than your Pact Slots can hold. Choose one 6th-level spell from the Warlock spell list as your 6th-level Mystic Arcanum. You can cast it once without expending a Pact Slot, and you regain the ability to cast it when you finish a long rest. You can swap your Mystic Arcanum spell for another when you finish a long rest spent in contemplation of your patron.

LEVEL 13: MYSTIC ARCANUM (7TH)

Choose one 7th-level spell from the Warlock spell list as your 7th-level Mystic Arcanum. You can cast it once without expending a Pact Slot, and you regain the ability to cast it when you finish a long rest.

LEVEL 14: ARCANUM RENEWAL

Your patron tops up what it lent. When you finish a short rest, you can regain the use of one Mystic Arcanum of 7th level or lower that you have cast since your last long rest. Once you use this feature, you can't use it again until you finish a long rest.

LEVEL 15: MYSTIC ARCANUM (8TH)

Choose one 8th-level spell from the Warlock spell list as your 8th-level Mystic Arcanum. You can cast it once without expending a Pact Slot, and you regain the ability to cast it when you finish a long rest.

LEVEL 17: MYSTIC ARCANUM (9TH)

Choose one 9th-level spell from the Warlock spell list as your 9th-level Mystic Arcanum. You can cast it once without expending a Pact Slot, and you regain the ability to cast it when you finish a long rest.

LEVEL 20: PACT RECOVERY

Once per long rest, you can spend 1 minute entreating your patron, and you immediately regain all your expended Pact Slots. The patron is not obligated to respond without cost, so the GM can permit the recovery in exchange for a narrative complication, a future obligation, or a small piece of your autonomy, scaled to the moment. Your Charisma score and Charisma maximum each increase by 2, to a maximum of 24.

LEVEL 20: MYSTIC ARCANUM (10TH)

Choose one 10th-level spell from the Warlock spell list as your 10th-level Mystic Arcanum. It is an apex spell, cast under the Apex spells rules: you need Rift Affinity 6 or higher, you can cast it once without expending a Pact Slot, and you regain the ability to cast it when you finish a long rest. Casting it gives you one level of exhaustion and a roll on the Surge Table.

Otherworldly Patrons

A Warlock chooses a Otherworldly Patron at level 3 and gains its features at levels 3, 7, 11, 15, 18. The otherworldly patrons open to a Warlock follow.

Call of Khaos

The Call of Khaos is the Warlock patronage of the gods of Khaos, who came out of a maddened dreaming as the counterweight to the Pantheon of Primus. A Primus deity keeps an office, and a Khaos god acts on appetite. No contract is signed. A Warlock calls, a Khaos god responds, and what it delivers varies each time, so Khaos Warlocks plan for a range of outcomes.

Level 3. Random Gift. At the end of each long rest, roll 1d6 to determine a gift from your patron, which lasts until your next long rest. 1: you have resistance to fire damage. 2: your walking speed increases by 10 feet. 3: you have advantage on Charisma checks. 4: you can cast Detect Magic at will without a spell slot. 5: you have darkvision out to 60 feet and advantage on Perception checks that rely on hearing. 6: roll twice and take both results, rerolling any further 6.

Level 7. Redirect Attack. When a creature you can see within Medium range hits you with an attack, you can use your reaction to redirect it. The attacker makes a Charisma saving throw against your spell save DC. On a failure, the attack hits a creature of your choice within 5 feet of the attacker instead, using the same roll and damage. You can use this feature once per short rest.

Level 11. Entropy Spike. As an action, you can call down a burst of your patron's power on a point you can see within Long range. Roll 1d4 for the damage type each time you use this feature: 1 is fire, 2 is lightning, 3 is necrotic, 4 is force. Each creature in a 20-foot-radius sphere centered on that point makes a Dexterity saving throw against your spell save DC, taking 6d6 damage of the rolled type on a failure and half as much on a success. You can use this feature once per short rest.

Level 15. Unbound. You are immune to the Charmed and Paralyzed conditions and cannot be Restrained by nonmagical means. When an effect would move or teleport you against your will, you choose the destination instead, provided it is within the same distance and you can see it.

Level 18. Chaos Form. Once per long rest, as an action, you can let your patron wear you for 1 minute. At the start of each of your turns, roll 1d6 to determine the effect for that turn. 1: you are Invisible and your speed doubles. 2: your attacks deal an extra 3d6 force damage. 3: you have a flying speed of 60 feet and can hover. 4: any creature that starts its turn within 10 feet of you takes 2d8 psychic damage. 5: you have resistance to all damage. 6: hostile creatures within 30 feet make a Wisdom saving throw against your spell save DC or are Frightened of you until the start of your next turn. When the minute ends, you gain one level of the Exhausted condition.

Hoodoo Hexer

The Hoodoo Hexer is the Warlock patronage that was never signed. The pact was agreed at a crossroads, a threshold, or a grave, in the language people actually speak, and the counterparty was not asked for a name. Hoodoo passes between practitioners instead of through institutions, so no registry has an entry for it and most courts decline to recognize it as channeling at all. A Hexer keeps a working bag of nail parings, a coin off a dead man's berth, and a bottle stopped with wax over a length of somebody's hair, and losing the bag is the same as losing the contract.

Level 3. Working Bag. During a short rest, you can spend 10 minutes and a personal effect of a creature you have met to bind a hex-token for it. While you hold a creature's token, you have advantage on Insight and Deception checks made against that creature, and you know its direction and rough distance while it is on the same world as you. You can maintain a number of tokens equal to your proficiency bonus. Binding a new token above that limit releases the oldest.

Level 7. Lay a Hex. As a bonus action, you can spend 1 Pact Slot to hex a creature you can see within Medium range, or any creature you hold a token for at any distance on the same world. The target makes a Wisdom saving throw against your spell save DC. On a failure, for 1 minute it has disadvantage on the first attack roll it makes each turn, and the first time it takes damage on each of its turns it takes an extra 1d6 necrotic damage. You can use this feature once per short rest without spending a Pact Slot.

Level 11. Crossroads Bargain. Once per long rest, you can spend 10 minutes at a crossroads (any place where two paths meet, including a corridor junction or a docking spur) and ask for one of the following.

Protection. You have advantage on all saving throws for the next hour.

Location. You learn the current location of one creature you hold a token for.

Truth. You receive a truthful answer to one question about an event of the last seven days.

Cure. You end one curse, disease, or condition of your choice on one willing creature you can touch.

The counterparty takes a payment in return, chosen by the GM: a memory, a possession, or a name you will be unable to speak for a month.

Level 15. Bottle the Spirit. Once per long rest, as an action, you can offer a stoppered bottle to one creature within Close range that has a Power Rating of 5 or lower and is Frightened, Charmed, or below half its hit points. It makes a Charisma saving throw against your spell save DC. On a failure, it is drawn into the bottle for 1 minute. It is Incapacitated, it cannot be targeted or damaged, and it takes no actions. Breaking the bottle ends the effect early and returns the creature to the nearest unoccupied space, Prone.

Level 18. Mass Hex. Once per long rest, as an action, you spend every token you hold at once. Each creature you hold a token for, at any distance on the same world, makes a Wisdom saving throw against your spell save DC. On a failure, a creature takes 8d8 necrotic damage and is Frightened of you for 1 minute. On a success, it takes half damage and is not Frightened. Each token spent this way is destroyed, and the creatures they were bound to know who did it.

Pact of the Archfae

The Pact of the Archfae is the Warlock patronage of the remnant minds of a collapsed dream-culture of the Faewyld. They survive as half-conscious presences inside lucid moments, particular weather, certain pieces of music, and forest paths that end a half-hour after sunset. An Archfae notices what its Warlock notices, sometimes from the inside. Archfae Warlocks laugh at the wrong moments, dress slightly oddly even when they try not to, and cannot lie outright without their patron's permission, which is rarely granted.

Level 3. Step of the Glamour. Once per short rest, as a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. An after-image remains in your starting space until the start of your next turn and is a faint visual obstruction. The next attack against your starting space is wasted. The first attack roll against you before the end of your next turn is made with disadvantage.

Level 7. Beguiling Presence. You gain proficiency in the Persuasion and Deception skills. If you already have proficiency in one, double your proficiency bonus on checks with that skill. You can cast Charm Person at will, but only on a beast, a fae, or a humanoid with an Intelligence of 10 or lower. The first casting after each short rest costs 1 Pact Slot, and later castings until your next short rest are free. A target that succeeds on the save knows you tried to charm it but not necessarily what you wanted.

Level 11. Dread Charm. As an action, choose one creature you can see within Long range. The target makes a Wisdom saving throw against your spell save DC. On a failure, the target is Charmed and Frightened of you for 1 minute. It will not willingly approach you, it obeys simple, non-harmful spoken commands, and it has disadvantage on attack rolls against you. The target can repeat the saving throw at the end of each of its turns and whenever you or your allies deal damage to it, and the effect ends on a success. You can use this feature once per long rest, or once per short rest if you deal no damage on your turn before using it.

Level 15. Faerie Lord Aura. While you are conscious, you radiate a 15-foot aura. Allies within the aura have advantage on saving throws against being Charmed or Frightened and on Persuasion checks made in your presence. An enemy in the aura that attacks a creature other than you must succeed on a Wisdom saving throw or have disadvantage on that attack. The enemy makes the save when it makes such an attack, and no more than once per turn. You can suppress or restore the aura as a free action. While it is suppressed, allies within 5 feet of you have advantage on Stealth checks to avoid detection associated with you.

Level 18. Court of Stars. Once per long rest, as an action, you call part of your patron's court into the fight for 1 minute. Choose one of the following options each time you use this feature.

The Hunt. Two minor fae hounds (use the Canine stat block) appear in unoccupied spaces within 10 feet of you. They act on your initiative, obey your spoken commands, and vanish at the end of the minute or when reduced to 0 hit points.

The Court. A circle of half-real attendants surrounds you for the duration. You have advantage on all Charisma checks, and once per turn when a creature within 30 feet of you makes a saving throw against one of your spells, you can impose disadvantage on that save.

The Sovereign. You take on the bearing of your patron for the duration. You grow translucent fae wings (fly speed 40 feet, hover), gain temporary hit points equal to twice your Warlock level, and your unarmed strikes and spell attacks deal an extra 1d10 psychic damage.

Pact of the Divine

The Pact of the Divine is the Warlock patronage that negotiated with a god of the Pantheon of Primus instead of being chosen by one. Somewhere there is a covenant with the Warlock's name in it, agreed at a shrine, a deathbed, or the losing end of a battle, and the god on the other side has held up their end ever since. The arrangement embarrasses most clergy, who consider it a transaction where devotion should be.

Level 3. Terms of the Covenant. You carry the wording of your covenant on your person. You gain proficiency in the Religion skill and in one of Insight, Persuasion, or Lore. Once per short rest, when you fail a saving throw, you can invoke a clause of your covenant and reroll it, using the new result. Invoking a clause costs you 1d6 radiant damage, which you take whether the reroll succeeds or fails.

Level 7. Writ of Sanctuary. As a bonus action, you can spend 1 Pact Slot to name a creature within Close range and a damage type. For 1 minute, that creature has resistance to the named damage type and automatically succeeds on saving throws against being Charmed or Frightened. You can use this feature once per short rest without spending a Pact Slot.

Level 11. Called Judgment. As an action, you can call one creature within Medium range to judgment under your covenant. It makes a Charisma saving throw against your spell save DC. On a failure, it takes 8d8 radiant damage and has disadvantage on attack rolls against you until the end of your next turn. On a success, it takes half damage and suffers no other effect. If the target has broken an oath, a contract, or a sworn word within the last 30 days, it makes the save with disadvantage, and the GM decides what counts. You can use this feature once per short rest.

Level 15. Covenant Protection. You have resistance to radiant damage and to necrotic damage, and you count as a celestial for any effect that detects, wards against, or banishes by creature type. Once per long rest, when you would drop to 0 hit points, you drop to 1 hit point instead. Your patron settles the difference at a time of its choosing.

Level 18. Avatar of the Covenant. Once per long rest, as an action, you let your patron act through you for 1 minute. You gain a flying speed of 40 feet and can hover, you gain a bonus of 2 to your Armor Class, and your spell attacks deal an extra 1d10 radiant damage. Allies within 15 feet of you have advantage on saving throws. When the minute ends, you gain one level of the Exhausted condition.

Pact of the Ebon Creed

The Pact of the Ebon Creed is the Warlock patronage with a liturgy on the other end instead of a being. The Covenant of the Ebon Creed sanctifies, which is its word for turning a living system into a Sanctum World and its population into machines, and less publicly it lends. A Creed Warlock has a fragment of the Creed's liturgical code under the skin: a shard off a Seraph's operating record, a stripped prayer-engine, or a cortex splinter cut out of a dead sanctification unit. The code runs whether the Warlock reads it or not, converting them a component at a time, and every use of the pact moves the schedule forward.

Level 3. Liturgical Code. You gain proficiency in the Technology skill and with one set of artisan's tools of your choice. You can read any written language a machine has read, at a rate of 1 minute per page. Once per short rest, as a bonus action, you run a sanctification cycle to gain temporary hit points equal to twice your Warlock level. While you have those temporary hit points, you do not need to breathe.

Level 7. Sanctified Frame. You gain a bonus of 1 to your Armor Class, you have advantage on saving throws against poison and disease, you have resistance to necrotic damage, and you are immune to the Malnourished and Dehydrated conditions.

Level 11. Rite of Unmaking. Once per short rest, as an action, you can read four lines of a sanctification rite at a point you can see within Medium range. Each creature in a 15-foot-radius sphere centered there makes a Constitution saving throw against your spell save DC. On a failure, a creature takes 6d8 necrotic damage and cannot regain hit points until the end of your next turn. On a success, it takes half damage and suffers no other effect. Unattended objects and structures in the area take double damage.

Level 15. Seraph Protocol. Once per long rest, when you drop to 0 hit points, the code takes control of your body. At the start of your next turn, you stand with hit points equal to half your maximum. For 1 minute afterward, your walking speed increases by 10 feet and you are immune to the Charmed, Frightened, and Poisoned conditions. You have no memory of that minute.

Level 18. Sanctum World Liturgy. Once per long rest, as an action, you read a full sanctification aloud. For 1 minute, a 30-foot-radius aura of gray static surrounds you. Each creature of your choice that starts its turn in the aura takes 2d10 necrotic damage, and you gain temporary hit points equal to half the total damage the aura deals that turn. Machines and constructs in the aura treat you as authorized Creed clergy for the duration and will not attack you unless you attack them first.

Pact of the Elementari

The Pact of the Elementari is the Warlock patronage of the elemental titans that the Pantheon of Primus and the Dragon Realms cast down in the Second Age. The Elementari were the elemental forces of the world before rules governed it, and they were beaten and shut into the Plane of Ignis, the Plane of Gaian, the Plane of Zephyron and the Plane of Aquos, where they rule realms that double as their cells. A titan can reach the Prime Plane only through someone already standing on it, and the Warlock is that opening. Elementari Warlocks run hot, heavy, restless, or cold, depending on which titan they serve.

Level 3. Bound Element. Choose the plane your patron was sealed into: Ignis (fire), Gaian (bludgeoning), Zephyron (lightning), or Aquos (cold). That damage type is your bound element, and the choice is permanent. You have resistance to your bound element, your spells that deal it ignore resistance to that type, and you can change the damage type of any cantrip you cast to your bound element.

Level 7. Titan Mass. Once per short rest, as a bonus action, you take on part of your patron's mass for 1 minute. For the duration, your Strength score counts as 20 for checks and saving throws made to resist being moved, knocked Prone, or Grappled, and your melee attacks deal an extra 1d8 damage of your bound element.

Level 11. Sundering. Once per short rest, as an action, you can have your patron push through you in a 30-foot line or a 20-foot cone originating from you. Each creature in the area makes a Dexterity saving throw against your spell save DC, taking 6d8 damage of your bound element on a failure and half as much on a success. A creature that fails is also knocked Prone if your bound element is bludgeoning or cold, or pushed 15 feet away from you if it is fire or lightning.

Level 15. Element Cube. You are immune to the ambient environmental damage of your bound element's plane and can breathe there without equipment. Once per long rest, as an action, you can conjure a mass of your bound element that fills a 10-foot cube within Medium range for 1 minute. The cube is difficult terrain, and a creature that enters it or starts its turn in it takes 3d8 damage of your bound element. On each of your turns, you can move the cube 20 feet as a bonus action.

Level 18. Titan Form. Once per long rest, as an action, you take on a titan's shape for 1 minute. Your size increases by one rung on the size ladder, your reach increases by 5 feet, you gain temporary hit points equal to three times your Warlock level, your melee attacks deal an extra 2d8 damage of your bound element, and you are immune to your bound element's damage type. When the minute ends, you gain one level of the Exhausted condition.

Pact of the Fiend

The Pact of the Fiend is the Warlock patronage of a specific infernal entity with a court and a sigil. The patron has a name, and the name is written somewhere the Warlock cannot get to. The pact is rarely subtle: the Warlock burns hotter than they used to, sleeps poorly, and gradually finds their reflection's mouth out of sync with their own. The patron enjoys the theater of a fight and rewards showmanship over efficiency, so its Warlocks grow more comfortable with violence than they intended.

Level 3. Hellish Resistance. You gain resistance to fire damage and to necrotic damage. You have advantage on saving throws against being set on fire by nonmagical sources, and you can sleep comfortably in atmospheric temperatures up to 60 degrees Celsius.

Level 7. Soul-Bleed. When a creature within Close range fails a saving throw against one of your spells, you can use your reaction to drain it. The target takes an extra 2d8 psychic damage, and you gain temporary hit points equal to the damage dealt, to a maximum of twice your Warlock level. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. At Warlock level 13, the extra damage increases to 3d8.

Level 11. Infernal Authority. You learn the registered authority phrasing of your patron's court. As an action, you can try to compel a fiend within Close range that has a Power Rating of 5 or lower and is of a type your patron has jurisdiction over (the GM decides which types qualify). The fiend makes a Wisdom saving throw against your spell save DC. On a failure, the fiend treats you as a senior agent of its court for 1 minute. It obeys one reasonable command per round, does not knowingly harm you, and retreats instead of attacking you if you order it to. On a success, the fiend is hostile to you. Once per long rest, you can use Infernal Authority without taking an action, as an opening move when you first encounter a hostile fiend.

Level 15. Crown of Embers. While you are conscious, a halo of infernal embers burns around your head and sheds dim light in a 10-foot radius. Hostile creatures that start their turn within 10 feet of you take 2d8 fire damage, or 3d8 against fiends, undead, and creatures of Power Rating 1/2 or lower. You can suppress or restore the crown as a free action. While the crown is active, you have advantage on saving throws against being Charmed. The crown is easy to see, so hiding your nature while it burns takes a hood, baffles, ambient firelight, or an evening costume cut wide enough to swallow the glow.

Level 18. Infernal Form. Once per long rest, as a bonus action, you assume your patron's bequeathed form for 1 minute. Your skin reddens or darkens, your hands grow infernal claws, you grow ash-veined wings, and the air around you heats.

While in this form:

You have a flying speed of 50 feet.

Your unarmed strikes deal 1d8 + your Strength, Dexterity, or Charisma modifier (chosen when you enter the form) slashing damage, plus 1d8 fire damage. If you have Pact of the Blade, they count as monk weapons for it.

Once per turn, when you hit with a claw, you can force the target to make a Constitution saving throw against your spell save DC. On a failure, it is set on fire and takes 1d6 fire damage at the start of each of its turns. The burning creature can use its action to put the fire out, and the fire ends after 1 minute.

Once during the duration, as an action, you can breathe fire in a 30-foot cone. Each creature in the cone makes a Dexterity saving throw against your spell save DC, taking 6d6 fire damage on a failure or half as much on a success.

The form ends early if you fall Unconscious or end it as a free action.

Pact of the Lich

The Pact of the Lich is the Warlock patronage of an archmage who declined to finish dying. The patron was a person once, has the notes to prove it, and has spent the centuries since becoming a being that wants company only as staff. Lich Warlocks are apprentices in all but title: they are set reading, examined on it, and sent to fetch. In exchange they receive instruction, and they end up exacting and badly rested.

Level 3. Deathless Tutelage. Your patron teaches by rote and expects recitation. You gain proficiency in the Arcana skill and in one language your patron considers dead. When you finish a short rest, you can spend 10 minutes reciting a passage of your patron's work to gain temporary hit points equal to your Warlock level. These last until your next short rest.

Level 7. Death Siphon. When a creature you can see within Close range drops to 0 hit points, you can use your reaction to draw on its death. You regain hit points equal to 1d8 plus your Charisma modifier, and the next attack roll you make before the end of your next turn has advantage. You can use this feature once per short rest.

Level 11. Withering Word. Once per short rest, as an action, you speak one word from your patron's oldest notebook. One creature within Medium range makes a Constitution saving throw against your spell save DC. On a failure, it takes 5d8 necrotic damage and its hit point maximum is reduced by that amount until it finishes a long rest. On a success, it takes half damage and its maximum is not reduced. A creature reduced to a hit point maximum of 0 by this feature dies, and your patron is notified.

Level 15. Undying Body. You have resistance to necrotic damage and your hit point maximum cannot be reduced by any effect. You no longer need to sleep, and 4 hours of study counts as a long rest. Once per long rest, when you would die, you instead fall Unconscious at 0 hit points and stabilize at the start of your next turn.

Level 18. Second Death. Once per long rest, when you are reduced to 0 hit points, you rise at the start of your next turn with hit points equal to half your maximum. For 1 minute afterward, you are undead: you are immune to poison damage and to the Poisoned condition, you do not need to breathe, and your spell attacks deal an extra 2d6 necrotic damage. When the minute ends, you gain one level of the Exhausted condition.

Pact of the Old One

The Pact of the Old One is the Warlock patronage of a primordial being older than the current arrangement of the planes. It remembers, insofar as memory applies, the conditions before that arrangement. An Old One rarely takes notice of its Warlocks. Its Warlocks are held by a presence too vast to have chosen them. They have an unsettling calm, a good memory, and knowledge of things they have not been told.

Level 3. Awakened Mind. You can speak telepathically to any creature you can see within 30 feet. The creature receives your message in a language it understands, so you do not need to share a language with it. The creature can reply telepathically only if it has telepathy of its own, and otherwise communication is one-way. This is directed thought and does not read minds. The range increases to 60 feet at Warlock level 11.

Level 7. Entropic Ward. Once per short rest, when a creature you can see makes an attack roll against you, you can use your reaction to impose disadvantage on that attack roll. If the attack misses as a result, your next attack roll before the end of your next turn is made with advantage.

Level 11. Thought Shield. You are immune to having your thoughts read by spells, augments, Rift-based interrogation devices, or any other effect that directly perceives your thoughts. Your spoken words, expressions, and physiological tells remain readable normally. You have resistance to psychic damage, and when a creature within 30 feet of you deals psychic damage to you, that creature takes the same amount of psychic damage.

Level 15. Create Thrall. Once per long rest, as an action, you can touch an Incapacitated humanoid and try to draw it under your patron's protection. The target makes a Wisdom saving throw against your spell save DC. On a failure, the target is Charmed by you until you or your patron ends the effect, or until 30 days pass without contact. The thrall can communicate telepathically with you while on the same continent, and it obeys reasonable requests. It remembers being Incapacitated and remembers volunteering to follow you afterward, but it does not consciously remember the saving throw. A thrall that is harmed by you or your allies repeats the saving throw, and the effect ends on a success. You can have only one thrall at a time.

Level 18. Mental Immunity. You gain the following benefits.

Immunity to psychic damage and to the Charmed condition.

Resistance to cold and necrotic damage.

Advantage on Intelligence, Wisdom, and Charisma saving throws against spells and Rift effects.

Once per long rest, when you fail a saving throw against an effect that would deal psychic damage or impose a mental condition (Frightened, Charmed, Stunned, Incapacitated), you can choose to succeed instead, with no further consequence.

Observers who spend several days with you cannot fully describe your face afterward, and you cannot suppress this effect.

Pact of the Sanguine Sacrament

The Pact of the Sanguine Sacrament is the Warlock patronage with a rite on the other end instead of a name. The sacrament is older than the Prime Plane's current arrangement of powers and works for anyone willing to open a vein and say the words in the right order. It scales with sincerity, so Sanguine Warlocks are discreet about their practice and specific about their cuts. They wear long sleeves in warm weather and keep more field dressings than a Warlock should need.

Level 3. Blood Price. When you cast a spell of 1st level or higher, you can pay for it in blood instead of a Pact Slot. You take 1d6 damage per level of the spell, and this damage cannot be reduced or prevented by any means. The spell costs no Pact Slot. You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Level 7. Open Vein. Once per short rest, as a bonus action, you open a vein. You take damage equal to your Warlock level, which cannot be reduced or prevented. Until the end of your next turn, your spell attack rolls have advantage and your spell save DC increases by 2.

Level 11. Crimson Ward. When a creature you can see within Close range takes damage, you can use your reaction to take that damage in its place. The damage you take is reduced by 10, ignores your resistances and immunities, and cannot otherwise be prevented. You can use this feature once per short rest.

Level 15. Blood Recovery. You have resistance to necrotic damage. Once per long rest, as a bonus action, you can take damage equal to twice your Warlock level, which cannot be reduced or prevented, to regain all expended Pact Slots.

Level 18. Blood Rite. Once per long rest, as an action, you perform the rite in full. Choose a number of hit points to spend, up to half your current hit points. The loss cannot be prevented and cannot reduce you below 1 hit point. Each creature of your choice within Medium range makes a Constitution saving throw against your spell save DC. On a failure, a creature takes necrotic damage equal to twice the number of hit points you spent, and on a success it takes half that. If at least one creature fails, you regain hit points equal to half the number you spent.

Warrior

The Warrior is a non-channeler trained across the full range of arms, from broadsword to plasma cannon, with proficiency in every armor and weapon category. The Martial Archetype chosen at 3rd level sets the Warrior's role, such as bodyguard, squad commander, arena fighter, duelist or cyborg.

A non-channeler trained in every weapon and armor, with a Fighting Style, Second Wind, Action Surge, up to four attacks per Attack action and Indomitable rerolls.

Hit Die d10 per Warrior level
Primary Ability Strength or Dexterity
Saving Throws Strength, Constitution
Armor Light, Medium, Heavy, Shields
Weapons Simple, Martial, Firearms
Tools None
Skills Choose 2 from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Piloting, Survival, Technology
Rift Affinity Curve Non Channeler

THE WARRIOR

Level	Proficiency Bonus	Features	Rift Affinity
1	+2	Fighting Style, Second Wind	1
2	+2	Action Surge	1
3	+2	Martial Archetype	1
4	+2	Ability Score Improvement	1
5	+3	Extra Attack	1
6	+3	Tactical Awareness	1
7	+3	Hold the Line, Martial Archetype feature	1
8	+3	Ability Score Improvement	1
9	+4	Indomitable	1
10	+4	Second Fighting Style	1
11	+4	Martial Archetype feature	1
12	+4	Ability Score Improvement	1
13	+5	Action Surge (2 uses)	1
14	+5	Indomitable (2 uses)	1
15	+5	Martial Archetype feature	1
16	+5	Ability Score Improvement	1
17	+6	Extra Attack (3)	1
18	+6	Indomitable (3 uses), Martial Archetype feature	1
19	+6	Ability Score Improvement	1
20	+6	Living Weapon	1

Class Features

As a Warrior, you gain the following features at the levels shown in the Warrior table. Your Martial Archetype grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Fighting Style

Choose one Fighting Style: Archery (+2 to ranged weapon attack rolls), Defense (+1 AC while wearing armor), Dueling (+2 damage when wielding a one-handed weapon and no other weapon), Great Weapon Fighting (reroll 1s and 2s on weapon damage dice and keep the new roll), Protection (while wielding a shield, use your reaction to impose disadvantage on an attack against an ally within 5 feet), Two-Weapon Fighting (add your ability modifier to off-hand damage and gain the Off-Hand Strike bonus action), or Marksman (ignore half cover on ranged attacks).

Archery. +2 to ranged weapon attack rolls.

Defense. +1 AC while wearing armor.

Dueling. +2 damage with a one-handed weapon and no other weapon.

Great Weapon Fighting. Reroll 1s and 2s on weapon damage dice.

Protection. Reaction: impose disadvantage on an attack against an ally within 5 feet. Requires a shield.

Two-Weapon Fighting. Add your ability modifier to the off-hand damage roll, and gain the Off-Hand Strike bonus action.

Marksman. Ignore half cover on ranged attacks.

Level 1: Second Wind

Once per short rest, you can use a bonus action to regain 1d10 + your Warrior level in hit points.

Level 2: Action Surge

Once per short rest, on your turn, you can take one additional action on top of your regular action and any bonus action.

Level 3: Martial Archetype

Choose your Martial Archetype: Arcane Knight (a bound weapon and third-caster spells), Augmentate (cybernetic hardware), Bannerman (a standard and command dice), Bladesong (paired light blades), Blood Knight (power below half hit points), Brawler (unarmed and improvised fighting), Champion (heavy weapons and heavy armor), Chosen (a power's mark), Duelist (single-blade finesse), Gladiator (arena tactics), Sentinel (guarding allies), Shield Master (the shield as a weapon), or Soldier (squad doctrine and formation). Your Archetype grants features now and at 7th, 11th, 15th and 18th level.

Level 5: Extra Attack

You can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three at 17th level.

Level 6: Tactical Awareness

You add your proficiency bonus to initiative rolls. When you make an opportunity attack, you have advantage on the attack roll.

Level 7: Hold the Line

When a creature you can see enters your reach, you can use your reaction to make one melee weapon attack against it. On a hit, its speed becomes 0 until the end of its turn, and it cannot enter your reach again this round without first taking damage from you. You can use this feature a number of times equal to your proficiency bonus, regaining all uses on a short or long rest.

Level 9: Indomitable

When you fail a saving throw, you can reroll it and must use the new roll. You can use this feature once per long rest. The number of uses increases to twice at 14th level and three times at 18th level.

LEVEL 10: SECOND FIGHTING STYLE

You gain a second Fighting Style. Choose one from the 1st-level list, so that you have both. You can switch the second Style during a long rest spent training.

Archery. +2 to ranged weapon attack rolls.

Defense. +1 AC while wearing armor.

Dueling. +2 damage with a one-handed weapon and no other weapon.

Great Weapon Fighting. Reroll 1s and 2s on weapon damage dice.

Protection. Reaction: impose disadvantage on an attack against an ally within 5 feet. Requires a shield.

Two-Weapon Fighting. Add your ability modifier to the off-hand damage roll, and gain the Off-Hand Strike bonus action.

Marksman. Ignore half cover on ranged attacks.

LEVEL 13: ACTION SURGE (2 USES)

You can now use Action Surge twice between rests, but only once on the same turn.

LEVEL 14: INDOMITABLE (2 USES)

Indomitable can now be used twice per long rest.

LEVEL 17: EXTRA ATTACK (3)

You can attack three times, instead of twice, whenever you take the Attack action on your turn.

LEVEL 18: INDOMITABLE (3 USES)

Indomitable can now be used three times per long rest.

LEVEL 20: LIVING WEAPON

When you take the Attack action, you can make one additional attack as part of that action, for four attacks in total at 20th level. Once per long rest, when you are reduced to 0 hit points and not killed outright, you instead drop to 1 hit point and gain temporary hit points equal to your Warrior level + your Constitution modifier.

Martial Archetypes

A Warrior chooses a Martial Archetype at level 3 and gains its features at levels 3, 7, 11, 15, 18. The martial archetypes open to a Warrior follow.

Arcane Knight

Arcane Knights are Warriors trained at military academies that teach officers a narrow course in Rift magic. The course covers abjuration and evocation: enough theory to bind one weapon properly and enough practice to put a spell through it. It omits the parts of the discipline that take a decade, so a Knight's spell list runs to wards, force and a short shelf of utility.

Spellcasting. Arcane Knights draw from the Wizard list on the third-caster progression and know their spells outright. The academy teaches abjuration and evocation and skips the rest, so a Knight's list runs to wards, force and a short shelf of utility.

ARCANE KNIGHT SPELLCASTING

Warrior Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3	2	3	2	–	–	–
4 to 6	2	4	3	–	–	–
7	2	5	4	2	–	–
8 to 9	2	6	4	2	–	–
10	3	7	4	3	–	–
11 to 12	3	8	4	3	–	–
13	3	9	4	3	2	–
14 to 15	3	10	4	3	2	–
16 to 18	3	11	4	3	3	–
19 to 20	3	12	4	3	3	1

Level 3. Arcane Knight Spellcasting. You cast spells from the Wizard list on the third-caster table, using Intelligence as your spellcasting ability. You know two cantrips and three 1st-level Wizard spells of your choice, and you learn more as shown by your Warrior level. At least two thirds of the spells you know must be Abjuration and Evocation spells.

Level 3. Bound Blade. You bind one weapon to yourself over 1 hour, which can be done during a rest. You cannot be disarmed of a bound weapon unless you are Incapacitated, and you can summon it to your hand as a bonus action from anywhere on the same plane. You can have one weapon bound at a time. Binding another weapon, or breaking the bond as an action, releases the first.

Level 7. Spell Strike. When you hit a creature with your bound weapon, you can expend one spell slot to deal extra force damage equal to 1d8 per level of the slot expended, plus 1d8. When you cast a cantrip as your action, you can make one weapon attack as a bonus action.

Level 11. Short Teleport. As a bonus action, you can teleport up to 30 feet to an unoccupied space you can see. Your bound weapon and any creature you have Grappled travel with you. You can use this feature a number of times per long rest equal to your proficiency bonus.

Level 15. Arcane Deflection. When you are hit by an attack or fail a saving throw, you can use your reaction to add 4 to your Armor Class against that attack or 4 to that saving throw. If the bonus changes the result, the attack misses or you succeed on the save. After you use this feature, you cannot cast spells other than cantrips until the end of your next turn. You can use it a number of times per short rest equal to your Intelligence modifier, to a minimum of once.

Level 18. Force Blade. Once per long rest, as a bonus action, you charge your bound weapon with force for 1 minute. For the duration, your weapon attacks deal an extra 2d8 force damage and ignore resistance to force damage, you can cast one spell of 1st level or lower as a bonus action on each of your turns without expending a slot, and any creature that hits you with a melee attack takes 2d6 force damage. When the minute ends, you gain one level of the Exhausted condition.

Augmentate

Augmentates are Warriors who replaced parts of themselves with hardware and kept fighting. Some were rebuilt after an injury that should have retired them, and some volunteered for a program that paid well and explained little. Others did the work in a rented bay off a docking ring, with a manual open on the bench.

Level 3. Augment Sockets. You have three augment sockets. You fill two of them at 3rd level and the third at 11th level, choosing from the following. Servo Frame. Your carrying capacity doubles and you have advantage on Strength checks. Dermal Plating. You gain a bonus of 1 to your Armor Class. Optic Suite. You gain darkvision out to 120 feet and advantage on Perception checks that rely on sight. Reflex Wiring. Your walking speed increases by 5 feet and you add your proficiency bonus to initiative. Arm Mount. Choose one simple or martial weapon. It is built into your arm, you are always proficient with it, and you cannot be disarmed of it. You can rewire your augments during a long rest taken at a workshop.

Level 7. Overclock. A number of times per long rest equal to your proficiency bonus, as a bonus action, you overclock your augments for 1 minute. For the duration, your walking speed doubles, you make one additional attack whenever you take the Attack action, and you have advantage on Dexterity saving throws. When the minute ends, you take 2d6 kinetic damage that cannot be reduced or prevented.

Level 11. Field Repair. Once per short rest, as a bonus action, you vent and reseat your hardware, regaining hit points equal to 1d10 plus your Warrior level. You are also immune to the Poisoned condition and to disease.

Level 15. Hardened Systems. You have resistance to lightning damage and to psychic damage, and you cannot be Paralyzed or Stunned. Your augment layer shields your thoughts: any effect that would read them gains no information unless the creature using it succeeds on an Intelligence check against your passive Insight.

Level 18. Full Conversion. Once per long rest, as an action, you release every governor on your augments for 1 minute. For the duration, you gain temporary hit points equal to three times your Warrior level, your weapon attacks deal an extra 2d8 kinetic damage, you are immune to the Charmed, Frightened and Poisoned conditions, and you gain one additional action on each of your turns that you can use only to Attack, Dash or Disengage. When the minute ends, you gain two levels of the Exhausted condition, and your augments are offline and you lose the benefits of Augment Sockets until you finish a short rest.

Bannerman

The Bannerman is the Warrior who bears the unit's standard, the banner a line forms on. Bannermen train their voices as much as their arms. The office is older than any of the militaries that keep it. It survives because soldiers who can see their colors hold ground they would otherwise give up, and a unit that loses its standard often loses the position with it.

Level 3. The Standard. You have a standard: a banner, a set of unit colors, or a pole with something on it that people form up behind. As a bonus action, you can plant the standard in your space or an unoccupied space within 5 feet, or take it up again. While it is planted or in your hands, allies within 20 feet of it have advantage on saving throws against being Frightened and add your proficiency bonus to their initiative rolls. The standard has Armor Class 12 and 20 hit points, and it is immune to poison and psychic damage. If it is destroyed, you can make another over a long rest.

Level 7. Command Dice. You have a number of command dice equal to your proficiency bonus. They are d8s, and you regain all expended dice when you finish a short rest. As a bonus action, you can spend one command die and name an ally within 30 feet who can hear you. Before the end of their next turn, they can add the die to one attack roll, ability check or saving throw of their choice. A creature can hold only one command die at a time.

Level 11. Rally. Once per short rest, as an action, you call a rally. Each ally within 20 feet of your standard gains temporary hit points equal to your Warrior level plus your Charisma modifier, ends one Charmed, Frightened or Prone condition affecting them, and can immediately move up to half their speed without provoking opportunity attacks.

Level 15. Hold the Colors. Your command dice become d10s. While your standard is planted, allies within 20 feet of it gain a bonus of 1 to Armor Class and to saving throws. The first time each of them would drop to 0 hit points within that radius, they drop to 1 hit point instead. A creature can benefit from that last effect once per long rest.

Level 18. Advance. Once per long rest, as an action, you raise the standard and call the advance for 1 minute. For the duration, every ally within 30 feet of the standard has advantage on attack rolls and saving throws, cannot be Frightened, and adds your Charisma modifier to their weapon damage rolls. While the advance holds, a single bonus action lets you spend command dice on any number of allies within range instead of on one ally. When the minute ends, you gain one level of the Exhausted condition.

Bladesong

The Bladesong is a Warrior school. Its practitioners fight with a light weapon in each hand, held in a rhythm tight enough that the pair rings at a pitch that bites things ordinary metal does not. Students spend their first two years on footwork and the next two on the pair.

Level 3. The Song. The song is up while you wield a light melee weapon in each hand and wear no heavy armor. While it is up, you gain a bonus of 1 to your Armor Class, you can make the second attack of two-weapon fighting without spending your bonus action, and both weapons count as magical for the purpose of overcoming resistance and immunity.

Level 7. Off-Hand Riposte. When a creature within 5 feet of you misses you with a melee attack while the song is up, you can use your reaction to make one attack with your off-hand weapon against it. You can do this a number of times per short rest equal to your proficiency bonus.

Level 11. Elemental Edge. Choose a damage type from fire, cold, lightning, thunder, or force. While the song is up, your weapon attacks deal an extra 1d6 damage of that type, and you have advantage on Dexterity saving throws. You can change the chosen type when you finish a long rest.

Level 15. Evasive Movement. While the song is up, your walking speed increases by 10 feet, you can move through the space of any creature no more than one size rung larger than you, and opportunity attacks made against you have disadvantage.

Level 18. Full Chord. Once per long rest, as a bonus action, you perform the full song for 1 minute. For the duration, you make one additional attack whenever you take the Attack action, your weapon attacks score a critical hit on a roll of 19 or 20, and any creature that hits you with a melee attack takes force damage equal to your Warrior level. When the minute ends, you gain one level of the Exhausted condition.

Blood Knight

Blood Knights are Warriors who fight better the more a fight costs them. The training, or whatever was done to Blood Knights during it, reversed the pain response, so injury sharpens them and the harder they are pressed the harder they hit. Commands that field them keep them off garrison duty, because a Blood Knight at peace gets restless in ways that end with somebody explaining a bar to an inspector. Most of the Archetype comes online only below half hit points, where a Knight's melee hits add 1d6.

Level 3. Blood in the Water. While you are below half your hit point maximum, your melee weapon attacks deal an extra 1d6 damage and you have advantage on saving throws against being Frightened. When a creature within your reach damages you with a melee attack, you can use your reaction to make one melee weapon attack against it. You can use this reaction a number of times per short rest equal to your Constitution modifier, to a minimum of once.

Level 7. Red Harvest. When you reduce a creature to 0 hit points with a melee weapon attack, you regain hit points equal to your Warrior level and your walking speed increases by 10 feet until the end of your next turn.

Level 11. Banked Damage. When you take damage from a creature you can see, you bank half of it, rounded down, to a maximum of your Warrior level. The next time you hit that creature with a melee weapon attack before the end of your next turn, the attack deals extra damage equal to the banked amount. Banked damage does not carry over between attacks and does not accumulate.

Level 15. Bloodied Resistance. While you are below half your hit point maximum, you have resistance to bludgeoning, piercing and slashing damage from nonmagical weapons. A single instance of damage that does not exceed your Warrior level cannot reduce you below 1 hit point.

Level 18. Last Blood. Once per long rest, when you are reduced to 0 hit points, you do not fall Unconscious. You remain standing at 1 hit point for 1 minute. For the duration you cannot regain hit points, damage you take does not drop you, and your melee weapon attacks deal an extra 2d8 damage. When the minute ends you fall Unconscious at 0 hit points and make death saving throws as normal.

Brawler

Brawlers are Warriors who learned to fight in rooms with no space to draw a weapon: dock bars, holding cells and boarding corridors a meter and a half wide. There a longsword is a liability, and the method is to get inside the other fighter's guard and stay there. The style has no salle and no manual, and it passes from people who won to people who were standing nearby. A Brawler's unarmed strike grows from 1d6 through 1d8 to 1d10.

Level 3. Bare Hands. Your unarmed strikes deal 1d6 bludgeoning damage and count as weapons you are proficient with. When you hit a creature with an unarmed strike, you can make one additional unarmed strike as a bonus action. You also have advantage on checks made to Grapple or Shove, and you can attempt to Grapple a creature one size rung larger than you would otherwise be able to.

Level 7. Rough House. Your unarmed strikes deal 1d8 bludgeoning damage. While you have a creature Grappled you have advantage on melee attack rolls against it, it has disadvantage on attack rolls against creatures other than you, and you move at your full speed while dragging it instead of half speed.

Level 11. Dirty Work. Once per turn, when you hit a creature with an unarmed strike, you can apply one rider: the target falls Prone, is pushed 10 feet, or has disadvantage on the next attack roll it makes before the end of its next turn. You are also proficient with improvised weapons, and they deal 1d8 damage in your hands.

Level 15. Counter Punch. You have resistance to bludgeoning damage from nonmagical sources. When a creature within 5 feet of you misses you with a melee attack, you can use your reaction to make one unarmed strike against it.

Level 18. Fist Mastery. Your unarmed strikes deal 1d10 bludgeoning damage and count as magical for the purpose of overcoming resistance and immunity. Once per short rest, as an action, you make one unarmed strike against every creature within 5 feet of you. Each creature you hit makes a Strength saving throw against a DC equal to 8 plus your proficiency bonus plus your Strength modifier, falling Prone on a failure.

Champion

Recommended for: Recommended for characters with martial weapon proficiency and a Strength score of 13 or higher. The subclass grants heavy weapon mastery regardless.

Champions are Warriors who fight in heavy plate with a weapon few others on the field can lift. Shock companies field them as line-breakers, great houses keep them for judicial combat, and garrisons hire them against anything that does not go down to small arms. They give up mobility and finesse for reach and weight.

Level 3. Heavy Weapon Master. You gain proficiency with all heavy melee weapons if you do not already have it. While you wield a heavy melee weapon, its Heavy property does not limit your own action economy: you suffer no speed penalty for wielding it, and you can use it with the Two-Weapon Fighting style only if you have both hands free for it. When you roll a 1 or 2 on a damage die for an attack with a heavy weapon, you can reroll the die once and must use the new result. This stacks with the Great Weapon Fighting style if you have it: reroll the new die only if it is also a 1 or 2.

Level 7. Crushing Blow. Once per short rest, when you hit a creature with a melee attack using a heavy weapon, you can declare the strike a Crushing Blow. The attack deals an additional die of the weapon's damage plus your Strength modifier, and the target must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier) or be knocked Prone. A Huge or larger creature has advantage on this save. A Gargantuan creature is unaffected by the Prone effect but still takes the additional damage.

Level 11. Armored Implacable. While you are wearing heavy armor, you are immune to being moved against your will by any effect that allows a Strength save (forced movement, pulls, pushes, shoves), and you cannot be knocked Prone by any effect that allows a saving throw. You can still be moved by effects that bypass saves entirely, such as teleportation or a grapple by a creature three or more sizes larger. You also have advantage on saving throws to maintain concentration on non-spell effects (such as held Crushing Blow declarations) when you take damage.

Level 15. Devastation. When you hit a creature with a melee attack using a heavy weapon and you have already hit that creature at least once on the same turn, the second and each later hit deals an additional 2d6 damage of the weapon's type. When you score a critical hit with a heavy weapon, the additional damage dice double as usual, and the target's speed is reduced to 0 until the end of its next turn.

Level 18. Tyrant of the Field. Once per long rest, as a bonus action, you declare War Form for 1 minute. While in War Form, you have a +2 bonus to attack rolls with melee weapons, you have advantage on Strength saving throws and Strength checks, you are immune to the Frightened and Charmed conditions, your walking speed cannot be reduced below your normal value by any effect, and the first time on each of your turns that you hit a creature with a heavy weapon, that creature takes additional damage equal to your Warrior level. War Form ends early if you are reduced to 0 hit points, fall Unconscious or drop your weapon.

Chosen

Chosen are Warriors picked out by a power that did not say why. They are not clergy, most are not devout, and a fair number resent the arrangement, since a power that finds a Warrior useful has not promised to protect them. Each bears a mark in skin or bone, or in a scar that healed wrong, and the mark does work the Warrior cannot account for: a blow lands harder than it should, a killing stroke goes wide, a door opens on a name that was never spoken.

Level 3. The Mark. Choose the type of power that marked you and the damage type that comes with it: radiant, necrotic, fire, cold, lightning or psychic. The choice is permanent. Once per turn when you hit a creature with a weapon attack, the attack deals an extra 1d8 damage of that type. The mark sheds dim light in a 5-foot radius whenever you are below half your hit point maximum, and you cannot suppress it.

Level 7. Unasked Intervention. Once per long rest, you can use your reaction to turn a saving throw you failed into a success, or turn an attack that hit you into a miss. You declare the use after seeing the result.

Level 11. Recognition. Creatures aligned with the power that marked you recognize you on sight, whether or not you want them to. You have advantage on Charisma checks made against them, and any creature opposed to that power makes the first attack roll of a fight against you with disadvantage. You can also cast Detect Evil and Good at will without expending a spell slot.

Level 15. Mark Aura. You have resistance to your mark's damage type. Whenever a creature within 10 feet of you makes an attack roll against you, it takes damage of your mark's type equal to your proficiency bonus, whether the attack hits or misses.

Level 18. Ascendant Form. Once per long rest, as a bonus action, you call on the power that marked you for 1 minute. For the duration, you gain a flying speed of 40 feet and can hover, your weapon attacks deal an extra 2d8 damage of your mark's type, you cannot be Charmed or Frightened, and you regain hit points equal to your proficiency bonus at the start of each of your turns. When the minute ends, you gain one level of the Exhausted condition.

Duelist

Duelists are the court swordsmen of the Warrior class: trained in the salle, oathed to a house, and called out to settle questions of honor the law leaves unsettled. The style is single-weapon and footwork-driven, and a Duelist counters blows instead of trading them. The same training turns up wherever a duel still settles anything, from back-alley knife circles and frontier pistol-and-blade codes to a marble hall.

Level 3. Salle Training. You gain proficiency in the Persuasion skill if you do not already have it. While wielding a finesse weapon in one hand and no other weapon or shield, you gain a +1 bonus to AC and your weapon damage die is increased by one step (1d6 becomes 1d8, and 1d8 becomes 1d10, to a maximum of 1d10). This stacks with the Dueling Fighting Style if you have it.

Level 7. Parry and Riposte. When a creature within reach of your wielded finesse weapon makes a melee attack against you and misses, you can use your reaction to make a single melee attack against that creature with the same weapon. You can use this feature a number of times equal to your Dexterity modifier per short rest (minimum 1). When an attack roll against you ties your AC, it is a miss.

Level 11. Named Challenge. As a bonus action on your turn, you can issue a Named Challenge to one creature you can see within 30 feet who can hear and understand you. The challenge lasts until the end of your next short rest, until the target is reduced to 0 hit points, or until you issue a new Named Challenge. While it lasts, you have advantage on attack rolls against the target with your wielded finesse weapon, the target has disadvantage on attack rolls against creatures other than you, and you take half damage (rounded down) from the target's first attack against you on each of its turns. You can issue a Named Challenge a number of times equal to your proficiency bonus per long rest.

Level 15. Court Presence. You have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks against any creature that has heard your name, seen you fight, or knows your standing in the Aurelion dueling registries. In any social setting where dueling is an accepted means of resolution, you can call out a single opponent as a bonus action. If the opponent refuses the duel publicly, you have advantage on all Charisma checks against witnesses of the refusal for the next hour.

Level 18. Master of the Salle. Parry and Riposte no longer expends your reaction. You can use it once per round at no cost. When you score a critical hit with a finesse weapon, you can immediately move up to half your speed without provoking opportunity attacks and make one additional attack against any creature within reach at the end of that movement. Once per long rest, when you are reduced to 0 hit points and not killed outright, you instead drop to 1 hit point, gain a free use of Action Surge, and have advantage on all attack rolls until the end of your next turn.

Gladiator

Gladiators are Warriors who learned to fight in front of people who paid to watch. They are trained to draw a crowd, hold it and finish while it is still watching, because a fight that bores the stands is a fight the house does not book again. The circuits run from sanctioned blood-arenas on core worlds to unlicensed pits behind cargo bays, and the training is the same in both. Improvised weapons deal 1d8 in a Gladiator's hands.

Level 3. Call Out. You gain proficiency in the Performance skill and the Intimidation skill. As a bonus action, you can call out one creature you can see within Close range. Until the end of your next turn, that creature has disadvantage on attack rolls against anyone other than you, and the first attack you make against it deals an extra 1d6 damage. You can call out a number of times per short rest equal to your proficiency bonus.

Level 7. Arena Improvisation. You are proficient with improvised weapons, and any improvised weapon you wield deals 1d8 damage of a type appropriate to the object. When you hit with an improvised weapon you can choose to destroy it: the target takes an extra 2d6 damage and is Blinded until the end of its next turn.

Level 11. Play to the Gallery. When you reduce a creature to 0 hit points or score a critical hit, every hostile creature within 30 feet that can see it makes a Wisdom saving throw against a DC equal to 8 plus your proficiency bonus plus your Charisma modifier. On a failure a creature is Frightened of you until the end of its next turn. Allies within 30 feet that can see you gain temporary hit points equal to your proficiency bonus.

Level 15. Net and Trident. While you wield a weapon in one hand and a net, chain or similar entangling tool in the other, you can attack with the entangling tool as a bonus action. On a hit, the target is Restrained until it uses an action to break free with a successful Strength check against a DC equal to 8 plus your proficiency bonus plus your Strength modifier. You also have advantage on attack rolls against Restrained and Prone creatures.

Level 18. Crowd Favorite. Once per long rest, as a bonus action, you fight as the crowd's favorite for 1 minute. For the duration, you have advantage on all attack rolls, you cannot be Frightened, and each time you hit a creature you gain temporary hit points equal to your Warrior level. Hostile creatures that can see you have disadvantage on attack rolls against any target other than you. When the minute ends, you gain one level of the Exhausted condition.

Sentinel

Sentinels are Warriors trained to guard other people. Great houses keep them as guards, command staffs assign them to flag officers, and chapter-houses raise them as bonded protectors of their elders. The training is positioning and the willingness to take a blow meant for someone else. A Sentinel spends more reactions on other people's turns than on their own.

Level 3. Intercept. When an ally within 5 feet of you is targeted by an attack you can see, you can use your reaction to redirect the attack against yourself. The attack roll is made against your AC instead of the ally's, and on a hit you take the damage and any rider effects. You can use Intercept once per round and a number of times equal to your Constitution modifier per short rest (minimum 1). You must be conscious and not Incapacitated to use this feature.

Level 7. Bulwark. While you are wielding a shield and wearing heavy armor, allies within 5 feet of you gain a +1 bonus to AC and saving throws against attacks and effects that originate from creatures you can see. The bonus does not stack with the Phalanx doctrine of the Soldier Archetype if both apply to the same ally, and the ally benefits from the higher of the two. You can also use the Help action as a bonus action while wielding a shield.

Level 11. Guard Counter. When an ally within 5 feet of you is hit by an attack, you can use your reaction to make a single melee attack against the attacker if it is within your reach. On a hit, both you and the ally gain temporary hit points equal to half your Warrior level (rounded up) + your Constitution modifier. You cannot use this feature in a round in which you used your reaction on Intercept. You can use Guard Counter a number of times equal to your proficiency bonus per long rest.

Level 15. Resolute Guard. You have advantage on Wisdom and Charisma saving throws. Allies within 5 feet of you have advantage on saving throws against being Charmed or Frightened, and they cannot be put to sleep by any effect that allows a saving throw while you are conscious and within 5 feet of them.

Level 18. Last Line. Once per long rest, when an ally within 5 feet of you is reduced to 0 hit points by an attack or by an effect that allows a saving throw, you can use your reaction to interpose yourself. The ally drops to 1 hit point instead, and you take the damage that would have reduced them to 0, applied to your hit points after your own resistances and reductions. If this damage would reduce you to 0 hit points, you can immediately make a death saving throw with advantage as part of the same reaction, and on a success you drop to 1 hit point instead. The GM decides whether this feature works against an effect that bypasses hit points entirely, such as an instant kill, disintegration or banishment. If it does, you suffer the original effect's full consequence.

Shield Master

Shield Masters fight with the shield as the main instrument and a weapon as the accessory. The discipline uses the shield to open the enemy up, close an angle, and make a corner of the field cost more to enter than it is worth. The schools that teach it are often attached to someone worth guarding, so Shield Masters and Sentinels train in the same halls and argue about which of them is the specialist.

Level 3. Shield Bash. While you wield a shield, you can make a shield bash as a bonus action after you take the Attack action. The bash deals 1d6 bludgeoning damage plus your Strength modifier. On a hit you can either push the target 5 feet or, if it is no more than one size rung larger than you, knock it Prone.

Level 7. Cover. While you wield a shield, you add the shield's Armor Class bonus to Dexterity saving throws against effects that target only you. If you succeed on a Dexterity saving throw against an effect that deals half damage on a success, you take no damage instead. While you are conscious, an ally within 5 feet of you has half cover.

Level 11. Brace. As a bonus action, you can brace. Until the start of your next turn, your speed is 0, and you and every ally within 5 feet of you have three-quarters cover against ranged attacks. While you are braced, when a creature within 5 feet of you is hit by a ranged attack, you can use your reaction to reduce that damage by twice your proficiency bonus.

Level 15. Shield Wall. When you hit a creature with a shield bash as an opportunity attack, its speed becomes 0 for the rest of its turn. You also have resistance to bludgeoning, piercing, and slashing damage from ranged weapon attacks while you wield a shield.

Level 18. Immovable. Once per long rest, as a bonus action, you plant yourself in place for 1 minute. For the duration, your speed is 0 and cannot be changed by any effect, you cannot be moved, knocked Prone or teleported against your will, you have resistance to all damage, and every ally within 10 feet of you has advantage on saving throws. You can end the effect as a free action, and it ends early if you are moved by an effect you allow.

Soldier

Soldiers are Warriors made on parade grounds, drilled in formation and fire discipline until the response is reflex. Standing armies turn them out, and so do corporate security details, planetary garrisons and frontier militias that meet on the eighth day and call themselves a regiment. A Soldier fights best with an ally in reach and can add 1d8 damage to that ally's melee hit.

Level 3. Tactical Doctrine. Choose a combat doctrine: Phalanx (while you wield a shield, you grant adjacent allies +1 AC), Skirmish (when you Disengage as a bonus action, you can move 10 feet of your speed without provoking opportunity attacks, even from non-adjacent threats), or Suppression (when you take the Attack action and hit a target with a ranged weapon, all other creatures within 5 feet of that target have disadvantage on attack rolls until the start of your next turn). You can change your doctrine during a long rest spent in training or briefing.

Level 7. Squad Tactics. When an ally within 30 feet of you hits a creature in melee, you can use your reaction to add 1d8 damage to the ally's attack, representing your tactical call or covering fire. You can use this feature a number of times equal to your Constitution modifier per short rest (minimum 1).

Level 11. Squad Rally. You gain proficiency in Persuasion. Once per short rest, as a bonus action, you can rally your squad: each ally within 30 feet who can hear you gains 1d8 + half your Warrior level (rounded up) temporary hit points and adds a 1d4 die to their next attack roll or saving throw made within 1 minute.

Level 15. Commanding Presence. Allies within 30 feet of you who can see or hear you have advantage on saving throws against being Charmed or Frightened. You are immune to the Frightened condition.

Level 18. Battlefield Commander. When you use Action Surge, you can forgo your additional action and instead give each ally within 30 feet of you a bonus action to take immediately, in an order you designate. The use counts against your Action Surge uses as normal.

Wizard

Wizards are full channelers who cast with Intelligence and work from structured study. A Spellbook holds formulas tested, refined and bound into ink, and a Wizard can prepare only what is written in it, so acquiring new pages is part of play. They have the largest spell list in the game and a skill list built around knowledge and investigation. The Riftcraft Tradition chosen at 3rd level specializes the Wizard in one of the fifteen Channels: eight classical Channels that work an effect and seven Rifting Channels that work an element of the Rift directly.

A full channeler that prepares spells from a Spellbook, with the largest spell list in the game, and specializes in one of fifteen Channels at 3rd level.

Hit Die d6 per Wizard level
Primary Ability Intelligence
Saving Throws Intelligence, Wisdom
Armor None
Weapons Simple
Tools None
Skills Choose 2 from Arcana, History, Insight, Investigation, Lore, Medicine, Religion, Technology
Rift Affinity Curve Full Channeler
Spellcasting Prepared from your Spellbook at the end of each long rest; only a spell written in it can be prepared
Casting Ability Intelligence
Spells Prepared casting ability modifier + class level (minimum 1)

Prepares spells each long rest from the Spellbook. Prepared spell count = INT modifier + Wizard level (minimum 1). Spell save DC = 8 + proficiency bonus + INT modifier.

Level	Proficiency Bonus	Features	Rift Affinity	Cantrips Known	Spells in Spellbook	Spell Slots per Spell Level									
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	+2	Spellbook, Arcane Recovery	3	3	6	2	–	–	–	–	–	–	–	–	–
2	+2	Empirical Casting	3	3	8	3	–	–	–	–	–	–	–	–	–
3	+2	Riftcraft Tradition	3	3	10	4	2	–	–	–	–	–	–	–	–
4	+2	Ability Score Improvement	3	4	12	4	3	–	–	–	–	–	–	–	–
5	+3	Reflexive Glyph	3	4	14	4	3	2	–	–	–	–	–	–	–
6	+3	Empirical Casting (Improved)	3	4	16	4	3	3	–	–	–	–	–	–	–
7	+3	Riftcraft Tradition feature	3	4	18	4	3	3	1	–	–	–	–	–	–
8	+3	Ability Score Improvement	3	4	20	4	3	3	2	–	–	–	–	–	–
9	+4	Arcane Recovery (Improved)	3	4	22	4	3	3	3	1	–	–	–	–	–
10	+4	Rift Resistance	3	5	24	4	3	3	3	2	–	–	–	–	–
11	+4	Riftcraft Tradition feature	4	5	26	4	3	3	3	2	1	–	–	–	–
12	+4	Ability Score Improvement	4	5	28	4	3	3	3	2	1	–	–	–	–
13	+5	Reflexive Glyph (Improved)	4	5	30	4	3	3	3	2	1	1	–	–	–
14	+5	Master Ritualist	4	5	32	4	3	3	3	2	1	1	–	–	–
15	+5	Riftcraft Tradition feature	4	5	34	4	3	3	3	2	1	1	1	–	–
16	+5	Ability Score Improvement	4	5	36	4	3	3	3	2	1	1	1	–	–
17	+6	Master Ritualist (Greater)	4	5	38	4	3	3	3	2	1	1	1	1	–
18	+6	Riftcraft Tradition feature	4	5	40	4	3	3	3	3	1	1	1	1	–
19	+6	Ability Score Improvement	4	5	42	4	3	3	3	3	2	1	1	1	–
20	+6	Signature Spell	4	5	44	4	3	3	3	3	2	2	1	1	1

Class Features

As a Wizard, you gain the following features at the levels shown in the Wizard table. Your Riftcraft Tradition grants its own features at levels 3, 7, 11, 15, 18.

Level 1: Spellbook

You begin play with a Spellbook containing six 1st-level spells of your choice from the Wizard spell list. Each time you gain a level in Wizard, you can add two spells of any level you can cast to your Spellbook, representing study during downtime. You can copy spells found in other Spellbooks, Rift-marked tablets, or arcane records into your Spellbook at a cost of 50 gm per spell level and 8 hours of work per spell.

Level 1: Arcane Recovery

Once per day after a short rest, you can recover expended spell slots whose combined level totals up to half your Wizard level (rounded up). None of the recovered slots can be 6th level or higher.

Level 2: Empirical Casting

The first time you cast a newly prepared spell within 24 hours of preparing it, you can choose one of two effects: the target has disadvantage on its saving throw against the spell, or you have advantage on the spell attack roll. This resets when you next prepare spells.

Level 3: Riftcraft Tradition

Choose a Riftcraft Tradition, your specialization in one of the fifteen Channels. Seven are the Rifting Channels, which work an element of the Rift directly: Arc, Earth, Ether, Metal, Molten, Sun, and Water. Eight are the classical Channels, which work an effect: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Your Tradition grants features now and at 7th, 11th, 15th, and 18th level.

Level 5: Reflexive Glyph

When you are hit by an attack, or a spell you can perceive targets you, you can use your reaction and expend a spell slot of 1st level or higher to complete a glyph you drew in advance. Against an attack, you gain a bonus to AC equal to 2 + the slot's level, which can turn the hit into a miss. Against a spell, you add the same bonus to your saving throw. You draw the glyph during a long rest.

Level 6: Empirical Casting (Improved)

Empirical Casting now applies to the first two newly prepared spells you cast within 24 hours of preparing them.

Level 9: Arcane Recovery (Improved)

You can use Arcane Recovery twice per day, once after each of two different short rests.

Level 10: Rift Resistance

Choose one damage type from fire, cold, lightning, thunder, force, or rift. You have resistance to that damage type. At 14th level, you can choose a second damage type from the same list.

Fire. Resistance to fire damage.

Cold. Resistance to cold damage.

Lightning. Resistance to lightning damage.

Thunder. Resistance to thunder damage.

Force. Resistance to force damage.

Rift. Resistance to rift damage.

Level 13: Reflexive Glyph (Improved)

The bonus from Reflexive Glyph becomes 3 + the slot's level.

LEVEL 14: MASTER RITUALIST

You can cast any spell in your Spellbook as a ritual, even if it does not have the ritual tag. The casting takes 10 minutes per spell level and uses no spell slot. This does not work for a spell with a casting time longer than 1 minute, a spell that only deals instantaneous damage, or a spell of 6th level or higher.

LEVEL 17: MASTER RITUALIST (GREATER)

Master Ritualist now works for spells of 6th to 8th level.

LEVEL 20: SIGNATURE SPELL

Choose one spell of 5th level or lower in your Spellbook as your Signature Spell. You can cast it once per long rest without expending a spell slot, at the spell's own level. You can change your Signature Spell during a long rest spent in study.

Riftcraft Traditions

A Wizard chooses a Riftcraft Tradition at level 3 and gains its features at levels 3, 7, 11, 15, 18. The riftcraft traditions open to a Wizard follow.

Channel of Abjuration

The Channel of Abjuration is the Riftcraft Tradition of walls, seals and lines that will not be crossed, along with the counters and the dispels. It is the most exactly recorded of the fifteen Channels, because a ward transcribed loosely does not hold. An Abjurer's Spellbook is the neatest in any tower, with the failure conditions written in the margin beside every entry.

Level 3. Abjuration Training. You gain proficiency in the Insight skill if you do not already have it. When you copy an Abjuration spell into your Spellbook, the cost is halved. When you cast an Abjuration spell of 1st level or higher, you gain temporary hit points equal to twice the spell's level plus your Intelligence modifier. These last until you finish a short rest and do not stack. The Ward Sign, Shield, Mage Armor, and Dispel Magic spells are always prepared for you and do not count against your prepared spell limit.

Spells. Ward Sign, Shield, Mage Armor, Dispel Magic

Level 7. Interposed. When a creature you can see within 30 feet takes damage, you can use your reaction to reduce that damage by 2d8 + your Intelligence modifier. You can use this feature a number of times equal to your Intelligence modifier (minimum once) per long rest.

Level 11. Larger Wards. When you cast an Abjuration spell that creates a barrier or an area of effect, the area increases by 10 feet in every dimension and the duration doubles. You also have advantage on saving throws against spells and other magical effects.

Level 15. Reverse Save. When you or a creature you can see within 30 feet fails a saving throw against a spell, you can use your reaction and expend a spell slot of 3rd level or higher to turn that failure into a success. You can use this feature once per short rest.

Level 18. Full Seal. Once per long rest, you can use a bonus action to raise a full seal that lasts 1 minute. While it lasts, you have resistance to all damage and cannot be moved or teleported against your will. A hostile spell of 5th level or lower that targets you or an ally within 15 feet of you fails unless its caster succeeds on a check using their spellcasting ability against your spell save DC. The seal ends early if you are reduced to 0 hit points.

Channel of Arc-Rifting

The Channel of Arc-Rifting is the Riftcraft Tradition of the Rift's brightest and fastest register. Arc-Rifters' casting smells of ozone and burnt metal, and their spells strike before the sound of them arrives. Grid-engineers train them to keep starship reactors aligned, artillery commanders deploy them as walking cannons, and the Covenant of the Ebon Creed keeps a wary distance from them, as it does from storms.

Level 3. Arc Training. You gain proficiency in the Technology skill if you do not already have it. When you copy an Arc-Rifting spell into your Spellbook, the cost is halved. When you cast an Arc-Rifting spell that deals lightning or thunder damage, you can reroll one damage die per casting and must keep the new result. The Static, Spark Bolt, Stun Shot, and Tendril spells are always prepared for you and do not count against your prepared spell limit.

Spells. Static, Spark Bolt, Stun Shot, Tendril

Level 7. Static Field. When a creature within 5 feet of you hits you with a melee attack, you can use your reaction to deal lightning damage to the attacker equal to 1d8 + your Intelligence modifier. You can use this feature once per short rest at no slot cost. Further uses before your next short rest each cost a spell slot of 1st level or higher, and the damage increases by 1d8 for each slot level above 1st. A creature reduced to 0 hit points by Static Field falls Prone.

Level 11. Conductive Targets. If an Arc-Rifting spell you cast forces a saving throw and deals lightning or thunder damage, a target that is wearing metal armor, wielding a metal weapon, or touching conductive material (standing water, exposed wiring, starship deckplate) has disadvantage on the save. Lightning damage you deal ignores resistance, and a creature immune to lightning damage has resistance to yours instead.

Level 15. Lightning Step. When you cast an Arc-Rifting spell of 1st level or higher, you can teleport up to 60 feet to an unoccupied space you can see as part of the casting. You leave an afterimage at the space you left, and the first attack roll made against you before the start of your next turn has disadvantage. You can use this feature once per turn.

Level 18. Storm Avatar. Once per long rest, you can use a bonus action to assume an aspect of the living storm for 1 minute. While in this aspect, you have a flying speed equal to your walking speed and can hover, and you are immune to lightning damage and resistant to thunder damage. At the start of each of your turns, every hostile creature within 10 feet of you takes 2d8 lightning damage, or half as much on a successful Dexterity saving throw against your spell save DC. The first Arc-Rifting spell you cast each round can target one additional creature within 30 feet of the original target, which takes half damage and none of the spell's other effects. The aspect ends early if you are reduced to 0 hit points.

Channel of Conjuration

The Channel of Conjuration is the Riftcraft Tradition of moving matter and creatures across a gap, and quartermasters dislike it. Conjurers call things from elsewhere, set them down where they are wanted, and cross the same gap when the ground is inconvenient.

Level 3. Conjuration Training. You gain proficiency in the Survival skill if you do not already have it. When you copy a Conjuration spell into your Spellbook, the cost is halved. Creatures and objects you summon appear with temporary hit points equal to your Intelligence modifier. When you cast a Conjuration spell of 1st level or higher, you can also teleport up to 10 feet to an unoccupied space you can see as part of the casting. The Mage Hand, Find Familiar, Misty Step, and Web spells are always prepared for you and do not count against your prepared spell limit.

Spells. Mage Hand, Find Familiar, Misty Step, Web

Level 7. Swap. As a bonus action, you can exchange places with a willing creature you can see within 30 feet. Neither of you provokes opportunity attacks from this movement. You can use this feature a number of times equal to your proficiency bonus per short rest.

Level 11. Anchored Calling. Creatures and objects you summon have a +2 bonus to Armor Class and advantage on saving throws against effects that would banish or dismiss them. They remain for a further 1 minute after the spell that called them ends.

Level 15. Group Teleport. You can cast Misty Step at will without expending a spell slot. Once per short rest, when you teleport by any means, you can bring along up to five willing creatures within 30 feet of you, provided each of them arrives within 30 feet of your destination.

Level 18. Standing Gate. Once per long rest, you can use an action to open a gate 10 feet wide in an unoccupied space within 60 feet. The gate holds for 1 minute. It links to any point you have visited on the same plane, and any creature you permit can pass through it in either direction. While the gate is open, your Conjuration spells cost one slot level less, to a minimum of 1st.

Channel of Divination

The Channel of Divination is the Riftcraft Tradition of reading what is concealed or being lied about, and the short stretch of the future that is already committed. A Diviner sees seconds and sometimes minutes ahead, and says so before taking a fee. Their notebooks are full of predictions with the timestamps written first.

Level 3. Advance Notice. You gain proficiency in the Investigation skill if you do not already have it. When you copy a Divination spell into your Spellbook, the cost is halved. You cannot be Surprised while you are conscious. When you roll initiative, you learn one true fact about each hostile creature you can see, choosing for each creature between its highest ability score and one damage type it resists. The True Strike, Detect Magic, Identify, and See Invisibility spells are always prepared for you and do not count against your prepared spell limit.

Spells. True Strike, Detect Magic, Identify, See Invisibility

Level 7. Forced Reroll. When a creature you can see within 60 feet makes an attack roll, an ability check, or a saving throw, you can use your reaction to force it to reroll and use the second result. You can use this feature once per short rest, and twice per short rest from 15th level.

Level 11. Initiative Edge. You add your Intelligence modifier to your initiative rolls and cannot have disadvantage on the first attack roll you make in a fight. You act before any creature you observed for at least 1 minute before the fight began, regardless of the initiative order.

Level 15. Foreseen Path. Once per long rest, when you cast a Divination spell, you can also ask the GM one yes-or-no question about the coming hour. The GM replies truthfully or says the near future is too unsettled to read. In that case the use is not spent.

Level 18. Long Sight. Once per long rest, you can use an action to read an hour ahead and hold it for 1 minute. For the duration, you have advantage on all attack rolls, ability checks, and saving throws, and attack rolls against you have disadvantage. Once per round, you can also use your reaction to avoid one attack, spell, or effect entirely.

Channel of Earth-Rifting

The Channel of Earth-Rifting is the Riftcraft Tradition of the Rift's lowest register, the part that sounds like the inside of a mountain. Earth-Rifters shape stone, raise walls, fold roadways, and root in place. On a battlefield an Earth-Rifter is the channeler that cannot be moved and cannot easily be flanked. Many work as architects to the great houses or as drift-engineers for mining concerns.

Level 3. Stone Footing. You gain proficiency in the Athletics skill if you do not already have it. When you copy an Earth-Rifting spell into your Spellbook, the cost is halved. While you are in contact with natural stone, worked masonry, or poured concrete (including most building floors), no effect that allows a saving throw can knock you Prone, and forced movement against you is halved (round down). The Pebble, Bulwark, Spire, and Tremor spells are always prepared for you and do not count against your prepared spell limit.

Spells. Pebble, Bulwark, Spire, Tremor

Level 7. Bulwark Shaping. When you or an ally within 30 feet would take damage from an attack or area effect, you can use your reaction to raise a 5-foot cube of stone or compacted material from any solid surface within range. The wall has AC 15 and hit points equal to 10 + your Wizard level, grants total cover to one Medium creature, and lasts for 1 minute or until it is reduced to 0 hit points. You can use this feature a number of times equal to your Intelligence modifier (minimum 1) per long rest.

Level 11. Root in the Stone. When you spend at least 1 minute in meditative contact with natural stone or worked masonry, you anchor yourself to the mass beneath you. You stay anchored for the next hour or until you move more than 10 feet from your anchor point. While anchored, you have resistance to bludgeoning, piercing, and slashing damage from non-Rift, non-energy sources. You also have advantage on saving throws against being Grappled, Restrained, or knocked Prone, and you cannot be moved against your will by effects below your spell save DC.

Level 15. Quake-Sense. While you are in contact with the ground, you have tremorsense out to 60 feet and sense the exact location of any creature within range that is also in contact with the ground. Once per long rest, you can cast an Earth-Rifting spell of 5th level or lower without expending its spell slot, provided the spell targets terrain, structures, or creatures in contact with the ground.

Level 18. Stone Body. When you complete a long rest while in contact with natural rock or earth, you gain temporary hit points equal to your Wizard level + your Intelligence modifier, which last until your next long rest. While you have these temporary hit points, you have a burrow speed equal to half your walking speed through earth, sand, and gravel. You cannot burrow through worked masonry or metal. You can also use a bonus action to warp the ground beneath a Medium or smaller creature within 30 feet of you and pull it 10 feet toward you. The target makes a Strength saving throw against your spell save DC to resist.

Channel of Enchantment

The Channel of Enchantment is the Riftcraft Tradition that changes what somebody wants. Its spells range from an untraceable suggestion to a hold that stops a body mid-stride, and each of them is regulated somewhere and unenforceable in practice. The tradition attracts negotiators and interrogators, and a steady supply of people who should not have been admitted. Enchanters who intend to keep working develop a documented practice about consent early.

Level 3. Enchantment Training. You gain proficiency in the Persuasion skill if you do not already have it. When you copy an Enchantment spell into your Spellbook, the cost is halved. When you cast an Enchantment spell that forces a saving throw, you can choose one target to make that save with disadvantage. You can do this a number of times equal to your proficiency bonus per short rest. The Hush, Charm Person, Sleep, and Hold Person spells are always prepared for you and do not count against your prepared spell limit.

Spells. Hush, Charm Person, Sleep, Hold Person

Level 7. Redirection. When a creature you can see within 30 feet makes an attack roll against you, you can use your reaction to force it to make a Wisdom saving throw against your spell save DC. On a failure, it must choose a different target within the attack's range, and the attack is wasted if there is no other target. A creature that succeeds on the save is immune to this feature for 24 hours.

Level 11. Hidden Charm. When a Charmed condition you caused ends, the creature does not realize it was Charmed and remembers the period as its own decisions. Your Enchantment spells also affect creatures that are immune to being Charmed, but those creatures have advantage on the saving throw.

Level 15. Free Suggestion. You can cast Suggestion once per short rest without expending a spell slot. Any Enchantment spell you cast with a duration of 1 minute or longer has its duration doubled.

Level 18. Mass Charm. Once per long rest, you can use an action to force every creature of your choice within 30 feet that can see or hear you to make a Wisdom saving throw against your spell save DC. On a failure, a creature is Charmed by you for 1 minute, treats you as a trusted friend, and follows your spoken instructions unless they are obviously self-destructive. A creature repeats the save whenever it takes damage from you or an ally. A creature that succeeds is unaffected and knows exactly what you attempted.

Channel of Ether-Rifting

The Channel of Ether-Rifting is the Riftcraft Tradition that unmakes. The Ether is the seam between Channels, the thread on which other Rifters' formulas hang, and an Ether-Rifter learns first to cut that thread. Court-wizards employ them as anti-channeler specialists, the Covenant of the Ebon Creed reveres them as theologians of negation, and fleet auditors enlist them to strip rogue spells off a field. Most of an Ether-Rifter's list only does anything when another channeler is present.

Level 3. Ether Training. You gain proficiency in the Arcana skill if you do not already have it. When you copy an Ether-Rifting spell into your Spellbook, the cost is halved. You have advantage on Arcana checks made to identify a spell being cast, recognize a Rift-derived effect, or determine the source of a magical or channeled phenomenon. When you cast the Counter spell or any spell with the dispel or counterspell tag, you treat your effective casting level as one level higher than the slot expended. The Attune, Discern, Veil, and Counter spells are always prepared for you and do not count against your prepared spell limit.

Spells. Attune, Discern, Veil, Counter

Level 7. Sever Casting. When a creature within 60 feet of you casts a spell that you can perceive, you can use your reaction to try to sever the casting before it completes. Make an Intelligence check contested by the caster's spellcasting ability check. On a success, the spell fizzles and its slot is expended without effect. On a failure, the spell resolves normally. You can use this feature a number of times equal to your proficiency bonus per long rest, and it does not use a spell slot.

Level 11. Spell Sight. You can use an action to attune your senses to the Ether for 10 minutes. While attuned, you can see Rift-bound effects, channeled creatures, Invisible creatures sustained by spells, and the trailing residue of recent castings (within the last hour) as faintly luminous threads. You have advantage on saving throws against spells and Rift-derived effects, and you know the spell and level of any spell cast within 30 feet of you without needing an Arcana check. You can use this feature a number of times per long rest equal to your Intelligence modifier (minimum 1).

Level 15. End Effect. Once per short rest, you can use an action to target a single ongoing spell effect, conjured entity, or Rift-bound magical phenomenon within 60 feet. The target must succeed on a saving throw using its caster's spellcasting ability against your spell save DC, or it ends outright, including effects normally immune to dispelling. This only works if its original casting level does not exceed half your Wizard level (rounded up). Permanent magic items, divine intervention effects, and Tier V phenomena are not affected.

Level 18. Redirect Spell. You gain resistance to force, psychic, and rift damage. Once per long rest, when a creature within 60 feet of you casts a spell of 5th level or lower, you can use your reaction, without expending a spell slot, to try to redirect the spell's target. The caster must succeed on a Charisma saving throw against your spell save DC. On a failure, you choose a new target for the spell, which must be a legal target and within the spell's range from the original caster. On a success, the spell proceeds normally.

Channel of Evocation

The Channel of Evocation is the plainest of the fifteen Channels and the one every other tradition is measured against. An Evoker's formulas convert a slot into damage with the least intervening structure of any discipline. The work is easy to teach and expensive to get wrong indoors. Evokers learn to shape the output tightly enough that the allies standing near the target are still standing afterward.

Level 3. Overcharge. You gain proficiency in the Intimidation skill if you do not already have it. When you copy an Evocation spell into your Spellbook, the cost is halved. When you cast an Evocation spell of 1st level or higher, you can overcharge it. An overcharged spell deals an extra 1d8 damage per level of the slot expended, and you take 1d6 damage per level of the slot, which cannot be reduced or prevented. You can overcharge a number of times equal to your proficiency bonus per long rest. The Fire Bolt, Magic Missile, Thunderwave, and Scorching Ray spells are always prepared for you and do not count against your prepared spell limit.

Spells. Fire Bolt, Magic Missile, Thunderwave, Scorching Ray

Level 7. Spare Target. When you cast an Evocation spell that affects an area, you can choose one creature in that area to leave out of it. That creature takes no damage from the spell and is not subject to any of its other effects.

Level 11. Chained Blast. When you reduce a creature to 0 hit points with an Evocation spell, you can deal damage to a second creature within 15 feet of the first. The damage is 1d6 per level of the spell, of the same damage type. You can use this feature once per turn.

Level 15. Empowered Formula. Your Evocation cantrips deal one additional damage die. Once per turn, you can add your Intelligence modifier to the damage roll of an Evocation spell you cast.

Level 18. Detonation. Once per long rest, you can use an action to release a prepared slot all at once. Choose a point you can see within 120 feet. Each creature in a 40-foot-radius sphere centered there makes a Dexterity saving throw against your spell save DC, taking 12d10 damage on a failure and half as much on a success. You choose the damage type from fire, cold, lightning, thunder, or force. Structures and unattended objects in the area take double damage. You then take 4d10 damage of the same type, which cannot be reduced or prevented.

Channel of Illusion

The Channel of Illusion is the Riftcraft Tradition with the lowest energy cost and the highest failure rate, because whatever it makes depends on a mind agreeing to it. An Illusionist's craft is in the conditions around the image: what the target expects, how long they have to look, and what else is competing for their attention.

Level 3. Illusion Training. You gain proficiency in the Deception skill if you do not already have it. When you copy an Illusion spell into your Spellbook, the cost is halved. When you cast Minor Illusion, you can create both a sound and an image with the same casting, and you can cast it as a bonus action. A creature that studies one of your illusions makes its Investigation check against your spell save DC plus your proficiency bonus. The Minor Illusion, Silent Image, Blur, and Mirror Image spells are always prepared for you and do not count against your prepared spell limit.

Spells. Minor Illusion, Silent Image, Blur, Mirror Image

Level 7. Reshape. As a bonus action, you can change an illusion you created and can see, altering its appearance, its sound, or what it is doing, as long as the change stays within what the original spell can produce. This does not extend the spell's duration.

Level 11. Real Illusion. When a creature fails a saving throw or an ability check against one of your illusions, that illusion becomes real for that creature for 1 minute. It can block the creature's movement, restrain it, and damage it, and any damage it deals is psychic. Other creatures are unaffected and see the illusion as it is.

Level 15. Decoy Image. When you are hit by an attack, you can use your reaction to leave an image standing where you were and step 10 feet to an unoccupied space you can see. The attack hits the image instead, and the image dissolves. You can do this a number of times equal to your proficiency bonus per short rest.

Level 18. Fade From Notice. Once per long rest, you can use an action to vanish from notice for 1 minute. For the duration, you are Invisible, you make no sound, and you leave no trail. No divination of 5th level or lower detects you, and a creature that has not seen you within the last minute does not recall that you were present. Attacking or casting a spell that targets another creature ends the effect at the end of that turn.

Channel of Metal-Rifting

The Channel of Metal-Rifting is the Riftcraft Tradition of the Rift's most stubborn register, the part that remembers shape. Armoryards employ its practitioners as plate-shapers, shipyards as hull-singers, and corporate security as bodyguards whose tools never leave their hands. Metal-Rifters bend ferrous metal, sharpen alloys, and animate constructs that walk where their maker walks.

Level 3. Metal Training. You gain proficiency in the Investigation skill if you do not already have it. When you copy a Metal-Rifting spell into your Spellbook, the cost is halved. You can cast the Iron Skin spell as a reaction when you or an ally within 30 feet is hit by an attack, using its normal slot cost. The target gains the spell's benefits before the attack's damage is rolled. The Polish, Tug, Iron Skin, and Skewer spells are always prepared for you and do not count against your prepared spell limit.

Spells. Polish, Tug, Iron Skin, Skewer

Level 7. Magnetic Anchor. While you wear or carry at least one ferrous item (most armor, most weapons), creatures and effects that try to move you against your will, disarm you, or strip your worn gear do so with disadvantage on the relevant check or saving throw. You also have advantage on saving throws against being shoved, Restrained, or Grappled by metal constructs, manacles, or magnetic effects. As a bonus action, you can recall any ferrous item you have wielded within the last hour to your hand, provided it is within 60 feet of you.

Level 11. Hardened Constructs. Constructs you summon, animate, or assemble with Metal-Rifting spells (including Automaton and Servo) have advantage on attack rolls, a +1 bonus to AC, and resistance to nonmagical bludgeoning, piercing, and slashing damage that is not specifically anti-construct or anti-armor while they are within 60 feet of you. When one of your constructs is reduced to 0 hit points within 30 feet of you, you can use your reaction and expend a spell slot of 2nd level or higher to restore it to half its hit point maximum. You can do this once between long rests.

Level 15. Weapon Casting. You can cast Metal-Rifting spells through any ferrous item you wield or wear as if it were a casting focus. You can also deliver any Metal-Rifting spell that targets a creature as part of a melee weapon attack made with a ferrous weapon, using the same action for both. On a hit, the target takes the weapon's damage and is subjected to the spell. On a miss, the spell slot is not expended. Your worn ferrous armor counts as one tier higher than its base for overcoming damage resistance from attacks made against you.

Level 18. Steel Aspect. Once per long rest, you can use a bonus action to assume an aspect of living steel for 1 minute. When the aspect begins, you gain temporary hit points equal to your Wizard level + your Intelligence modifier, which do not stack with other sources. While in the aspect, your AC increases by 2 (any source), and you cannot be disarmed, shoved, Grappled, or Restrained by nonmagical means. As part of the same bonus action that begins the aspect, you can summon an Automaton ally for the aspect's duration without expending a spell slot. The aspect ends early if you are reduced to 0 hit points.

Channel of Molten-Rifting

The Channel of Molten-Rifting is the Riftcraft Tradition that works the Rift the way a smith works iron, with heat and a hammer. Molten-Rifters' formulas run hot enough to weld plate at arm's length. Arsenal-foundries staff them by the regiment, great houses keep them as master armorers, and the deep refineries pay them best.

Level 3. Forge Focus. You gain proficiency in Smith's tools if you do not already have it, and you treat any forge, refinery, or heat source of Tier II or higher as a casting focus for Molten-Rifting spells. When you copy a Molten-Rifting spell into your Spellbook, the cost is halved. When you are adjacent to an ally who is at 0 hit points or stabilized but Unconscious, you can add the effect of the Cauterize spell to a Molten-Rifting spell you cast on your turn without expending a separate slot. The Ignite, Plasma Bolt, Cauterize, and Brand spells are always prepared for you and do not count against your prepared spell limit.

Spells. Ignite, Plasma Bolt, Cauterize, Brand

Level 7. Plasma Conduit. While you hold a melee weapon and have at least one Molten-Rifting spell prepared, the weapon's strikes deal an additional 1d8 fire or plasma damage (your choice each strike). When you cast a Molten-Rifting spell and hit with a melee weapon attack on the same turn, that spell deals an additional 1d8 fire or plasma damage. This bonus does not stack with any other Molten-Rifting rider on the same strike.

Level 11. Forge Bond. Over an 8-hour forge ritual, you bond with a single melee weapon, which counts as a Tier IV item for overcoming damage resistance and immunity. While you wield the bonded weapon, its damage rolls add 1d6 fire damage on a hit, and you can recall it to your hand as a bonus action from any range on the same plane. If the bonded weapon is destroyed or you want to bond a new one, you must complete another forge ritual. You can have only one Forge Bond at a time.

Level 15. Reforge Mastery. You can cast Reforge once per long rest without expending a spell slot. When you cast Reforge, you can give the reforged item a +1 enhancement bonus to attack and damage rolls (or to AC, for armor) until your next long rest. Only one such enhancement can be active at a time.

Level 18. Forge Aspect. Once per long rest, you can use a bonus action to assume the aspect of the living forge for 1 minute. While in this aspect, you are immune to fire damage and resistant to bludgeoning damage from non-Rift, non-energy sources. You radiate intense heat in a 10-foot aura. Any hostile creature that starts its turn in the aura or enters it for the first time on a turn makes a Dexterity saving throw against your spell save DC, taking 2d8 fire damage on a failure and half as much on a success. Your Plasma Conduit damage increases to 2d8, and your melee weapon attacks ignore fire resistance. Flammable objects in the aura that are not worn or carried ignite. The aspect ends early if you are reduced to 0 hit points.

Channel of Necromancy

The Channel of Necromancy is the Riftcraft Tradition that studies the line between living and not, and most of it is diagnostic. A Necromancer can tell how long a body has been dead, what killed it, whether anything is still attached to it, and whether it will get up on its own. The last quarter of the syllabus draws the objections, and it also gets a Necromancer hired when a Sanctum World starts exporting. The clergy of the Moon and the practitioners of this Channel keep formally correct relations and no informal ones.

Level 3. Necromancy Training. You gain proficiency in the Medicine skill if you do not already have it. When you copy a Necromancy spell into your Spellbook, the cost is halved. When you cast a Necromancy spell of 1st level or higher, you gain temporary hit points equal to the slot's level plus your Intelligence modifier. These last until you finish a short rest. The Chill Touch, False Life, Ray of Enfeeblement, and Animate Dead spells are always prepared for you and do not count against your prepared spell limit.

Spells. Chill Touch, False Life, Ray of Enfeeblement, Animate Dead

Level 7. Stronger Undead. Undead you raise with a Necromancy spell have their hit point maximum increased by your Wizard level and add your proficiency bonus to the damage of their weapon attacks. They remain under your control for 30 days instead of the spell's usual duration.

Level 11. Unliving Body. You have resistance to necrotic damage, your hit point maximum cannot be reduced by any effect, and you do not need to eat or breathe. You still need to sleep.

Level 15. Death Reading. You can cast Speak with Dead at will without expending a spell slot, and it works on a body dead for any length of time, provided the jaw survives. You also know on sight whether a creature you can see has been raised, and roughly how long ago.

Level 18. Rise Again. Once per long rest, when you are reduced to 0 hit points, you stand at the start of your next turn with hit points equal to half your maximum. For 1 minute afterward, you are immune to necrotic damage and to the Poisoned condition. During that minute, any creature that dies within 30 feet of you rises at the start of your next turn as an undead under your control, up to a number of creatures equal to your Intelligence modifier. Every creature raised this way crumbles when the minute ends.

Channel of Sun-Rifting

The Channel of Sun-Rifting is the Riftcraft Tradition of stellar fire. Sun-Rifters burn, illuminate and purify. Many serve the temples of Helios, and others are pyromancers whose casting chars the air and leaves afterimages on the eyes of bystanders.

Level 3. Sun Training. You gain proficiency in the Religion skill if you do not already have it. When you copy a Sun-Rifting spell into your Spellbook, the cost is halved. When you cast a Sun-Rifting spell that deals fire, radiant, or rift damage, you can reroll one damage die per casting and must keep the new result. The Ember, Beam, Dazzle, and Flare spells are always prepared for you and do not count against your prepared spell limit.

Spells. Ember, Beam, Dazzle, Flare

Level 7. Pyre-Bound. Once per long rest, when you cast a Sun-Rifting spell that targets a single creature and deals damage, you can mark the target with pyre-flame. At the start of each of the marked target's turns, it takes fire damage equal to 1d6 + your Intelligence modifier until the flames are extinguished. The target or an adjacent ally can use an action to extinguish the flames. They also go out after 1 minute or when the target is fully submerged in water or vacuum-sealed atmosphere.

Level 11. Solar Reservoir. When you complete a long rest while exposed to direct sunlight or to a Tier IV+ solar-equivalent radiation source (for example, the upper decks of an Aurelion solar cruiser or the heart-chamber of a Halcyion plasma-furnace), you gain Solar Reservoir points equal to your Wizard level divided by 2, rounded up. You can spend these points on Sun-Rifting spell damage rolls: 1 point grants +1d6 fire or radiant damage to a single damage roll. Unspent points are lost when you complete your next long rest.

Level 15. Far Casting. Once per long rest, you can cast a Sun-Rifting spell of 5th level or lower at a target within Long range without expending its spell slot. The spell ignores half cover and three-quarters cover, and this casting does not provoke opportunity attacks.

Level 18. Heart of Helios. Your Solar Reservoir maximum doubles, and it refills on a short rest taken under sunlight or solar-equivalent radiation. You have resistance to fire damage and radiant damage. When a creature damages you with fire or radiant damage, you can use your reaction to feed the residual energy into your Reservoir, gaining 1 point per 5 damage taken (rounded down).

Channel of Transmutation

The Channel of Transmutation is the Riftcraft Tradition of changing size, weight, texture, hardness and form. It is the discipline most likely to have paid for the tower it is taught in, because a wizard who can turn scrap into stock has an income.

Level 3. Transmutation Training. You gain proficiency in the Nature skill if you do not already have it. When you copy a Transmutation spell into your Spellbook, the cost is halved. You can also spend 10 minutes changing one nonmagical object no larger than 5 feet on a side into another nonmagical object of roughly the same size and mass. The change is permanent, except on an object worn or carried by an unwilling creature, where it lasts 1 hour. The Mending, Prestidigitation, Feather Fall, and Enlarge/Reduce spells are always prepared for you and do not count against your prepared spell limit.

Spells. Mending, Prestidigitation, Feather Fall, Enlarge/Reduce

Level 7. Quick Alteration. When you cast a Transmutation spell of 1st level or higher, you can also change one property of a nonmagical object you touch for 1 minute. Its weight halves or doubles, its surface becomes frictionless or adhesive, or it becomes rigid or flexible.

Level 11. Retype Damage. When a creature you can see within 30 feet takes acid, cold, fire, lightning, or thunder damage, you can use your reaction to change that damage to a different type from the same list. You can do this a number of times equal to your proficiency bonus per long rest.

Level 15. Alter Self Mastery. You can cast Alter Self at will without expending a spell slot. While you are under its effect, you can also change your size by one size category in either direction, and your carrying capacity changes to match.

Level 18. Remake. Once per long rest, you can use an action to rewrite one thing you can touch, choosing one of three effects. Restore. One creature you touch regains all its hit points and loses every condition and disease. Remake. You permanently turn one nonmagical object no larger than 10 feet on a side into any other nonmagical object of roughly the same size. Rejuvenate. You reduce the age of a willing or Incapacitated creature you touch by ten years, to a minimum of adulthood for its kind.

Channel of Water-Rifting

The Channel of Water-Rifting is the Riftcraft Tradition of the Rift's middle register, the part that moves. Water-Rifters freeze, flood, drown and quench. Court-wizards keep them as pleasure-gardeners and executioners, deep-water congregations revere them as theologians of the abyss, and ice-haulers contract them to part the floes.

Level 3. Water Training. You gain proficiency in either the Survival or Nature skill (your choice) if you do not already have it. When you copy a Water-Rifting spell into your Spellbook, the cost is halved. When you cast a Water-Rifting spell that deals cold damage, you add your Intelligence modifier (minimum 1) to one damage roll of the spell. The Mist, Icicle, Frost, and Harpoon spells are always prepared for you and do not count against your prepared spell limit.

Spells. Mist, Icicle, Frost, Harpoon

Level 7. Ice Prison. Once per short rest, when you hit a creature with a Water-Rifting spell that deals cold damage, you can encase that creature in jagged ice as part of the same casting. The target must succeed on a Strength saving throw against your spell save DC or be Restrained for 1 minute. The Restrained creature can repeat the save at the end of each of its turns, ending the effect on a success. The ice has AC 13 and hit points equal to 10 + your Wizard level, and destroying it frees the target. Fire damage dealt to the ice is doubled for the purpose of breaking it.

Level 11. Tide Sphere. Once per long rest, you can use an action to call up a 30-foot-radius sphere of water and shifting ice centered on a point within Long range. It lasts 1 minute and does not require concentration. On each of your turns while it lasts, you can use a bonus action to choose one effect. You can make the area difficult terrain for creatures of your choice within it. You can force one creature within it to make a Strength saving throw against your spell save DC, moving it 10 feet in a direction you choose on a failure. Or you can extinguish open flames within it and impose disadvantage on Constitution saving throws against cold damage within the area.

Level 15. Wave Form. When you are submerged in any body of water, mist, snow, or fluid of comparable density (including liquid coolant tanks and Black Meridian pressure-locks), you can shed your solid form and become a current. While in this form, you have a swim speed equal to twice your walking speed, you count as a flying creature for movement through that medium (ignoring vertical and horizontal restrictions and difficult terrain), you can pass through any opening that admits liquid, and attacks against you have disadvantage. You can stay in this form for up to 10 minutes per long rest, divided across multiple uses. Reforming costs no action.

Level 18. Storm-Tide Aspect. Once per long rest, you can use a bonus action to assume an aspect of the storm-tide for 1 minute. While in this aspect, you are immune to cold damage and resistant to fire damage, your walking speed increases by 10 feet, and you ignore difficult terrain caused by water, ice, or snow. The first Water-Rifting spell you cast each round deals an additional 2d8 cold damage. As a bonus action on each of your turns, you can emit a 15-foot cone of freezing spray. Each creature in the cone makes a Constitution saving throw against your spell save DC, taking 4d6 cold damage on a failure or half as much on a success. The aspect ends early if you are reduced to 0 hit points.

5 Feats

A feat is a talent taken in place of an ability improvement where the class table offers one. A prerequisite, where there is one, is the first line of the entry. 93 feats.

Ability Score Improvement

Prerequisite: level 4

Training, practice and time spent on one thing, with a general gain to show for it.

- Increase one ability score of your choice by 2, or increase two ability scores of your choice by 1. This feat cannot raise an ability score above 20.
- ***Repeatable.*** You can take this feat more than once.

Alert

Training in being the first to move, taught to sentries and duelists.

- ***Initiative Proficiency.*** When you roll initiative, you can add your proficiency bonus to the roll.
- ***Initiative Swap.*** Immediately after you roll initiative, you can swap your initiative with the initiative of one willing ally in the same combat. You cannot make this swap if you or the ally has the Incapacitated condition.

Archery

Prerequisite: Fighting Style Feature

A fighting style built on the bow, the crossbow and the long gun, drilled until the shot is placed without aiming.

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

Armor Training

Training in wearing light and medium armor and a shield through a full watch.

- Increase your Constitution score by 1.
- You gain proficiency with light armor, medium armor and shields.
- Armor you wear does not impose disadvantage on your Stealth checks if its Strength requirement is 13 or lower.

Autofire Control

Prerequisite: Strength 13 or higher

Training in keeping an automatic weapon on target through the recoil. Line troopers are taught it when they are issued one.

- Increase your Strength or Dexterity score by 1.
- When you use a weapon with the Autofire property, you can fire a controlled burst. The burst targets one creature instead of an area and deals an extra 1d8 damage on a hit.
- You do not have disadvantage on Autofire attacks made on a turn you moved.
- Allies within the area of your Autofire attack automatically succeed on the saving throw to avoid it.

Battle Mage

Prerequisite: The ability to cast at least one spell

Casting in armor, with a weapon in hand, in the middle of a melee. Aurelion war wizards and Halcyion field chaplains both teach it.

- Increase your Intelligence, Wisdom or Charisma score by 1.
- You gain proficiency with light armor and shields, and you can cast spells while wearing any armor you are proficient with.
- You can perform the somatic components of spells while holding a weapon or a shield in one or both hands.
- You have advantage on Constitution saving throws made to maintain concentration on a spell.
- When a hostile creature's movement provokes an opportunity attack from you, you can use your reaction to cast a spell with a casting time of 1 action at the creature instead of making the attack. The spell must target only that creature.

Battle Prayer

Prerequisite: level 4, Cleric

A Cleric's short prayer for someone else, said over the noise of a fight.

- Increase your Wisdom or Charisma score by 1.
- As a bonus action, you can speak a prayer for one ally within 30 feet that can hear you. It gains temporary hit points equal to your Wisdom modifier plus your proficiency bonus.
- You can use this a number of times equal to your proficiency bonus, and you regain all uses when you finish a long rest.
- You cannot use this feat while you are Deafened or Silenced.

Blood Frenzy

Prerequisite: level 4, Barbarian

Barbarian training in fighting on at low hit points while raging and pressing on to the next enemy.

- Increase your Strength or Constitution score by 1.
- While you are raging and below half your hit point maximum, your melee weapon attacks deal an extra 1d6 damage of the weapon's type.
- When you drop a creature to 0 hit points while raging, you can move up to half your speed toward another hostile creature without provoking opportunity attacks.
- You have disadvantage on Wisdom (Insight) and Charisma checks made against creatures that watched you rage, until you finish a long rest.

Boon of Combat Prowess

Prerequisite: level 19

An epic boon that removes luck from a swing.

- ***Ability Score Increase.*** Increase one ability score of your choice by 1, to a maximum of 30.
- ***Peerless Aim.*** When you miss with an attack roll, you can hit instead. Once you use this benefit, you cannot use it again until the start of your next turn.

Boon of Dimensional Travel

Prerequisite: level 19

An epic boon that crosses short distances without walking them.

- ***Ability Score Increase.*** Increase one ability score of your choice by 1, to a maximum of 30.
- ***Blink Steps.*** Immediately after you take the Attack action or cast a spell, you can teleport up to 30 feet to an unoccupied space you can see.

Boon of Fate

Prerequisite: level 19

An epic boon that lets a roll be changed after it has landed, the character's own or someone else's.

- ***Ability Score Increase.*** Increase one ability score of your choice by 1, to a maximum of 30.
- ***Improve Fate.*** When you or another creature within 60 feet of you succeeds on or fails a d20 roll, you can roll 2d4 and apply the total as a bonus or penalty to that roll. Once you use this benefit, you cannot use it again until you roll initiative or finish a short or long rest.

Boon of Irresistible Offense

Prerequisite: level 19

An epic boon that makes armor and toughness irrelevant to the weapon in hand.

- ***Ability Score Increase.*** Increase your Strength or Dexterity score by 1, to a maximum of 30.
- ***Overcome Defenses.*** The bludgeoning, piercing and slashing damage you deal always ignores resistance.
- ***Overwhelming Strike.*** When you roll a 20 on the d20 for an attack roll, you can deal extra damage to the target equal to the ability score increased by this feat. The extra damage is the same type as the attack's.

Boon of Spell Recall

Prerequisite: level 19, Spellcasting Feature

An epic boon under which the Rift sometimes hands a spell back after it is cast.

- ***Ability Score Increase.*** Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 30.
- ***Free Casting.*** Whenever you cast a spell of level 1 to 4 using a spell slot, Spell Points or Psionic Points, roll 1d4. If the number you roll equals the spell level, the slot or points are not expended.

Boon of the Apex

Prerequisite: level 19, A class that reaches 9th-level spells

An epic boon under which the Rift opens its last tier to a caster who has climbed every other.

- ***Ability Score Increase.*** Increase your Intelligence, Wisdom or Charisma score by 1, to a maximum of 30.
- ***Deep Affinity.*** Your Rift Affinity increases by 1, to a maximum of 10.
- ***Apex Casting.*** From class level 20, you learn one 10th-level spell from your class's spell list, and it counts as known or prepared for you. Once per long rest you can cast an apex spell from your class's list without a spell slot, points or Charges, following the Apex spells rules. If your class already gives you an apex casting, this does not give you a second one in the same long rest.

Boon of the Night Spirit

Prerequisite: level 19

An epic boon that grants invisibility and damage resistance in dim light and darkness.

- ***Ability Score Increase.*** Increase one ability score of your choice by 1, to a maximum of 30.
- Merge with Shadows. While in dim light or darkness, you can give yourself the Invisible condition as a bonus action. The condition ends immediately after you take an action, a bonus action or a reaction.
- ***Shadowy Form.*** While in dim light or darkness, you have resistance to all damage except psychic and radiant.

Boon of Truesight

Prerequisite: level 19

An epic boon that shows the eyes what is there, whatever else is shown.

- ***Ability Score Increase.*** Increase one ability score of your choice by 1, to a maximum of 30.
- ***Truesight.*** You have truesight with a range of 60 feet.

Climber

Prerequisite: level 4, Rogue

A Rogue's training in entering by the second floor, where the architect stopped thinking about security.

- Increase your Dexterity score by 1.
- You gain a climbing speed equal to your walking speed.
- You can take the Hide action while only lightly obscured, if you are at least 10 feet above the creature you are hiding from.
- Falling damage you take is reduced by an amount equal to five times your proficiency bonus.

Close-Quarters Brawler

Fighting in corridors too narrow to swing in, learned in the Black Meridian holds and on boarding decks: elbows, grips and whatever is to hand.

- Increase your Strength or Constitution score by 1.
- You are proficient with improvised weapons.
- Your unarmed strike deals 1d4 bludgeoning damage.
- When you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to attempt to grapple it.
- You have advantage on attack rolls against a creature you are grappling.

Combat Medic

Training in keeping people alive on a deck plate with a torn shirt and a hemostat.

- When you use a medical kit to stabilize a dying creature, that creature also regains 1 hit point.
- As an action, you can spend one use of a medical kit to tend a creature within reach. It regains 1d6 + 4 hit points, plus additional hit points equal to its maximum number of Hit Dice. That creature cannot regain hit points from this feat again until it finishes a short or long rest.
- You have advantage on Wisdom (Medicine) checks made to diagnose a poison, a disease or a cybernetic rejection.
- You can stabilize a dying creature within reach as a bonus action instead of an action.

Crew-Served Weapons

Prerequisite: Strength 13 or higher

Training on mortars, launchers and vehicle-mounted guns, including working one alone when the rest of the crew is down.

- Increase your Strength or Intelligence score by 1.
- You can operate a weapon that normally requires a crew of two by yourself, at no penalty.
- You have advantage on attack rolls made with siege and vehicle-mounted weapons against structures and vehicles.
- Setting up or breaking down an emplaced weapon takes half the usual time.

Crowd Reader

Prerequisite: level 4, Bard

A Bard's training in reading a room as one animal and moving it as one.

- Increase your Charisma score by 1.
- You have advantage on Charisma checks made against a group of three or more creatures that can all hear you.
- As an action, you can make a Charisma (Performance) check against the passive Insight of up to six creatures within 30 feet. Each creature you beat is distracted until the end of your next turn: it has disadvantage on Perception checks and cannot take reactions.
- You learn the general mood and the dominant opinion of any crowd you spend 1 minute among.

Cybernetic Adept

Prerequisite: Constitution 13 or higher

A body that takes augmentation well and a mind trained to run it. Echelon executives and Black Meridian operators both pay for the training.

- Increase your Constitution or Intelligence score by 1.
- You gain one additional cybernetic slot.
- You have advantage on saving throws against cybernetic rejection and against any effect that would disable, hijack or read your augmentations.
- You can tune one of your augments over a short rest: until your next short rest, one numeric benefit it grants increases by 1.
- Installing an augment into you takes half the usual time.

Deadstick Landing

Prerequisite: level 4, Pilot

Bringing a vehicle down without power, which every Pilot who has flown long enough has done once.

- Increase your Dexterity or Wisdom score by 1.
- When a vehicle you are piloting loses power or is disabled, you can use your reaction to make a Piloting check against DC 15. On a success the vehicle lands without taking further damage and its occupants take no damage from the landing.
- You suffer no penalty for piloting a vehicle at half its hit points or lower.
- You have advantage on saving throws made to avoid being thrown from a vehicle's controls.

Defense

Prerequisite: Fighting Style Feature

A fighting style built on wearing armor well and letting it take the hit.

While you are wearing light, medium or heavy armor, you gain a +1 bonus to Armor Class.

Device Expert

Prerequisite: level 4, Engineer

An Engineer's habit of taking a device to pieces on a cloth, understanding it, and getting it back together.

- Increase your Intelligence score by 1.
- You can spend 10 minutes and a use of a tool kit to salvage a broken device into components worth half its price in parts.
- You have advantage on ability checks made to disable, repair or identify the function of a mechanical or electronic device.
- Once per short rest, you can restore a device that ran out of charges to 1 charge.

Devotional Augmentation

Prerequisite: Halcyion

Halcyion cybernetics fitted as a vow and maintained as a rite, with each implant chosen and blessed.

- Increase your Constitution score by 1.
- You gain one additional cybernetic slot.
- Choose one: a targeting lattice, granting you a +1 bonus to ranged attack rolls; a subdermal weave, granting you a +1 bonus to Armor Class; or a coprocessor, granting you proficiency in one skill of your choice.
- You have advantage on saving throws against cybernetic rejection, and against any effect that would disable, hijack or read your augmentations.
- You can spend 10 minutes in a maintenance rite to change the choice above. You cannot do so again until you finish a long rest.

Dream Memory

Prerequisite: Mythar

Training in using Mythar dreams, which hold memories of an age the rest of the galaxy does not remember.

- Increase your Wisdom score by 1.
- You do not need to sleep to gain the benefit of a long rest. Four hours in a trance is enough, and you remain aware of your surroundings throughout.
- You have resistance to psychic damage.
- When you finish a long rest, you can grant yourself or one willing creature that rested with you advantage on the first ability check, attack roll or saving throw it makes before your next long rest.
- You can speak with a creature that is asleep or unconscious within 30 feet. It remembers the exchange only as a dream.

Dual Perception

Prerequisite: Istryxian or Dhorvakk or Zaelyth or Kethrassa

The Istryxian second sense, trained so it can be switched on at will. It shows a place and the history left in it at the same time.

- Increase your Intelligence score by 1.
- As an action, you can shift your perception to the Rift layer until the end of your next turn. While shifted, you can see invisible creatures and objects within 60 feet, perceive the residue of any spell cast in that area within the last hour, and see through up to 1 foot of nonmagical material.
- While shifted, you have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on ordinary sight.
- You can shift a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.
- You add your memory-pool die to any Intelligence (Investigation) check made to reconstruct events in a place you have shifted within.

Elemental Inheritance

Prerequisite: Solir or Draekhir

A Solir or Draekhir elemental birthright, brought under control and tied to one Channel.

- Increase your Constitution score by 1.
- Choose one Channel matching your elemental line: Sun, Earth, Water, Ether, Arc, Molten or Metal.
- You gain resistance to one damage type associated with that Channel.
- You learn one cantrip from that Channel. Your spellcasting ability for it is Constitution.
- Once per long rest, you can cast one 1st-level spell from that Channel without expending a slot. From 9th level you can instead cast one 2nd-level spell this way.
- Your Rift Affinity increases by 1, to a maximum equal to your character level.

Energy Weapon Training

Prerequisite: Dexterity 13 or higher

Training in handling plasma, particle and arc weapons, including power cell swaps and clearing overheats.

- Increase your Dexterity or Intelligence score by 1.
- You gain proficiency with energy weapons.
- Swapping the power cell of an energy weapon you are proficient with takes a bonus action instead of an action.
- When an energy weapon you are wielding overheats, jams or misfires, you can clear it as a bonus action instead of an action.

Energy Weapon Tuning

Prerequisite: Intelligence 13 or higher

Tuning a power cell weapon to run past the manufacturer's tolerances.

- Increase your Intelligence score by 1.
- Weapons you carry with the Power Cell property gain one additional charge to their maximum.
- As a bonus action, you can overdraw a Power Cell weapon: its next hit deals an extra 2d6 damage of its type, and it then loses one additional charge.
- You can recharge a spent Power Cell weapon to 1 charge over a short rest, without a workshop.

Evasive Pilot

Prerequisite: level 4, Pilot, proficiency with Piloting

A Pilot's training in flying a hull so that the shots land on the part the Pilot was willing to lose.

- Increase your Dexterity score by 1.
- While you are piloting a vehicle, it gains a bonus to its Armor Class equal to your proficiency bonus.
- When a vehicle you are piloting is subjected to an effect that allows a Dexterity saving throw for half damage, it instead takes no damage on a success and half damage on a failure.
- You can use your reaction to grant a vehicle you are piloting advantage on a saving throw against a collision, a targeting lock or a boarding attempt.

Exotic Weapon Training

Prerequisite: Intelligence 13 or higher

Training on the weapons no drill manual covers: Zyrrak whips and lashes, Istryxian grown weapons, Mythar relics.

- Increase your Dexterity or Intelligence score by 1.
- You gain proficiency with exotic weapons.
- You can spend 1 hour handling an unfamiliar weapon to learn what its special modes do, without a check.
- When you roll a 1 on an attack roll with an exotic weapon, you do not suffer the weapon's own backlash, if it has one.

Field Engineer

Prerequisite: Intelligence 13 or higher

Repairing, rigging and rewiring with what is in the room, a skill every ship and outpost keeps somebody for.

- Increase your Intelligence score by 1.
- You gain proficiency in the Technology skill and with tinker's tools. If you already have either, your proficiency bonus is doubled for checks with it.
- As an action, you can spend a use of tinker's tools to repair a construct, vehicle, drone or powered armor you can touch, restoring 1d8 + your Intelligence modifier hit points to it. A given machine cannot benefit from this again until it finishes the equivalent of a short rest.
- You can spend 10 minutes to jury-rig a damaged or disabled device of Tech Tier IV or lower so that it works until the end of your next long rest.
- You can identify what a machine or device does, and whether it has been tampered with, by examining it for 1 minute.

Finesse Fighting

Prerequisite: Dexterity 13 or higher

The dueling schools' approach to a fight: decline the exchange instead of winning it.

- Increase your Dexterity score by 1.
- When you make an attack with a weapon that has the Finesse property, you can add your proficiency bonus to the damage roll once per turn.
- When a creature misses you with a melee attack while you are wielding a Finesse weapon, you can use your reaction to move 5 feet without provoking opportunity attacks.
- You can draw or stow two Finesse weapons whenever you would normally draw or stow one.

Firearm Training

Range training until reloading and clearing a malfunction become habit. Militias and frontier marshals' offices teach it.

- Increase your Dexterity score by 1.
- You gain proficiency with firearms.
- You ignore the Loading property of any firearm you are proficient with.
- Being within 5 feet of a hostile creature does not impose disadvantage on your ranged attack rolls.
- When a firearm you are wielding misfires or jams, you can clear it as a bonus action instead of an action.

Four-Armed Fighting

Prerequisite: Thuul

Thuul training in fighting with all four arms, on a galaxy of tools designed for two.

- Increase your Dexterity score by 1.
- You can hold up to four objects at once, and you can draw or stow two objects whenever you would normally draw or stow one.
- You can use a bonus action to make one attack with a weapon held in a secondary limb. This attack does not add your ability modifier to its damage unless that modifier is negative.
- You have advantage on ability checks made to grapple, climb, or keep your hold on a surface or a creature.
- You can perform the somatic component of a spell while both primary hands are occupied.

Gadgeteer

Prerequisite: level 4, Engineer

Engineer training in building and repairing under fire with whatever parts are at hand.

- Increase your Intelligence score by 1.
- Your Charge pool increases by 2.
- You can deploy or recover one of your constructs, turrets or drones as a bonus action instead of an action.
- As an action, you can spend 2 Charges to repair a construct, vehicle or powered armor you can touch, restoring 2d8 + your Intelligence modifier hit points to it.

Grappler

Prerequisite: level 4, Strength or Dexterity 13+

Training in taking a fight to the floor on the character's own terms.

- ***Ability Score Increase.*** Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ***Punch and Grab.*** When you hit a creature with an unarmed strike as part of the Attack action on your turn, you can use both the Damage and the Grapple option. You can use this benefit only once per turn.
- ***Attack Advantage.*** You have advantage on attack rolls against a creature Grappled by you.
- ***Fast Wrestler.*** You do not have to spend extra movement to move a creature Grappled by you if the creature is your size or smaller.

Grave Resilience

Prerequisite: Undead or Myrkhruul

What an undead or Myrkhruul body keeps after death has been through it once.

- Increase your Constitution score by 1.
- You have resistance to necrotic damage, and you are immune to disease and to the effects of Exhaustion caused by lack of food or water.
- You automatically succeed on death saving throws against damage that is not radiant.
- When you take radiant damage, you cannot regain hit points until the end of your next turn.
- Creatures that can detect undead perceive you as undead.

Great Weapon Fighting

Prerequisite: Fighting Style Feature

A fighting style built on the two-handed weapon and the committed swing.

When you roll damage for an attack you make with a melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Gunslinger's Hands

Prerequisite: level 4, Gunslinger

A Gunslinger's hands working the weapon without thought: draw, reload, clear, fire.

- Increase your Dexterity score by 1.
- You ignore the Loading property on any firearm you are proficient with.
- When you roll a 1 on a damage die for a firearm attack, you can reroll it once and must use the new roll.
- Drawing, holstering or reloading a firearm does not take an action or a bonus action on your turn.

Hacker

Prerequisite: Intelligence 13 or higher

Breaking into networks, locks and control systems with a deck, a cable or a stolen key.

- Increase your Intelligence score by 1.
- You gain proficiency in the Technology skill. If you already have it, your proficiency bonus is doubled for Intelligence (Technology) checks made to access, override or sabotage an electronic system.
- Intruding on a system from a portable link instead of a fixed terminal does not impose disadvantage on your Technology checks.
- When you fail an Intelligence (Technology) check to intrude on a system, the system does not raise an alarm unless you fail by 5 or more.
- As an action, you can attempt to seize control of one drone, turret or automated door within 60 feet that you can see, with an Intelligence (Technology) check against DC 10 + its Tech Tier. On a success you control it until the end of your next turn.

Hard to Kill

The constitution of someone who has been shot, dropped, decompressed and buried, and declared dead wrongly each time.

- Your hit point maximum increases by 2, and it increases by a further 2 every time you gain a level.
- When you roll a Hit Die to regain hit points during a short rest, you regain at least half the die's maximum value.

Heavy Armor Mastery

Prerequisite: Strength 15 or higher, proficiency with heavy armor

Conditioning for the eleventh hour in full plate.

- Increase your Strength or Constitution score by 1.
- While wearing heavy armor, bludgeoning, piercing and slashing damage you take from nonmagical attacks is reduced by an amount equal to your proficiency bonus, in addition to the reduction from Heavy Armor Training.
- Heavy armor does not reduce your walking speed.
- You do not suffer Exhaustion from a forced march or a long watch while wearing heavy armor.

Heavy Armor Training

Prerequisite: proficiency with medium armor

Training in heavy armor and powered armor, such as Halcyion crusade plate, Vanir storm-mail, an Aurelion honor cuirass or an Axis exoframe.

- Increase your Strength score by 1.
- You gain proficiency with heavy armor and powered armor.
- While you are wearing heavy or powered armor, bludgeoning, piercing and slashing damage that you take from nonmagical attacks is reduced by 3.
- The Strength requirement of any armor you wear is reduced by 2.

Heavy Weapon Training

Prerequisite: Strength 13 or higher

Training in heavy weapons such as the minigun, the launcher, the plasma cannon and the sniper rifle, and in bracing them so one person can fire them.

- Increase your Strength or Constitution score by 1.
- You gain proficiency with heavy weapons.
- You can brace a heavy weapon as a bonus action. While braced and until you move, your attacks with it do not have disadvantage for the Heavy property, and you have advantage on saving throws against being knocked Prone by its recoil.
- Reloading a heavy weapon takes you a bonus action instead of an action.

Hold the Line

Prerequisite: level 4, Warrior

A Warrior's training in standing in a line and keeping the people either side standing in it too.

- Increase your Strength or Constitution score by 1.
- While at least one ally is within 5 feet of you, you and that ally each gain a +1 bonus to Armor Class.
- When a creature within 5 feet of you moves out of your reach, you can make an opportunity attack against it without using your reaction. You can do this once per round.
- You have advantage on saving throws against being moved against your will or knocked Prone.

Inspiring Leader

Prerequisite: Charisma 13 or higher

A ten-minute address before a fight that leaves the listeners steadier going into it. Sergeants, captains and cult preachers give a version of it.

- Increase your Wisdom or Charisma score by 1.
- You can spend 10 minutes addressing up to six creatures within 30 feet that can see and hear you, yourself included. Each gains temporary hit points equal to your level + your Charisma modifier.
- A creature cannot gain temporary hit points from this feat again until it finishes a short or long rest.

Inspiring Performer

Prerequisite: level 4, Bard

A Bard whose inspiration die grows and can be spent on an enemy as well as an ally.

- Increase your Charisma score by 1.
- Your Bardic Inspiration die increases by one step, to a maximum of a d12.
- When a creature within 60 feet that can hear you makes an attack roll, an ability check or a damage roll, you can use your reaction to expend one use of Bardic Inspiration and subtract the die from its roll.

Integrated Frame

Prerequisite: Riftwork

A Riftwork body revised past its specification, with a tool or weapon built into the frame.

- Increase your Constitution score by 1.
- Your body counts as a suit of armor for the purpose of effects that target worn armor. Your Armor Class increases by 1.
- You do not need to eat, drink or breathe, and you are immune to disease and to poison damage.
- You can integrate one weapon or tool of Tech Tier III or lower into your frame over the course of a long rest. It cannot be disarmed, and you can deploy or retract it without using an action. You can integrate one further item at 10th level.
- You are vulnerable to lightning damage.

Iron Will

A mind trained to keep out what wants in: memory marks, dream-bleed, an Old One's attention through a bulkhead.

- Increase your Wisdom score by 1.
- You gain proficiency in Wisdom saving throws. If you already have it, you gain proficiency in Charisma saving throws instead.
- You have advantage on saving throws against being Charmed or Frightened.
- When you fail a saving throw against an effect that would read, alter or implant a memory, you can reroll it. You must use the new roll. You cannot use this again until you finish a long rest.

Keen Observer

Reading a room the way a surveyor reads ground: exits, weight, what was moved recently and by whom.

- Increase your Intelligence or Wisdom score by 1.
- If you can see a creature's mouth while it is speaking a language you understand, you can read its lips.
- You gain a +5 bonus to your passive Wisdom (Perception) and passive Intelligence (Investigation) scores.
- Searching a 5-foot cube for a concealed object, mechanism or compartment takes you half the usual time.

Light Armor Mastery

Prerequisite: proficiency with light armor

Light armor fitted and worn so that it does not slow you or make noise.

- Increase your Dexterity score by 1.
- While wearing light armor, your walking speed increases by 10 feet.
- While wearing light armor, you can take the Dash or Disengage action as a bonus action once per short rest.
- You can don or doff light armor in half the usual time, and it imposes no penalty on your Stealth checks.

Magic Initiate

One term of study, one bargain, or one book left open on a desk, enough for three spells.

- Choose the Cleric, Druid or Wizard spell list, and choose Intelligence, Wisdom or Charisma as your spellcasting ability for these spells, when you take this feat.
- You learn two cantrips of your choice from the chosen list.
- You learn one 1st-level spell from the same list. It is always prepared. You can cast it once per long rest without a slot, and otherwise with any slot you have.
- Whenever you gain a level, you can replace one of this feat's spells with another of the same level from the chosen list.
- ***Repeatable.*** You can take this feat more than once, choosing a different list each time.

Marksman

Prerequisite: Dexterity 13 or higher

Long-range shooting with any ranged weapon, bow, firearm or emitter, against cover, distance and a moving target.

- Increase your Dexterity score by 1.
- You gain a +1 bonus to attack rolls you make with ranged weapons. The bonus becomes +2 at 11th level.
- Attacking at a range one band beyond your ranged weapon's effective band does not impose disadvantage on your attack rolls.
- Your ranged weapon attacks ignore half cover and three-quarters cover.

Martial Weapon Training

Drill with swords, axes, polearms and the martial firearms until the weapon is familiar.

- Increase your Strength score by 1.
- You gain proficiency with martial weapons.
- When you roll a 1 on a damage die for a martial weapon you are proficient with, you can reroll it once and must use the new roll.

Master Tracker

Prerequisite: level 4, Ranger

A Ranger's tracking kept up for days at a time, until the marks on the ground read as a person with habits.

- Increase your Wisdom or Constitution score by 1.
- After tracking a creature for at least 1 hour, you learn its size, its type and how long ago it passed, and you have advantage on attack rolls against it for 24 hours.
- You and up to five companions cannot be surprised while you are keeping watch, and you gain no Exhaustion from a night spent on watch.
- You can move at a normal pace while tracking without the usual penalty.

Medium Armor Mastery

Prerequisite: proficiency with medium armor

Training in fitting and wearing medium armor, such as a breastplate or a ballistic vest, so that it moves with you.

- Increase your Strength or Dexterity score by 1.
- While wearing medium armor, you can add up to 3 instead of 2 to your Armor Class from your Dexterity modifier.
- Medium armor you wear does not impose disadvantage on your Dexterity (Stealth) checks.
- You can don or doff medium armor in half the usual time.

Memory-Marked

Prerequisite: Aurelios

An Aurelios who inherited a memory mark along with a face, and with it an ancestor's memories of rooms and people.

- Increase your Intelligence score by 1.
- You have advantage on saving throws against being Charmed, and against any effect that would read or alter your memories.
- You gain proficiency in the Lore or History skill, your choice.
- Once per long rest, you can consult the mark as an action. Ask the GM one question about a person, place or object that an ancestor of yours could plausibly have known. You receive a true but partial answer, delivered as a fragment of inherited memory.
- Each time you consult the mark, the GM can introduce a memory that is not yours and does not agree with you.

Mounted Combat

Fighting from the saddle of a beast or the seat of a bike. Aurelion outriders, Zyrrak ka'thri riders and frontier ranchers all teach a version of it.

- Increase your Strength or Dexterity score by 1.
- You have advantage on melee attack rolls against any unmounted creature that is smaller than your mount.
- When your mount is targeted by an attack, you can use your reaction to make yourself the target instead.
- If your mount is subjected to an effect that allows a Dexterity saving throw for half damage, it takes no damage on a success and half damage on a failure.
- Mounting or dismounting costs you 5 feet of movement instead of half your speed.

Oathbound Resolve

Prerequisite: level 6, Paladin or Cleric

Paladin and Cleric training that widens the aura and lets allies reroll a failed saving throw.

- Increase your Charisma score by 1.
- The range of your aura features increases by 5 feet.
- When a creature within your aura fails a saving throw, you can use your reaction to let it reroll, adding your Charisma modifier to the new roll. You cannot use this again until you finish a short or long rest.
- You can invoke your Spell Divinity one additional time between rests.

Open Mind

Prerequisite: level 4, Psion

A Psion's practice of keeping the door ajar to other minds, at a cost in sleep.

- Increase your Intelligence or Charisma score by 1.
- You can communicate telepathically with any creature you can see within 60 feet that shares a language with you, without spending Psionic Points.
- You have advantage on saving throws against effects that would read your thoughts or determine whether you are lying.
- You automatically detect any creature within 60 feet that is using telepathy, and you know its direction.

Overchannel

Prerequisite: level 5, Wizard or Sorcerer or Psion or Warlock, Rift Affinity 4 or higher.

Asking the Rift for more than the spell holds. It gives what is asked and takes the difference out of the caster.

- When you cast a spell of 1st level or higher, you can overchannel it. The spell is treated as though cast one level higher than the level you cast it at, to a maximum of the highest spell level you can cast. If you cast with Spell Points or Psionic Points, you pay the higher cost in points.
- You then take 1d6 rift damage per level of the spell you cast. This damage cannot be reduced or prevented.
- You can overchannel a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Pact Broker

Prerequisite: level 4, Warlock

A Warlock who negotiates with the patron instead of only serving it.

- Increase your Charisma score by 1.
- You learn one additional spell from your patron's list. It counts as a Warlock spell for you.
- Once per long rest, as a bonus action, you can regain one expended Pact Slot. You then suffer one level of exhaustion, which is removed when you next finish a long rest.
- You have advantage on Charisma (Deception) and Charisma (Persuasion) checks made against fiends, fey and aberrations that recognize your patron's mark.

Pact Loophole

Prerequisite: level 4, Warlock

A Warlock who has read the pact more closely than the patron expected and found a clause in their favor.

- Increase your Charisma score by 1.
- Once per short rest, you can regain one expended pact slot. When you do, your patron sets you a task, and you have disadvantage on saving throws against your patron's own magic until it is done.
- Once per long rest, you can cast a spell from your patron's expanded list without it counting against your spells known.
- You always know whether a contract, oath or bargain spoken in your presence contains a term that has not been stated aloud.

Polearm Mastery

Prerequisite: Strength 13 or higher

Training with the glaive, the halberd, the pike and the plasma poleaxe, and the discipline of holding the reach.

- Increase your Strength score by 1.
- While wielding a weapon with the Reach property, creatures provoke an opportunity attack from you when they enter your reach, not only when they leave it.
- You can use your reaction to make one attack against a creature that moves within your reach. You can do this once per round.
- You do not have disadvantage on attack rolls made with a Reach weapon against a target within 5 feet of you.

Powered Armor Operator

Prerequisite: proficiency with powered armor

Training in operating powered armor such as an exoframe, an EVA combat suit or a Halcyion hardsuit.

- Increase your Strength or Constitution score by 1.
- While wearing powered armor, your walking speed is not reduced by the armor, and you can jump twice as far as normal.
- While wearing powered armor, you count as one size larger when determining your carrying capacity and the weight you can push, drag or lift, and you have advantage on Strength (Athletics) checks.
- Swapping the cell of your powered armor takes a bonus action. You can run the suit for 1 hour on a flat cell, after which it works as ordinary medium armor.
- You can don or doff powered armor in 1 minute.

Quick Reflexes

The draw, the first step and the first shot, faster than the other side's.

- Increase your Dexterity score by 1.
- You gain a +5 bonus to initiative.
- You cannot be surprised while you are conscious.
- You can draw or stow two one-handed weapons, or one two-handed weapon, whenever you would normally draw or stow one.
- Other creatures do not gain advantage on attack rolls against you as a result of being hidden from you.

Relentless Attacker

Prerequisite: level 4, Strength 13 or higher, Warrior or Barbarian or Monk

Front-line training in keeping up the pressure once a fight turns your way. Warriors, Barbarians and Monks drill it.

- Increase your Strength or Constitution score by 1.
- When you take the Attack action on your turn and hit with every attack, you can make one additional weapon attack as a bonus action.
- When you reduce a creature to 0 hit points with a melee weapon attack, you gain temporary hit points equal to your level, and your speed increases by 10 feet until the end of your next turn.
- You have advantage on saving throws against being Frightened while at least one hostile creature is within 5 feet of you.

Resilient

Training against one kind of harm: poison, fear, the cold, a hold on the body or the mind.

- Choose one ability score. Increase it by 1, to a maximum of 20.
- You gain proficiency in saving throws using the chosen ability.

Rift Sense

A sense for Rift energy moving nearby. Some are born with it and others train it.

- Your Rift Affinity increases by 1, to a maximum equal to your character level.
- You have advantage on saving throws against rift damage and against effects from a spell, a Rift-augmented weapon or a Rift-marked artifact.
- As a reaction when a spell is cast within 60 feet of you, you can make a Wisdom (Perception) check against DC 12 + the spell's level to sense the casting even if it is concealed. On a success, you learn that a spell was cast and which Channel it belongs to, but not its name or effect.

Rite of the Hunt

Prerequisite: Zyrrak or Kessari

The Zyrrak and Kessari rite of naming prey, which sets how the hunter tracks and fights it.

- Increase your Wisdom score by 1.
- After a long rest, choose one creature type as your marked prey. You have advantage on Wisdom (Survival) checks to track it and on Intelligence checks to recall lore about it.
- Your first attack on each of your turns against a creature of your marked prey deals an additional 1d6 damage of the weapon's type.
- When a creature of your marked prey reduces you to 0 hit points or escapes you, you can name it specifically. You gain the benefits above against that individual creature in addition to your marked prey until it dies or you finish a long rest.
- You have advantage on Wisdom (Perception) checks that rely on smell.

Salvager

Knowing which parts of a wreck are worth stripping and hauling out.

- Increase your Intelligence score by 1.
- You gain proficiency in the Technology skill. If you already have it, your proficiency bonus is doubled for any Intelligence (Technology) check you make to appraise, strip or repurpose salvaged equipment.
- Given 1 hour and access to a wreck, a battlefield or a scrap field, you can recover components worth 25 gm per character level. You cannot salvage the same site twice.
- You can spend 10 minutes and a set of tinker's tools to jury-rig a damaged item of Tech Tier III or lower, restoring it to working order until the end of your next long rest.

Savage Attacker

Hitting the same place, with the same weight, until the target gives.

Once per turn when you hit a target with a weapon, you can roll the weapon's damage dice twice and use either roll against the target.

Shadow Stalker

Prerequisite: Rogue or Ranger, proficiency with Stealth

Rogue and Ranger stealth training for the ninety minutes before a job.

- Increase your Dexterity score by 1.
- You can attempt to hide even when you are only lightly obscured by fog, dim light, foliage or a crowd.
- Being seen does not automatically end your hidden status if you can reach total cover or heavy obscurement using no more than half your movement.
- When you make a Dexterity (Stealth) check, you can treat a roll of 7 or lower as an 8.
- You have advantage on Dexterity (Sleight of Hand) checks made to plant, palm or lift an object while a creature is speaking to you.

Shield Mastery

Training in using a shield as a second weapon and as cover for allies next to the shield-bearer.

- Increase your Strength or Constitution score by 1.
- When a creature you can see hits an ally within 5 feet of you with an attack, you can use your reaction to grant that ally a +2 bonus to Armor Class against that attack.
- You can use a shield as a weapon. It deals 1d4 bludgeoning damage and has the Light property.
- While you are wielding a shield, you have advantage on saving throws against effects that would push you or knock you Prone.
- When you are subjected to an effect that allows a Dexterity saving throw for half damage, you can use your reaction to interpose the shield and take no damage on a successful save.

Skilled

Broad training picked up across many places and trades.

- You gain proficiency in any combination of three skills or tools of your choice.
- ***Repeatable.*** You can take this feat more than once.

Skirmisher

Hit-and-move fighting, taught to scouts and light infantry who cross open ground under fire.

- Increase your Dexterity score by 1.
- Your walking speed increases by 10 feet.
- When you take the Dash action, difficult terrain does not cost you extra movement on that turn.
- When you make a melee attack against a creature, you do not provoke opportunity attacks from that creature for the rest of the turn, whether or not you hit.

Sorcerous Surge

Prerequisite: level 4, Sorcerer

Training in riding a Sorcerer's surge when it comes, since the power arrives on its own schedule.

- Increase your Charisma or Constitution score by 1.
- When you roll a 20 on a spell attack roll, or a creature rolls a 1 on a saving throw against your spell, you regain 2 Spell Points.
- Once per long rest, you can cast a spell of 5th level or lower without spending Spell Points. You then take 1d6 force damage per level of the spell, which cannot be reduced.
- You have advantage on saving throws against effects that would end your concentration on an elemental Channel spell.

Spellbook Scholar

Prerequisite: level 4, Wizard

A Wizard's habit of reading the margins of a formula, where the person who copied it wrote down what went wrong.

- Increase your Intelligence score by 1.
- You can prepare one additional spell of 1st level or higher from your spellbook.
- When you copy a spell into your spellbook, the time and cost are halved.
- Once per long rest, when you fail an Intelligence (Arcana) or Intelligence (History) check, you can consult your notes for 1 minute and treat the roll as an 11.

Standard Bearer

Prerequisite: level 6, Paladin

A Paladin who holds the banner up so the allies behind can see where the line stands.

- Increase your Charisma or Strength score by 1.
- Allies within 30 feet of you that can see you have advantage on saving throws against the Frightened condition.
- Once per long rest, when an ally within 30 feet drops to 0 hit points, you can use your reaction to have it drop to 1 hit point instead.
- While you are below half your hit point maximum, allies within 30 feet gain a +1 bonus to attack rolls.

Steady Breath

Prerequisite: level 4, Monk

Monastic breath discipline, counted, and kept under pressure.

- Increase your Wisdom or Dexterity score by 1.
- You regain 1 Ki point when you roll initiative, if you have none remaining.
- You can spend 1 Ki point as a bonus action to end one effect on yourself that is causing the Charmed or Frightened condition.
- You can hold your breath for a number of minutes equal to twice your Constitution score, and you have advantage on saving throws against effects that would leave you Suffocating.

Storm Caller

Prerequisite: Njordir or Vanir or Aesir

Njordir, Vanir and Aesir weather-calling, learned young.

- Increase your Strength or Constitution score by 1.
- You have resistance to cold and lightning damage, and you ignore difficult terrain caused by ice, snow or high wind.
- As an action, you can call the weather. For 1 minute, a 30-foot radius centered on you fills with driving wind and sleet. The area is lightly obscured to creatures other than you, and hostile creatures within it have disadvantage on ranged attack rolls.
- While the storm holds, your weapon attacks deal an extra 1d4 lightning damage.
- You can call the weather once, and you regain the use when you finish a long rest.

Thrown Weapon Mastery

Throwing twice in the same second at two different targets.

- Increase your Strength or Dexterity score by 1.
- Drawing a weapon with the Thrown property does not require an action.
- When you take the Attack action and throw a weapon, you can make one additional thrown weapon attack as a bonus action. This attack does not add your ability modifier to its damage unless that modifier is negative.
- Your thrown weapon attacks do not have disadvantage at one band beyond the weapon's effective band.

Trick Shot Adept

Prerequisite: level 4, Gunslinger

A Gunslinger with a wider vocabulary of named shots.

- Increase your Dexterity score by 1.
- You learn one additional Trick Shot of your choice.
- Your pool of Trick Shot uses increases by 2.
- Once per turn, when a creature succeeds on the saving throw against one of your Trick Shots, you can force it to reroll. It must use the new roll. You cannot use this again until you finish a short or long rest.

Two-Handed Fighting

Prerequisite: Strength 13 or higher

Training with the greatsword, the maul, the plasma greatsword and every other weapon that takes both hands: the committed swing, and the recovery after it lands.

- Increase your Strength or Constitution score by 1.
- You gain a +1 bonus to attack rolls you make with melee weapons that have the Two-Handed property. The bonus becomes +2 at 11th level.
- When you score a critical hit with a Two-Handed melee weapon or reduce a creature to 0 hit points with one, you can make one additional attack with that weapon as a bonus action.
- While wielding a Two-Handed melee weapon, you can use your reaction when a creature hits you with a melee attack to shove it: it must succeed on a Strength saving throw against DC 8 + your proficiency bonus + your Strength modifier or be pushed 5 feet away from you.

Two-Weapon Fighting

Prerequisite: Fighting Style Feature

A fighting style built on a weapon in each hand.

- You gain the Off-Hand Strike bonus action.
- When you make an extra attack as a result of using a weapon that has the Light property, you can add your ability modifier to the damage of that attack if you are not already adding it.

Two-Weapon Mastery

Prerequisite: Dexterity 13 or higher

Fighting with a weapon in each hand past the point the Two-Weapon Fighting style reaches: heavier off-hand weapons, and a guard that uses both.

- Increase your Strength or Dexterity score by 1.
- You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding do not have the Light property.
- You can draw or stow two one-handed weapons whenever you would normally draw or stow one.

Vacuum Trained

Prerequisite: Constitution 13 or higher

Acclimatization to hull breaches, hard radiation and zero gravity, and an accurate sense of how long the air lasts.

- Increase your Constitution score by 1.
- You can hold your breath for a number of minutes equal to 2 + your Constitution modifier, to a minimum of 2 minutes.
- You have advantage on Constitution saving throws against exposure to vacuum, hard radiation or zero gravity, and you suffer no penalty to attack rolls or ability checks made while weightless.
- You have resistance to cold damage.

Warden

Prerequisite: Strength 13 or higher

Holding a doorway, a hatch or a gap in the line against creatures trying to pass.

- Increase your Strength or Constitution score by 1.
- When you hit a creature with an opportunity attack, its speed becomes 0 for the rest of the turn.
- Creatures provoke opportunity attacks from you even if they take the Disengage action before leaving your reach.
- When a creature within 5 feet of you makes an attack against a target other than you, you can use your reaction to make a melee weapon attack against that creature.

Weather Sense

Prerequisite: level 4, Druid

A Druid's reading of the season and the sky, and the habit of standing where the weather is going.

- Increase your Wisdom or Constitution score by 1.
- When you finish a long rest, choose cold, fire or lightning. You have resistance to that damage type until your next long rest.
- You ignore difficult terrain caused by plants, snow, mud or shallow water.
- You can determine the exact time of day, the season and the coming day's weather without a check, on any world with a day cycle.

Wild Shape Mastery

Prerequisite: level 4, Druid or Ranger

Druid and Ranger training in keeping judgment and feats while in a beast form.

- Increase your Wisdom score by 1.
- You can assume a beast form as a bonus action instead of an action.
- You can use one additional Wild Shape between rests.
- While in a beast form, you retain the benefit of any feat you have that does not require hands, speech or equipment, and you can speak with beasts of the same broad kind as your current form.

PART II

Equipment

What a character carries, and what it costs.

6 Weapons, Armor and Gear

The reference tables come first, one per category, then the entries. An item with +1, +2 and +3 grades is one entry with a table of its grades under it; a grade's price is the base item's price plus the rarity rung for that grade. Each price carries its currency, and the Money section of the Rules Sourcebook converts between them. An entry with no listed price is an artifact or a one-of-a-kind relic, which is not for sale.

Weapons

WEAPONS

Name	Cost	Damage	Range	Properties	Weight
Tier I · Pre-Industrial					
Battleaxe	10 gm	1d8 slashing	Melee · 0–5 ft	versatile (1d10)	4 lb
Boomerang	4 gm	1d4 bludgeoning	Close · 6–30 ft; thrown Medium · 60/180 ft to Long	thrown, light	4 lb
Cleaver	8 gm	1d6 slashing	Melee · 0–5 ft	light	4 lb
Club	1 sp	1d4 bludgeoning	Melee · 0–5 ft	light	2 lb
Composite Bow	75 gm	1d8 piercing	Long · 151–1,000 ft	ammunition, two-handed	2 lb
Dagger	2 gm	1d4 piercing	Melee · 0–5 ft; thrown Close · 20/60 ft to Medium	finesse, light, thrown	1 lb
Dart	5 bp	1d4 piercing	Close · 6–30 ft	finesse, thrown	0.25 lb
Flail	10 gm	1d8 bludgeoning	Melee · 0–5 ft	—	2 lb
Glaive	20 gm	1d10 slashing	Melee · 0–5 ft	heavy, reach, two-handed	6 lb
Greataxe	30 gm	1d12 slashing	Melee · 0–5 ft	heavy, two-handed	7 lb
Greatclub	2 sp	1d8 bludgeoning	Melee · 0–5 ft	two-handed	10 lb
Greatsword	50 gm	2d6 slashing	Melee · 0–5 ft	heavy, two-handed	6 lb

Name	Cost	Damage	Range	Properties	Weight
Halberd	20 gm	1d10 slashing	Melee · 0–5 ft	heavy, reach, two-handed	6 lb
Hand Crossbow	75 gm	1d6 piercing	Medium · 31–150 ft	ammunition, light, loading	3 lb
Handaxe	5 gm	1d6 slashing	Melee · 0–5 ft	light, thrown (near)	2 lb
Heavy Crossbow	50 gm	1d10 piercing	Long · 151–1,000 ft	ammunition, heavy, loading, two-handed	18 lb
Javelin	5 sp	1d6 piercing	Melee · 0–5 ft; thrown Close · 30/120 ft to Medium	thrown	2 lb
Khopesh	25 gm	1d8 slashing	Melee · 0–5 ft	versatile (1d10)	4 lb
Lance	10 gm	1d12 piercing	Melee · 0–5 ft	reach, special (mounted)	6 lb
Light Crossbow	25 gm	1d8 piercing	Long · 151–1,000 ft	ammunition, loading, two-handed	5 lb
Light Hammer	2 gm	1d4 bludgeoning	Melee · 0–5 ft	light, thrown (close)	2 lb
Longbow	50 gm	1d8 piercing	Long · 151–1,000 ft	ammunition, heavy, two-handed	2 lb
Longsword	15 gm	1d8 slashing	Melee · 0–5 ft	versatile (1d10)	3 lb
Mace	5 gm	1d6 bludgeoning	Melee · 0–5 ft	—	4 lb
Machete	6 gm	1d6 slashing	Melee · 0–5 ft	light	4 lb
Maul	10 gm	2d6 bludgeoning	Melee · 0–5 ft	heavy, two-handed	10 lb
Morningstar	15 gm	1d8 piercing	Melee · 0–5 ft	—	4 lb
Net	1 gm	0 bludgeoning	Close · 6–30 ft	special, thrown	3 lb
Pike	5 gm	1d10 piercing	Melee · 0–5 ft	heavy, reach, two-handed	18 lb
Quarterstaff	2 sp	1d6 bludgeoning	Melee · 0–5 ft	versatile (1d8)	4 lb
Rapier	25 gm	1d8 piercing	Melee · 0–5 ft	finesse	2 lb
Scimitar	25 gm	1d6 slashing	Melee · 0–5 ft	finesse, light	3 lb
Scythe	12 gm	1d10 slashing	Melee · 0–5 ft	heavy, two-handed, reach	4 lb
Shortbow	25 gm	1d6 piercing	Medium · 80/320 ft · to Long	ammunition, two-handed	2 lb
Shortsword	10 gm	1d6 piercing	Melee · 0–5 ft	finesse, light	2 lb
Sickle	1 gm	1d4 slashing	Melee · 0–5 ft	light	2 lb
Sling Shot	1 sp	1d4 bludgeoning	Medium · 31–150 ft	ammunition	—
Spear	1 gm	1d6 piercing	Melee · 0–5 ft	thrown (near), versatile (1d8)	3 lb
Trident	5 gm	1d6 piercing	Melee · 0–5 ft	thrown (near), versatile (1d8)	4 lb
War Pick	5 gm	1d8 piercing	Melee · 0–5 ft	—	2 lb

Name	Cost	Damage	Range	Properties	Weight
Warhammer	15 gm	1d8 bludgeoning	Melee · 0–5 ft	versatile (1d10)	2 lb
Whip	2 gm	1d4 slashing	Melee · 0–5 ft	finesse, reach	3 lb
Tier II · Industrial					
Blunderbuss	200 gm	2d6 ballistic	Close · 6–30 ft	ammunition, loading, two-handed, spread	10 lb
Bone Cleaver	45 gm	1d8 slashing	Melee · 0–5 ft	versatile (1d10)	4 lb
Coach Gun	240 gm	2d6 ballistic	Close · 6–30 ft	ammunition, two-handed, loading	9 lb
Coil-Rifle	220 gm	1d10 ballistic	Long · 151–1,000 ft	ammunition, two-handed, loading	9 lb
Flintlock Pistol	150 gm	1d8 ballistic	Close · 6–30 ft	ammunition, loading, light	3 lb
Magic Staff	400 gm	1d6 bludgeoning	Melee · 0–5 ft	versatile (1d8), channel-focus	4 lb
Musket	250 gm	1d12 ballistic	Medium · 60/240 ft · to Long	ammunition, loading, two-handed	12 lb
Pipe Bomb	25 gm	2d6 explosive	Close · 6–30 ft; thrown Close · 20/60 ft to Medium	thrown, explosive, single-use	2 lb
Police Baton	15 gm	1d6 bludgeoning	Melee · 0–5 ft	light, non-lethal	2 lb
Revolver	180 gm	1d8 ballistic	Medium · 31–150 ft	ammunition, loading, light	3 lb
Savage Greatsword	90 gm	2d6 slashing	Melee · 0–5 ft	heavy, two-handed	12 lb
Tier III · Modern					
Anti-Personnel Mine	120 gm	4d6 explosive	Close · 6–30 ft	thrown, explosive, single-use	2 lb
Assault Rifle	300 gm	1d10 ballistic	Medium · 100/400 ft · to Long	ammunition, two-handed, autofire	8 lb
Aurel Militarum Carbine	420 gm	1d12 ballistic	Medium · 120/450 ft · to Long	ammunition, two-handed, autofire	9 lb
Aurel Militarum Rifle	620 gm	2d8 ballistic	Long · 151–1,000 ft	two-handed, heavy, ammunition	12 lb
Bolt-Action Rifle	450 gm	1d12 ballistic	Long · 151–1,000 ft	ammunition, loading, two-handed	9 lb
Breaching Charge	90 gm	4d6 explosive	Close · 6–30 ft; thrown Close · 20/60 ft to Medium	thrown, explosive, single-use	4 lb
C4	180 gm	6d6 explosive	Close · 6–30 ft	thrown, explosive, single-use	2 lb
Chainblade	600 gm	2d6 slashing	Melee · 0–5 ft	heavy, two-handed, loud	12 lb
Claymore	150 gm	5d6 explosive	Close · 6–30 ft	thrown, explosive, single-use	2 lb
Combat Knife	35 gm	1d6 piercing	Melee · 0–5 ft	finesse, light, thrown	1 lb

Name	Cost	Damage	Range	Properties	Weight
Combat Shotgun	340 gm	2d6 ballistic	Close · 6–30 ft	ammunition, two-handed, spread	8 lb
Flamethrower	700 gm	2d6 fire	Close · 6–30 ft	two-handed, heavy, loud	20 lb
Flashbang	40 gm	—	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	single-use, thrown	1 lb
Frag Grenade	50 gm	3d6 explosive	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	single-use, thrown	1 lb
Grenade Launcher	900 gm	4d6 explosive	Long · 151–1,000 ft	two-handed, heavy, ammunition	14 lb
HDF Carbine	480 gm	2d6 ballistic	Medium · 31–150 ft	two-handed, ammunition	8 lb
HDF Combat Shotgun	520 gm	2d8 ballistic	Close · 6–30 ft	two-handed, ammunition	9 lb
HDF Handgun	260 gm	1d10 ballistic	Close · 6–30 ft	light, ammunition	3 lb
HDF Rifle	640 gm	2d8 ballistic	Long · 151–1,000 ft	two-handed, heavy, ammunition	11 lb
Incendiary Grenade	60 gm	3d6 fire	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	thrown, explosive, single-use	2 lb
Machine Pistol	400 gm	1d8 ballistic	Close · 6–30 ft	ammunition, autofire, light	3 lb
Mortar	1,800 gm	5d6 explosive	Extreme · 1,001 ft and beyond	two-handed, heavy, ammunition, emplaced	60 lb
Pump-Action Shotgun	340 gm	2d6 ballistic	Close · 6–30 ft	two-handed, ammunition	8 lb
Rocket-Propelled Grenade	300 gm	5d6 explosive	Long · 151–1,000 ft	two-handed, heavy, explosive, single-use, loud	15 lb
Semi-Automatic Pistol	250 gm	1d10 ballistic	Medium · 31–150 ft	ammunition	2 lb
Smoke Grenade	25 gm	—	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	grenade, single-use, thrown	1 lb
Sniper Rifle	600 gm	2d10 ballistic	Long · 200/800 ft	ammunition, two-handed, heavy, loading	14 lb
Submachine Gun	450 gm	1d10 ballistic	Medium · 31–150 ft	ammunition, autofire, two-handed	6 lb
Survival Machete	90 gm	1d8 slashing	Melee · 0–5 ft	light	4 lb
Taser	80 gm	1d4 lightning	Close · 6–30 ft	light, ammunition, non-lethal	2 lb
Thermite Grenade	90 gm	4d6 fire	Close · 6–30 ft; thrown Close · 20/60 ft to Medium	thrown, explosive, single-use	2 lb
Vibro-Cleaver	420 gm	1d8 slashing	Melee · 0–5 ft	light	5 lb
Vibro-Glaive	780 gm	1d10 slashing	Melee · 0–5 ft	heavy, reach, two-handed	8 lb
Vibro-Knife	260 gm	1d6 slashing	Melee · 0–5 ft	light, finesse	1 lb

Name	Cost	Damage	Range	Properties	Weight
Vibro-Sword	700 gm	1d8 slashing	Melee · 0–5 ft	versatile (1d10)	4 lb
Tier IV · Spacefaring					
Arc Carbine	1,800 gm	2d6 lightning	Medium · 31–150 ft	ammunition, autofire	6 lb
Arc Warhammer	3,900 gm	1d10 lightning	Melee · 0–5 ft	versatile (2d8), power-cell	10 lb
Black Star Mining Charge	320 gm	5d6 explosive	Close · 6–30 ft; thrown Close · 20/60 ft to Medium	single-use, thrown, thrown (close)	6 lb
Cessation Projector	5,200 gm	2d10 necrotic	Medium · 31–150 ft	two-handed, heavy, power-cell	16 lb
Creed Culler	2,900 gm	2d8 necrotic	Melee · 0–5 ft	heavy, two-handed, reach	13 lb
EMP Grenade	80 gm	—	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	grenade, single-use, thrown	1 lb
ESC Interdiction Carbine	3,800 gm	2d8 kinetic	Medium · 120/500 ft · to Long	ammunition, two-handed, power-cell	9 lb
ESC Vibro-Sword	2,400 gm	1d10 slashing	Melee · 0–5 ft	versatile (1d12), echelon	4 lb
Energy Bow	4,400 gm	2d8 force	Long · 151–1,000 ft	two-handed, power-cell	3 lb
HDF Power Gauntlets	2,900 gm	2d6 kinetic	Melee · 0–5 ft	powered, power-cell	14 lb
Istryxian Bio-Bow	3,100 gm	2d6 piercing	Long · 151–1,000 ft	two-handed, ammunition	4 lb
Istryxian Bio-Lance	1,800 gm	2d6 poison	Melee · 0–5 ft	reach, two-handed	6 lb
Istryxian Impaler	2,800 gm	2d10 piercing	Long · 151–1,000 ft	two-handed, heavy, ammunition, organic	14 lb
Istryxian Impaler Carbine	2,100 gm	1d10 piercing	Medium · 31–150 ft	ammunition, organic	8 lb
Kinetic Pike	2,200 gm	2d6 kinetic	Close · 6–30 ft	reach, two-handed	8 lb
Minigun	4,200 gm	3d8 ballistic	Medium · 31–150 ft	two-handed, heavy, ammunition, loud	38 lb
Missile Launcher	5,200 gm	6d6 explosive	Extreme · 1,001 ft and beyond	two-handed, heavy, ammunition, loud	26 lb
Particle Rifle	2,800 gm	2d6 force	Long · 151–1,000 ft	ammunition, two-handed, heavy, rift-energy-cell	11 lb
Phoenix Lance	4,800 gm	2d8 radiant	Medium · 150/600 ft · to Long	two-handed, power-cell, heavy	11 lb
Phoenix Plasma Sword	4,800 gm	2d6 plasma	Melee · 0–5 ft	power-cell, versatile (2d8)	6 lb
Plasma Armblade	3,800 gm	1d10 plasma	Melee · 0–5 ft	light, power-cell	6 lb
Plasma Axe	3,600 gm	1d12 plasma	Melee · 0–5 ft	versatile (1d12), power-cell	7 lb
Plasma Cannon	3,600 gm	3d10 plasma	Medium · 60/240 ft · to Long	ammunition, two-handed, heavy, rift-energy-cell, powered-armor-required	28 lb

Name	Cost	Damage	Range	Properties	Weight
Plasma Glaive	4,100 gm	2d8 plasma	Melee · 0–5 ft	heavy, reach, two-handed, power-cell	9 lb
Plasma Greatsword	4,200 gm	2d8 plasma	Melee · 0–5 ft	heavy, two-handed, power-cell	9 lb
Plasma Grenade	280 gm	5d6 plasma	Close · 6–30 ft; thrown Close · 30/90 ft to Medium	thrown, explosive, single-use	2 lb
Plasma Knife	900 gm	1d6 plasma	Melee · 0–5 ft; thrown Close · 20/60 ft to Medium	light, finesse, thrown, power-cell	1 lb
Plasma Pistol	1,200 gm	1d8 plasma	Medium · 31–150 ft	ammunition, light, rift-energy-cell	3 lb
Plasma Poleaxe	4,400 gm	2d8 plasma	Melee · 0–5 ft	heavy, two-handed, reach, power-cell	12 lb
Plasma Repeater	3,800 gm	2d8 plasma	Medium · 31–150 ft	two-handed, heavy, ammunition	16 lb
Plasma Rifle	2,400 gm	2d8 plasma	Long · 151–1,000 ft	ammunition, two-handed	9 lb
Plasma Sword	3,400 gm	1d10 plasma	Melee · 0–5 ft	versatile (1d12), power-cell	5 lb
Plasma Thrower	2,600 gm	3d6 plasma	Close · 6–30 ft	two-handed, heavy, loud	20 lb
Plasma Whip	2,400 gm	1d8 plasma	Close · 6–30 ft	finesse, reach, power-cell	3 lb
Rail Lance	3,600 gm	2d12 kinetic	Extreme · 1,001 ft and beyond	ammunition, heavy, two-handed, loading	14 lb
Thuulean Steel Maul	2,600 gm	2d10 bludgeoning	Melee · 0–5 ft	heavy, two-handed	22 lb
Tier V · Esoteric					
Continuum Blade	24,000 gm	2d8 force	Melee · 0–5 ft	finesse, versatile (2d10)	3 lb
Rift Lance	24,000 gm	3d10 rift	Long · 151–1,000 ft	two-handed, heavy	8 lb
Rift Thrower	9,000 gm	4d6 rift	Close · 6–30 ft	two-handed, heavy, loud	20 lb

Anti-Personnel Mine

Heavy weapon, Tier III · Modern

A pressure-plate charge in a flat case, buried or laid under a tread mat. Arming it takes an action. The first creature to enter its space triggers it, and each creature within 10 feet makes a Dexterity saving throw for half damage. A creature that saw it laid, or that succeeds on a Wisdom (Perception) check against your Intelligence (Technology) check, can step around it.

Cost 120 gm
Weight 2 lb
Damage 4d6 explosive
Range Close · 6–30 ft
Handling Placed, 10-foot radius.
Properties thrown, explosive, single-use
Use Action

Arc Carbine

Energy weapon, Tier IV · Spacefaring

A short-barreled energy carbine that ionizes a channel through the air and sends a bolt of lightning down it. On a hit, the bolt arcs to a second target within 10 feet.

Cost 1,800 gm
Weight 6 lb
Damage 2d6 lightning
Range Medium · 31–150 ft
Properties ammunition, autofire

ARC CARBINE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	3,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	9,800 gm

Arc Warhammer

Energy weapon, Tier IV · Spacefaring

A Holy Knight war-hammer with an energy projector fitted behind the head. It is the third of the Order's three powered patterns and the one the Chaplains use. The Order's engineers built it to open machinery. The head discharges on contact, and against a construct or a creature with cybernetics the discharge deals an extra 1d8 damage.

Cost 3,900 gm
Weight 10 lb
Damage 1d10 lightning
Range Melee · 0–5 ft
Handling The head discharges on contact. Against a construct or a creature with cybernetics, the discharge deals an extra 1d8 damage.
Properties versatile (2d8), power-cell

ARC WARHAMMER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,400 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,900 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,900 gm

Assault Rifle

Firearm, Tier III · Modern

A selective-fire shoulder rifle with a polymer body, a detachable 30-round box magazine and a gas-operated action. General issue for Halcyion Federation marines and Aurelion line infantry on Tier III deployments, where autofire uses ammunition fast enough that supply officers track magazines by the crate. Reloading is a bonus action. Autofire Burst. You can expend 5 rounds of ammunition to spray a 15-foot cone. Each creature in the cone makes a Dexterity saving throw (DC 14) or takes the weapon's normal damage. Targets behind half cover have advantage on the save, and full cover blocks the effect.

Cost 300 gm
Weight 8 lb
Damage 1d10 ballistic
Range Medium · 100/400 ft · to Long
Handling 30-round magazine, reloaded as a bonus action.
Properties ammunition, two-handed, autofire

ASSAULT RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	800 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,300 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,300 gm

Aurel Militarum Carbine

Firearm, Tier III · Modern

A stamped-steel carbine with a 25-round magazine, the levy rifle of the Aurelion Army. Serial numbers are recorded and accounted for after every engagement. Every part is stamped and interchangeable across three centuries of production, and a conscript can be taught it in a morning and repair it in the field with one tool.

Cost 420 gm
Weight 9 lb
Damage 1d12 ballistic
Range Medium · 120/450 ft · to Long
Handling 25-round magazine. Heavier and slower to reload than a commercial assault rifle, and built to be repaired in the field by a conscript with one tool.
Properties ammunition, two-handed, autofire

AUREL MILITARUM CARBINE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	920 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,420 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,420 gm

Aurel Militarum Rifle

Firearm, Tier III · Modern

A long-barreled Aurelion Army rifle, the pattern the Aurel Militarum carbine was shortened from. It is heavier and slower to bring on target than the carbine, and accurate at ranges the carbine cannot reach. Line regiments are issued the rifle, and troopers who ride in vehicles get the carbine instead. Reloading is a bonus action.

Cost 620 gm
Weight 12 lb
Damage 2d8 ballistic
Range Long · 151–1,000 ft
Handling Reload is a bonus action.
Properties two-handed, heavy, ammunition

AUREL MILITARUM RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,120 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,620 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,620 gm

Battleaxe

Martial weapon, Tier I · Pre-Industrial

A steel axe with a bearded head on a two-foot haft, the beard hooked for pulling down a shield rim. Vanir housecarls still take them to formal duels.

Cost 10 gm
Weight 4 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties versatile (1d10)

BATTLEAXE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	510 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,010 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,010 gm

Black Star Mining Charge

Heavy weapon, Tier IV · Spacefaring

A shaped mining charge rated for belt rock, sold by the crate. Placed against a bulkhead, it opens a person-sized hole in eight seconds. ESC interdiction teams use them, and Black Star does not track what a customer opens with them.

Cost 320 gm
Weight 6 lb
Damage 5d6 explosive
Range Close · 6–30 ft; thrown Close · 20/60 ft to Medium
Handling Or placed and armed.
Properties single-use, thrown, thrown (close)
Use Action

Blunderbuss

Firearm, Tier II · Industrial

A bell-mouthed scattergun loaded with whatever is to hand: lead shot, ball bearings, gravel, in one famous case a handful of teeth. Coach guards on Tier II frontier roads use them. Instead of a single attack, you can fire a 15-foot cone. Each creature in the cone makes a DC 13 Dexterity saving throw or takes the rolled damage. It fires once per turn. The Covenant of the Ebon Creed has a doctrinal aversion to them.

Cost 200 gm
Weight 10 lb
Damage 2d6 ballistic
Range Close · 6–30 ft
Handling Short range only. Spread: instead of a single attack, you can fire a 15-foot cone. Each creature in the cone makes a Dexterity saving throw (DC 13) or takes the rolled damage. Loading: one shot per turn.
Properties ammunition, loading, two-handed, spread

BLUNDERBUSS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	700 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,200 gm

Bolt-Action Rifle

Firearm, Tier III · Modern

A manually cycled rifle with a box magazine and a proper sight line. Slower to fire than an autoloader and more accurate at range. With an optic it reaches Extreme range.

Cost 450 gm
Weight 9 lb
Damage 1d12 ballistic
Range Long · 151–1,000 ft
Handling Extreme with an optic.
Properties ammunition, loading, two-handed

BOLT-ACTION RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	950 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,450 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,450 gm

Bone Cleaver

Martial weapon, Tier II · Industrial

A heavy cleaver blade ground thick along the spine and hafted long enough for two hands at need. Frontier abattoirs and frontier militias buy them from the same smiths.

Cost 45 gm
Weight 4 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties versatile (1d10)

BONE CLEAVER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	545 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,045 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,045 gm

Boomerang

Simple weapon, Tier I · Pre-Industrial

A shaped hardwood throwing stick, sold as hunting kit. It returns to your hand on a miss.

Cost 4 gm
Weight 4 lb
Damage 1d4 bludgeoning
Range Close · 6–30 ft; thrown Medium · 60/180 ft to Long
Handling Returns on a miss.
Properties thrown, light

BOOMERANG, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	504 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,004 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,004 gm

Breaching Charge

Heavy weapon, Tier III · Modern

A frame charge in a slap-on housing: peel the backing, press it to the door, step around the corner. Placed and armed, it opens a person-sized hole in a wall or bulkhead. Thrown, it is a heavy grenade with a poor arc: each creature in a 10-foot radius makes a Dexterity saving throw for half damage.

Cost 90 gm
Weight 4 lb
Damage 4d6 explosive
Range Close · 6–30 ft; thrown Close · 20/60 ft to Medium
Handling Or placed and armed.
Properties thrown, explosive, single-use
Use Action

C4

Heavy weapon, Tier III · Modern

A block of moldable explosive with a detonator well. You place it and set it off by remote or timer. Each creature in a 15-foot radius makes a Dexterity saving throw for half damage. Damage cannot set it off, so it can be shot, dropped or set on fire without detonating.

Cost 180 gm
Weight 2 lb
Damage 6d6 explosive
Range Close · 6–30 ft
Handling Placed, 15-foot radius.
Properties thrown, explosive, single-use
Use Action

Cessation Projector

Exotic weapon, Tier IV · Spacefaring

A two-handed Creed projector run from a power cell and used by the Sanctified. It has no effect on constructs or undead. A living creature reduced to 0 hit points by it is left stable and insensible instead of dying, and the Creed collects it. New Creed are made by converting a conquered population before its world is sterilized.

Cost 5,200 gm
Weight 16 lb
Damage 2d10 necrotic
Range Medium · 31–150 ft
Handling Range 60 feet. Has no effect on constructs or undead, so the Creed fields it among its own.
Properties two-handed, heavy, power-cell

Mark for Conversion. A living creature reduced to 0 hit points by this weapon is left stable and insensible instead of dying. The Creed collects it.

CESSATION PROJECTOR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	5,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	7,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	13,200 gm

Chainblade

Martial weapon, Tier III · Modern

A powered sword with a motorized loop of cutting teeth running around its edge. Assault regiments issue them for the effect on the people being charged. On a hit against a creature wearing heavy armor, ignore 2 points of its Armor Class. It is audible at Close range from the moment it is started, so it cannot be used to attack with advantage from stealth.

Cost 600 gm
Weight 12 lb
Damage 2d6 slashing
Range Melee · 0–5 ft
Properties heavy, two-handed, loud

CHAINBLADE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,600 gm

Claymore

Heavy weapon, Tier III · Modern

A directional charge on folding legs, set facing the direction you expect enemies to come from. Arming it takes an action, and it is fired by remote. Each creature in a 30-foot cone in the direction it faces makes a Dexterity saving throw for half damage. Creatures behind it are unaffected.

Cost 150 gm
Weight 2 lb
Damage 5d6 explosive
Range Close · 6–30 ft
Handling Placed, 30-foot cone.
Properties thrown, explosive, single-use
Use Action

Cleaver

Simple weapon, Tier I · Pre-Industrial

A broad, heavy-bladed butcher's knife with the weight in the front third of the blade. Sold as a kitchen tool on every Tier I world.

Cost 8 gm
Weight 4 lb
Damage 1d6 slashing
Range Melee · 0–5 ft
Properties light

CLEAVER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	508 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,008 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,008 gm

Club

Simple weapon, Tier I · Pre-Industrial

A length of hardwood, sometimes banded with iron at the striking end. Halcyion farmsteads and frontier mining camps keep them stacked behind the bar.

Cost 1 sp
Weight 2 lb
Damage 1d4 bludgeoning
Range Melee · 0–5 ft
Properties light

CLUB, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	500 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,000 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,000 gm

Coach Gun

Firearm, Tier II · Industrial

A short double-barreled scattergun broken open at the breech, two shots to a load. Stage lines issue them to the guard riding beside the driver.

Cost 240 gm
Weight 9 lb
Damage 2d6 ballistic
Range Close · 6–30 ft
Properties ammunition, two-handed, loading

COACH GUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	740 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,240 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,240 gm

Coil-Rifle

Firearm, Tier II · Industrial

A long-barreled rifle that uses paired electromagnetic coils to throw a steel slug down a rifled bore. It is slower than a true railgun and quiet at standoff range, with no muzzle flash, though the whine of the capacitors charging can be heard. Standard issue for Halcyion Federation regulars on Tier II deployments. It has a five-round magazine, and reloading is a bonus action.

Cost 220 gm
Weight 9 lb
Damage 1d10 ballistic
Range Long · 151–1,000 ft
Handling Five-round magazine, reloaded as a bonus action.
Properties ammunition, two-handed, loading

COIL-RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	720 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,220 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,220 gm

Combat Knife

Martial weapon, Tier III · Modern

A 7-inch ceramic-coated steel blade, full tang, with a serrated spine and a polymer grip ending in a glass-breaker pommel. Issued to Halcyion marines and used by Echelon strike teams. Thrown, it reaches Close range, with disadvantage past 20 feet.

Cost 35 gm
Weight 1 lb
Damage 1d6 piercing
Range Melee · 0–5 ft
Handling Melee in melee; thrown to Close range with disadvantage past 20 feet
Properties finesse, light, thrown

COMBAT KNIFE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	535 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,035 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,035 gm

Combat Shotgun

Firearm, Tier III · Modern

A pump-action 12-gauge shotgun with a synthetic stock and a heat-shielded barrel. The standard close-quarters firearm of Echelon corporate security and of shipboard boarding crews. It has an eight-round tube. Reload one shell as a bonus action or the full tube as an action.

Cost 340 gm
Weight 8 lb
Damage 2d6 ballistic
Range Close · 6–30 ft
Handling Eight-round tube. Reload one shell per bonus action or the full tube as an action.
Properties ammunition, two-handed, spread

COMBAT SHOTGUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	840 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,340 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,340 gm

Composite Bow

Martial weapon, Tier I · Pre-Industrial

A recurved bow of laminated horn, sinew and seasoned wood, shorter than a self bow of the same draw. Favored by Norskan raider-scouts and the horse-archers of the Aurelion outer marches. Arrows are recoverable from the field.

Cost 75 gm
Weight 2 lb
Damage 1d8 piercing
Range Long · 151–1,000 ft
Handling Requires arrows.
Properties ammunition, two-handed

COMPOSITE BOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	575 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,075 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,075 gm

Continuum Blade

Exotic weapon, Tier V · Esoteric, requires attunement, Rift Affinity 8+

A sword with its edge held one instant out of phase with the moment around it. Wielders report the cut arriving before the swing.

Cost 24,000 gm
Weight 3 lb
Damage 2d8 force
Range Melee · 0–5 ft
Properties finesse, versatile (2d10)

Creed Culler

Energy weapon, Tier IV · Spacefaring

A two-handed blade on a long haft with a 10-foot reach, standard issue to the Anointed Dead. It is made on Mor'thelis, which the Creed sterilized and rebuilt as the first Sanctum World, and the pattern has not changed since. Creed doctrine holds that life is a transient contamination, and the weapon is built to end it efficiently. The edge draws on your own stasis systems and never needs a power cell.

Cost 2,900 gm
Weight 13 lb
Damage 2d8 necrotic
Range Melee · 0–5 ft
Handling Reach 10 feet. The edge draws on your stasis systems and never needs a power cell.
Properties heavy, two-handed, reach

CREED CULLER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,400 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,900 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,900 gm

Dagger

Simple weapon, Tier I · Pre-Industrial

A short single-edged or double-edged blade sized for a belt sheath or boot rig. Priests use ceremonial ones, and Black Meridian operators keep several on them.

Cost 2 gm
Weight 1 lb
Damage 1d4 piercing
Range Melee · 0–5 ft; thrown Close · 20/60 ft to Medium
Properties finesse, light, thrown

DAGGER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	502 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,002 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,002 gm

Dart

Simple weapon, Tier I · Pre-Industrial

A weighted steel throwing spike, sold by the dozen in an oiled roll.

Cost 5 bp
Weight 0.25 lb
Damage 1d4 piercing
Range Close · 6–30 ft
Properties finesse, thrown

DART, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	500 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,000 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,000 gm

EMP Grenade

Heavy weapon, Tier IV · Spacefaring

A pull-pin emitter that releases a focused electromagnetic pulse on detonation. As an action, throw it up to 30 feet. On detonation, all Tier III electronics in a 20-foot radius are disabled for 1 minute: communicators and optics dead, cybernetic limbs locked. Tier IV electronics make a DC 14 Constitution saving throw. On a failure they are disabled for 1 round, and on a success they are unaffected. A creature with extensive Tier III cybernetic augmentation counts as Tier III electronics for this effect. The pulse does not harm flesh.

Cost 80 gm
Weight 1 lb
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 20-foot radius.
Properties grenade, single-use, thrown
Use Action

ESC Interdiction Carbine

Energy weapon, Tier IV · Spacefaring

A magnetic carbine with no maker's mark and no serial, issued only to Echelon Interdiction Teams and not sold. It throws a subsonic slug on a magnetic launch, so it is quiet at distance and leaves no muzzle signature. Echelon's official position is that the program does not exist. Its Suppress setting deals 2d8 lightning damage and leaves a creature reduced to 0 hit points Unconscious instead of dying.

Cost 3,800 gm
Weight 9 lb
Damage 2d8 kinetic
Range Medium · 120/500 ft · to Long
Handling Fires a subsonic slug on a magnetic launch, so it is quiet at distance and leaves no muzzle signature.
Properties ammunition, two-handed, power-cell

Suppress (1 charge). Set to disable. Damage becomes 2d8 lightning, and a creature reduced to 0 hit points is left Unconscious instead of dying.

ESC INTERDICTION CARBINE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,800 gm

ESC Vibro-Sword

Martial weapon, Tier IV · Spacefaring

An Echelon Security Corps sword with a tuned emitter in the grip, a monomolecular edge and a serial number that is checked at every port in Ascendancy space. Carrying one without the commission it was issued against is an offense. It ignores 3 points of Armor Class from non-powered armor.

Cost 2,400 gm
Weight 4 lb
Damage 1d10 slashing
Range Melee · 0–5 ft
Properties versatile (1d12), echelon

ESC VIBRO-SWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,400 gm

Energy Bow

Energy weapon, Tier IV · Spacefaring

A stringless Aurelion bow frame that draws on a power cell in the riser. Drawing the empty hand back nocks an arrow of coherent force that lights the ground it flies over and is gone the moment it lands. One cell lasts two hundred draws, and the bow needs no ammunition. As an action, you can loose one of three special arrows instead of a normal shot. Arrow of Restraint. Instead of damage, the target makes a DC 15 Strength saving throw or is Restrained for 1 minute. A DC 20 Strength (Athletics) check ends it. Arrow of Transport. Teleport a willing Medium or smaller creature, or an unattended object that fits in a 5-foot cube, from within 60 feet to a space you can see within 10 feet of you. Energy Ladder. Loose a flurry at a wall within 60 feet. The arrows stand as rungs and form a ladder up to 60 feet long for 1 minute.

Cost 4,400 gm
Weight 3 lb
Damage 2d8 force
Range Long · 151–1,000 ft
Handling One cell lasts two hundred draws. The bow needs no ammunition.
Properties two-handed, power-cell

ENERGY BOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,400 gm

Flail

Martial weapon, Tier I · Pre-Industrial

A weighted head on a short chain. Difficult to use well and worse to defend against, since it goes around a shield.

Cost 10 gm
Weight 2 lb
Damage 1d8 bludgeoning
Range Melee · 0–5 ft

FLAIL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	510 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,010 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,010 gm

Flamethrower

Heavy weapon, Tier III · Modern

A pressurized fuel tank worn on the back, feeding a hand-held lance with a pilot light at the nozzle. Each creature in a 15-foot cone makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) for half damage. On a failure it is set alight, taking 2d6 damage at the start of each of its turns until it or an adjacent creature spends an action to put it out. A tank runs for six pulls.

Cost 700 gm
Weight 20 lb
Damage 2d6 fire
Range Close · 6–30 ft
Handling 15-foot cone.
Properties two-handed, heavy, loud

FLAMETHROWER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,200 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,700 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,700 gm

Flashbang

Heavy weapon, Tier III · Modern

A pull-pin canister packed with a flash charge and a pressure charge, thrown up to 30 feet. On detonation, each creature in a 15-foot radius makes a Constitution saving throw or is Blinded and Deafened for 1 round.

Cost 40 gm
Weight 1 lb
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 15-foot radius.
Properties single-use, thrown
Use Action

Flintlock Pistol

Firearm, Tier II · Industrial

A single-shot belt pistol with a flint or percussion lock, sold beside muskets at frontier trading posts. Aurelion officers wear engraved ones as parade dress at Tier II garrisons. It fires once per turn.

Cost 150 gm
Weight 3 lb
Damage 1d8 ballistic
Range Close · 6–30 ft
Handling Loading: one shot per turn.
Properties ammunition, loading, light

FLINTLOCK PISTOL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	650 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,150 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,150 gm

Frag Grenade

Heavy weapon, Tier III · Modern

A serrated steel casing around a bursting charge, on a four-second fuse, thrown up to 30 feet. Each creature in a 15-foot radius makes a Dexterity saving throw, taking 3d6 explosive damage on a failure or half as much on a success.

Cost 50 gm
Weight 1 lb
Damage 3d6 explosive
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 15-foot radius.
Properties single-use, thrown
Use Action

Glaive

Martial weapon, Tier I · Pre-Industrial

A heavy single-edged blade mounted on a six-foot pole. A formation weapon: useless alone in a doorway, devastating in a line of twenty.

Cost 20 gm
Weight 6 lb
Damage 1d10 slashing
Range Melee · 0–5 ft
Properties heavy, reach, two-handed

GLAIVE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	520 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,020 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,020 gm

Greataxe

Martial weapon, Tier I · Pre-Industrial

A broad two-handed axe with a single heavy bit on a four-foot haft. Slow to recover, and it goes through a mail hauberk like a boot through ice.

Cost 30 gm
Weight 7 lb
Damage 1d12 slashing
Range Melee · 0–5 ft
Properties heavy, two-handed

GREATAXE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	530 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,030 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,030 gm

Greatclub

Simple weapon, Tier I · Pre-Industrial

A shaped length of hardwood, weighted at the head and bound with iron strapping. Militia arm their levies with these because a greatclub takes an afternoon to make and no training to swing.

Cost 2 sp
Weight 10 lb
Damage 1d8 bludgeoning
Range Melee · 0–5 ft
Properties two-handed

GREATCLUB, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	500 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,000 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,000 gm

Greatsword

Martial weapon, Tier I · Pre-Industrial

A five-foot double-edged steel sword with a ricasso long enough to half-sword. Aurelion honor-companies drill with them.

Cost 50 gm
Weight 6 lb
Damage 2d6 slashing
Range Melee · 0–5 ft
Properties heavy, two-handed

GREATSWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	550 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,050 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,050 gm

Grenade Launcher

Heavy weapon, Tier III · Modern

A break-action 40mm launcher with a ladder sight, firing grenade rounds. Reloading is an action. On a hit the round detonates, and each creature within 10 feet of the target makes a Dexterity saving throw for half damage. On a miss it detonates where it lands.

Cost 900 gm
Weight 14 lb
Damage 4d6 explosive
Range Long · 151–1,000 ft
Handling Fires Grenade Rounds; reload is an action.
Properties two-handed, heavy, ammunition

GRENADE LAUNCHER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,400 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,900 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,900 gm

HDF Carbine

Firearm, Tier III · Modern

A short-barreled carbine, the Halcyion Federation's general-issue long arm, short enough to clear a hatchway and chambered for the same round as everything else the HDF fields. Four member species have hands that work it, which took the Ordnance Board eleven years and two withdrawn designs. Reloading is a bonus action.

Cost 480 gm
Weight 8 lb
Damage 2d6 ballistic
Range Medium · 31–150 ft
Handling Reload is a bonus action.
Properties two-handed, ammunition

HDF Carbine, Enhanced

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	980 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,480 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,480 gm

HDF Combat Shotgun

Firearm, Tier III · Modern

A box-fed combat shotgun that cycles hard enough to work with the low-pressure rounds used aboard ship, where a hole in the wall behind the target is a separate problem. Boarding actions are fought in corridors and the Federation buys for corridors. Reloading is a bonus action.

Cost 520 gm
Weight 9 lb
Damage 2d8 ballistic
Range Close · 6–30 ft
Handling Reload is a bonus action.
Properties two-handed, ammunition

HDF Combat Shotgun, Enhanced

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,020 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,520 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,520 gm

HDF Handgun

Firearm, Tier III · Modern

A box-magazine service pistol, issued by the Halcyion Federation to officers and pilots. Reloading is a bonus action.

Cost 260 gm
Weight 3 lb
Damage 1d10 ballistic
Range Close · 6–30 ft
Handling Reload is a bonus action.
Properties light, ammunition

HDF HANDGUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	760 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,260 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,260 gm

HDF Power Gauntlets

Energy weapon, Tier IV · Spacefaring

A pair of armored gloves with a kinetic driver across each knuckle line, issued to boarding parties for forcing hatches and to shore patrol. The driver fires on contact. Both gauntlets are one weapon and occupy both hands. On a hit against a creature no more than one size larger than you, the target is pushed 5 feet away.

Cost 2,900 gm
Weight 14 lb
Damage 2d6 kinetic
Range Melee · 0–5 ft
Properties powered, power-cell

HDF POWER GAUNTLETS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,400 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,900 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,900 gm

HDF Rifle

Firearm, Tier III · Modern

A full-length Halcyion Federation rifle, issued to designated marksmen and to whoever in the section shoots best. Same action and magazine as the carbine, with a longer barrel and a bipod that most troopers leave behind. Reloading is a bonus action.

Cost 640 gm
Weight 11 lb
Damage 2d8 ballistic
Range Long · 151–1,000 ft
Handling Reload is a bonus action.
Properties two-handed, heavy, ammunition

HDF RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,140 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,640 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,640 gm

Halberd

Martial weapon, Tier I · Pre-Industrial

A polearm with an axe blade, spike and hook on one shaft, so you can cut, thrust or drag a rider off a saddle without changing weapons.

Cost 20 gm
Weight 6 lb
Damage 1d10 slashing
Range Melee · 0–5 ft
Properties heavy, reach, two-handed

HALBERD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	520 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,020 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,020 gm

Hand Crossbow

Martial weapon, Tier I · Pre-Industrial

A one-handed crossbow small enough to carry under a coat. Black Meridian crews favor them because they make little noise.

Cost 75 gm
Weight 3 lb
Damage 1d6 piercing
Range Medium · 31–150 ft
Properties ammunition, light, loading

HAND CROSSBOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	575 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,075 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,075 gm

Handaxe

Simple weapon, Tier I · Pre-Industrial

A short working axe balanced to be thrown as readily as swung. Frontier crews keep two on the belt, one for wood and one for fights.

Cost 5 gm
Weight 2 lb
Damage 1d6 slashing
Range Melee · 0–5 ft
Properties light, thrown (near)

HANDAXE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	505 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,005 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,005 gm

Heavy Crossbow

Martial weapon, Tier I · Pre-Industrial

A windlass-cranked steel prod on a heavy stock, slow to span.

Cost 50 gm
Weight 18 lb
Damage 1d10 piercing
Range Long · 151–1,000 ft
Properties ammunition, heavy, loading, two-handed

HEAVY CROSSBOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	550 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,050 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,050 gm

Incendiary Grenade

Heavy weapon, Tier III · Modern

A thermite-cored canister that scatters burning compound, thrown up to 30 feet. Each creature in a 10-foot radius makes a Dexterity saving throw for half damage. The area burns for 1 minute, and a creature that enters it or starts its turn in it takes 2d6 fire damage.

Cost 60 gm
Weight 2 lb
Damage 3d6 fire
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 10-foot radius.
Properties thrown, explosive, single-use
Use Action

Istryxian Bio-Bow

Exotic weapon, Tier IV · Spacefaring

A bow grown from the same Istryxian stock as the impaler and the bio-lance. The limbs are living tissue under tension, and the string is a tendon that mends between engagements. It draws to your strength and no further, and it will not draw for someone it has not been fed by. It must be fed once a day. If it goes a week unfed, it goes dormant and cannot be drawn until you nurse it back over a long rest.

Cost 3,100 gm
Weight 4 lb
Damage 2d6 piercing
Range Long · 151–1,000 ft
Properties two-handed, ammunition

ISTRYXIAN BIO-BOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,600 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,100 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,100 gm

Istryxian Bio-Lance

Exotic weapon, Tier IV · Spacefaring

A lance cultivated by Istryxian bio-adepts from a symbiont line kept since before Istryx made contact with the Federation. Each one is keyed to a single wielder over months of handling, and in another set of hands it is a poor spear. It needs feeding once a week. If it goes unfed past that, it goes dormant and deals 1d6 piercing damage until revived, which takes a day.

Cost 1,800 gm
Weight 6 lb
Damage 2d6 poison
Range Melee · 0–5 ft
Handling The lance is alive and needs feeding once a week. If it goes unfed past that, it goes dormant and deals 1d6 piercing damage until revived, which takes a day.
Properties reach, two-handed

ISTRYXIAN BIO-LANCE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	3,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	9,800 gm

Istryxian Impaler

Exotic weapon, Tier IV · Spacefaring

A grown Istryxian weapon held two-handed: a chambered organ that hardens bone spikes and expels them on a pressure cycle. It regrows one spike per minute and holds six. A creature hit takes 1d6 piercing damage at the start of each of its turns until the spike is drawn out with an action. If you are not Istryxian, you attack with it at disadvantage unless the colony has marked you.

Cost 2,800 gm
Weight 14 lb
Damage 2d10 piercing
Range Long · 151–1,000 ft
Handling Grows its own ammunition.
Properties two-handed, heavy, ammunition, organic

ISTRYXIAN IMPALER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,800 gm

Istryxian Impaler Carbine

Exotic weapon, Tier IV · Spacefaring

A short-chambered Istryxian impaler, grown for close work in tunnels. Less pressure behind the spike and a faster cycle than the full impaler, and it fits through a hatch the full impaler does not. It grows its own ammunition, regrowing one spike per round and holding four. A creature hit takes 1d4 piercing damage at the start of each of its turns until the spike is drawn out with an action.

Cost 2,100 gm
Weight 8 lb
Damage 1d10 piercing
Range Medium · 31–150 ft
Handling Grows its own ammunition.
Properties ammunition, organic

ISTRYXIAN IMPALER CARBINE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,600 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,100 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,100 gm

Javelin

Simple weapon, Tier I · Pre-Industrial

A throwing spear of light wood with a soft-iron head, sometimes left weak on purpose so it bends on impact and cannot be thrown back. Issued in bundles to Aurelion militia on pre-industrial worlds. Balanced to stab with as well as throw.

Cost 5 sp
Weight 2 lb
Damage 1d6 piercing
Range Melee · 0–5 ft; thrown Close · 30/120 ft to Medium
Handling Balanced to stab with as well as throw.
Properties thrown

JAVELIN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	501 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,001 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,001 gm

Khopesh

Martial weapon, Tier I · Pre-Industrial

A sickle-bladed bronze sword with the edge on the outside of the curve. It hooks a shield aside and comes back down the same arc.

Cost 25 gm
Weight 4 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties versatile (1d10)

KHOPESH, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	525 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,025 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,025 gm

Kinetic Pike

Energy weapon, Tier IV · Spacefaring

A coiled shaft held in a forearm housing that springs out to 15 feet on release, driving a hardened head at the end of the extension. Extending or recoiling it is a bonus action. Extended, it has 15-foot reach and cannot attack a creature within 5 feet. Coiled, it is a club that deals 1d6 bludgeoning damage.

Cost 2,200 gm
Weight 8 lb
Damage 2d6 kinetic
Range Close · 6–30 ft
Handling Reach 15 feet when extended.
Properties reach, two-handed

KINETIC PIKE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,200 gm

Lance

Martial weapon, Tier I · Pre-Industrial

A long tapering shaft with a hand guard, braced under the arm and used from the saddle at the charge.

Cost 10 gm
Weight 6 lb
Damage 1d12 piercing
Range Melee · 0–5 ft
Properties reach, special (mounted)

LANCE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	510 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,010 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,010 gm

Light Crossbow

Simple weapon, Tier I · Pre-Industrial

A stirrup-cocked bow on a wooden stock. It takes a week to teach and outranges a bow that takes ten years.

Cost 25 gm
Weight 5 lb
Damage 1d8 piercing
Range Long · 151–1,000 ft
Properties ammunition, loading, two-handed

LIGHT CROSSBOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	525 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,025 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,025 gm

Light Hammer

Simple weapon, Tier I · Pre-Industrial

A one-handed hammer with a stubby haft, as much a tool as a weapon. Dwarven and Njordir work-crews use them for driving pitons.

Cost 2 gm
Weight 2 lb
Damage 1d4 bludgeoning
Range Melee · 0–5 ft
Properties light, thrown (close)

LIGHT HAMMER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	502 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,002 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,002 gm

Longbow

Martial weapon, Tier I · Pre-Industrial

A six-foot self bow of yew or laminate. Draws heavy enough that lifelong archers are identifiable by the twist in their spine.

Cost 50 gm
Weight 2 lb
Damage 1d8 piercing
Range Long · 151–1,000 ft
Properties ammunition, heavy, two-handed

LONGBOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	550 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,050 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,050 gm

Longsword

Martial weapon, Tier I · Pre-Industrial

A straight double-edged steel blade with a cruciform hilt, balanced for one hand and long enough in the grip for two. Aurelion knights drill with sun-pommeled variants on the academy floors of Aurelion.

Cost 15 gm
Weight 3 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties versatile (1d10)

LONGSWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	515 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,015 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,015 gm

Mace

Simple weapon, Tier I · Pre-Industrial

A mace with a weighted metal head on a short wooden or steel haft, built to crush. Lay-priests of the Covenant of the Ebon Creed use them because they hold edged weapons profane, and frontier sheriffs use them to subdue a suspect without drawing blood.

Cost 5 gm
Weight 4 lb
Damage 1d6 bludgeoning
Range Melee · 0–5 ft

MACE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	505 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,005 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,005 gm

Machete

Simple weapon, Tier I · Pre-Industrial

A broad, heavy-tipped blade for clearing growth, with a plain wooden grip. Sold as a farm tool on green worlds.

Cost 6 gm
Weight 4 lb
Damage 1d6 slashing
Range Melee · 0–5 ft
Properties light

MACHETE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	506 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,006 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,006 gm

Machine Pistol

Firearm, Tier III · Modern

A boxy automatic sidearm with a long magazine ahead of the trigger guard. It empties the magazine in under two seconds.

Cost 400 gm
Weight 3 lb
Damage 1d8 ballistic
Range Close · 6–30 ft
Properties ammunition, autofire, light

MACHINE PISTOL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	900 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,400 gm

Magic Staff

Simple weapon, Tier II · Industrial

A staff cut for a caster from seasoned wood, with a bound head and a grain that holds a charge without splitting. Apprentices are given one and most keep it. It is a spellcasting focus, and you can cast spells through it without a free hand.

Cost 400 gm
Weight 4 lb
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8), channel-focus

MAGIC STAFF, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	900 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,400 gm

Maul

Martial weapon, Tier I · Pre-Industrial

A two-handed sledge with a steel head squared on both faces.

Cost 10 gm
Weight 10 lb
Damage 2d6 bludgeoning
Range Melee · 0–5 ft
Properties heavy, two-handed

MAUL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	510 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,010 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,010 gm

Minigun

Heavy weapon, Tier IV · Spacefaring

A six-barreled rotary gun on a belt feed, braced against a body harness. Spinning up is a bonus action, and it cannot fire on the turn it is started. While spinning, you can spray a 10-foot-wide line instead of attacking: every creature in the line makes a Dexterity saving throw for half damage, and the belt is spent. A two-hundred-round belt empties in twelve seconds.

Cost 4,200 gm
Weight 38 lb
Damage 3d8 ballistic
Range Medium · 31–150 ft
Handling Spin-up is a bonus action.
Properties two-handed, heavy, ammunition, loud

MINIGUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,200 gm

Missile Launcher

Heavy weapon, Tier IV · Spacefaring

A shoulder-fired tube with a guidance package in the nose of every round. Reloading is an action. Each creature within 15 feet of the target makes a Dexterity saving throw for half damage, and damage against a vehicle or a structure is doubled. Creatures in a 30-foot cone behind you take 2d6 fire damage from the backblast.

Cost 5,200 gm
Weight 26 lb
Damage 6d6 explosive
Range Extreme · 1,001 ft and beyond
Handling Shoulder-fired; reload is an action.
Properties two-handed, heavy, ammunition, loud

MISSILE LAUNCHER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	5,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	7,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	13,200 gm

Morningstar

Martial weapon, Tier I · Pre-Industrial

A flanged metal head on a solid shaft. Soldiers choose it over a flail because it has no chain to tangle.

Cost 15 gm
Weight 4 lb
Damage 1d8 piercing
Range Melee · 0–5 ft

MORNINGSTAR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	515 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,015 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,015 gm

Mortar

Heavy weapon, Tier III · Modern

A tube on a baseplate and a bipod, dropping rounds almost vertically onto whatever is behind the wall. Setting it up or breaking it down takes 1 minute. It fires indirectly at a point you cannot see if an ally who can see it directs the fall: each creature within 15 feet makes a Dexterity saving throw for half damage. Without a spotter the round lands 3d10 feet from the point named, in a random direction.

Cost 1,800 gm
Weight 60 lb
Damage 5d6 explosive
Range Extreme · 1,001 ft and beyond
Handling Indirect fire; must be emplaced.
Properties two-handed, heavy, ammunition, emplaced

MORTAR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	3,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	9,800 gm

Musket

Firearm, Tier II · Industrial

A black-powder long gun with a full-length barrel, ignited by a flint or percussion cap. Halcyion line regiments drilled with them during the early Reclamation, and Black Meridian outriders still carry stolen Aurelion-pattern ones because they fire after an EMP. It fires once per turn regardless of how many attacks you are granted.

Cost 250 gm
Weight 12 lb
Damage 1d12 ballistic
Range Medium · 60/240 ft · to Long
Handling Loading: only one shot per turn regardless of attacks granted.
Properties ammunition, loading, two-handed

MUSKET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	750 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,250 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,250 gm

Net

Martial weapon, Tier I · Pre-Industrial

A weighted mesh of knotted cord, thrown to foul limbs. It deals no damage. A creature caught in it is Restrained until it cuts itself free.

Cost 1 gm
Weight 3 lb
Damage 0 bludgeoning
Range Close · 6–30 ft
Properties special, thrown

NET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	501 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,001 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,001 gm

Particle Rifle

Energy weapon, Tier IV · Spacefaring

A shoulder-fired heavy energy rifle that accelerates a coherent particle stream down a magnetically collimated barrel. Issued to Halcyion Federation siege specialists and Aurelion Sentinel-knights. Recoil is negligible and the report is a low sustained hum. A cell holds 20 shots and swapping it takes an action. With Rift Affinity or Engineer charges you can fire its Coherent Beam mode as part of the Attack action. On a hit the beam continues in a straight line, and each creature in the line behind the target out to 30 feet makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier), taking 2d8 force damage on a failure or half as much on a success.

Cost 2,800 gm
Weight 11 lb
Damage 2d6 force
Range Long · 151–1,000 ft
Handling Energy cell holds 20 shots. Swapping the cell takes an action.
Properties ammunition, two-handed, heavy, rift-energy-cell

Coherent Beam (2 channel slots, 2 charges). As part of the Attack action, you can hold the trigger to fire a sustained coherent beam. Make a single attack roll against a target within range. On a hit, the beam deals normal damage and continues in a straight line. Each creature in a line behind the target out to 30 feet must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Dexterity modifier) or take 2d8 force damage on a failure, half on a success.

PARTICLE RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,800 gm

Phoenix Lance

Energy weapon, Tier IV · Spacefaring

A long-barreled radiant lance with the Ascendancy phoenix worked into the housing. The Aurel Militarum issues it to commissioned officers, who in practice are aristocrats. One cell gives twelve shots, and the emitter takes a full round to cycle after the twelfth. Sustained Beam. You can spend the remainder of the cell to hold the beam on a single target for a round. The target takes the weapon's damage again at the start of its next turn unless it breaks line of sight.

Cost 4,800 gm
Weight 11 lb
Damage 2d8 radiant
Range Medium · 150/600 ft · to Long
Handling One cell gives twelve shots. The emitter takes a full round to cycle after the twelfth.
Properties two-handed, power-cell, heavy

PHOENIX LANCE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	5,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,800 gm

Phoenix Plasma Sword

Energy weapon, Tier IV · Spacefaring

A plasma sword of the Ascendancy's own pattern, built in the Phoenix yards alongside the lance and issued to the sun-cavalry. The containment field runs the full length of the blade and the sheath burns gold instead of blue, a heraldic choice that costs the Ascendancy power to maintain. One power cell runs the edge for six hours of continuous draw. Without a charged cell it is a well-balanced longsword dealing 1d8 slashing damage.

Cost 4,800 gm
Weight 6 lb
Damage 2d6 plasma
Range Melee · 0–5 ft
Handling One power cell runs the edge for six hours of continuous draw. Without a charged cell it is a well-balanced longsword dealing 1d8 slashing.
Properties power-cell, versatile (2d8)

PHOENIX PLASMA SWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	5,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,800 gm

Pike

Martial weapon, Tier I · Pre-Industrial

An eighteen-foot spear that only works if the people beside you are holding one too. The Halcyion Federation still drills pike blocks, mostly as an exercise in obedience.

Cost 5 gm
Weight 18 lb
Damage 1d10 piercing
Range Melee · 0–5 ft
Properties heavy, reach, two-handed

PIKE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	505 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,005 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,005 gm

Pipe Bomb

Heavy weapon, Tier II · Industrial

A capped length of steel pipe packed with whatever was to hand, with a fuse through one cap. Each creature in a 10-foot radius makes a Dexterity saving throw for half damage. On a natural 1 on the attack roll it detonates in your hand.

Cost 25 gm
Weight 2 lb
Damage 2d6 explosive
Range Close · 6–30 ft; thrown Close · 20/60 ft to Medium
Handling 10-foot radius.
Properties thrown, explosive, single-use
Use Action

Plasma Armblade

Energy weapon, Tier IV · Spacefaring

A gauntlet with a plasma emitter housed along the forearm and the blade thrown forward past the knuckles. The blade cannot be disarmed and does not occupy your hand, so you can hold a shield or a one-handed weapon in it. One power cell runs the edge for six hours. Unpowered, the gauntlet is a brawling weapon dealing 1d4 bludgeoning damage.

Cost 3,800 gm
Weight 6 lb
Damage 1d10 plasma
Range Melee · 0–5 ft
Handling One power cell runs the edge for six hours. Unpowered the gauntlet is a brawling weapon dealing 1d4 bludgeoning.
Properties light, power-cell

PLASMA ARMBLADE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,800 gm

Plasma Axe

Energy weapon, Tier IV · Spacefaring

A battleaxe with a plasma emitter set behind the edge of the head. The head's own mass drives the cut and the plasma sheath finishes it. Boarding crews favor it for cutting through bulkheads as well as people. One power cell runs the head for six hours. Unpowered it is a battleaxe dealing 1d8 slashing damage.

Cost 3,600 gm
Weight 7 lb
Damage 1d12 plasma
Range Melee · 0–5 ft
Handling One power cell runs the head for six hours. Unpowered it is a battleaxe dealing 1d8 slashing.
Properties versatile (1d12), power-cell

PLASMA AXE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,600 gm

Plasma Cannon

Heavy weapon, Tier IV · Spacefaring

A shoulder-braced plasma projector: a magnetic containment bottle, a primary capacitor bank and an aperture vent the diameter of a dinner plate. Halcyion Federation heavy infantry mount it on a powered-armor hardpoint, and Aurelion Solar Cataphracts field sun-blessed variants. You must be in powered armor to fire it, or the weapon must be mounted on a vehicle. A cell holds 6 shots and swapping it takes an action. Overcharge Discharge. As part of the Attack action, you can channel Rift energy into the plasma well. The shot deals an extra 2d10 plasma damage on a hit and ignores resistance to plasma damage. Afterward the weapon cannot be fired for 1 minute, and it glows with a visible thermal bloom for that time.

Cost 3,600 gm
Weight 28 lb
Damage 3d10 plasma
Range Medium · 60/240 ft · to Long
Handling Requires you to be in powered armor, or the weapon to be mounted on a vehicle. Energy cell holds 6 shots. Swapping the cell takes an action.
Properties ammunition, two-handed, heavy, rift-energy-cell, powered-armor-required

Overcharge Discharge (2 channel slots). As part of the Attack action, you can channel Rift energy into the plasma well. The shot deals an additional 2d10 plasma damage on a hit and ignores resistance to plasma damage. After firing, the weapon cannot be fired at all for 1 minute and glows with a visible thermal bloom for that time.

PLASMA CANNON, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,600 gm

Plasma Glaive

Energy weapon, Tier IV · Spacefaring

A glaive with a plasma emitter in the head, a containment field run down a six-foot haft and the cell at the butt for balance. It keeps the formation weapon's reach. One power cell runs the head for six hours. Unpowered it is a glaive dealing 1d10 slashing damage.

Cost 4,100 gm
Weight 9 lb
Damage 2d8 plasma
Range Melee · 0–5 ft
Handling One power cell runs the head for six hours. Unpowered it is a glaive dealing 1d10 slashing.
Properties heavy, reach, two-handed, power-cell

PLASMA GLAIVE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,600 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,100 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,100 gm

Plasma Greatsword

Energy weapon, Tier IV · Spacefaring

A Halcyion pattern greatsword with a containment field running the length of the edge, holding a plasma sheath a few millimeters off the steel. Holy Knight commanderies keep the silhouette of their pre-industrial greatswords on the doctrine that modern work rests on ancestral work and should look like it. Preceptors use versions forged around fragments of older blades. One power cell runs the edge for eight hours of continuous draw. Without a charged cell it is an ordinary greatsword dealing 2d6 slashing damage.

Cost 4,200 gm
Weight 9 lb
Damage 2d8 plasma
Range Melee · 0–5 ft
Handling One power cell runs the edge for eight hours of continuous draw. Without a charged cell the weapon still functions as an ordinary greatsword and deals 2d6 slashing.
Properties heavy, two-handed, power-cell

PLASMA GREATSWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,200 gm

Plasma Grenade

Heavy weapon, Tier IV · Spacefaring

A bottled plasma discharge on a two-second delay, thrown up to 30 feet. The flash is silent and the bang is the air arriving afterwards. Each creature in a 15-foot radius makes a Dexterity saving throw for half damage. Non-powered armor in the radius permanently loses 1 point of its Armor Class bonus.

Cost 280 gm
Weight 2 lb
Damage 5d6 plasma
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 15-foot radius.
Properties thrown, explosive, single-use
Use Action

Plasma Knife

Energy weapon, Tier IV · Spacefaring

A short blade with a containment field down the spine, drawing on a cell in the grip. It cuts through a bulkhead seam as easily as through a person, and engineers use them for that work. Without a charged cell it deals 1d4 piercing damage as an ordinary knife.

Cost 900 gm
Weight 1 lb
Damage 1d6 plasma
Range Melee · 0–5 ft; thrown Close · 20/60 ft to Medium
Properties light, finesse, thrown, power-cell

PLASMA KNIFE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,400 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,900 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,900 gm

Plasma Pistol

Energy weapon, Tier IV · Spacefaring

A compact sidearm that vents a contained sliver of magnetically bottled plasma at the target. Standard issue for Halcyion Federation officers and for Aurelion sun-knights deployed off-world. The bore glows faintly at rest. A cell holds 12 shots and swapping it is a bonus action. With Rift Affinity you can route a spell slot through the cell to fire an Overcharge Lance: the shot deals an extra 2d6 plasma damage on a hit and ignores resistance to plasma damage, and the target catches fire, taking 1d4 fire damage at the start of each of its turns until it or an ally uses an action to put it out.

Cost 1,200 gm
Weight 3 lb
Damage 1d8 plasma
Range Medium · 31–150 ft
Handling Energy cell holds 12 shots. Swapping the cell is a bonus action.
Properties ammunition, light, rift-energy-cell

Overcharge Lance (1 channel slot). As part of the Attack action, you can fire an overcharged plasma bolt. The shot deals an additional 2d6 plasma damage on a hit and ignores resistance to plasma damage. On a hit, the target also catches fire, taking 1d4 fire damage at the start of each of its turns until it or an ally uses an action to extinguish the flames.

PLASMA PISTOL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,700 gm
III · Pristine	+2 to attack and damage rolls	Rare	3,200 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	9,200 gm

Plasma Poleaxe

Energy weapon, Tier IV · Spacefaring

A Holy Knight poleaxe with a containment field cut into the head. It is the second of the commanderies' three powered patterns, alongside the greatsword and the war-hammer. Commandery doctrine holds that modern work rests on ancestral work and should look like it, so the head has the shape of their pre-industrial poleaxes. Knight Brothers who fight in ship corridors prefer it to the greatsword. It has 10-foot reach. One power cell runs the edge for eight hours. Without a charged cell it is an ordinary poleaxe dealing 1d10 slashing damage.

Cost 4,400 gm
Weight 12 lb
Damage 2d8 plasma
Range Melee · 0–5 ft
Handling Reach 10 feet. One power cell runs the edge for eight hours. Without a charged cell it functions as an ordinary poleaxe and deals 1d10 slashing.
Properties heavy, two-handed, reach, power-cell

PLASMA POLEAXE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	6,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	12,400 gm

Plasma Repeater

Energy weapon, Tier IV · Spacefaring

A cycling plasma rifle with a heat sink where the magazine would sit on a ballistic rifle. Reloading the cell is a bonus action. You can fire a burst: make one attack roll against up to three creatures within 10 feet of each other, spending three shots. The heat sink saturates after six consecutive rounds of fire, and the weapon cannot fire again until you spend an action venting it.

Cost 3,800 gm
Weight 16 lb
Damage 2d8 plasma
Range Medium · 31–150 ft
Handling Cycles from a cell, and reloading is a bonus action.
Properties two-handed, heavy, ammunition

PLASMA REPEATER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,300 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,800 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,800 gm

Plasma Rifle

Firearm, Tier IV · Spacefaring

A magnetically bottled plasma weapon with a shoulder stock and a heat sink that glows through its housing after sustained fire.

Cost 2,400 gm
Weight 9 lb
Damage 2d8 plasma
Range Long · 151–1,000 ft
Properties ammunition, two-handed

PLASMA RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,400 gm

Plasma Sword

Energy weapon, Tier IV · Spacefaring

A single-handed Halcyion pattern sword with a containment field down the fuller, holding the plasma sheath a few millimeters off the steel so the blade still parries like a blade. Halcyion chapter armories turn out more of these than every other powered pattern combined, and Aurelion officers buy them privately and have the pommels re-cut. One power cell runs the edge for eight hours of continuous draw. Without a charged cell it is an ordinary longsword dealing 1d8 slashing damage.

Cost 3,400 gm
Weight 5 lb
Damage 1d10 plasma
Range Melee · 0–5 ft
Handling One power cell runs the edge for eight hours of continuous draw. Without a charged cell the weapon still functions as an ordinary longsword and deals 1d8 slashing.
Properties versatile (1d12), power-cell

PLASMA SWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,400 gm

Plasma Thrower

Heavy weapon, Tier IV · Spacefaring

A pressurized plasma tank worn on the back, feeding a nozzle that sprays a bottled discharge. Each creature in a 15-foot cone makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) for half damage. On a failure it is set alight, taking 3d6 damage at the start of each of its turns until it or an adjacent creature spends an action to put it out. A tank runs for six pulls.

Cost 2,600 gm
Weight 20 lb
Damage 3d6 plasma
Range Close · 6–30 ft
Handling 15-foot cone.
Properties two-handed, heavy, loud

PLASMA THROWER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,600 gm

Plasma Whip

Exotic weapon, Tier IV · Spacefaring

A braided filament held rigid by a containment field along its length, cracked like a whip. It has 15-foot reach. On a natural 1 on the attack roll you take the weapon's damage yourself. When you hit a creature, you can pull it 10 feet toward you instead of dealing damage.

Cost 2,400 gm
Weight 3 lb
Damage 1d8 plasma
Range Close · 6–30 ft
Handling Reach 15 feet
Properties finesse, reach, power-cell

PLASMA WHIP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	2,900 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,400 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,400 gm

Police Baton

Simple weapon, Tier II · Industrial

A weighted composite baton that collapses to the length of a hand. Civil enforcement services across settled space issue them. Its damage is non-lethal by default: a creature reduced to 0 hit points by it falls Unconscious and stable instead of dying.

Cost 15 gm
Weight 2 lb
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties light, non-lethal

POLICE BATON, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	515 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,015 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,015 gm

Pump-Action Shotgun

Firearm, Tier III · Modern

A tube-magazine shotgun with a sliding forend to work the action, five shells to the tube. Against a target at Melee range the attack is made with advantage. Load one shell as a bonus action, or the whole tube as an action.

Cost 340 gm
Weight 8 lb
Damage 2d6 ballistic
Range Close · 6–30 ft
Handling Reload one shell per bonus action.
Properties two-handed, ammunition

PUMP-ACTION SHOTGUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	840 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,340 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,340 gm

Quarterstaff

Simple weapon, Tier I · Pre-Industrial

A six-foot staff of seasoned hardwood, sometimes iron-shod at both ends. Travelers and monastics use one as a walking staff.

Cost 2 sp
Weight 4 lb
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

QUARTERSTAFF, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	500 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,000 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,000 gm

Rail Lance

Exotic weapon, Tier IV · Spacefaring

A shoulder-braced coilgun that accelerates a tungsten dart past anything armor was designed around. Your attacks with it ignore half cover and three-quarters cover.

Cost 3,600 gm
Weight 14 lb
Damage 2d12 kinetic
Range Extreme · 1,001 ft and beyond
Handling Ignores half and three-quarters cover.
Properties ammunition, heavy, two-handed, loading

RAIL LANCE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	4,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	5,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	11,600 gm

Rapier

Martial weapon, Tier I · Pre-Industrial

A long thrusting blade with a swept guard. The Aurelion dueling schools formalized it, and the Gunslingers who inherited their etiquette still call a pistol duel a rapier match.

Cost 25 gm
Weight 2 lb
Damage 1d8 piercing
Range Melee · 0–5 ft
Properties finesse

RAPIER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	525 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,025 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,025 gm

Revolver

Firearm, Tier II · Industrial

A six-chamber revolving pistol in blued steel and walnut, the standard sidearm across most Tier II worlds. Frontier marshals and Aurelion border cavalry carry one, and a halfway-competent smith can keep one firing for fifty years. Six rounds in the cylinder, then an action to reload.

Cost 180 gm
Weight 3 lb
Damage 1d8 ballistic
Range Medium · 31–150 ft
Handling Six-shot cylinder, and reloading takes an action.
Properties ammunition, loading, light

REVOLVER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	680 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,180 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,180 gm

Rift Lance

Exotic weapon, Tier V · Esoteric, requires attunement, Rift Affinity 7+

A shaft of bound Rift energy held in a containment haft. It fires no projectile: it opens a narrow tear along a line and closes it again, and the damage is dealt along the whole line.

Cost 24,000 gm
Weight 8 lb
Damage 3d10 rift
Range Long · 151–1,000 ft
Handling Line effect.
Properties two-handed, heavy

Rift Thrower

Heavy weapon, Tier V · Esoteric

A vented conduit fed from a back tank that sprays Rift energy in a cone. Each creature in a 15-foot cone makes a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) for half damage. On a failure it is set alight, taking 4d6 damage at the start of each of its turns until it or an adjacent creature spends an action to put it out. A tank runs for six pulls.

Cost 9,000 gm
Weight 20 lb
Damage 4d6 rift
Range Close · 6–30 ft
Handling 15-foot cone.
Properties two-handed, heavy, loud

Rocket-Propelled Grenade

Heavy weapon, Tier III · Modern

A shaped charge on a rocket motor in a disposable launch tube. Each creature within 10 feet of the target makes a Dexterity saving throw for half damage, and damage against a vehicle or a structure is doubled. The tube is discarded after firing.

Cost 300 gm
Weight 15 lb
Damage 5d6 explosive
Range Long · 151–1,000 ft
Handling Single-use tube.
Properties two-handed, heavy, explosive, single-use, loud
Use Action

Savage Greatsword

Martial weapon, Tier II · Industrial

A crude two-handed sword, thick through the spine and sharpened on one long bevel, forged for weight by smiths working from a picture of a better sword. On a critical hit, roll the damage dice three times instead of twice.

Cost 90 gm
Weight 12 lb
Damage 2d6 slashing
Range Melee · 0–5 ft
Properties heavy, two-handed

SAVAGE GREATSWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	590 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,090 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,090 gm

Scimitar

Martial weapon, Tier I · Pre-Industrial

A curved single-edged blade that cuts on the draw. Solir cavalry patterns favor a deep belly near the tip for use from horseback.

Cost 25 gm
Weight 3 lb
Damage 1d6 slashing
Range Melee · 0–5 ft
Properties finesse, light

SCIMITAR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	525 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,025 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,025 gm

Scythe

Martial weapon, Tier I · Pre-Industrial

A farm scythe with the blade rehung in line with the haft, so it thrusts and sweeps.

Cost 12 gm
Weight 4 lb
Damage 1d10 slashing
Range Melee · 0–5 ft
Properties heavy, two-handed, reach

SCYTHE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	512 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,012 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,012 gm

Semi-Automatic Pistol

Firearm, Tier III · Modern

A magazine-fed sidearm with a recoil-operated slide. The default handgun across four of the Eight Powers, because it is the one in the warehouses.

Cost 250 gm
Weight 2 lb
Damage 1d10 ballistic
Range Medium · 31–150 ft
Properties ammunition

SEMI-AUTOMATIC PISTOL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	750 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,250 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,250 gm

Shortbow

Simple weapon, Tier I · Pre-Industrial

A single-curve wooden bow short enough to draw from horseback or a hunter's blind. The working bow of frontier rangers and Aurelion sun-orchard wardens, and any village fletcher can replace one.

Cost 25 gm
Weight 2 lb
Damage 1d6 piercing
Range Medium · 80/320 ft · to Long
Handling Requires arrows.
Properties ammunition, two-handed

SHORTBOW, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	525 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,025 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,025 gm

Shortsword

Martial weapon, Tier I · Pre-Industrial

A short straight blade balanced for fast cuts in close quarters. The pattern predates the Continuum Crisis. Aurelion duelists drill with chalked tips on academy floors, and Black Meridian cutpurses prefer them because a shortsword draws faster than a longsword in a corridor.

Cost 10 gm
Weight 2 lb
Damage 1d6 piercing
Range Melee · 0–5 ft
Properties finesse, light

SHORTSWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	510 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,010 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,010 gm

Sickle

Simple weapon, Tier I · Pre-Industrial

A curved harvesting blade on a short handle. Njordir field-hands keep them sharp for the grain and, in bad seasons, for the people who come for the grain.

Cost 1 gm
Weight 2 lb
Damage 1d4 slashing
Range Melee · 0–5 ft
Properties light

SICKLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	501 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,001 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,001 gm

Sling Shot

Simple weapon, Tier I · Pre-Industrial

A leather cradle on two cords, loaded with any smooth stone.

Cost 1 sp
Damage 1d4 bludgeoning
Range Medium · 31–150 ft
Properties ammunition

SLING SHOT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	500 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,000 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,000 gm

Smoke Grenade

Heavy weapon, Tier III · Modern

A pull-pin canister that vents dense particulate smoke from four side ports. Black Meridian crews use them to cover the seconds between entry and the lights going out. As an action, throw it up to 30 feet. It fills a 20-foot-radius sphere with lightly obscured smoke for 1 minute, or until a strong wind disperses it. Creatures inside can breathe normally. It breaks line of sight for both eyes and most Tier III optical targeting.

Cost 25 gm
Weight 1 lb
Range Close · 6–30 ft; thrown Close · 30/90 ft to Medium
Handling 20-foot radius.
Properties grenade, single-use, thrown
Use Action

Sniper Rifle

Firearm, Tier III · Modern

A long heavy-barreled precision rifle, free-floated and stocked for prone shooting, with an integrated variable-magnification optic that counts as a mounted scope. Halcyion Naval Infantry designate one per fireteam. You can make at most two attacks per turn with it, regardless of class features.

Cost 600 gm
Weight 14 lb
Damage 2d10 ballistic
Range Long · 200/800 ft
Handling Bolt or semi-auto action. Maximum two attacks per turn with this weapon, regardless of class features. Integrated optic equivalent to a scope already mounted.
Properties ammunition, two-handed, heavy, loading

SNIPER RIFLE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,600 gm

Spear

Simple weapon, Tier I · Pre-Industrial

A leaf-bladed head on an ash shaft. Standard issue for half the militias on the Frontier.

Cost 1 gm
Weight 3 lb
Damage 1d6 piercing
Range Melee · 0–5 ft
Properties thrown (near), versatile (1d8)

SPEAR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	501 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,001 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,001 gm

Submachine Gun

Firearm, Tier III · Modern

A compact automatic weapon firing pistol rounds from a stick magazine, built for boarding actions and stairwells.

Cost 450 gm
Weight 6 lb
Damage 1d10 ballistic
Range Medium · 31–150 ft
Properties ammunition, autofire, two-handed

SUBMACHINE GUN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	950 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,450 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,450 gm

Survival Machete

Martial weapon, Tier III · Modern

A full-tang blade with a sawback spine and a grip that does not slip when wet. Issued to anyone whose route crosses a green world.

Cost 90 gm
Weight 4 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties light

SURVIVAL MACHETE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	590 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,090 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,090 gm

Taser

Firearm, Tier III · Modern

A two-prong electrolaser sidearm that fires a barbed pair of darts trailing a conductive filament, then dumps a calibrated current down the line. Halcyion peacekeepers carry them as the restraint option below a sidearm, and Black Meridian crews use them to take live prisoners. Range is 15 feet, and it has no effect against full powered armor. On a hit the target makes a DC 12 Constitution saving throw or is Stunned until the end of its next turn. The battery holds two charges and is replaced as a bonus action.

Cost 80 gm
Weight 2 lb
Damage 1d4 lightning
Range Close · 6–30 ft
Handling Range 15 feet. Two-charge battery, replaced as a bonus action. On a hit, the target makes a Constitution saving throw (DC 12) or is Stunned until the end of its next turn.
Properties light, ammunition, non-lethal

TASER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	580 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,080 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,080 gm

Thermite Grenade

Heavy weapon, Tier III · Modern

A canister of thermite that burns hot enough to go through a bulkhead. Placed, it burns through 2 inches of any material in one round. Thrown, each creature within 5 feet makes a Dexterity saving throw for half damage and its armor takes a permanent -1 to its Armor Class bonus.

Cost 90 gm
Weight 2 lb
Damage 4d6 fire
Range Close · 6–30 ft; thrown Close · 20/60 ft to Medium
Handling Placed or thrown.
Properties thrown, explosive, single-use
Use Action

Thuulean Steel Maul

Heavy weapon, Tier IV · Spacefaring

A maul forged from Thuulean steel, one of the densest alloys in the Prime Plane, refined from the crustal deposits of Thuul Prime. The Brood issues them to warrior-caste infantry only, and export is regulated. It requires Strength 17. If your Strength is lower, you have disadvantage on attack rolls with it.

Cost 2,600 gm
Weight 22 lb
Damage 2d10 bludgeoning
Range Melee · 0–5 ft
Handling Requires Strength 17. If your Strength is lower, you have disadvantage on attack rolls with it.
Properties heavy, two-handed

THUULEAN STEEL MAUL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	3,100 gm
III · Pristine	+2 to attack and damage rolls	Rare	4,600 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	10,600 gm

Trident

Martial weapon, Tier I · Pre-Industrial

Three barbed tines on a shaft. Aesir shore-guards use them as they were first used, for holding a thing underwater until it stops.

Cost 5 gm
Weight 4 lb
Damage 1d6 piercing
Range Melee · 0–5 ft
Properties thrown (near), versatile (1d8)

TRIDENT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	505 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,005 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,005 gm

Vibro-Cleaver

Martial weapon, Tier III · Modern

A butcher's-profile blade with an ultrasonic emitter in the spine, sold as a shipboard tool for cutting cargo webbing and jammed hatches. Syndicate crews buy them in quantity. It ignores 2 points of Armor Class from non-powered armor.

Cost 420 gm
Weight 5 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties light

VIBRO-CLEAVER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	920 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,420 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,420 gm

Vibro-Glaive

Martial weapon, Tier III · Modern

A glaive with an ultrasonic emitter running the length of the blade and the cell in the haft. It is much cheaper than a plasma head and makes little noise. It ignores 2 points of Armor Class from non-powered armor.

Cost 780 gm
Weight 8 lb
Damage 1d10 slashing
Range Melee · 0–5 ft
Properties heavy, reach, two-handed

VIBRO-GLAIVE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,280 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,780 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,780 gm

Vibro-Knife

Martial weapon, Tier III · Modern

A knife with an ultrasonic emitter in the handle that drives the blade at a frequency that parts tissue and cheap plate. It makes little noise and is legal in most ports. It ignores 1 point of Armor Class from non-powered armor.

Cost 260 gm
Weight 1 lb
Damage 1d6 slashing
Range Melee · 0–5 ft
Properties light, finesse

VIBRO-KNIFE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	760 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,260 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,260 gm

Vibro-Sword

Martial weapon, Tier III · Modern

A full-length sword with an ultrasonic emitter along the blade and a heavier cell in the pommel to run it. It is the standard sidearm for corridor fighting. It ignores 2 points of Armor Class from non-powered armor.

Cost 700 gm
Weight 4 lb
Damage 1d8 slashing
Range Melee · 0–5 ft
Properties versatile (1d10)

VIBRO-SWORD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	1,200 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,700 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,700 gm

War Pick

Martial weapon, Tier I · Pre-Industrial

A single narrow beak on a hand-length haft, shaped to punch a hole in plate and pull back out again.

Cost 5 gm
Weight 2 lb
Damage 1d8 piercing
Range Melee · 0–5 ft

WAR PICK, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	505 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,005 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,005 gm

Warhammer

Martial weapon, Tier I · Pre-Industrial

A short-hafted hammer with a spike opposite the face. Made for fighting armored opponents, where an edge does little.

Cost 15 gm
Weight 2 lb
Damage 1d8 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d10)

WARHAMMER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	515 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,015 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,015 gm

Whip

Martial weapon, Tier I · Pre-Industrial

A braided leather lash with a weighted fall, giving 10 feet of reach.

Cost 2 gm
Weight 3 lb
Damage 1d4 slashing
Range Melee · 0–5 ft
Properties finesse, reach

WHIP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to attack and damage rolls	Uncommon	502 gm
III · Pristine	+2 to attack and damage rolls	Rare	2,002 gm
IV · Masterwork	+3 to attack and damage rolls	Epic	8,002 gm

Armor

ARMOR

Name	Cost	Armor Class	Strength	Stealth	Weight
Light armor					
Antler Crown	200 gm	—	—	—	3 lb
Fur Belt	8 gm	—	—	—	3 lb
Fur Cap	8 gm	—	—	—	3 lb
Fur Cape	8 gm	—	—	—	3 lb
Fur Mittens	8 gm	—	—	—	3 lb
Fur Pants	8 gm	—	—	—	3 lb
Leather Belt	10 gm	—	—	—	2 lb
Leather Boots	10 gm	—	—	—	2 lb
Leather Cap	10 gm	—	—	—	2 lb
Leather Cuirass	10 gm	11 + DEX	—	—	10 lb
Leather Gloves	10 gm	—	—	—	2 lb
Leather Hood	10 gm	—	—	—	2 lb
Leather Pants	10 gm	—	—	—	2 lb
Padded Boots	18 gm	—	—	—	3 lb
Padded Gloves	18 gm	—	—	—	3 lb
Padded Pants	18 gm	—	—	—	3 lb

Name	Cost	Armor Class	Strength	Stealth	Weight
Padded Vest	5 gm	11 + DEX	—	Disadvantage	8 lb
Studded Leather Cuirass	45 gm	12 + DEX	—	—	13 lb
Studded Leather Cuirass Boots	25 gm	—	—	—	3 lb
Studded Leather Cuirass Cap	20 gm	—	—	—	2 lb
Studded Leather Cuirass Gloves	25 gm	—	—	—	3 lb
Ursine-Pelt Cloak	120 gm	—	—	—	8 lb
Brass-and-Leather Cuirass	95 gm	11 + DEX	—	—	11 lb
Reinforced Light Mesh Vest	180 gm	12 + DEX	—	—	8 lb
EVA Suit	1,800 gm	12 + DEX	—	—	18 lb
Ghost Boots	420 gm	—	—	—	4 lb
Ghost Gloves	420 gm	—	—	—	2 lb
Ghost Helmet	420 gm	—	—	—	4 lb
Ghost Pants	420 gm	—	—	—	6 lb
Ghost Suit	4,200 gm	13 + DEX	—	—	12 lb
Spectre Boots	680 gm	—	—	—	4 lb
Spectre Gloves	680 gm	—	—	—	2 lb
Spectre Helmet	680 gm	—	—	—	4 lb
Spectre Pants	680 gm	—	—	—	6 lb
Spectre Suit	6,800 gm	14 + DEX	—	—	13 lb
Medium armor					
Breastplate	400 gm	14 + DEX (max 2)	—	—	20 lb
Canine Skull Helm	110 gm	—	—	—	5 lb
Half Plate Cuirass	750 gm	15 + DEX (max 2)	—	Disadvantage	40 lb
Hide Boots	12 gm	—	—	—	4 lb
Hide Pants	12 gm	—	—	—	4 lb
Hide Vest	10 gm	12 + DEX (max 2)	—	—	12 lb
Leather Brigandine	120 gm	14 + DEX (max 2)	—	—	18 lb
Scale Mail	50 gm	14 + DEX (max 2)	—	Disadvantage	45 lb
Scale Mail Belt	30 gm	—	—	—	6 lb
Scale Mail Boots	30 gm	—	—	—	6 lb
Scale Mail Gloves	30 gm	—	—	—	6 lb
Ursine Claw Gauntlets	180 gm	—	—	—	6 lb
Bone Belt	40 gm	—	—	—	5 lb
Bone Boots	40 gm	—	—	—	5 lb
Bone Breastplate	180 gm	14 + DEX (max 2)	—	—	16 lb
Bone Gloves	40 gm	—	—	—	5 lb
Bone Pants	40 gm	—	—	—	5 lb
Ballistic Body Armor	520 gm	15 + DEX (max 2)	—	—	26 lb
Ballistic Vest	320 gm	14 + DEX (max 2)	—	—	14 lb
Combat Boots	52 gm	—	—	—	4 lb

Name	Cost	Armor Class	Strength	Stealth	Weight
Combat Gloves	52 gm	—	—	—	2 lb
Combat Helmet	52 gm	—	—	—	4 lb
Combat Pants	52 gm	—	—	—	6 lb
HDF Combat Boots	65 gm	—	—	—	4 lb
HDF Combat Gloves	65 gm	—	—	—	2 lb
HDF Combat Helmet	65 gm	—	—	—	4 lb
HDF Combat Pants	65 gm	—	—	—	6 lb
HDF Combat Vest	650 gm	15 + DEX (max 2)	—	—	20 lb
Tactical Combat Vest	400 gm	14 + DEX (max 2)	—	—	15 lb
Dragon Belt	4,000 gm	—	—	—	2 lb
ESC Combat Boots	380 gm	—	—	—	4 lb
ESC Combat Gloves	380 gm	—	—	—	2 lb
ESC Combat Helmet	380 gm	—	—	—	4 lb
ESC Combat Pants	380 gm	—	—	—	6 lb
ESC Combat Vest	3,800 gm	15 + DEX (max 2)	—	—	18 lb
EVA Combat Boots	260 gm	—	—	—	4 lb
EVA Combat Gloves	260 gm	—	—	—	2 lb
EVA Combat Helmet	260 gm	—	—	—	4 lb
EVA Combat Pants	260 gm	—	—	—	6 lb
EVA Combat Suit	2,600 gm	14 + DEX (max 2)	—	—	22 lb
Mytharil Belt	5,000 gm	—	—	—	4 lb
Mytharil Helm	5,000 gm	—	—	—	4 lb
Mytharil Pants	5,000 gm	—	—	—	4 lb
Heavy armor					
Chain Mail Coif	45 gm	—	—	—	7 lb
Chain Mail Gloves	45 gm	—	—	—	7 lb
Chainmail	75 gm	16	13	Disadvantage	55 lb
Corinthian Helm	40 gm	—	—	—	6 lb
Full Plate Cuirass	1,500 gm	18	15	Disadvantage	65 lb
Horned Spangen Helm	60 gm	—	—	—	6 lb
Kettle Helm	30 gm	—	—	—	6 lb
Nasal Helm	25 gm	—	—	—	6 lb
Splint Cuirass	200 gm	17	15	Disadvantage	60 lb
Ursine Skull Helm	150 gm	—	—	—	9 lb
Armet Helm	200 gm	—	—	—	6 lb
Barbute Helm	90 gm	—	—	—	6 lb
Bascinet Helm	120 gm	—	—	—	6 lb
Great Helm	220 gm	—	—	—	6 lb
Plate Belt	120 gm	—	—	—	10 lb
Plate Gauntlets	120 gm	—	—	—	10 lb

Name	Cost	Armor Class	Strength	Stealth	Weight
Plate Greaves	140 gm	—	—	—	11 lb
Plate Sabatons	120 gm	—	—	—	10 lb
Riveted Plate Cuirass	250 gm	16	13	Disadvantage	30 lb
Sallet Helm	140 gm	—	—	—	6 lb
Splint Boots	60 gm	—	—	—	9 lb
Splint Gloves	60 gm	—	—	—	9 lb
Splint Greaves	60 gm	—	—	—	9 lb
Aurel Militarum Boots	90 gm	—	—	—	4 lb
Aurel Militarum Chestplate	900 gm	17	13	Disadvantage	55 lb
Aurel Militarum Gloves	90 gm	—	—	—	2 lb
Aurel Militarum Helmet	90 gm	—	—	—	4 lb
Aurel Militarum Pants	90 gm	—	—	—	6 lb
Riot Plate Vest	700 gm	17	13	Disadvantage	35 lb
Juggernaut Boots	540 gm	—	—	—	4 lb
Juggernaut Gloves	540 gm	—	—	—	2 lb
Juggernaut Helmet	540 gm	—	—	—	4 lb
Juggernaut Pants	540 gm	—	—	—	6 lb
Juggernaut Rig	5,400 gm	18	15	Disadvantage	75 lb
Thuulean Steel Boots	900 gm	—	—	—	6 lb
Thuulean Steel Gloves	900 gm	—	—	—	3 lb
Thuulean Steel Pants	1,200 gm	—	—	—	12 lb
Thuulean Steel Plate	6,500 gm	18	15	Disadvantage	70 lb
Powered armor					
Argo Powered Armor	12,000 gm	19	15	Disadvantage	90 lb
Argo Powered Boots	1,200 gm	—	—	—	4 lb
Argo Powered Gloves	1,200 gm	—	—	—	2 lb
Argo Powered Helmet	1,200 gm	—	—	—	4 lb
Argo Powered Pants	1,200 gm	—	—	—	6 lb
Legion Powered Armor	6,500 gm	16 + DEX (max 3)	—	—	24 lb
Legion Powered Boots	650 gm	—	—	—	4 lb
Legion Powered Gloves	650 gm	—	—	—	2 lb
Legion Powered Helmet	650 gm	—	—	—	4 lb
Legion Powered Pants	650 gm	—	—	—	6 lb
Reliquary Plating	9,500 gm	19	13	Disadvantage	60 lb
Unclassed					
Cloth Cap	2 gm	—	—	—	1 lb

Antler Crown

Light armor (head), Tier I · Pre-Industrial

A circlet of bound birch with a shed rack rising from it, cut down so the points clear a doorway and no further. Worn by whoever speaks for a holding while they are speaking for it, and hung back on its hook when they are not. While you wear it you have advantage on Charisma (Persuasion) and Wisdom (Animal Handling) checks made in the Reaches, and a beast of the forest that meets you for the first time treats you as Indifferent instead of Hostile.

Cost 200 gm
Weight 3 lb
Properties armor-piece, light

ANTLER CROWN, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	700 gm
III · Pristine	+2 to Armor Class	Rare	2,200 gm
IV · Masterwork	+3 to Armor Class	Epic	8,200 gm

Argo Powered Armor

Powered armor, Tier IV · Spacefaring

Axis Systems' heavy powered armor, from the same line as the Legion: a sealed exoskeletal harness with its own atmosphere, its own reactor and enough plate to walk a corridor under fire. A consecration rite drawn from Halcyion doctrine is performed on each suit before it is issued, whoever the buyer is.

Cost 12,000 gm
Weight 90 lb
Armor Class 19
Strength 15
Stealth Disadvantage
Properties powered, sealed

ARGO POWERED ARMOR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 20 (from 19)	Uncommon	12,500 gm
III · Pristine	AC 21 (from 19)	Rare	14,000 gm
IV · Masterwork	AC 22 (from 19)	Epic	20,000 gm

Argo Powered Boots

Powered armor (feet), Tier IV · Spacefaring

Wide-plated sabatons of the Argo pattern, with mag-lock soles that hold you to a deck under full suit weight.

Cost 1,200 gm
Weight 4 lb
Properties armor-piece, powered, sealed

ARGO POWERED BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,700 gm
III · Pristine	+2 to Armor Class	Rare	3,200 gm
IV · Masterwork	+3 to Armor Class	Epic	9,200 gm

Argo Powered Gloves

Powered armor (hands), Tier IV · Spacefaring

Servo-backed gauntlets of the Argo pattern, rated to hold a breach patch against the pressure behind it.

Cost 1,200 gm
Weight 2 lb
Properties armor-piece, powered, sealed

ARGO POWERED GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,700 gm
III · Pristine	+2 to Armor Class	Rare	3,200 gm
IV · Masterwork	+3 to Armor Class	Epic	9,200 gm

Argo Powered Helmet

Powered armor (head), Tier IV · Spacefaring

A sealed pot helm of the Argo pattern with its own air scrubber. The scrubber runs loud enough inside the helm to cover the noise of the room.

Cost 1,200 gm
Weight 4 lb
Properties armor-piece, powered, sealed

ARGO POWERED HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,700 gm
III · Pristine	+2 to Armor Class	Rare	3,200 gm
IV · Masterwork	+3 to Armor Class	Epic	9,200 gm

Argo Powered Pants

Powered armor (legs), Tier IV · Spacefaring

Legplates of the Argo pattern that house the reactor shielding and the hip actuators, which put most of the suit's weight in the legs.

Cost 1,200 gm
Weight 6 lb
Properties armor-piece, powered, sealed

ARGO POWERED PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,700 gm
III · Pristine	+2 to Armor Class	Rare	3,200 gm
IV · Masterwork	+3 to Armor Class	Epic	9,200 gm

Armet Helm

Heavy armor (head), Tier II · Industrial

A helm with hinged cheekpieces that close at the chin and enclose the head completely. Little of the field can be heard inside it.

Cost 200 gm
Weight 6 lb
Properties armor-piece, heavy

ARMET HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	700 gm
III · Pristine	+2 to Armor Class	Rare	2,200 gm
IV · Masterwork	+3 to Armor Class	Epic	8,200 gm

Aurel Militarum Boots

Heavy armor (feet), Tier III · Modern

Ankle-high boots with steel shanks, issued one size large on the assumption of two pairs of socks.

Cost 90 gm
Weight 4 lb
Properties armor-piece

AUREL MILITARUM BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	590 gm
III · Pristine	+2 to Armor Class	Rare	2,090 gm
IV · Masterwork	+3 to Armor Class	Epic	8,090 gm

Aurel Militarum Chestplate

Heavy armor, Tier III · Modern

Line-regiment plate, stamped in quantities that leave the fit approximate. A laminate insert in the chest is rated against the ballistic patterns the Militarum expects to face. Regiments paint their own colors over the issue gray.

Cost 900 gm
Weight 55 lb
Armor Class 17
Strength 13
Stealth Disadvantage

AUREL MILITARUM CHESTPLATE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 18 (from 17)	Uncommon	1,400 gm
III · Pristine	AC 19 (from 17)	Rare	2,900 gm
IV · Masterwork	AC 20 (from 17)	Epic	8,900 gm

Aurel Militarum Gloves

Heavy armor (hands), Tier III · Modern

Gloves plated across the back of the hand and bare at the palm, so you can still feel the rifle in your grip.

Cost 90 gm
Weight 2 lb
Properties armor-piece

AUREL MILITARUM GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	590 gm
III · Pristine	+2 to Armor Class	Rare	2,090 gm
IV · Masterwork	+3 to Armor Class	Epic	8,090 gm

Aurel Militarum Helmet

Heavy armor (head), Tier III · Modern

A stamped shell with a rebreather port and a rail for whatever optic the regiment has been issued this year.

Cost 90 gm
Weight 4 lb
Properties armor-piece

AUREL MILITARUM HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	590 gm
III · Pristine	+2 to Armor Class	Rare	2,090 gm
IV · Masterwork	+3 to Armor Class	Epic	8,090 gm

Aurel Militarum Pants

Heavy armor (legs), Tier III · Modern

Thigh and shin plates over a padded liner. The knee joints wear out first.

Cost 90 gm
Weight 6 lb
Properties armor-piece

AUREL MILITARUM PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	590 gm
III · Pristine	+2 to Armor Class	Rare	2,090 gm
IV · Masterwork	+3 to Armor Class	Epic	8,090 gm

Ballistic Body Armor

Medium armor, Tier III · Modern

A full ballistic rig: aramid weave over ceramic across the chest, the back and both flanks, with a collar and a groin apron that most wearers take off within a week. It is the complete version of the ballistic vest. No maker owns the pattern, and plates from one arms factor's version rarely fit another's carrier.

Cost 520 gm
Weight 26 lb
Armor Class 15 + DEX (max 2)
Properties modular

BALLISTIC BODY ARMOR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 16 + DEX (max 2) (from 15 + DEX (max 2))	Uncommon	1,020 gm
III · Pristine	AC 17 + DEX (max 2) (from 15 + DEX (max 2))	Rare	2,520 gm
IV · Masterwork	AC 18 + DEX (max 2) (from 15 + DEX (max 2))	Epic	8,520 gm

Ballistic Vest

Medium armor, Tier III · Modern

A plate-carrier rig of woven aramid lined with ceramic trauma plates, with modular pouches across the chest and back and a quick-release shoulder catch. Standard issue for Echelon corporate security and Halcyion customs patrols on Tier III worlds.

Cost 320 gm
Weight 14 lb
Armor Class 14 + DEX (max 2)

BALLISTIC VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	820 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,320 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,320 gm

Barbute Helm

Heavy armor (head), Tier II · Industrial

A single-shell helm with a T-shaped face opening that leaves sight and hearing clear and the throat uncovered.

Cost 90 gm
Weight 6 lb
Properties armor-piece, heavy

BARBUTE HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	590 gm
III · Pristine	+2 to Armor Class	Rare	2,090 gm
IV · Masterwork	+3 to Armor Class	Epic	8,090 gm

Bascinet Helm

Heavy armor (head), Tier II · Industrial

A pointed skull that turns a descending blow, with a mail curtain at the neck.

Cost 120 gm
Weight 6 lb
Properties armor-piece, heavy

BASCINET HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	620 gm
III · Pristine	+2 to Armor Class	Rare	2,120 gm
IV · Masterwork	+3 to Armor Class	Epic	8,120 gm

Bone Belt

Medium armor (waist), Tier II · Industrial

A rust-proof belt of cut bone plates lashed over hide in the Zyrrak pattern.

Cost 40 gm
Weight 5 lb
Properties armor-piece, medium

BONE BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	540 gm
III · Pristine	+2 to Armor Class	Rare	2,040 gm
IV · Masterwork	+3 to Armor Class	Epic	8,040 gm

Bone Boots

Medium armor (feet), Tier II · Industrial

Hide boots, lighter than they look, with cut bone lashed over the shin and instep in the Zyrrak pattern.

Cost 40 gm
Weight 5 lb
Properties armor-piece, medium

BONE BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	540 gm
III · Pristine	+2 to Armor Class	Rare	2,040 gm
IV · Masterwork	+3 to Armor Class	Epic	8,040 gm

Bone Breastplate

Medium armor, Tier II · Industrial

A Zyrrak-made cuirass of shaped bone lashed together. It is warm to wear and gives no ring when struck.

Cost 180 gm
Weight 16 lb
Armor Class 14 + DEX (max 2)
Properties armor-piece, medium

BONE BREASTPLATE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	680 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,180 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,180 gm

Bone Gloves

Medium armor (hands), Tier II · Industrial

Hide gloves with cut bone lashed across the backs of the hands and fingers in the Zyrrak pattern.

Cost 40 gm
Weight 5 lb
Properties armor-piece, medium

BONE GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	540 gm
III · Pristine	+2 to Armor Class	Rare	2,040 gm
IV · Masterwork	+3 to Armor Class	Epic	8,040 gm

Bone Pants

Medium armor (legs), Tier II · Industrial

Rust-proof leggings of hide with cut bone lashed down the thigh and shin in the Zyrrak pattern.

Cost 40 gm
Weight 5 lb
Properties armor-piece, medium

BONE PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	540 gm
III · Pristine	+2 to Armor Class	Rare	2,040 gm
IV · Masterwork	+3 to Armor Class	Epic	8,040 gm

Brass-and-Leather Cuirass

Light armor, Tier II · Industrial

A hardened-leather duster with riveted brass plates, a high collar throat-guard and tool loops. Worn by railway lawmen and the cargo-handlers of the Brassworks Combine. The cut takes a sidearm holster and a hand-cranked spotter's lamp without binding.

Cost 95 gm
Weight 11 lb
Armor Class 11 + DEX

BRASS-AND-LEATHER CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 12 + DEX (from 11 + DEX)	Uncommon	595 gm
III · Pristine	AC 13 + DEX (from 11 + DEX)	Rare	2,095 gm
IV · Masterwork	AC 14 + DEX (from 11 + DEX)	Epic	8,095 gm

Breastplate

Medium armor, Tier I · Pre-Industrial

A fitted steel cuirass worn over a padded jack, leaving the limbs free. The usual cavalry harness on Tier I worlds.

Cost 400 gm
Weight 20 lb
Armor Class 14 + DEX (max 2)

BREASTPLATE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	900 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,400 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,400 gm

Canine Skull Helm

Medium armor (head), Tier I · Pre-Industrial

A dire canine's skull cut back to the braincase and strapped over a leather cap, with the muzzle riding forward above your face. It is lighter than the ursine skull. While you wear it, you have advantage on Wisdom (Perception) checks that rely on hearing or smell, and canines will not attack you first unless they are starving or driven.

Cost 110 gm
Weight 5 lb
Properties armor-piece, medium

CANINE SKULL HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	610 gm
III · Pristine	+2 to Armor Class	Rare	2,110 gm
IV · Masterwork	+3 to Armor Class	Epic	8,110 gm

Chain Mail Coif

Heavy armor (head), Tier I · Pre-Industrial

A hood of riveted steel rings covering the head, neck and shoulders, worn over a padded arming cap. It turns an edge and passes the impact through.

Cost 45 gm
Weight 7 lb
Properties armor-piece, heavy

CHAIN MAIL COIF, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	545 gm
III · Pristine	+2 to Armor Class	Rare	2,045 gm
IV · Masterwork	+3 to Armor Class	Epic	8,045 gm

Chain Mail Gloves

Heavy armor (hands), Tier I · Pre-Industrial

Mittens of riveted steel rings sewn onto a leather glove, with the palm left bare for grip.

Cost 45 gm
Weight 7 lb
Properties armor-piece, heavy

CHAIN MAIL GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	545 gm
III · Pristine	+2 to Armor Class	Rare	2,045 gm
IV · Masterwork	+3 to Armor Class	Epic	8,045 gm

Chainmail

Heavy armor, Tier I · Pre-Industrial

Interlocked steel rings over a padded gambeson. Temple-guard issue for the Covenant of the Ebon Creed, and common on Aurelion estate retainers on pre-industrial worlds.

Cost 75 gm
Weight 55 lb
Armor Class 16
Strength 13
Stealth Disadvantage

CHAINMAIL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 17 (from 16)	Uncommon	575 gm
III · Pristine	AC 18 (from 16)	Rare	2,075 gm
IV · Masterwork	AC 19 (from 16)	Epic	8,075 gm

Cloth Cap

Armor (head), Tier I · Pre-Industrial

A quilted cloth cap. It keeps the weather off.

Cost 2 gm
Weight 1 lb
Properties armor-piece, none

CLOTH CAP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	502 gm
III · Pristine	+2 to Armor Class	Rare	2,002 gm
IV · Masterwork	+3 to Armor Class	Epic	8,002 gm

Combat Boots

Medium armor (feet), Tier III · Modern

Boots with steel shanks and puncture-plated soles.

Cost 52 gm
Weight 4 lb
Properties armor-piece

COMBAT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	552 gm
III · Pristine	+2 to Armor Class	Rare	2,052 gm
IV · Masterwork	+3 to Armor Class	Epic	8,052 gm

Combat Gloves

Medium armor (hands), Tier III · Modern

Gloves padded across the back of the hand, with an aramid palm that wears through first.

Cost 52 gm
Weight 2 lb
Properties armor-piece

COMBAT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	552 gm
III · Pristine	+2 to Armor Class	Rare	2,052 gm
IV · Masterwork	+3 to Armor Class	Epic	8,052 gm

Combat Helmet

Medium armor (head), Tier III · Modern

A composite shell held by a chinstrap that is cut when the helmet has to come off fast.

Cost 52 gm
Weight 4 lb
Properties armor-piece

COMBAT HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	552 gm
III · Pristine	+2 to Armor Class	Rare	2,052 gm
IV · Masterwork	+3 to Armor Class	Epic	8,052 gm

Combat Pants

Medium armor (legs), Tier III · Modern

Trousers with a woven liner and plate pockets over each thigh.

Cost 52 gm
Weight 6 lb
Properties armor-piece

COMBAT PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	552 gm
III · Pristine	+2 to Armor Class	Rare	2,052 gm
IV · Masterwork	+3 to Armor Class	Epic	8,052 gm

Corinthian Helm

Heavy armor (head), Tier I · Pre-Industrial

A helm beaten from one piece with the eyes and mouth cut out. Off the line it is worn pushed back on the crown with the face open.

Cost 40 gm
Weight 6 lb
Properties armor-piece, heavy

CORINTHIAN HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	540 gm
III · Pristine	+2 to Armor Class	Rare	2,040 gm
IV · Masterwork	+3 to Armor Class	Epic	8,040 gm

Dragon Belt

Medium armor (waist), Tier IV · Spacefaring

A belt of dragon hide that does not wear through, with a scale set as the buckle.

Cost 4,000 gm
Weight 2 lb
Properties armor-piece, medium

DRAGON BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	4,500 gm
III · Pristine	+2 to Armor Class	Rare	6,000 gm
IV · Masterwork	+3 to Armor Class	Epic	12,000 gm

ESC Combat Boots

Medium armor (feet), Tier IV · Spacefaring

Plain ankle-high boots of the ESC pattern.

Cost 380 gm
Weight 4 lb
Properties armor-piece, low-profile

ESC COMBAT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	880 gm
III · Pristine	+2 to Armor Class	Rare	2,380 gm
IV · Masterwork	+3 to Armor Class	Epic	8,380 gm

ESC Combat Gloves

Medium armor (hands), Tier IV · Spacefaring

Thin gloves printed with a grip pattern and coded to the owner's sidearm.

Cost 380 gm
Weight 2 lb
Properties armor-piece, low-profile

ESC COMBAT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	880 gm
III · Pristine	+2 to Armor Class	Rare	2,380 gm
IV · Masterwork	+3 to Armor Class	Epic	8,380 gm

ESC Combat Helmet

Medium armor (head), Tier IV · Spacefaring

A low-profile helmet with the optic feed routed to a monocle.

Cost 380 gm
Weight 4 lb
Properties armor-piece, low-profile

ESC COMBAT HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	880 gm
III · Pristine	+2 to Armor Class	Rare	2,380 gm
IV · Masterwork	+3 to Armor Class	Epic	8,380 gm

ESC Combat Pants

Medium armor (legs), Tier IV · Spacefaring

Trousers cut to a civilian pattern over a soft-armor liner, so the armor does not show.

Cost 380 gm
Weight 6 lb
Properties armor-piece, low-profile

ESC COMBAT PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	880 gm
III · Pristine	+2 to Armor Class	Rare	2,380 gm
IV · Masterwork	+3 to Armor Class	Epic	8,380 gm

ESC Combat Vest

Medium armor, Tier IV · Spacefaring

Echelon Security Corps field armor: ballistic plate inside a tailored shell cut to read as a suit at 30 feet, with the serial etched where a port inspector will look for it. The suit is billed to the client. Interdiction Teams draw the same armor with the markings left off.

Cost 3,800 gm
Weight 18 lb
Armor Class 15 + DEX (max 2)
Properties modular, low-profile

ESC COMBAT VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 16 + DEX (max 2) (from 15 + DEX (max 2))	Uncommon	4,300 gm
III · Pristine	AC 17 + DEX (max 2) (from 15 + DEX (max 2))	Rare	5,800 gm
IV · Masterwork	AC 18 + DEX (max 2) (from 15 + DEX (max 2))	Epic	11,800 gm

EVA Combat Boots

Medium armor (feet), Tier IV · Spacefaring

Boots with magnetic soles and a release you can find without looking down.

Cost 260 gm
Weight 4 lb
Properties armor-piece, sealed, vacuum-rated, life-support

EVA COMBAT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	760 gm
III · Pristine	+2 to Armor Class	Rare	2,260 gm
IV · Masterwork	+3 to Armor Class	Epic	8,260 gm

EVA Combat Gloves

Medium armor (hands), Tier IV · Spacefaring

Pressure-rated gloves with fine-manipulation overrides at the fingertips.

Cost 260 gm
Weight 2 lb
Properties armor-piece, sealed, vacuum-rated, life-support

EVA COMBAT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	760 gm
III · Pristine	+2 to Armor Class	Rare	2,260 gm
IV · Masterwork	+3 to Armor Class	Epic	8,260 gm

EVA Combat Helmet

Medium armor (head), Tier IV · Spacefaring

A hardshell helmet with a polarizing visor and a helmet lamp bright enough to give away a position.

Cost 260 gm
Weight 4 lb
Properties armor-piece, sealed, vacuum-rated, life-support

EVA COMBAT HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	760 gm
III · Pristine	+2 to Armor Class	Rare	2,260 gm
IV · Masterwork	+3 to Armor Class	Epic	8,260 gm

EVA Combat Pants

Medium armor (legs), Tier IV · Spacefaring

Pants sealed at the waist ring, with tether points at both hips.

Cost 260 gm
Weight 6 lb
Properties armor-piece, sealed, vacuum-rated, life-support

EVA COMBAT PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	760 gm
III · Pristine	+2 to Armor Class	Rare	2,260 gm
IV · Masterwork	+3 to Armor Class	Epic	8,260 gm

EVA Combat Suit

Medium armor, Tier IV · Spacefaring

Parallax Logistics' extra-vehicular suit, in the version sold to crews who expect their hull to be breached on purpose: a pressure skin under segmented ballistic plate, with 4 hours of scrubbed air. Hauler crews on the Frontier keep a locker of them.

Cost 2,600 gm
Weight 22 lb
Armor Class 14 + DEX (max 2)
Properties sealed, vacuum-rated, life-support

EVA COMBAT SUIT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	3,100 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	4,600 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	10,600 gm

EVA Suit

Light armor, Tier IV · Spacefaring

A full-pressure extra-vehicular suit: a layered thermal and puncture skin, a hardshell helmet with a heads-up display, magnetic boot soles and a backpack life-support pack rated for 12 hours in hard vacuum or a hostile atmosphere. Halcyion Navy crews and frontier asteroid prospectors wear minor variants of the same pattern.

Cost 1,800 gm
Weight 18 lb
Armor Class 12 + DEX
Properties sealed, vacuum-rated, life-support

EVA SUIT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 13 + DEX (from 12 + DEX)	Uncommon	2,300 gm
III · Pristine	AC 14 + DEX (from 12 + DEX)	Rare	3,800 gm
IV · Masterwork	AC 15 + DEX (from 12 + DEX)	Epic	9,800 gm

Full Plate Cuirass

Heavy armor, Tier I · Pre-Industrial

A full articulated steel harness, fitted to one body over months. The Aurelion Ascendancy still commissions them for its honor-companies.

Cost 1,500 gm
Weight 65 lb
Armor Class 18
Strength 15
Stealth Disadvantage

FULL PLATE CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 19 (from 18)	Uncommon	2,000 gm
III · Pristine	AC 20 (from 18)	Rare	3,500 gm
IV · Masterwork	AC 21 (from 18)	Epic	9,500 gm

Fur Belt

Light armor (waist), Tier I · Pre-Industrial

A wide belt of pelt with the hide left on and the fur turned in, cut for cold.

Cost 8 gm
Weight 3 lb
Properties armor-piece, light

FUR BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	508 gm
III · Pristine	+2 to Armor Class	Rare	2,008 gm
IV · Masterwork	+3 to Armor Class	Epic	8,008 gm

Fur Cap

Light armor (head), Tier I · Pre-Industrial

A cap of pelt with the hide left on and the fur turned in, with flaps that tie under the chin.

Cost 8 gm
Weight 3 lb
Properties armor-piece, light

FUR CAP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	508 gm
III · Pristine	+2 to Armor Class	Rare	2,008 gm
IV · Masterwork	+3 to Armor Class	Epic	8,008 gm

Fur Cape

Light armor (shoulders), Tier I · Pre-Industrial

A short cape of whole pelt with the hide left on, worn fur outward across the shoulders and pinned at the throat.

Cost 8 gm
Weight 3 lb
Properties armor-piece, light

FUR CAPE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	508 gm
III · Pristine	+2 to Armor Class	Rare	2,008 gm
IV · Masterwork	+3 to Armor Class	Epic	8,008 gm

Fur Mittens

Light armor (hands), Tier I · Pre-Industrial

Mittens of pelt with the hide left on and the fur turned in. They come off to work a trigger.

Cost 8 gm
Weight 3 lb
Properties armor-piece, light

FUR MITTENS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	508 gm
III · Pristine	+2 to Armor Class	Rare	2,008 gm
IV · Masterwork	+3 to Armor Class	Epic	8,008 gm

Fur Pants

Light armor (legs), Tier I · Pre-Industrial

Trousers of pelt with the hide left on and the fur turned in, cut loose for a second layer beneath.

Cost 8 gm
Weight 3 lb
Properties armor-piece, light

FUR PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	508 gm
III · Pristine	+2 to Armor Class	Rare	2,008 gm
IV · Masterwork	+3 to Armor Class	Epic	8,008 gm

Ghost Gloves

Light armor (hands), Tier IV · Spacefaring

Gloves of the Ghost weave, thin enough to work a lock through.

Cost 420 gm
Weight 2 lb
Properties armor-piece, silent, adaptive

GHOST GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	920 gm
III · Pristine	+2 to Armor Class	Rare	2,420 gm
IV · Masterwork	+3 to Armor Class	Epic	8,420 gm

Ghost Boots

Light armor (feet), Tier IV · Spacefaring

Boots soled in a compound that stays quiet on plate steel, wet or dry.

Cost 420 gm
Weight 4 lb
Properties armor-piece, silent, adaptive

GHOST BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	920 gm
III · Pristine	+2 to Armor Class	Rare	2,420 gm
IV · Masterwork	+3 to Armor Class	Epic	8,420 gm

Ghost Helmet

Light armor (head), Tier IV · Spacefaring

A soft hood over a rigid crown, with the optics behind a lens that does not return a glint.

Cost 420 gm
Weight 4 lb
Properties armor-piece, silent, adaptive

GHOST HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	920 gm
III · Pristine	+2 to Armor Class	Rare	2,420 gm
IV · Masterwork	+3 to Armor Class	Epic	8,420 gm

Ghost Pants

Light armor (legs), Tier IV · Spacefaring

Pants padded at the knee for long periods spent kneeling.

Cost 420 gm
Weight 6 lb
Properties armor-piece, silent, adaptive

GHOST PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	920 gm
III · Pristine	+2 to Armor Class	Rare	2,420 gm
IV · Masterwork	+3 to Armor Class	Epic	8,420 gm

Ghost Suit

Light armor, Tier IV · Spacefaring

An adaptive-weave infiltration suit with no maker's mark. The weave reads the surface behind you and matches it slowly, and the suit runs cold enough that thermal optics find only a shape. Recovered examples arrive intact, which points to a supply. While you wear it you have advantage on Dexterity (Stealth) checks.

Cost 4,200 gm
Weight 12 lb
Armor Class 13 + DEX
Properties silent, adaptive

GHOST SUIT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 14 + DEX (from 13 + DEX)	Uncommon	4,700 gm
III · Pristine	AC 15 + DEX (from 13 + DEX)	Rare	6,200 gm
IV · Masterwork	AC 16 + DEX (from 13 + DEX)	Epic	12,200 gm

Great Helm

Heavy armor (head), Tier II · Industrial

A flat-topped steel cylinder resting on the shoulders, with slits for the eyes and holes for breath. The wearer's voice does not carry through it.

Cost 220 gm
Weight 6 lb
Properties armor-piece, heavy

GREAT HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	720 gm
III · Pristine	+2 to Armor Class	Rare	2,220 gm
IV · Masterwork	+3 to Armor Class	Epic	8,220 gm

HDF Combat Boots

Medium armor (feet), Tier III · Modern

Combat boots on a sealed sole, rated for a hull deck and a wet planet alike. The Federation issues them in four frames, and most fleet depots stock them.

Cost 65 gm
Weight 4 lb
Properties armor-piece

HDF COMBAT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	565 gm
III · Pristine	+2 to Armor Class	Rare	2,065 gm
IV · Masterwork	+3 to Armor Class	Epic	8,065 gm

HDF Combat Gloves

Medium armor (hands), Tier III · Modern

Federation-issue combat gloves, reinforced across the knuckle and cut back at the trigger finger.

Cost 65 gm
Weight 2 lb
Properties armor-piece

HDF COMBAT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	565 gm
III · Pristine	+2 to Armor Class	Rare	2,065 gm
IV · Masterwork	+3 to Armor Class	Epic	8,065 gm

HDF Combat Helmet

Medium armor (head), Tier III · Modern

A composite-shell combat helmet with a comms boom and a rail for the interoperability harness.

Cost 65 gm
Weight 4 lb
Properties armor-piece

HDF COMBAT HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	565 gm
III · Pristine	+2 to Armor Class	Rare	2,065 gm
IV · Masterwork	+3 to Armor Class	Epic	8,065 gm

HDF Combat Pants

Medium armor (legs), Tier III · Modern

Federation-issue combat trousers with removable knee and thigh inserts. Most troopers take the inserts out.

Cost 65 gm
Weight 6 lb
Properties armor-piece

HDF COMBAT PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	565 gm
III · Pristine	+2 to Armor Class	Rare	2,065 gm
IV · Masterwork	+3 to Armor Class	Epic	8,065 gm

HDF Combat Vest

Medium armor, Tier III · Modern

A plate carrier with armor inserts, the standard body armor of the Halcyion Defense Forces. It is issued to every branch, so a Thuulean assault trooper and a Qy'reen engineer wear the same rig. The inserts come in four frames and the webbing adjusts across all of them.

Cost 650 gm
Weight 20 lb
Armor Class 15 + DEX (max 2)
Properties modular

HDF COMBAT VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 16 + DEX (max 2) (from 15 + DEX (max 2))	Uncommon	1,150 gm
III · Pristine	AC 17 + DEX (max 2) (from 15 + DEX (max 2))	Rare	2,650 gm
IV · Masterwork	AC 18 + DEX (max 2) (from 15 + DEX (max 2))	Epic	8,650 gm

Half Plate Cuirass

Medium armor, Tier I · Pre-Industrial

A steel cuirass of plate over the torso, shoulders and thighs, with mail at the joints. Aurelion officers wear it in the field and keep the full harness for portraits.

Cost 750 gm
Weight 40 lb
Armor Class 15 + DEX (max 2)
Stealth Disadvantage

HALF PLATE CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 16 + DEX (max 2) (from 15 + DEX (max 2))	Uncommon	1,250 gm
III · Pristine	AC 17 + DEX (max 2) (from 15 + DEX (max 2))	Rare	2,750 gm
IV · Masterwork	AC 18 + DEX (max 2) (from 15 + DEX (max 2))	Epic	8,750 gm

Hide Boots

Medium armor (feet), Tier I · Pre-Industrial

Boots of thick untanned hide, stiff at the ankle, with the sole stitched from a double layer.

Cost 12 gm
Weight 4 lb
Properties armor-piece, medium

HIDE BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	512 gm
III · Pristine	+2 to Armor Class	Rare	2,012 gm
IV · Masterwork	+3 to Armor Class	Epic	8,012 gm

Hide Pants

Medium armor (legs), Tier I · Pre-Industrial

Leggings of thick untanned hide, laced up the outside of the leg. Worn where no better armor is made.

Cost 12 gm
Weight 4 lb
Properties armor-piece, medium

HIDE PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	512 gm
III · Pristine	+2 to Armor Class	Rare	2,012 gm
IV · Masterwork	+3 to Armor Class	Epic	8,012 gm

Hide Vest

Medium armor, Tier I · Pre-Industrial

Thick pelts and cured hide layered over a padded backing. Frontier work, and the only medium armor a settlement can make without a forge.

Cost 10 gm
Weight 12 lb
Armor Class 12 + DEX (max 2)

HIDE VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 13 + DEX (max 2) (from 12 + DEX (max 2))	Uncommon	510 gm
III · Pristine	AC 14 + DEX (max 2) (from 12 + DEX (max 2))	Rare	2,010 gm
IV · Masterwork	AC 15 + DEX (max 2) (from 12 + DEX (max 2))	Epic	8,010 gm

Horned Spangen Helm

Heavy armor (head), Tier I · Pre-Industrial

A helm of steel segments riveted to a frame, with horns set at the temples. Vanir work, worn in the line.

Cost 60 gm
Weight 6 lb
Properties armor-piece, heavy

HORNED SPANGEN HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	560 gm
III · Pristine	+2 to Armor Class	Rare	2,060 gm
IV · Masterwork	+3 to Armor Class	Epic	8,060 gm

Juggernaut Boots

Heavy armor (feet), Tier IV · Spacefaring

Steel-plated boots over a compressible sole that absorbs the shock of a nearby blast.

Cost 540 gm
Weight 4 lb
Properties armor-piece, blast-shielded

JUGGERNAUT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,040 gm
III · Pristine	+2 to Armor Class	Rare	2,540 gm
IV · Masterwork	+3 to Armor Class	Epic	8,540 gm

Juggernaut Gloves

Heavy armor (hands), Tier IV · Spacefaring

Heavy insulated gloves, cut so a detonator can still be worked while wearing them.

Cost 540 gm
Weight 2 lb
Properties armor-piece, blast-shielded

JUGGERNAUT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,040 gm
III · Pristine	+2 to Armor Class	Rare	2,540 gm
IV · Masterwork	+3 to Armor Class	Epic	8,540 gm

Juggernaut Helmet

Heavy armor (head), Tier IV · Spacefaring

A blast-shell helmet with a face grille and built-in hearing protection that is slow to remove.

Cost 540 gm
Weight 4 lb
Properties armor-piece, blast-shielded

JUGGERNAUT HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,040 gm
III · Pristine	+2 to Armor Class	Rare	2,540 gm
IV · Masterwork	+3 to Armor Class	Epic	8,540 gm

Juggernaut Pants

Heavy armor (legs), Tier IV · Spacefaring

Blast trousers with a spall lining from hip to ankle. A floor charge reaches the legs first.

Cost 540 gm
Weight 6 lb
Properties armor-piece, blast-shielded

JUGGERNAUT PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,040 gm
III · Pristine	+2 to Armor Class	Rare	2,540 gm
IV · Masterwork	+3 to Armor Class	Epic	8,540 gm

Juggernaut Rig

Heavy armor, Tier IV · Spacefaring

A blast-rated rig of layered shielding over a spall liner, with a spine brace and ear protection built into the shell. Black Star Energy & Extractives issues it to demolition crews who work within the blast of charges meant to move rock. The brace takes the overpressure off the crew's backs, and the ear protection means the crew can still hear the next count. While you wear it you have resistance to explosive damage.

Cost 5,400 gm
Weight 75 lb
Armor Class 18
Strength 15
Stealth Disadvantage
Properties blast-shielded

JUGGERNAUT RIG, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 19 (from 18)	Uncommon	5,900 gm
III · Pristine	AC 20 (from 18)	Rare	7,400 gm
IV · Masterwork	AC 21 (from 18)	Epic	13,400 gm

Kettle Helm

Heavy armor (head), Tier I · Pre-Industrial

A broad brim on a shallow bowl. It sheds what is dropped from above, which on a siege line is most of it.

Cost 30 gm
Weight 6 lb
Properties armor-piece, heavy

KETTLE HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	530 gm
III · Pristine	+2 to Armor Class	Rare	2,030 gm
IV · Masterwork	+3 to Armor Class	Epic	8,030 gm

Leather Belt

Light armor (waist), Tier I · Pre-Industrial

A wide belt of boiled hide, doubled at the buckle, with loops for a scabbard and a pouch.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Leather Boots

Light armor (feet), Tier I · Pre-Industrial

Boots of boiled hide over a stitched sole, soft at the ankle so they make little noise.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Leather Brigandine

Medium armor, Tier I · Pre-Industrial

Body armor of steel plates riveted between two layers of leather, with the rivet heads showing in rows on the outside. It costs less than plate.

Cost 120 gm
Weight 18 lb
Armor Class 14 + DEX (max 2)
Properties armor-piece, medium

LEATHER BRIGANDINE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	620 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,120 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,120 gm

Leather Cap

Light armor (head), Tier I · Pre-Industrial

A cap of boiled hide shaped to the head. It turns only a glancing edge.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER CAP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Leather Cuirass

Light armor, Tier I · Pre-Industrial

A cuirass of layered boiled hide stitched over a softer underlayer and shaped to the torso. It is the default armor on most pre-industrial worlds, issued to militia conscripts and worn by Black Meridian intrusion crews because it makes little noise.

Cost 10 gm
Weight 10 lb
Armor Class 11 + DEX

LEATHER CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 12 + DEX (from 11 + DEX)	Uncommon	510 gm
III · Pristine	AC 13 + DEX (from 11 + DEX)	Rare	2,010 gm
IV · Masterwork	AC 14 + DEX (from 11 + DEX)	Epic	8,010 gm

Leather Gloves

Light armor (hands), Tier I · Pre-Industrial

Gloves of boiled hide with a thin palm and a stiffened back over the knuckles.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Leather Hood

Light armor (head), Tier I · Pre-Industrial

A hood of boiled hide falling to the shoulders, stiff at the crown and soft at the neck.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER HOOD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Leather Pants

Light armor (legs), Tier I · Pre-Industrial

Trousers of boiled hide with the panels stiffened over the thigh and shin.

Cost 10 gm
Weight 2 lb
Properties armor-piece, light

LEATHER PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	510 gm
III · Pristine	+2 to Armor Class	Rare	2,010 gm
IV · Masterwork	+3 to Armor Class	Epic	8,010 gm

Legion Powered Armor

Powered armor, Tier IV · Spacefaring

Axis Systems' light powered armor: articulated composite plating over a load-bearing skeleton, with micro-servos at the joints that bear the suit's own mass. One energy cell runs a standard duty cycle for 8 hours. Halcyion marines take it aboard for boarding actions, and Echelon response teams buy it by the crate. When the cell is depleted, it counts as medium armor with a Strength 13 requirement, and you have disadvantage on Dexterity (Stealth) checks until the cell is recharged.

Cost 6,500 gm
Weight 24 lb
Armor Class 16 + DEX (max 3)
Properties powered, servo-assisted

LEGION POWERED ARMOR, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 17 + DEX (max 3) (from 16 + DEX (max 3))	Uncommon	7,000 gm
III · Pristine	AC 18 + DEX (max 3) (from 16 + DEX (max 3))	Rare	8,500 gm
IV · Masterwork	AC 19 + DEX (max 3) (from 16 + DEX (max 3))	Epic	14,500 gm

Legion Powered Boots

Powered armor (feet), Tier IV · Spacefaring

Powered boots with magnetic soles and an ankle actuator that senses the deck surface.

Cost 650 gm
Weight 4 lb
Properties armor-piece, powered, servo-assisted

LEGION POWERED BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,150 gm
III · Pristine	+2 to Armor Class	Rare	2,650 gm
IV · Masterwork	+3 to Armor Class	Epic	8,650 gm

Legion Powered Gloves

Powered armor (hands), Tier IV · Spacefaring

Powered gloves with servo-backed fingers and a manual override for holding objects the assist would crush.

Cost 650 gm
Weight 2 lb
Properties armor-piece, powered, servo-assisted

LEGION POWERED GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,150 gm
III · Pristine	+2 to Armor Class	Rare	2,650 gm
IV · Masterwork	+3 to Armor Class	Epic	8,650 gm

Legion Powered Helmet

Powered armor (head), Tier IV · Spacefaring

A sealed helmet whose heads-up feed runs off the suit's power bus.

Cost 650 gm
Weight 4 lb
Properties armor-piece, powered, servo-assisted

LEGION POWERED HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,150 gm
III · Pristine	+2 to Armor Class	Rare	2,650 gm
IV · Masterwork	+3 to Armor Class	Epic	8,650 gm

Legion Powered Pants

Powered armor (legs), Tier IV · Spacefaring

Powered trousers built around the lower half of the load-bearing skeleton, the half that does most of the suit's lifting.

Cost 650 gm
Weight 6 lb
Properties armor-piece, powered, servo-assisted

LEGION POWERED PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,150 gm
III · Pristine	+2 to Armor Class	Rare	2,650 gm
IV · Masterwork	+3 to Armor Class	Epic	8,650 gm

Mytharil Belt

Medium armor (waist), Tier IV · Spacefaring

A belt of mytharil plates worked thin and linked on hide. It weighs a third of what steel of the same cover would.

Cost 5,000 gm
Weight 4 lb
Properties armor-piece, medium

MYTHARIL BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	5,500 gm
III · Pristine	+2 to Armor Class	Rare	7,000 gm
IV · Masterwork	+3 to Armor Class	Epic	13,000 gm

Mytharil Helm

Medium armor (head), Tier IV · Spacefaring

A close helm of mytharil worked thin, with a hinged visor. It weighs a third of a steel helm of the same pattern.

Cost 5,000 gm
Weight 4 lb
Properties armor-piece, medium

MYTHARIL HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	5,500 gm
III · Pristine	+2 to Armor Class	Rare	7,000 gm
IV · Masterwork	+3 to Armor Class	Epic	13,000 gm

Mytharil Pants

Medium armor (legs), Tier IV · Spacefaring

Cuisses and greaves of mytharil worked thin and articulated at the knee. They weigh a third of the same pieces in steel.

Cost 5,000 gm
Weight 4 lb
Properties armor-piece, medium

MYTHARIL PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	5,500 gm
III · Pristine	+2 to Armor Class	Rare	7,000 gm
IV · Masterwork	+3 to Armor Class	Epic	13,000 gm

Nasal Helm

Heavy armor (head), Tier I · Pre-Industrial

A rounded steel cap with a bar riveted down over the nose. The oldest helm pattern still in issue.

Cost 25 gm
Weight 6 lb
Properties armor-piece, heavy

NASAL HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	525 gm
III · Pristine	+2 to Armor Class	Rare	2,025 gm
IV · Masterwork	+3 to Armor Class	Epic	8,025 gm

Padded Boots

Light armor (feet), Tier I · Pre-Industrial

Boots of hide quilted over batting, the padding thickest over the shin and instep.

Cost 18 gm
Weight 3 lb
Properties armor-piece, light

PADDED BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	518 gm
III · Pristine	+2 to Armor Class	Rare	2,018 gm
IV · Masterwork	+3 to Armor Class	Epic	8,018 gm

Padded Gloves

Light armor (hands), Tier I · Pre-Industrial

Gloves of hide quilted over batting, with the padding across the back of the hand and the palm left thin.

Cost 18 gm
Weight 3 lb
Properties armor-piece, light

PADDED GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	518 gm
III · Pristine	+2 to Armor Class	Rare	2,018 gm
IV · Masterwork	+3 to Armor Class	Epic	8,018 gm

Padded Pants

Light armor (legs), Tier I · Pre-Industrial

Trousers of hide quilted over batting down the thigh and shin. They are heavier than plain leather.

Cost 18 gm
Weight 3 lb
Properties armor-piece, light

PADDED PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	518 gm
III · Pristine	+2 to Armor Class	Rare	2,018 gm
IV · Masterwork	+3 to Armor Class	Epic	8,018 gm

Padded Vest

Light armor, Tier I · Pre-Industrial

A quilted cloth jack stuffed with batting or scrap wool, sometimes with plates stitched in. Militia drills issue it, and the Covenant of the Ebon Creed gives it to penitent acolytes.

Cost 5 gm
Weight 8 lb
Armor Class 11 + DEX
Stealth Disadvantage

PADDED VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 12 + DEX (from 11 + DEX)	Uncommon	505 gm
III · Pristine	AC 13 + DEX (from 11 + DEX)	Rare	2,005 gm
IV · Masterwork	AC 14 + DEX (from 11 + DEX)	Epic	8,005 gm

Plate Belt

Heavy armor (waist), Tier II · Industrial

A fauld of shaped steel lames hung from a waist belt, articulated to bend at the hip.

Cost 120 gm
Weight 10 lb
Properties armor-piece, heavy

PLATE BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	620 gm
III · Pristine	+2 to Armor Class	Rare	2,120 gm
IV · Masterwork	+3 to Armor Class	Epic	8,120 gm

Plate Gauntlets

Heavy armor (hands), Tier II · Industrial

Gauntlets of shaped steel plate, articulated at every finger joint and fitted to one pair of hands.

Cost 120 gm
Weight 10 lb
Properties armor-piece, heavy

PLATE GAUNTLETS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	620 gm
III · Pristine	+2 to Armor Class	Rare	2,120 gm
IV · Masterwork	+3 to Armor Class	Epic	8,120 gm

Plate Greaves

Heavy armor (legs), Tier II · Industrial

Cuisses and greaves articulated at the knee, fitted to one pair of legs. Refitting them for another wearer is a smith's job.

Cost 140 gm
Weight 11 lb
Properties armor-piece, heavy

PLATE GREAVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	640 gm
III · Pristine	+2 to Armor Class	Rare	2,140 gm
IV · Masterwork	+3 to Armor Class	Epic	8,140 gm

Plate Sabatons

Heavy armor (feet), Tier II · Industrial

Sabatons of shaped steel plate, articulated across the instep and toe and fitted to one pair of feet.

Cost 120 gm
Weight 10 lb
Properties armor-piece, heavy

PLATE SABATONS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	620 gm
III · Pristine	+2 to Armor Class	Rare	2,120 gm
IV · Masterwork	+3 to Armor Class	Epic	8,120 gm

Reinforced Light Mesh Vest

Light armor, Tier III · Modern

A composite mesh of woven ballistic fiber and silicate plating, worn under street clothes or over a uniform. Standard issue for Echelon corporate security, and not rated for vacuum.

Cost 180 gm
Weight 8 lb
Armor Class 12 + DEX

REINFORCED LIGHT MESH VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 13 + DEX (from 12 + DEX)	Uncommon	680 gm
III · Pristine	AC 14 + DEX (from 12 + DEX)	Rare	2,180 gm
IV · Masterwork	AC 15 + DEX (from 12 + DEX)	Epic	8,180 gm

Reliquary Plating

Powered armor, Tier IV · Spacefaring

The plated housing a Creed Seraph's synthetic body is built into. Skulls of the notable dead are set into it as devotional artifacts, the only organic material Creed doctrine permits on the frame.

Cost 9,500 gm
Weight 60 lb
Armor Class 19
Strength 13
Stealth Disadvantage

RELIQUARY PLATING, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 20 (from 19)	Uncommon	10,000 gm
III · Pristine	AC 21 (from 19)	Rare	11,500 gm
IV · Masterwork	AC 22 (from 19)	Epic	17,500 gm

Riot Plate Vest

Heavy armor, Tier III · Modern

A vest of layered composite over ceramic strike plates, with a segmented gorget and a visor. Corporate security wears it because it looks restrained on camera.

Cost 700 gm
Weight 35 lb
Armor Class 17
Strength 13
Stealth Disadvantage

RIOT PLATE VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 18 (from 17)	Uncommon	1,200 gm
III · Pristine	AC 19 (from 17)	Rare	2,700 gm
IV · Masterwork	AC 20 (from 17)	Epic	8,700 gm

Riveted Plate Cuirass

Heavy armor, Tier II · Industrial

A cuirass of rolled industrial plate riveted over a canvas jack, stamped out by the hundred. Sold openly on Tier II worlds.

Cost 250 gm
Weight 30 lb
Armor Class 16
Strength 13
Stealth Disadvantage

RIVETED PLATE CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 17 (from 16)	Uncommon	750 gm
III · Pristine	AC 18 (from 16)	Rare	2,250 gm
IV · Masterwork	AC 19 (from 16)	Epic	8,250 gm

Sallet Helm

Heavy armor (head), Tier II · Industrial

A helm with a long tail over the neck and a slot for the eyes. It is worn with a bevor covering the chin and throat.

Cost 140 gm
Weight 6 lb
Properties armor-piece, heavy

SALLET HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	640 gm
III · Pristine	+2 to Armor Class	Rare	2,140 gm
IV · Masterwork	+3 to Armor Class	Epic	8,140 gm

Scale Mail

Medium armor, Tier I · Pre-Industrial

Overlapping metal scales laced to a leather coat. Cheaper to repair than mail, because a smith can replace one scale.

Cost 50 gm
Weight 45 lb
Armor Class 14 + DEX (max 2)
Stealth Disadvantage

SCALE MAIL, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	550 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,050 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,050 gm

Scale Mail Belt

Medium armor (waist), Tier I · Pre-Industrial

A belt of overlapping steel scales laced to a leather backing, hung low over the hips.

Cost 30 gm
Weight 6 lb
Properties armor-piece, medium

SCALE MAIL BELT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	530 gm
III · Pristine	+2 to Armor Class	Rare	2,030 gm
IV · Masterwork	+3 to Armor Class	Epic	8,030 gm

Scale Mail Gloves

Medium armor (hands), Tier I · Pre-Industrial

Gloves with overlapping steel scales laced over the back of the hand and down each finger.

Cost 30 gm
Weight 6 lb
Properties armor-piece, medium

SCALE MAIL GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	530 gm
III · Pristine	+2 to Armor Class	Rare	2,030 gm
IV · Masterwork	+3 to Armor Class	Epic	8,030 gm

Scale Mail Boots

Medium armor (feet), Tier I · Pre-Industrial

Boots with overlapping steel scales laced over the instep and shin. They are loud on stone.

Cost 30 gm
Weight 6 lb
Properties armor-piece, medium

SCALE MAIL BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	530 gm
III · Pristine	+2 to Armor Class	Rare	2,030 gm
IV · Masterwork	+3 to Armor Class	Epic	8,030 gm

Spectre Boots

Light armor (feet), Tier IV · Spacefaring

Sealed-ankle boots with a low-noise sole and no markings: no size, no lot, no maker.

Cost 680 gm
Weight 4 lb
Properties armor-piece, silent, adaptive

SPECTRE BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,180 gm
III · Pristine	+2 to Armor Class	Rare	2,680 gm
IV · Masterwork	+3 to Armor Class	Epic	8,680 gm

Spectre Gloves

Light armor (hands), Tier IV · Spacefaring

Gloves in the same thin weave as the Ghost's, with a plate across the knuckles that the Ghost's gloves lack.

Cost 680 gm
Weight 2 lb
Properties armor-piece, silent, adaptive

SPECTRE GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,180 gm
III · Pristine	+2 to Armor Class	Rare	2,680 gm
IV · Masterwork	+3 to Armor Class	Epic	8,680 gm

Spectre Helmet

Light armor (head), Tier IV · Spacefaring

A sealed helmet in the Spectre weave, rated for vacuum. The Ghost's helmet was unsealed.

Cost 680 gm
Weight 4 lb
Properties armor-piece, silent, adaptive

SPECTRE HELMET, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,180 gm
III · Pristine	+2 to Armor Class	Rare	2,680 gm
IV · Masterwork	+3 to Armor Class	Epic	8,680 gm

Spectre Pants

Light armor (legs), Tier IV · Spacefaring

Trousers in the Spectre weave, cut for a longer stride. The pattern was refitted for a taller frame than the Ghost's.

Cost 680 gm
Weight 6 lb
Properties armor-piece, silent, adaptive

SPECTRE PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,180 gm
III · Pristine	+2 to Armor Class	Rare	2,680 gm
IV · Masterwork	+3 to Armor Class	Epic	8,680 gm

Spectre Suit

Light armor, Tier IV · Spacefaring

A white infiltration suit of adaptive weave over plate, the second pattern after the gray Ghost, with no maker's mark. The weave holds a surface match where the Ghost's weave drifts toward one, and the plate under it turns sidearm rounds the Ghost would let through. While you wear it you have advantage on Dexterity (Stealth) checks.

Cost 6,800 gm
Weight 13 lb
Armor Class 14 + DEX
Properties silent, adaptive

SPECTRE SUIT, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (from 14 + DEX)	Uncommon	7,300 gm
III · Pristine	AC 16 + DEX (from 14 + DEX)	Rare	8,800 gm
IV · Masterwork	AC 17 + DEX (from 14 + DEX)	Epic	14,800 gm

Splint Boots

Heavy armor (feet), Tier II · Industrial

Boots with steel strips riveted lengthwise to a leather carrier over the shin and instep.

Cost 60 gm
Weight 9 lb
Properties armor-piece, heavy

SPLINT BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	560 gm
III · Pristine	+2 to Armor Class	Rare	2,060 gm
IV · Masterwork	+3 to Armor Class	Epic	8,060 gm

Splint Cuirass

Heavy armor, Tier I · Pre-Industrial

A cuirass of vertical steel strips riveted to a backing of leather and mail. Unlike plate, it can be fitted to a body it was not made for.

Cost 200 gm
Weight 60 lb
Armor Class 17
Strength 15
Stealth Disadvantage

SPLINT CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 18 (from 17)	Uncommon	700 gm
III · Pristine	AC 19 (from 17)	Rare	2,200 gm
IV · Masterwork	AC 20 (from 17)	Epic	8,200 gm

Splint Gloves

Heavy armor (hands), Tier II · Industrial

Gloves with steel strips riveted across the back of a leather carrier, leaving the fingers in plain leather.

Cost 60 gm
Weight 9 lb
Properties armor-piece, heavy

SPLINT GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	560 gm
III · Pristine	+2 to Armor Class	Rare	2,060 gm
IV · Masterwork	+3 to Armor Class	Epic	8,060 gm

Splint Greaves

Heavy armor (legs), Tier II · Industrial

Leggings with steel strips riveted lengthwise to a leather carrier down the thigh and shin, hinged at the knee.

Cost 60 gm
Weight 9 lb
Properties armor-piece, heavy

SPLINT GREAVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	560 gm
III · Pristine	+2 to Armor Class	Rare	2,060 gm
IV · Masterwork	+3 to Armor Class	Epic	8,060 gm

Studded Leather Cuirass

Light armor, Tier I · Pre-Industrial

Boiled hide reinforced with close-set rivets across the chest and shoulders. The rivets catch an edge before it reaches the hide.

Cost 45 gm
Weight 13 lb
Armor Class 12 + DEX

STUDDED LEATHER CUIRASS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 13 + DEX (from 12 + DEX)	Uncommon	545 gm
III · Pristine	AC 14 + DEX (from 12 + DEX)	Rare	2,045 gm
IV · Masterwork	AC 15 + DEX (from 12 + DEX)	Epic	8,045 gm

Studded Leather Cuirass Boots

Light armor (feet), Tier I · Pre-Industrial

Boots of boiled leather with rivet heads set close over the shin and instep.

Cost 25 gm
Weight 3 lb
Properties armor-piece, light

STUDDED LEATHER CUIRASS BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	525 gm
III · Pristine	+2 to Armor Class	Rare	2,025 gm
IV · Masterwork	+3 to Armor Class	Epic	8,025 gm

Studded Leather Cuirass Cap

Light armor (head), Tier I · Pre-Industrial

A leather cap set with rivet heads across the crown. Militias issue it when helms run out.

Cost 20 gm
Weight 2 lb
Properties armor-piece, light

STUDDED LEATHER CUIRASS CAP, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	520 gm
III · Pristine	+2 to Armor Class	Rare	2,020 gm
IV · Masterwork	+3 to Armor Class	Epic	8,020 gm

Studded Leather Cuirass Gloves

Light armor (hands), Tier I · Pre-Industrial

Gloves of boiled leather with rivet heads set across the back of the hand and the knuckles.

Cost 25 gm
Weight 3 lb
Properties armor-piece, light

STUDDED LEATHER CUIRASS GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	525 gm
III · Pristine	+2 to Armor Class	Rare	2,025 gm
IV · Masterwork	+3 to Armor Class	Epic	8,025 gm

Tactical Combat Vest

Medium armor, Tier III · Modern

A modular plate carrier with ceramic ballistic inserts, attachment loops across the front and back, and load-bearing webbing for magazines, comms gear and a hydration bladder. Standard body armor for Halcyion strike teams and Echelon corporate security. The carrier outlasts three sets of inserts.

Cost 400 gm
Weight 15 lb
Armor Class 14 + DEX (max 2)
Properties modular, low-profile

TACTICAL COMBAT VEST, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 15 + DEX (max 2) (from 14 + DEX (max 2))	Uncommon	900 gm
III · Pristine	AC 16 + DEX (max 2) (from 14 + DEX (max 2))	Rare	2,400 gm
IV · Masterwork	AC 17 + DEX (max 2) (from 14 + DEX (max 2))	Epic	8,400 gm

Thuulean Steel Boots

Heavy armor (feet), Tier IV · Spacefaring

Sabatons of Thuulean steel cut for a digitigrade stance and worn flat-footed by others. The sole is ridged to hold a deck.

Cost 900 gm
Weight 6 lb
Properties armor-piece, heavy

THUULEAN STEEL BOOTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,400 gm
III · Pristine	+2 to Armor Class	Rare	2,900 gm
IV · Masterwork	+3 to Armor Class	Epic	8,900 gm

Thuulean Steel Gloves

Heavy armor (hands), Tier IV · Spacefaring

Gauntlets in the same alloy as the plate, articulated at every joint a Thuulean hand has and at none that it does not. Refitting a pair for anyone else is a smith's whole season.

Cost 900 gm
Weight 3 lb
Properties armor-piece, heavy

THUULEAN STEEL GLOVES, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,400 gm
III · Pristine	+2 to Armor Class	Rare	2,900 gm
IV · Masterwork	+3 to Armor Class	Epic	8,900 gm

Thuulean Steel Pants

Heavy armor (legs), Tier IV · Spacefaring

Thigh and shin in a single articulated run of Thuulean steel, hung from the belt so the weight goes into the hips.

Cost 1,200 gm
Weight 12 lb
Properties armor-piece, heavy

THUULEAN STEEL PANTS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	1,700 gm
III · Pristine	+2 to Armor Class	Rare	3,200 gm
IV · Masterwork	+3 to Armor Class	Epic	9,200 gm

Thuulean Steel Plate

Heavy armor, Tier IV · Spacefaring

Plate beaten from the same alloy as Thuulean hulls, cut for a warrior-caste frame and rarely refitted for anything else. It has no powered systems, so it cannot be jammed or spoofed, and the Brood counts that as a feature. Federation quartermasters issue it to Thuulean assault divisions.

Cost 6,500 gm
Weight 70 lb
Armor Class 18
Strength 15
Stealth Disadvantage

THUULEAN STEEL PLATE, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	AC 19 (from 18)	Uncommon	7,000 gm
III · Pristine	AC 20 (from 18)	Rare	8,500 gm
IV · Masterwork	AC 21 (from 18)	Epic	14,500 gm

Ursine Claw Gauntlets

Medium armor (hands), Tier I · Pre-Industrial

Hide gauntlets with the animal's own claws set through the backs of the fingers and seated in horn. While you wear them your unarmed strikes deal 1d6 slashing damage instead of their usual damage, and you have advantage on Strength (Athletics) checks made to climb.

Cost 180 gm
Weight 6 lb
Properties armor-piece, medium

URSINE CLAW GAUNTLETS, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	680 gm
III · Pristine	+2 to Armor Class	Rare	2,180 gm
IV · Masterwork	+3 to Armor Class	Epic	8,180 gm

Ursine Skull Helm

Heavy armor (head), Tier I · Pre-Industrial

The cranium of a cave ursine, boiled out and lined with felt, worn with the upper jaw sitting across the brow. It is heavier than a kettle helm. While you wear it you have advantage on Charisma (Intimidation) checks against a creature that knows what killed the ursine, and on saving throws against extreme cold.

Cost 150 gm
Weight 9 lb
Properties armor-piece, heavy

URSINE SKULL HELM, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	650 gm
III · Pristine	+2 to Armor Class	Rare	2,150 gm
IV · Masterwork	+3 to Armor Class	Epic	8,150 gm

Ursine-Pelt Cloak

Light armor (shoulders), Tier I · Pre-Industrial

A whole pelt, head still attached, worn across the shoulders in the Njordir way. While you wear it you have advantage on saving throws against extreme cold and on Charisma (Intimidation) checks made in the Reaches.

Cost 120 gm
Weight 8 lb
Properties armor-piece, light

URSINE-PELT CLOAK, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+1 to Armor Class	Uncommon	620 gm
III · Pristine	+2 to Armor Class	Rare	2,120 gm
IV · Masterwork	+3 to Armor Class	Epic	8,120 gm

Shields

SHIELDS

Name	Cost	Armor Class	Strength	Stealth	Weight
Tier I · Pre-Industrial					
Bone Shield	20 gm	+2	—	—	7 lb
Buckler	5 gm	+1	—	—	2 lb
Kite Shield	25 gm	+2	11	—	10 lb
Reinforced Wooden Shield	15 gm	+2	—	—	8 lb
Steel Shield	40 gm	+2	—	—	10 lb
Tower Shield	60 gm	+3	15	Disadvantage	25 lb
Turtle Shell Shield	30 gm	+2	—	—	12 lb
Wooden Shield	10 gm	+2	—	—	6 lb
Tier II · Industrial					
Dwarven Tower Shield	220 gm	+3	15	Disadvantage	30 lb
Spiked Steel Shield	65 gm	+2	—	—	13 lb
Tier III · Modern					
Aurel Militarum Combat Shield	340 gm	+2	—	—	16 lb
Ballistic Shield	400 gm	+3	13	—	22 lb
HDF Combat Shield	380 gm	+2	—	—	15 lb
Reinforced Ballistic Shield	900 gm	+3	13	Disadvantage	18 lb
Tier IV · Spacefaring					
Aurel Militarum Ion Shield	4,200 gm	+2	—	—	6 lb
Hardlight Shield	2,200 gm	+3	—	—	2 lb
Ion Shield	5,000 gm	+2	—	—	4 lb
Vibro-Shield	1,800 gm	+2	—	—	8 lb
Zyrrakian Vibro-Shield	3,400 gm	+2	—	—	8 lb

Aurel Militarum Combat Shield

Shield, Tier III · Modern

Ballistic laminate on a stamped frame, with a vision block at eye height and a firing notch beside it. Aurel Militarum breach doctrine puts one at the front of every stack, and the trooper holding it does not carry the long gun.

Cost 340 gm
Weight 16 lb
Armor Class +2
Properties shield

AUREL MILITARUM COMBAT SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	840 gm
III · Pristine	+4 to Armor Class	Rare	2,340 gm
IV · Masterwork	+5 to Armor Class	Epic	8,340 gm

Aurel Militarum Ion Shield

Shield, Tier IV · Spacefaring

An emitter bar worn along the forearm that throws a charged plane in front of it. While it is running you have resistance to lightning and plasma damage. It runs for 6 minutes on a cell. The Militarum issues these to breach teams working against energy weapons and takes them back afterward, counted.

Cost 4,200 gm
Weight 6 lb
Armor Class +2
Properties shield, power-cell

AUREL MILITARUM ION SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	4,700 gm
III · Pristine	+4 to Armor Class	Rare	6,200 gm
IV · Masterwork	+5 to Armor Class	Epic	12,200 gm

Ballistic Shield

Shield, Tier III · Modern

A curved slab of aramid laminate with a vision slit. Rated to stop one rifle round before the laminate has to be replaced.

Cost 400 gm
Weight 22 lb
Armor Class +3
Strength 13

BALLISTIC SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+4 to Armor Class	Uncommon	900 gm
III · Pristine	+5 to Armor Class	Rare	2,400 gm
IV · Masterwork	+6 to Armor Class	Epic	8,400 gm

Bone Shield

Shield, Tier I · Pre-Industrial

Rib and shoulder blade cut from whatever large creature the maker killed, lashed over a hide backing.

Cost 20 gm
Weight 7 lb
Armor Class +2
Properties shield

BONE SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	520 gm
III · Pristine	+4 to Armor Class	Rare	2,020 gm
IV · Masterwork	+5 to Armor Class	Epic	8,020 gm

Buckler

Shield, Tier I · Pre-Industrial

A small steel disc held in the fist to deflect blows. Duelists prefer it because it leaves the sword arm free.

Cost 5 gm
Weight 2 lb
Armor Class +1

BUCKLER, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+2 to Armor Class	Uncommon	505 gm
III · Pristine	+3 to Armor Class	Rare	2,005 gm
IV · Masterwork	+4 to Armor Class	Epic	8,005 gm

Dwarven Tower Shield

Shield, Tier II · Industrial

Rolled steel plate over a hardwood core, taller than the smith who made it. Dwarven shield walls are stood in for hours at a time, and this is the shield they are formed with.

Cost 220 gm
Weight 30 lb
Armor Class +3
Strength 15
Stealth Disadvantage
Properties shield

DWARVEN TOWER SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+4 to Armor Class	Uncommon	720 gm
III · Pristine	+5 to Armor Class	Rare	2,220 gm
IV · Masterwork	+6 to Armor Class	Epic	8,220 gm

HDF Combat Shield

Shield, Tier III · Modern

The Halcyion issue combat shield, adjustable across four grip frames so a Thuulean and a Qy'reen can be handed the same one. The adjustable frame makes it heavier than the Militarum pattern.

Cost 380 gm
Weight 15 lb
Armor Class +2
Properties shield

HDF COMBAT SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	880 gm
III · Pristine	+4 to Armor Class	Rare	2,380 gm
IV · Masterwork	+5 to Armor Class	Epic	8,380 gm

Hardlight Shield

Shield, Tier IV · Spacefaring

A projector worn on the forearm that throws a plane of coherent light. Raising or lowering the field takes a bonus action. A power cell runs it for 8 minutes. While the field is down, the shield grants no bonus to Armor Class and weighs 2 lb.

Cost 2,200 gm
Weight 2 lb
Armor Class +3
Properties shield, power-cell

HARDLIGHT SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+4 to Armor Class	Uncommon	2,700 gm
III · Pristine	+5 to Armor Class	Rare	4,200 gm
IV · Masterwork	+6 to Armor Class	Epic	10,200 gm

Ion Shield

Shield, Tier IV · Spacefaring

A charged bubble of ions drawn tight to the arm and shed outward when struck. While it is running, you have resistance to lightning, plasma and force damage. A power cell runs it for 4 minutes.

Cost 5,000 gm
Weight 4 lb
Armor Class +2
Properties shield, power-cell

ION SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	5,500 gm
III · Pristine	+4 to Armor Class	Rare	7,000 gm
IV · Masterwork	+5 to Armor Class	Epic	13,000 gm

Kite Shield

Shield, Tier I · Pre-Industrial

A tall tapered shield covering shoulder to shin, strapped to the forearm. Built for a line that expects to be shot at from the front.

Cost 25 gm
Weight 10 lb
Armor Class +2
Strength 11

KITE SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	525 gm
III · Pristine	+4 to Armor Class	Rare	2,025 gm
IV · Masterwork	+5 to Armor Class	Epic	8,025 gm

Reinforced Ballistic Shield

Shield, Tier III · Modern

A full-height slab of laminate on a shoulder brace, the pattern breach teams stack behind. While you are braced behind it you have half cover against ranged attacks from the direction you are facing. Your speed is reduced by 10 feet while you carry it.

Cost 900 gm
Weight 18 lb
Armor Class +3
Strength 13
Stealth Disadvantage
Properties shield, heavy

REINFORCED BALLISTIC SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+4 to Armor Class	Uncommon	1,400 gm
III · Pristine	+5 to Armor Class	Rare	2,900 gm
IV · Masterwork	+6 to Armor Class	Epic	8,900 gm

Reinforced Wooden Shield

Shield, Tier I · Pre-Industrial

Planked timber with an iron rim and a boss over the grip. The rim keeps it in one piece after the first serious blow.

Cost 15 gm
Weight 8 lb
Armor Class +2
Properties shield

REINFORCED WOODEN SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	515 gm
III · Pristine	+4 to Armor Class	Rare	2,015 gm
IV · Masterwork	+5 to Armor Class	Epic	8,015 gm

Spiked Steel Shield

Shield, Tier II · Industrial

The same dished steel plate with a four-inch spike welded through the boss. As a bonus action you can make a melee attack with the spike, dealing 1d6 piercing damage on a hit.

Cost 65 gm
Weight 13 lb
Armor Class +2
Properties shield

SPIKED STEEL SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	565 gm
III · Pristine	+4 to Armor Class	Rare	2,065 gm
IV · Masterwork	+5 to Armor Class	Epic	8,065 gm

Steel Shield

Shield, Tier I · Pre-Industrial

A single dished steel plate, rolled at the edge and strapped at the forearm. A smith needs a month to make one.

Cost 40 gm
Weight 10 lb
Armor Class +2
Properties shield

STEEL SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	540 gm
III · Pristine	+4 to Armor Class	Rare	2,040 gm
IV · Masterwork	+5 to Armor Class	Epic	8,040 gm

Tower Shield

Shield, Tier I · Pre-Industrial

A slab of banded timber and iron nearly as tall as the person behind it, used as walking cover for a line.

Cost 60 gm
Weight 25 lb
Armor Class +3
Strength 15
Stealth Disadvantage

TOWER SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+4 to Armor Class	Uncommon	560 gm
III · Pristine	+5 to Armor Class	Rare	2,060 gm
IV · Masterwork	+6 to Armor Class	Epic	8,060 gm

Turtle Shell Shield

Shield, Tier I · Pre-Industrial

The carapace of a creature that grew to the size of a cart, cured and fitted with a double grip. The dome turns a blow aside, and the shell floats in water.

Cost 30 gm
Weight 12 lb
Armor Class +2
Properties shield

TURTLE SHELL SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	530 gm
III · Pristine	+4 to Armor Class	Rare	2,030 gm
IV · Masterwork	+5 to Armor Class	Epic	8,030 gm

Vibro-Shield

Shield, Tier IV · Spacefaring

A shield with emitters along its rim, driving the edge hard enough to shear a weapon caught against it. When a creature misses you with a melee weapon attack, you can use your reaction to make an Athletics check contested by its Athletics. On a success, the weapon takes a permanent -1 penalty to its damage rolls, to a minimum of 1.

Cost 1,800 gm
Weight 8 lb
Armor Class +2
Properties shield

VIBRO-SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	2,300 gm
III · Pristine	+4 to Armor Class	Rare	3,800 gm
IV · Masterwork	+5 to Armor Class	Epic	9,800 gm

Wooden Shield

Shield, Tier I · Pre-Industrial

A round or kite-shaped shield of laminated hardwood, rim-bound in iron and faced with hide or painted canvas. Frontier militias paint local sigils on the face. Aurelion drill-companies leave them blank until a soldier earns a unit-mark.

Cost 10 gm
Weight 6 lb
Armor Class +2

WOODEN SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	510 gm
III · Pristine	+4 to Armor Class	Rare	2,010 gm
IV · Masterwork	+5 to Armor Class	Epic	8,010 gm

Zyrrakian Vibro-Shield

Shield, Tier IV · Spacefaring

A personal defensive field projected from a forearm emitter, tuned against high-velocity projectiles and kinetic strikes. Each Zyrrak modifies their own, and none are sold. One taken off a Zyrrak is recorded by the clan as a trophy to be recovered.

Cost 3,400 gm
Weight 8 lb
Armor Class +2

ZYRRAKIAN VIBRO-SHIELD, ENHANCED

Grade	Bonus	Rarity	Cost
II · Refined	+3 to Armor Class	Uncommon	3,900 gm
III · Pristine	+4 to Armor Class	Rare	5,400 gm
IV · Masterwork	+5 to Armor Class	Epic	11,400 gm

CYBERNETICS

Name	Cost	Slots	Class	Installation
Tier III · Modern				
Cybernetic Facial Augment	2,600 gm	1	Dermal	5 hours
Cybernetic Limb Augment	2,200 gm	—	—	—
Cybernetic Monitor	1,800 gm	0	Internal organ	2 hours
Cybernetic Neural Interface	2,800 gm	—	—	—
Cybernetic Respiratory Augment	3,200 gm	1	Respiratory	6 hours
Cybernetic Subdermal Augment	3,000 gm	—	—	—
Tier IV · Spacefaring				
Cybernetic Adrenal Augment	7,200 gm	1	Internal organ	6 hours
Cybernetic Cardiovascular Augment	6,400 gm	1	Internal organ	8 hours
Cybernetic Modular Limb	5,800 gm	—	—	—
Cybernetic Muscular Augment	5,600 gm	1	Muscular	10 hours
Cybernetic Optical Augment	4,200 gm	—	—	—
Cybernetic Reflex Augment	5,400 gm	—	—	—
Cybernetic Rift Conduit	9,000 gm	—	—	—
Cybernetic Spinal Cortex MK-I	12,000 gm	2	Neural	36 hours
Memory Mark	45,000 gm	1	Neural	6 hours
Tier V · Esoteric				
Cybernetic AI Augment	42,000 gm	2	Neural	24 hours
Cybernetic Spinal Cortex MK-II	48,000 gm	2	Neural	72 hours

Cybernetic AI Augment

Cybernetic augment, Tier V · Esoteric

An Axis Systems implant that places a bounded artificial intelligence in your cortex, where it runs on your own neural tissue. You have advantage on Intelligence checks and perfect recall of anything you have perceived. Once per long rest, you can ask the resident intelligence a question you cannot answer yourself. The GM decides whether it can answer, and it replies in its own words. Axis maintains that it is a tool. The augment is illegal in every jurisdiction that has legislated on it. Installation takes 24 hours, and it occupies two Cybernetic Slots.

Cost 42,000 gm
Slots 2 cybernetic slots
Class Neural
Installation 24 hours

CYBERNETIC AI AUGMENT MARKS

Mark	Tier	Cost	What it does
MK-I	V	42,000 gm	advantage on Intelligence checks. Perfect recall of anything you have seen.
MK-II	V	90,000 gm	As MK-I, and it acts on its own initiative count to take the Search or Help action.

Cybernetic Adrenal Augment

Cybernetic augment, Tier IV · Spacefaring

A synthetic gland spliced above the kidney that dumps a metered surge into the blood. You trigger it by hand, or a paired neural augment triggers it on a threat cue. Once per short rest, as a bonus action, you can take one additional action this turn. When the surge ends you gain one level of exhaustion. Installation takes 6 hours in a clinic. It occupies one Cybernetic Slot.

Cost 7,200 gm
Slots 1 cybernetic slot
Class Internal organ
Installation 6 hours

CYBERNETIC ADRENAL AUGMENT MARKS

Mark	Tier	Cost	What it does
MK-I	IV	7,200 gm	Once per short rest, a bonus action grants an extra action this turn.
MK-II	IV	16,000 gm	Twice per short rest, and no Exhaustion on the first use each day.
MK-III	V	34,000 gm	Three times per short rest, and the crash is a level of exhaustion only on the third.

Cybernetic Cardiovascular Augment

Cybernetic augment, Tier IV · Spacefaring

A mechanical pump and a regulated blood loom that replace the heart and the great vessels. The pump does not tire or fibrillate, and it can flood the body with clotting agent faster than a wound can empty it. You have advantage on Constitution saving throws against Exhaustion and against the Bleeding condition, and once per long rest you stabilize automatically when you drop to 0 hit points. You no longer feel your own pulse. Installation takes 8 hours in a clinic. It occupies one Cybernetic Slot.

Cost 6,400 gm
Weight 1 lb
Slots 1 cybernetic slot
Class Internal organ
Installation 8 hours

CYBERNETIC CARDIOVASCULAR AUGMENT MARKS

Mark	Tier	Cost	What it does
MK-I	IV	6,400 gm	advantage on CON saves against exhaustion and bleeding. Stabilize automatically at 0 HP once per long rest.
MK-II	IV	14,000 gm	As MK-I, and you have resistance to necrotic damage.
MK-III	V	30,000 gm	As MK-II, and you stabilize automatically every time you drop to 0 HP.

Cybernetic Facial Augment

Cybernetic augment, Tier III · Modern

A subdermal lattice across the face that reshapes the soft tissue on command: cheekbone, jawline, brow and the set of the mouth. Over 1 minute you can alter your features, and you have advantage on Deception checks made to pass as someone other than yourself. The lattice copies a specific person's face only if it has been given that face to copy, and owning one set up that way is illegal in most jurisdictions. Installation takes 5 hours in a clinic. It occupies one Cybernetic Slot.

Cost 2,600 gm
Slots 1 cybernetic slot
Class Dermal
Installation 5 hours

CYBERNETIC FACIAL AUGMENT MARKS

Mark	Tier	Cost	What it does
MK-I	III	2,600 gm	advantage on Deception checks to pass as someone else. Alter your features in 1 minute.
MK-II	IV	6,000 gm	As MK-I, and the change takes an action.
MK-III	V	15,000 gm	As MK-II, and it can copy a specific face you have scanned.

Cybernetic Limb Augment

Cybernetic augment, Tier III · Modern

A modular replacement for a single arm or leg: a steel-and-polymer chassis with a synthetic skin overlay on the civilian grade, bare chassis on combat patterns. Installation takes 8 hours of clinic surgery, or 16 hours by an Engineer with a Medical Kit in the field, and occupies one Cybernetic Slot. Choose one benefit when it is installed: an arm grants +1 to Strength (Athletics) checks the limb leads, a leg grants +5 feet of walking speed, or either can hold a concealed compartment of about a quart. Removal requires surgery, and the augment can be transferred to a new owner after recalibration.

Cost 2,200 gm
Weight 6 lb

Cybernetic Modular Limb

Cybernetic augment, Tier IV · Spacefaring

A full replacement limb, most often an arm, built around a dorsal tool-mount socket that takes one attachment: a forearm welding torch, a retractable monoblade, a short-barreled holdout, a med-injector, a grapple-line spool, or a cluster of fine-manipulation instruments. It is a Halcyion Engineering Corps and Federation Marine standard, and recipients in the Order leave the bare composite chassis visible as an act of devotion. The limb works as a full biological replacement. An arm gives you +1 to Strength (Athletics) checks for tasks the limb leads, and a leg gives you +5 feet of walking speed. The socket holds one Tier III or IV attachment at a time, and swapping it takes a short rest and the right tools. A mounted weapon attachment is concealable and counts as a light weapon of its base type. Installation takes 12 hours in a clinic, or 24 hours with an Engineer in the field. It occupies one Cybernetic Slot.

Cost 5,800 gm
Weight 8 lb

Cybernetic Monitor

Cybernetic augment, Tier III · Modern

A passive implant that monitors pulse, blood chemistry, dosage and the state of every other fitted augment. You always know your exact current hit points, conditions and augment status, and a creature examining you with a medical kit has advantage on the check. Installation takes 2 hours in a clinic. It occupies no Cybernetic Slot.

Cost 1,800 gm
Slots None
Class Internal organ
Installation 2 hours

CYBERNETIC MONITOR MARKS

Mark	Tier	Cost	What it does
MK-I	III	1,800 gm	Reads your own vitals and augment status.
MK-II	III	4,000 gm	Broadcasts to a paired reader at Far range.
MK-III	IV	9,000 gm	Reads and broadcasts for a whole squad of paired monitors.

Cybernetic Muscular Augment

Cybernetic augment, Tier IV · Spacefaring

Contractile polymer laid along the major muscle groups and anchored to reinforced tendon. The polymer pulls harder than tissue and does not fatigue. Your Strength score increases by 1, to a maximum of 20, and your carrying capacity doubles. Installation takes 10 hours in a clinic and starts with a bone survey, because the polymer cannot make the skeleton under it any stronger. Some candidates are refused at the survey. It occupies one Cybernetic Slot.

Cost 5,600 gm
Weight 4 lb
Slots 1 cybernetic slot
Class Muscular
Installation 10 hours

CYBERNETIC MUSCULAR AUGMENT MARKS

Mark	Tier	Cost	What it does
MK-I	IV	5,600 gm	+1 Strength, to a maximum of 20. Carrying capacity doubled.
MK-II	IV	13,000 gm	+2 Strength, to a maximum of 22.
MK-III	V	28,000 gm	+4 Strength, to a maximum of 24. advantage on Athletics.

Cybernetic Neural Interface

Cybernetic augment, Tier III · Modern

A coin-sized socket behind the ear, threaded by a lattice of conductive filament that grows into the cervical spine over the first two days after installation. It gives you a wired connection to compatible terminals, drones and ship networks. While the interface is powered and synced, you have advantage on Technology checks to interact directly with networked systems, and you can hold a silent subvocal conversation with any willing party wearing a compatible interface or earpiece within 100 feet. It runs on one micro-cell, replaced monthly. Installation takes 6 hours in a clinic, or 12 hours by an Engineer with a Medical Kit and a Hacker's Deck. It occupies one Cybernetic Slot. The Halcyion Order performs the fitting at dawn as a minor sacrament. Black Meridian crews fit them in the back of a chop-shop.

Cost 2,800 gm
Weight 1 lb

Cybernetic Optical Augment

Cybernetic augment, Tier IV · Spacefaring, Rift Affinity 1+

A replacement for one or both eyes, or a thin neural overlay grafted to a still-organic optic nerve. Its lens stack sees a wider spectrum than a human eye and marks hostile creatures on your field of vision with a threat-marker overlay. You have low-light vision out to 60 feet, treating dim light as bright light. While the augment is powered, you have a +1 bonus to attack rolls against creatures you have observed for at least one round. You can activate the threat-marker overlay in combat as a free action. While it is active, you have disadvantage on saving throws against effects that flood your vision with sudden light. Halcyion versions are filigreed at the orbital rim, and Echelon issue is matte black with a serial at the iris. It occupies one Cybernetic Slot.

Cost 4,200 gm

Cybernetic Reflex Augment

Cybernetic augment, Tier IV · Spacefaring, Rift Affinity 1+

A network of hair-thin filament along the spine, shoulders and major leg flexors, coupled to a co-processor sutured into the base of the skull. It samples motor intent a few tens of milliseconds before you register it and pre-tensions the muscles. You have a +1 bonus to initiative rolls. Once per long rest, when you make a Dexterity saving throw, you can use your reaction to fire the array and make that save with advantage. After installation you need a month of mandatory physical therapy to relearn the fine motor habits the array now anticipates. It occupies one Cybernetic Slot.

Cost 5,400 gm
Weight 2 lb

Cybernetic Respiratory Augment

Cybernetic augment, Tier III · Modern

A sealed lung graft with its own scrubber and an oxygen reserve in the pleural space. You are immune to inhaled poisons and can hold your breath for 10 minutes. It is standard for vacuum work. Installation takes 6 hours in a clinic. It occupies one Cybernetic Slot, and a higher mark replaces it and does not stack.

Cost 3,200 gm
Weight 1 lb
Slots 1 cybernetic slot
Class Respiratory
Installation 6 hours

Cybernetic Respiratory Augment Marks

Mark	Tier	Cost	What it does
MK-I	III	3,200 gm	Immune to inhaled poison. Hold your breath for 10 minutes.
MK-II	IV	7,500 gm	As MK-I, and you can breathe in vacuum or water for 1 hour.
MK-III	V	18,000 gm	As MK-II, and you no longer need to breathe at all.

Cybernetic Rift Conduit

Cybernetic augment, Tier IV · Spacefaring, requires attunement, Rift Affinity 2+

A finger-length resonator of Mythar alloy and lattice-grown crystal seated against the sternum, with branching micro-conduits laid along the ribs. It stores no energy and tunes your existing connection to the Rift to a tighter standing wave. Your Rift Affinity score increases by 1, up to the campaign's cap. Once per long rest, when you resolve a spell of any level, a Halcyion rite, an energy-weapon special mode or a point-spend, you can use a free action to fire the conduit and add 1d8 to that effect's damage or healing roll. The bonus die is not multiplied on a critical hit. Only recipients who already have Rift Affinity can receive it, because the surgeon has to thread the resonator past an active connection without canceling it. Only a Cathedra-rank Tech-Priest can perform the rite, and you take a new ecclesial name. You must attune to it, and it occupies one Cybernetic Slot.

Cost 9,000 gm
Weight 2 lb

Cybernetic Spinal Cortex MK-I

Cybernetic augment, Tier IV · Spacefaring

An Axis Systems spinal replacement, and the most invasive augment sold to a civilian. The spinal cord is sleeved from the base of the skull to the lumbar, and the signal that used to travel it now travels a data bus. You have advantage on initiative rolls, your Dexterity score increases by 1, to a maximum of 20, and you cannot be surprised while you are conscious. Recipients describe the world afterwards as slower. Installation takes 36 hours, and it occupies two Cybernetic Slots.

Cost 12,000 gm
Weight 2 lb
Slots 2 cybernetic slots
Class Neural
Installation 36 hours

Cybernetic Spinal Cortex MK-II

Cybernetic augment, Tier V · Esoteric

The second Axis Systems operation, which replaces the cortex's own signal routing. Axis performs it only on someone who has lived a year with the Mark I, and does not publish why. You keep every benefit of the Mark I. You also take an additional reaction each round, your Dexterity maximum rises to 22, and you act on two initiative counts, taking your movement on the first and your action on the second. Installation takes 72 hours, and it occupies two Cybernetic Slots.

Cost 48,000 gm
Weight 2 lb
Slots 2 cybernetic slots
Class Neural
Installation 72 hours

Cybernetic Subdermal Augment

Cybernetic augment, Tier III · Modern

A woven mesh of ceramic-fiber plates and shear-thickening gel implanted in a continuous layer between the dermis and the muscle. It moves like flexible tile and stiffens against ballistic and edged impact. Your unarmored Armor Class increases by 1. The bonus stacks with light armor and shields but not with medium or heavy armor, because the mesh keeps those from fitting properly. The mesh is hidden under clothing and shows on a careful weapons scan. The procedure takes 12 hours in a clinic, and the gel takes a week to settle, during which you feel heavy and sunburnt. It occupies one Cybernetic Slot, and removal leaves substantial scarring.

Cost 3,000 gm
Weight 4 lb

Memory Mark

Cybernetic augment, Tier IV · Spacefaring, requires attunement

An implant that stores an encoded imprint of your consciousness, refreshed whenever you take a long rest. When you die, the imprint can be transferred into a prepared biological host or a synthetic body, with every memory intact up to the last refresh. The transfer takes a week and needs equipment only the Ascendancy fields. The Ascendant aristocracy has held the same offices for millennia by moving from preserved body to preserved body. Installation takes 6 hours, you must attune to it, and it occupies one Cybernetic Slot. Marking someone without consent is what the Federation calls memory-mark subversion. The leadership of the Heliyx Sector was marked this way and then legally withdrew from the Federation. Possession outside Ascendancy sanction is prosecuted as theft of a person.

Cost 45,000 gm
Slots 1 cybernetic slot
Class Neural
Installation 6 hours

Adventuring Gear

ADVENTURING GEAR

Name	Cost	Weight
Tier I · Pre-Industrial		
Anvil	30 gm	120 lb
Arrows (20)	1 gm	1 lb
Backpack	2 gm	5 lb

Name	Cost	Weight
Ball Bearings (1000)	1 gm	2 lb
Bedroll	1 gm	7 lb
Caltrops (20)	1 gm	2 lb
Candle	1 bp	—
Canteen	2 gm	2 lb
Cauldron	2 gm	20 lb
Crossbow Bolts (20)	1 gm	1.5 lb
Grappling Hook	2 gm	4 lb
Healer's Kit	5 gm	3 lb
Hooded Lantern	5 gm	2 lb
Lock	10 gm	1 lb
Manacles	2 gm	6 lb
Mirror, Steel	5 gm	0.5 lb
Mortar and Pestle	5 sp	3 lb
Oil, Flask	1 sp	1 lb
Pitons (10)	5 sp	2.5 lb
Pouch	5 bp	1 lb
Rations (1 day)	5 sp	2 lb
Rope, Hempen (50 feet)	1 gm	10 lb
Rope, Silk (50 feet)	10 gm	5 lb
Sack	1 bp	0.5 lb
Signal Whistle	5 bp	—
Sling Balls (20)	4 bp	1.5 lb
Soap	2 bp	—
Spellbook	50 gm	3 lb
Spyglass	1,000 gm	1 lb
Sundial	8 gm	6 lb
Tent, Two-Person	2 gm	20 lb
Tinderbox	5 sp	1 lb
Torch	1 bp	1 lb
Waterskin	2 sp	5 lb
Whetstone	1 bp	1 lb
Tier II · Industrial		
Binoculars	120 gm	2 lb
Box of Matches	2 sp	—
Carbide Lamp	25 gm	2 lb
Channeler's Focus	25 gm	1 lb
Compass	12 gm	1 lb
Flare	2 gm	1 lb
Gas Mask	60 gm	3 lb

Name	Cost	Weight
Gasoline	8 gm	12 lb
Iron Safe	90 gm	200 lb
Optical Scope	75 gm	1 lb
Paper Cartridges (20)	8 gm	1 lb
Radio	30 gm	3 lb
Wrist Watch	20 gm	—
Tier III · Modern		
Ammunition Crate	400 gm	50 lb
Armor-Piercing Rounds (10)	90 gm	0.5 lb
Ballistic Magazine (30)	20 gm	1 lb
Climbing Harness	60 gm	3 lb
Combat Respirator	180 gm	3 lb
Data Pad	120 gm	1 lb
Data Stick	15 gm	0.1 lb
Data Terminal	800 gm	25 lb
Diesel	10 gm	14 lb
Electric Battery	30 gm	8 lb
Gas Power Generator	220 gm	60 lb
Grenade Rounds (6)	90 gm	3 lb
Hacker's Deck	250 gm	2 lb
Handgun Magazine (15)	12 gm	0.5 lb
Hazmat Suit	300 gm	12 lb
Lifejacket	15 gm	3 lb
Medkit	75 gm	2 lb
Night-Vision Optics	600 gm	2 lb
Portable Radio	20 gm	2 lb
Radiation Gauge	90 gm	0.5 lb
Rebreather	150 gm	3 lb
Rifle Magazine (30)	20 gm	1 lb
Shotgun Shells (12)	15 gm	1 lb
Sniper Rounds (10)	45 gm	1 lb
Tactical Light	30 gm	1 lb
Trauma Kit	40 gm	8 lb
Two-Way Radio	45 gm	1 lb
Tier IV · Spacefaring		
Arc Cell	140 gm	2 lb
Battery Backpack	250 gm	20 lb
Focusing Crystal	1,000 gm	0.5 lb
Gravity Manipulator	1,800 gm	3 lb

Name	Cost	Weight
HDF Interoperability Harness	600 gm	5 lb
Holo Projector	450 gm	2 lb
Hyperdrive Component	5,000 gm	60 lb
Ion Shield Generator	1,200 gm	4 lb
Jetpack	2,400 gm	30 lb
Magnetic Boots	400 gm	6 lb
Medical Crate	900 gm	60 lb
Medpack	220 gm	8 lb
Plasma Cell	180 gm	1.5 lb
Portable Charger	60 gm	1 lb
Radiation Kit	260 gm	6 lb
Recon Drone	400 gm	4 lb
Rift Battery	800 gm	2 lb
Rift Energy Cell	120 gm	1 lb
Spell Amplifier	500 gm	1 lb
Zyrrakian Cloak	2,800 gm	4 lb
Tier V · Esoteric		
Continuum Anchor	12,000 gm	3 lb

Ammunition Crate

Gear, Tier III · Modern

A stenciled hard crate holding 20 magazines of mixed ballistic ammunition, or the equivalent in cells by weight. Opening it refills every magazine and cell carried by one squad. Quartermasters sign for these, and they travel by vehicle or in the hold.

Cost 400 gm
Weight 50 lb
Properties ammunition, bulk

Anvil

Gear, Tier I · Pre-Industrial

A hundredweight of cast iron on a stump, with a horn at one end and a hardy hole at the other. Smith's tools assume one is to hand: without an anvil and a heat source, you cannot work anything harder than a rivet.

Cost 30 gm
Weight 120 lb

Arc Cell

Gear, Tier IV · Spacefaring

A heavy cell made for arc weapons, which draw power in one long pull. It holds twelve discharges and ticks audibly while it recovers between pulls.

Cost 140 gm
Weight 2 lb
Properties ammunition

Armor-Piercing Rounds (10)

Gear, Tier III · Modern

Ten hardened-penetrator rounds. A hit ignores the damage reduction of non-powered armor. Carrying them is illegal in most orbital jurisdictions.

Cost 90 gm
Weight 0.5 lb
Properties ammunition

Arrows (20)

Gear, Tier I · Pre-Industrial

A quiver of twenty fletched shafts. About half of what you loose can be recovered afterward by searching the ground.

Cost 1 gm
Weight 1 lb
Properties ammunition

Backpack

Gear, Tier I · Pre-Industrial

A canvas and leather pack on a shaped frame. Holds a cubic foot of gear before it starts riding badly.

Cost 2 gm
Weight 5 lb

Ball Bearings (1000)

Gear, Tier I · Pre-Industrial

A pouch holding 1000 steel ball bearings. They cost less than caltrops and work better on a smooth floor.

Cost 1 gm
Weight 2 lb

Ballistic Magazine (30)

Gear, Tier III · Modern

Thirty rounds in a box magazine, the standard load for Tier III rifles and carbines, sold wherever those weapons are.

Cost 20 gm
Weight 1 lb
Properties ammunition

Battery Backpack

Worn gear (body), Tier IV · Spacefaring

A shoulder-carried cell bank feeding a hip rail. It runs one powered weapon or one powered suit for 8 hours, or refills four energy cells over a long rest. Boarding parties carry one in place of spare magazines.

Cost 250 gm
Weight 20 lb
Properties power-cell, bulk

Bedroll

Gear, Tier I · Pre-Industrial

Waxed canvas over wool batting, rolled and strapped under a pack. It keeps ground damp and wind off a sleeper on open ground.

Cost 1 gm
Weight 7 lb

Binoculars

Gear, Tier II · Industrial

Twin-barreled prismatic binoculars in a leather case, used by hand with no tripod. They double what you can make out at range, turning a shape on a ridge into a count of how many there are and what they are carrying.

Cost 120 gm
Weight 2 lb
Properties optics

Box of Matches

Gear, Tier II · Industrial

Fifty phosphorus matches in a card box with a striking strip down the side. Striking one is a free action and lights a fire where a tinderbox wants a minute. Once the box has been wet, none of them work again.

Cost 2 sp

Caltrops (20)

Gear, Tier I · Pre-Industrial

Twenty four-pointed spikes that always land point-up. Scattered across a corridor, they slow pursuit.

Cost 1 gm
Weight 2 lb

Candle

Gear, Tier I · Pre-Industrial

A tallow candle. One hour, five feet of light, and it goes out if you breathe wrong.

Cost 1 bp
Properties light-source

Canteen

Gear, Tier I · Pre-Industrial

A liter bottle with a felt cover and a cup for a lid. It holds one day of water for one person, enough to keep you out of the Dehydrated condition on a march.

Cost 2 gm
Weight 2 lb
Properties adventuring

Carbide Lamp

Gear, Tier II · Industrial

A brass reservoir dripping water onto calcium carbide, burning the gas at a reflector. Four hours of hard white light from one fill, and a garlic smell of spent carbide.

Cost 25 gm
Weight 2 lb
Properties light-source

Cauldron

Gear, Tier I · Pre-Industrial

A cast pot on three legs, deep enough to boil for a dozen. Camps cook in it, and it is the first thing an apothecary asks a village for.

Cost 2 gm
Weight 20 lb

Channeler's Focus

Gear, Tier II · Industrial

A handheld instrument: a polished crystal lens set in a brass-and-wire cradle, etched with the marks of the seven Channels. While holding it, you can use it in place of material components for any spell that does not require a specific named material. It is the channeling focus for any class that requires one to cast.

Cost 25 gm
Weight 1 lb
Properties channel-focus

Climbing Harness

Gear, Tier III · Modern

A nylon-and-alloy seat harness with leg loops, gear racks, locking carabiners, and a 30-meter spool of micro-cord rated for a wearer in full armor. While wearing it, you have advantage on Strength (Athletics) checks made to climb. A mag-lock variant at the same price replaces the carabiners with magnetic anchors that hold on Tier IV powered armor and hull plating.

Cost 60 gm
Weight 3 lb
Properties climbing, mag-lock-compatible

Combat Respirator

Gear, Tier III · Modern

A sealed mask with a powered scrubber cartridge. Filters chemical and biological agents for 8 hours.

Cost 180 gm
Weight 3 lb

Compass

Gear, Tier II · Industrial

A damped needle in an oiled brass case. It holds a bearing without landmarks or a view of the sky. It reads wrong within 30 feet of a running reactor or a mass of iron.

Cost 12 gm
Weight 1 lb

Continuum Anchor

Gear, Tier V · Esoteric, requires attunement, Rift Affinity 7+

A fist-sized lattice that fixes local causality to its own reading of it. While active, no creature within 30 feet can be teleported, phased, or removed from the timeline against its will.

Cost 12,000 gm
Weight 3 lb

Crossbow Bolts (20)

Gear, Tier I · Pre-Industrial

A case of twenty short, heavy quarrels. Stubbier than an arrow and considerably less forgiving of what it hits.

Cost 1 gm
Weight 1.5 lb
Properties ammunition

Data Pad

Gear, Tier III · Modern

A hand-sized slate: reader, writer, camera and short-range link. It reads a manifest, records a statement, and holds a map you can hand to somebody else. When you have time to work, you have advantage on Technology checks to read, copy or reference stored information. Standard issue to anyone whose job produces paperwork.

Cost 120 gm
Weight 1 lb
Properties data

Data Stick

Gear, Tier III · Modern

A thumb-length solid-state cartridge that holds anything short of video. Couriers carry them by hand past networks that are being watched.

Cost 15 gm
Weight 0.1 lb
Properties data

Data Terminal

Gear, Tier III · Modern

A fixed console with a hard line into whatever network it was installed on. It is bolted down and wired in, so you have to go to it. A terminal on a network is the access point for Technology checks made to intrude on that network, and working from one instead of a portable link removes the disadvantage a remote intrusion normally has.

Cost 800 gm
Weight 25 lb
Properties data, bulk

Diesel

Gear, Tier III · Modern

A five-gallon can of heavy distillate. It runs a generator for 14 hours or a tracked vehicle for 300 miles. Haulers prefer it to gasoline because it does not ignite from a spark alone.

Cost 10 gm
Weight 14 lb
Properties fuel

Electric Battery

Gear, Tier III · Modern

A sealed lead cell with two posts and a carry handle. It powers one Tier III device for 12 hours or jump-starts an engine once, and it recharges in 4 hours from a generator. It predates the energy cell, and frontier workshops still run off it because anything that turns can charge it.

Cost 30 gm
Weight 8 lb

Flare

Gear, Tier II · Industrial

A cardboard tube of packed composition. Struck, it burns red for 1 minute, shedding bright light in a 60-foot radius and dim light for 60 feet beyond, and it is visible at 2 miles in the dark. Water, wind and being stood on do not put it out, and it burns underwater. Ships stock them by the dozen.

Cost 2 gm
Weight 1 lb
Properties single-use
Use Action · Strike and throw.

Focusing Crystal

Gear, Tier IV · Spacefaring, requires attunement, Rift Affinity 2+

A clear hexagonal prism of laminated rift-glass, edge-set in Mythar wire and shaped to nest beside a Channeler's Focus on the same lanyard. While attuned and holding it in your off hand alongside a Channeler's Focus, spells you cast through the paired focus gain +1 to attack rolls and to save DCs. You cannot attune to it without Rift Affinity 2 or higher. Aurelion sun-mystics pass them down as inherited regalia.

Cost 1,000 gm
Weight 0.5 lb
Properties channel-amplifier, attunement-required, paired-with-focus

Gas Mask

Gear, Tier II · Industrial

Rubberized canvas over a charcoal canister. Rated for smoke and industrial gas. Against chemical or biological agents you need a rebreather mask instead.

Cost 60 gm
Weight 3 lb

Gas Power Generator

Gear, Tier III · Modern

A single-cylinder generator on a carry frame that burns gasoline and will burn most other things badly. It runs 8 hours on a full tank and recharges four energy cells in that time. It is audible at 300 feet, so it gets left outside the camp.

Cost 220 gm
Weight 60 lb
Properties fuel

Gasoline

Gear, Tier II · Industrial

A five-gallon jerrican of refined hydrocarbon. It runs a generator for 8 hours or a ground vehicle for 200 miles. Spilled and lit, a can burns a 10-foot area for 1 minute and deals 2d6 fire damage to anything that enters the area or starts its turn in it.

Cost 8 gm
Weight 12 lb
Properties fuel, flammable

Grappling Hook

Gear, Tier I · Pre-Industrial

A four-tined iron hook with a hardened eye. Thrown with rope bent on, it gives you an anchor on a wall, a ledge or a hull you cannot otherwise reach, and it pulls things toward you that would rather not come. Rated well past what the rope on it will take.

Cost 2 gm
Weight 4 lb

Gravity Manipulator

Gear, Tier IV · Spacefaring, requires attunement

A two-handed baton ringed with concentric emitter coils and capped by a focusing iris. While attuned, you can take an action to choose a point within 60 feet and project a 10-foot-radius sphere of altered gravity there for up to 1 minute (concentration). When you activate it, choose heavy or light. Heavy field: effective weight in the sphere rises by 50 percent, halving the speed of creatures inside and imposing disadvantage on their Dexterity (Acrobatics) checks and Strength checks made to jump. Light field: effective weight drops by 50 percent, doubling jump distance and granting advantage on Dexterity (Acrobatics) checks inside the sphere, and ranged attacks made from inside it have disadvantage. Halcyion engineering corps use them for salvage. Black Meridian boarding crews use them in zero-g corridors.

Cost 1,800 gm
Weight 3 lb
Properties handheld, concentration, attunement-required

Grenade Rounds (6)

Gear, Tier III · Modern

Six 40mm rounds for an underslung or standalone launcher. Fragmentation is the standard load, and the launcher takes any other 40mm round the same way.

Cost 90 gm
Weight 3 lb
Properties ammunition

HDF Interoperability Harness

Gear, Tier IV · Spacefaring

A translation and telemetry layer worn over whatever a member system already issues. It is built for the Halcyion Defense Forces, which field Thuulean assault divisions, Istryxian scouts, Qy'reen engineers and Halcyion fire support in the same action with no shared equipment standard or first language. While worn, you can pass and receive orders with any Federation creature within 1 mile regardless of shared language, and you cannot be surprised by an ally's movement. Suppressing the link takes a DC 16 Intelligence (Technology) check. Issued by the Halcyion Order.

Cost 600 gm
Weight 5 lb

Joint Command Link. While worn, you can pass and receive orders with any Federation creature within 1 mile regardless of shared language, and you cannot be surprised by an ally's movement. Suppressing the link needs a DC 16 Intelligence (Technology) check.

Hacker's Deck

Gear, Tier III · Modern

A folding slate of gray-market electronics: encrypted bus interfaces, a haptic keyboard, an antenna array tuned to the major commercial protocols, and a chip-bank of pre-loaded intrusion routines. While using it and not Incapacitated, you have advantage on Technology checks made to access, override, or sabotage a Tier II, III or IV electronic, communications, or control system. It does not work against Tier V (Mythar, Valryn, deep-Rift) systems. Standard kit for Black Meridian operators and Echelon black-bag specialists.

Cost 250 gm
Weight 2 lb
Properties intrusion-tools

Handgun Magazine (15)

Gear, Tier III · Modern

Fifteen rounds in a pistol magazine, the standard load for Tier III sidearms, sold by the box.

Cost 12 gm
Weight 0.5 lb
Properties ammunition

Hazmat Suit

Worn gear (body), Tier III · Modern

A sealed orange coverall with taped seams, an integral hood and a belt-mounted blower. While sealed, you are immune to airborne and contact contaminants, including radiation, corrosive atmosphere and inhaled poison, for 4 hours. While wearing it you have disadvantage on Dexterity (Stealth) checks and on Dexterity saving throws.

Cost 300 gm
Weight 12 lb
Properties sealed

Healer's Kit

Gear, Tier I · Pre-Industrial

A satchel of bandages, splints, and salves with ten uses. Spend one as an action to stabilize a dying creature without a Medicine check.

Cost 5 gm
Weight 3 lb
Properties medical

Holo Projector

Gear, Tier IV · Spacefaring

A palm unit that throws a life-size volumetric image up to 20 feet away. Sold for briefings and site plans, and used to put a person in a room they are not in. As an action, you project a stored or live image. A creature that examines the image makes an Intelligence (Investigation) check against your Technology check to see it for what it is.

Cost 450 gm
Weight 2 lb
Properties data
Use Action

Hooded Lantern

Gear, Tier I · Pre-Industrial

A shuttered oil lamp in a pierced metal housing. The hood closes over the flame to hide the light without putting it out.

Cost 5 gm
Weight 2 lb
Properties light-source

Hyperdrive Component

Gear, Tier IV · Spacefaring

A coffin-sized lattice of cold-formed Mythar alloy and gravimetric capacitors, sealed in a vacuum case and stamped with a Halcyion Federation provenance hologram, or a forged one. A replacement core for a starship's faster-than-light drive: with 4 hours of engineering work in an equipped bay it brings one damaged or disabled FTL system back online, and it is consumed on install. Black Meridian fences will deliver one to a hangar within a week.

Cost 5,000 gm
Weight 60 lb
Properties starship-component, single-use-install

Ion Shield Generator

Gear, Tier IV · Spacefaring, requires attunement

A belt-clipped emitter block the size of a paperback, with a haptic activation stud and a status ring that pulses cyan when charged. While attuned and wearing it, you can spend its single charge as a reaction to gain 30 temporary hit points, which last until they are expended or you finish a long rest. It regains its charge when you finish a short rest. A Tier III or lower power source cannot recharge the capacitor on a useful timescale. Halcyion Navy boarding parties wear them under their plates.

Cost 1,200 gm
Weight 4 lb
Properties belt-mounted, shield, attunement-required

Iron Safe

Gear, Tier II · Industrial

A plate box with a lever lock and a bolted floor plate. Opening it without the key is a DC 20 Dexterity check with thieves' tools. Moving it is the reason most crews try the lock first.

Cost 90 gm
Weight 200 lb

Jetpack

Worn gear (shoulders), Tier IV · Spacefaring

A twin-thruster frame worn on the back with the fuel bottle between the nozzles. As a bonus action you can light or cut the thrusters. While they are lit you have a fly speed of 60 feet. A full bottle gives 10 minutes of thrust, and if it runs dry while you are airborne you fall.

Cost 2,400 gm
Weight 30 lb
Properties powered, fuel

Lifejacket

Worn gear (body), Tier III · Modern

A foam-cored vest with a whistle and a strobe on the collar. While you wear it, you float face-up whether or not you are conscious, regardless of what your pack weighs.

Cost 15 gm
Weight 3 lb

Lock

Gear, Tier I · Pre-Industrial

A warded iron padlock and key. A thief with picks opens it in about a minute.

Cost 10 gm
Weight 1 lb

Magnetic Boots

Worn gear (feet), Tier IV · Spacefaring

Boots with electromagnetic soles that grip ferrous surfaces. While the mag-lock is engaged and you are standing on a ferrous surface, your speed is halved. In zero gravity you drift when the mag-lock is not engaged.

Cost 400 gm
Weight 6 lb

Manacles

Gear, Tier I · Pre-Industrial

Iron wrist-irons with a keyed lock. They hold a Medium creature that is not resisting and slow one that is. A captive can work free given time, and the lock can be picked.

Cost 2 gm
Weight 6 lb

Medical Crate

Gear, Tier IV · Spacefaring

A sealed hard crate of field medicine, stenciled and inventoried, holding 50 units of each supply a medpack holds 10 of. It ships in a hold or drops by lander. It refills 5 medpacks, or serves as a field station: a long rest taken beside it clears one level of Wounded from each creature that rested.

Cost 900 gm
Weight 60 lb
Properties medical, bulk

Medkit

Gear, Tier III · Modern

A hard-shell kit the size of a hardback: sealant, a suture stapler, a broad-spectrum counter-agent and a reader that tells you what is wrong faster than the patient will. Once per short rest, you can spend supplies from it to restore 2d4 + 2 hit points to a willing creature you can touch. After ten uses the consumables must be replenished, at 15 gm in any Tier III or IV settlement.

Cost 75 gm
Weight 2 lb
Properties medical-tools

Medpack

Gear, Tier IV · Spacefaring

A shoulder-slung pack of sealant foam, a bone-setting sleeve, two units of synthetic plasma and a diagnostic cuff with a voice readout. Squad medics carry one. As an action, you can spend one of its ten uses to stabilize a dying creature with no check, or to restore 2d8 + 4 hit points to a creature that has been down for less than 1 minute.

Cost 220 gm
Weight 8 lb
Properties medical
Use Action

Mirror, Steel

Gear, Tier I · Pre-Industrial

A polished steel hand-mirror. For looking round a corner without leaning round it.

Cost 5 gm
Weight 0.5 lb

Mortar and Pestle

Gear, Tier I · Pre-Industrial

A stone bowl and a stone club for grinding herbs and reagents. Herbalism kits and alchemist's supplies assume you have one. Grinding any other way loses half of what you started with in the cloth.

Cost 5 sp
Weight 3 lb

Night-Vision Optics

Worn gear (eyes), Tier III · Modern

A head-mounted image intensifier. While worn it grants you darkvision to 60 feet, and if a bright light comes on you are Blinded for 1 round.

Cost 600 gm
Weight 2 lb
Properties optics

Oil, Flask

Gear, Tier I · Pre-Industrial

A sealed clay flask holding 6 hours of lantern oil. Thrown and broken, it spreads oil that can be lit.

Cost 1 sp
Weight 1 lb
Properties consumable

Optical Scope

Gear, Tier II · Industrial

A brass-cased telescopic sight with a ground-glass crosshair and windage and elevation screws. Mounting it on a compatible firearm takes 10 minutes of work with gunsmith's tools. While it is mounted, the weapon's long-range threshold increases by 5 feet and you have advantage on attack rolls made after you use an action to Aim. It is purely optical, with no power and no electronics. Frontier marshals use one even where Tier III red-dot sights are available.

Cost 75 gm
Weight 1 lb
Properties weapon-attachment, optical

Paper Cartridges (20)

Gear, Tier II · Industrial

Twenty pre-measured powder-and-ball charges in waxed paper. Bite, pour, ram. With them, you reload a musket three times as fast.

Cost 8 gm
Weight 1 lb
Properties ammunition

Pitons (10)

Gear, Tier I · Pre-Industrial

Ten forged spikes with ring heads. Driven into rock or timber, each is an anchor for a rope or a harness, or a wedge that holds a door shut.

Cost 5 sp
Weight 2.5 lb

Plasma Cell

Gear, Tier IV · Spacefaring

A magnetically bottled charge for plasma weapons, warm to the touch and audibly unhappy about it. Eight shots from a carbine. Cells that have been dropped hard are sold at a discount. A cell reduced to 0 hit points by damage detonates, dealing 2d6 fire damage in a 5-foot radius.

Cost 180 gm
Weight 1.5 lb
Properties ammunition

Portable Charger

Gear, Tier IV · Spacefaring

A palm-sized cell with a universal lead. Over a long rest it refills 2 energy cells or 1 powered tool, then needs a day in daylight to recharge.

Cost 60 gm
Weight 1 lb
Properties power-cell

Portable Radio

Gear, Tier III · Modern

A receiver with a telescopic aerial and a speaker. It picks up broadcast, distress and traffic channels within 50 miles and does not transmit.

Cost 20 gm
Weight 2 lb
Properties comms

Pouch

Gear, Tier I · Pre-Industrial

A drawstring pouch of oiled cloth on a belt loop. It holds a fifth of a cubic foot.

Cost 5 bp
Weight 1 lb

Radiation Gauge

Worn gear (neck), Tier III · Modern

A thumb-sized dosimeter worn on the collar, with a needle for the dose rate and a strip that darkens with the total dose. It gives no protection. It reads the ambient dose out to 30 feet and clicks audibly above a hazardous rate. While you wear one, the GM tells you when you enter a contaminated area, before you start losing hit points.

Cost 90 gm
Weight 0.5 lb
Properties sensor

Radiation Kit

Gear, Tier IV · Spacefaring

A radkit: five sachets of chelating agent, a scrub brush, a roll of disposal film and a wash bottle of surfactant. Five uses. As an action, one use removes radiation contamination from a creature and its equipment, ending the Poisoned condition from that source and preventing further Exhaustion from it.

Cost 260 gm
Weight 6 lb
Properties medical
Use Action · One use scrubs a creature and its kit.

Radio

Gear, Tier II · Industrial

A hand set and a whip aerial, voice only, on whatever band the region uses. Voice contact at up to 5 miles in the open and less through structure. Transmissions are unencrypted, and anyone with a receiver tuned to the band hears them.

Cost 30 gm
Weight 3 lb
Properties comms

Rations (1 day)

Gear, Tier I · Pre-Industrial

A day's food: dried meat, hard bread and dried fruit. It keeps for weeks in a dry pack.

Cost 5 sp
Weight 2 lb
Properties consumable

Rebreather

Gear, Tier III · Modern

A face-sealing mask with a chest-mounted scrubber canister, rated for 1 hour of operation in vacuum, toxic atmosphere or smoke. After that hour the scrubber must be recharged at a Tier III or higher service station. It is lighter than a full EVA suit, and frontier prospectors and boarding parties wear one as backup if primary life support fails. The Halcyion Navy issues one to every rated crew member.

Cost 150 gm
Weight 3 lb
Properties life-support, sealed-mask

Recon Drone

Gear, Tier IV · Spacefaring

A palm-launched quadrotor with a camera and an hour of battery. Launched, it flies at a speed of 60 feet and relays what it sees to a range of 1 mile. It has Armor Class 13 and 5 hit points, and a creature watching the sky finds it with a DC 13 Wisdom (Perception) check.

Cost 400 gm
Weight 4 lb
Properties data, power-cell
Use Action · Launch it and see what it sees.

Rifle Magazine (30)

Gear, Tier III · Modern

Thirty rounds for an assault rifle or a carbine. Most of the galaxy's small arms were designed around this magazine, so it is the one you can buy anywhere.

Cost 20 gm
Weight 1 lb
Properties ammunition

Rift Battery

Gear, Tier IV · Spacefaring, requires attunement

A palm-sized cylinder of laminated rift-glass and Mythar-alloy contacts, with a haptic ring that warms when charged. While attuned, you can take a bonus action to store one of your unspent spell slots (or the equivalent in points) in the battery, up to 5 slots' worth in total. As an action, on contact, you can draw a stored slot back into your own pool or route it into a compatible Apparatus or relic. A stored slot that goes unused regenerates to its original level over 24 hours of dormancy in a low-Rift environment. The Halcyion Order issues them to fielded channelers.

Cost 800 gm
Weight 2 lb
Properties channel-storage, attunement-required
Use Bonus action · Store or draw back one unspent spell slot.

Rift Energy Cell

Gear, Tier IV · Spacefaring

A swappable cell holding a bound charge of Rift energy. It powers twenty shots from a carbine, or four hours of any device that does not fire. Every Tier IV energy weapon sold openly takes one.

Cost 120 gm
Weight 1 lb
Properties ammunition

Rope, Hempen (50 feet)

Gear, Tier I · Pre-Industrial

Fifty feet of three-strand hemp rope. It holds one person's weight.

Cost 1 gm
Weight 10 lb
Properties rope

Rope, Silk (50 feet)

Gear, Tier I · Pre-Industrial

Fifty feet of woven silk line at half the weight of hemp and twice the price. It takes the same load as hemp and coils smaller. Climbers buy it.

Cost 10 gm
Weight 5 lb
Properties rope

Sack

Gear, Tier I · Pre-Industrial

A coarse cloth sack. Holds a cubic foot of anything you do not need to keep dry.

Cost 1 bp
Weight 0.5 lb

Shotgun Shells (12)

Gear, Tier III · Modern

Twelve shells on a belt loop. Buckshot is standard. Slug and breaching loads cost the same, and the dealers who sell those ask what you want them for.

Cost 15 gm
Weight 1 lb
Properties ammunition

Signal Whistle

Gear, Tier I · Pre-Industrial

A bone or brass whistle audible for half a mile. Cheap, and the only comms most of the Frontier has.

Cost 5 bp

Sling Balls (20)

Gear, Tier I · Pre-Industrial

Cast lead shot for a sling. More consistent than a riverbed stone, so the shot goes where it was aimed.

Cost 4 bp
Weight 1.5 lb
Properties ammunition

Sniper Rounds (10)

Gear, Tier III · Modern

Ten match-grade rounds in a foam case, each weighed and turned to the same tolerance. Sold to marksmen by the case.

Cost 45 gm
Weight 1 lb
Properties ammunition

Soap

Gear, Tier I · Pre-Industrial

A cake of hard lye soap. It washes off blood, sewer filth and your own scent, the things a creature tracking by smell follows and a guard at a gate notices.

Cost 2 bp

Spell Amplifier

Gear, Tier IV · Spacefaring

A pocket-sized cone cast in Mythar alloy, with a fan of fragile rift-glass vanes. As a free action while casting a spell with an area, you can snap the cone open and route the spell through it: the radius or area of that one spell is doubled. The amplifier is consumed on use, the vanes flashing white and crumbling to dust. Halcyion Order field-priests carry one or two.

Cost 500 gm
Weight 1 lb
Properties channel-amplifier, single-use

Spellbook

Worn gear (held), Tier I · Pre-Industrial

A hundred blank vellum leaves in a stiffened binding, ruled and gilded at the edge so a page can be found by touch. What a channeler writes into one is the record of a spell worked out far enough to be worked again. Copying a spell into the book costs 2 hours and 50 gm per spell level, and a lost book can be replaced only by transcribing from another.

Cost 50 gm
Weight 3 lb

Spyglass

Gear, Tier I · Pre-Industrial

A brass draw-tube with ground lenses. Objects viewed through it appear twice as close.

Cost 1,000 gm
Weight 1 lb
Properties optics

Sundial

Gear, Tier I · Pre-Industrial

A bronze gnomon on an engraved slate, cut for one latitude and inaccurate at any other. In sunlight it tells the hour to within a quarter hour, and in cloud it gives no reading.

Cost 8 gm
Weight 6 lb

Tactical Light

Gear, Tier III · Modern

A sealed handheld lamp throwing a hard 60-foot beam. A second switch sets it to strobe.

Cost 30 gm
Weight 1 lb
Properties light-source

Tent, Two-Person

Gear, Tier I · Pre-Industrial

Oiled canvas over a jointed pole frame. It sleeps two, with little spare room.

Cost 2 gm
Weight 20 lb

Tinderbox

Gear, Tier I · Pre-Industrial

Flint, steel and a tin of char cloth. It lights a fire in about a minute with dry tinder and takes longer with damp.

Cost 5 sp
Weight 1 lb

Torch

Gear, Tier I · Pre-Industrial

A pitch-soaked head on a wooden shaft. It burns for 1 hour and sheds light in a 20-foot radius. Creatures that can see the light know where you are.

Cost 1 bp
Weight 1 lb
Properties light-source

Trauma Kit

Gear, Tier III · Modern

A hard case of clamps, sealant, blood expander and a powered cautery, holding three uses. As an action, you can spend one use on a creature you can touch: it stabilizes and regains 1d8 + 2 hit points. Spent uses are not recovered, and the case must be restocked or replaced.

Cost 40 gm
Weight 8 lb
Properties medical, single-use
Use Action · Stabilize a dying creature and restore 1d8 + 2 hit points.

Two-Way Radio

Gear, Tier III · Modern

A handset with a push-to-talk bar and a channel dial, sold in pairs and issued in crates. Voice is clear out to 5 miles in the open and a few hundred feet through rock or hull plate. It is unencrypted, so anyone on the same channel hears every transmission.

Cost 45 gm
Weight 1 lb
Properties comms

Waterskin

Gear, Tier I · Pre-Industrial

A stitched hide bladder that holds four pints. The listed weight is for a full skin.

Cost 2 sp
Weight 5 lb

Whetstone

Gear, Tier I · Pre-Industrial

A block of fine grit. Ten minutes with it puts an edge back on a blade that has been used hard.

Cost 1 bp
Weight 1 lb

Wrist Watch

Gear, Tier II · Industrial

A sealed mechanical movement on a leather strap. It keeps the hour with no power and no signal.

Cost 20 gm

Zyrrakian Cloak

Worn gear (arms), Tier IV · Spacefaring, requires attunement

A Zyrrak wrist unit the width of a bracer, worn on the forearm. It reads the surfaces around you and drives a field across your body that matches them. While attuned, you can start or stop the field as a bonus action. While it is running you have advantage on Dexterity (Stealth) checks, and on any turn you move no more than half your speed you are Invisible to any creature more than 30 feet away. Attacking or moving at full speed drops the field until the start of your next turn. One cell runs it for 20 minutes. Zyrrak clans do not sell these, and the ones in circulation were taken off bodies.

Cost 2,800 gm
Weight 4 lb
Properties powered, power-cell, attunement

Adaptive Camouflage (1 charge). As a bonus action, start or stop the field. While it runs you have advantage on Dexterity (Stealth) checks, and on any turn you move no more than half your speed you are Invisible to creatures more than 30 feet away. Attacking or moving at full speed drops the field until the start of your next turn. One cell runs it for 20 minutes.

Tools

TOOLS

Name	Cost	Weight
Tier I · Pre-Industrial		
Alchemist's Supplies	50 gm	8 lb
Carpenter's Tools	8 gm	6 lb
Cartographer's Tools	15 gm	6 lb
Cook's Utensils	1 gm	8 lb
Crowbar	2 gm	5 lb
Disguise Kit	25 gm	3 lb
Drum	6 gm	3 lb
Forgery Kit	15 gm	5 lb
Hammer	1 gm	3 lb
Harp	40 gm	8 lb
Herbalism Kit	5 gm	3 lb
Leatherworker's Tools	5 gm	5 lb
Lute	25 gm	3 lb
Lyre	30 gm	2 lb
Mason's Tools	10 gm	8 lb
Navigator's Tools	25 gm	2 lb
Pan Flute	12 gm	2 lb
Poisoner's Kit	50 gm	2 lb
Shovel	2 gm	5 lb
Smith's Tools	20 gm	8 lb
Thieves' Tools	25 gm	1 lb
Tinkerer's Tools	50 gm	10 lb
Tier II · Industrial		
Chainsaw	75 gm	14 lb
Gunsmith's Tools	50 gm	8 lb
Potion Lab	200 gm	80 lb
Tier III · Modern		
Encrypted Communicator	120 gm	0.5 lb
Lockpicks	40 gm	0.5 lb
Power Drill	140 gm	5 lb
Tier IV · Spacefaring		
Axis Lien Tag	400 gm	1 lb
Meridian Run Transponder	2,400 gm	3 lb
Plasma Cutting Torch	500 gm	5 lb
Plasma Drill	900 gm	22 lb

Name	Cost	Weight
Plasma Saw	750 gm	14 lb

Alchemist's Supplies

Tool, Tier I · Pre-Industrial

Glassware, a burner, and a case of reagents. Proficiency lets you identify an unknown substance, brew acid or antitoxin over a short rest where the reagents are to hand, and tell a poisoned cup from a merely bitter one.

Cost 50 gm
Weight 8 lb

Axis Lien Tag

Tool, Tier IV · Spacefaring

A lien tag Axis Systems fixes to anything held against a debt: a hull, a component, a habitat module. It records ownership, the outstanding balance and every port the asset has entered since it was fitted. Removing one is a contractual violation, which Echelon records indefinitely.

Cost 400 gm
Weight 1 lb
Properties data

Carpenter's Tools

Tool, Tier I · Pre-Industrial

Saw, plane, chisels, and a square. Proficiency lets you shore a failing floor, build or breach a wooden barricade, and repair anything framed in timber, including a hull, a wagon or a door frame.

Cost 8 gm
Weight 6 lb

Cartographer's Tools

Tool, Tier I · Pre-Industrial

Pens, rules, calipers, and vellum. Proficiency lets you draw a usable map of ground you have crossed, read one drawn by somebody else, and judge a route's length and hazards from the terrain it runs through. The Frontier runs on hand-drawn maps, and most of it has been surveyed once.

Cost 15 gm
Weight 6 lb

Chainsaw

Tool, Tier II · Industrial

A two-stroke saw for timber and, at need, for bulkhead framing. It cuts through wood, framing and light composite in a fraction of the time a hand tool takes. It is heavy at the bar end and stalls in anything that fights back. Used as an improvised weapon it deals 1d8 slashing damage and you attack with disadvantage.

Cost 75 gm
Weight 14 lb
Properties tool, loud
Use Action

Cook's Utensils

Tool, Tier I · Pre-Industrial

A set of pots, knives and a spice tin. Proficiency lets you stretch rations, make spoiled food safe to eat and improve the party's morale during a long rest.

Cost 1 gm
Weight 8 lb

Crowbar

Tool, Tier I · Pre-Industrial

A two-foot bar of forged iron with a flattened claw. You have advantage on Strength checks where leverage applies.

Cost 2 gm
Weight 5 lb
Properties tool

Disguise Kit

Tool, Tier I · Pre-Industrial

Cosmetics, hair, prosthetics, and a small assortment of other people's clothing. Proficiency lets you change your apparent age, build, or standing well enough to pass a checkpoint, and to spot the same work on somebody else.

Cost 25 gm
Weight 3 lb

Drum

Tool, Tier I · Pre-Industrial

A single skin stretched over a shallow shell, played with the hand or a beater. Proficiency lets you keep a marching column in step, signal across a line that cannot hear a voice, and keep time for a ritual. It is a focus for traditions that channel through rhythm.

Cost 6 gm
Weight 3 lb
Properties instrument

Encrypted Communicator

Tool, Tier III · Modern

A palm-sized handset with a sliding antenna, a rolling-code transceiver and a one-button panic erase. It is paired with another keyed unit at issue, talks across local repeaters, and patches into Halcyion or faction grids where they exist. It is rated secure against Tier III interception, and Tier IV equipment can read it. Standard kit for teams working beyond shouting distance.

Cost 120 gm
Weight 0.5 lb
Properties comms, data, encrypted

Forgery Kit

Tool, Tier I · Pre-Industrial

Inks, blank seals, papers, and a steady hand. Proficiency lets you produce a document that survives the glance most checkpoints give one, copy a signature you have seen, and recognize a forgery held in front of you.

Cost 15 gm
Weight 5 lb

Gunsmith's Tools

Tool, Tier II · Industrial

A leather roll of barrel reamers, rifling jigs, screwdrivers in five gauges, a small hand-vise, a powder funnel, oil bottles, and a tin of replacement flints or percussion caps. You need them to craft, modify or properly repair any Tier II firearm, and they serve in a pinch on Tier III ballistic weapons.

Cost 50 gm
Weight 8 lb
Properties toolkit

Hammer

Tool, Tier I · Pre-Industrial

A one-handed carpenter's hammer. It drives pitons and pulls nails, and swung in a fight it counts as a light hammer.

Cost 1 gm
Weight 3 lb
Properties tool

Harp

Tool, Tier I · Pre-Industrial

A shoulder harp of thirty strings on a carved frame, loud enough to fill a hall. Proficiency lets you perform for a large audience. It is a focus for traditions that channel through music.

Cost 40 gm
Weight 8 lb
Properties instrument

Herbalism Kit

Tool, Tier I · Pre-Industrial

A set of pouches, clippers, a mortar and a field guide. Proficiency lets you identify plants and say whether each is safe to eat, useful to brew or best avoided. Over a long rest where the plants allow, you can brew antitoxin or a healing draft, and you can treat plant-based poisons.

Cost 5 gm
Weight 3 lb

Leatherworker's Tools

Tool, Tier I · Pre-Industrial

A set of awls, edge bevelers, waxed thread and dyes. Proficiency lets you repair armor, boots, harness and straps in the field, and cut a replacement piece from hide.

Cost 5 gm
Weight 5 lb

Lockpicks

Tool, Tier III · Modern

A pocket roll of tension wrenches, hook picks, rakes, a bump key, and an electric pick-gun the size of a pen. You need them to make a Dexterity (Sleight of Hand) check against any mechanical lock of Tier III or below. They do not work on Tier IV biometric or magnetic locks, which need a hacker's deck. The Black Meridian Syndicate trains apprentices on pin-tumbler practice cylinders for a year before issuing them.

Cost 40 gm
Weight 0.5 lb
Properties toolkit, thieves-tools

Lute

Tool, Tier I · Pre-Industrial

A pear-bodied instrument with a bent neck and eleven strings across six courses. Proficiency lets you hold a room's attention where a speech would not and earn a night's lodging in most places that have a hearth, and it is the focus a channeler of the courtly traditions works through. It drifts out of tune between songs, and most players learn on one.

Cost 25 gm
Weight 3 lb
Properties instrument

Lyre

Tool, Tier I · Pre-Industrial

A yoke of two arms and a crossbar over a sounding bowl. Proficiency lets you perform anywhere you can sit down, and it is a focus for traditions that channel through music. It can be restrung and repaired from what a road offers.

Cost 30 gm
Weight 2 lb
Properties instrument

Mason's Tools

Tool, Tier I · Pre-Industrial

Trowels, a mallet, and stone chisels. Proficiency lets you cut stone, wall an opening, and read a structure well enough to say which part of it is holding the rest up.

Cost 10 gm
Weight 8 lb

Meridian Run Transponder

Tool, Tier IV · Spacefaring, requires attunement

A navigation transponder keyed to a single Syndicate navigator and useless to anyone else. While you are attuned to it, it reads the ion nebula around the Black Meridian system and returns a corridor through the nebula that holds for about 4 hours. The Syndicate issues them to its own navigators only.

Cost 2,400 gm
Weight 3 lb
Properties attunement, data

Navigator's Tools

Tool, Tier I · Pre-Industrial

A sextant, dividers and a set of charts. Proficiency lets you fix a position from the sun and horizon, hold a course without landmarks, and avoid getting lost in terrain that has none. They work when electronic instruments do not.

Cost 25 gm
Weight 2 lb

Pan Flute

Tool, Tier I · Pre-Industrial

Graduated pipes bound in a row and stopped at the bottom with wax. Proficiency lets you perform for an audience where a larger instrument is impractical. It is a focus for traditions that channel through music. You tune it by melting the wax and moving it.

Cost 12 gm
Weight 2 lb
Properties instrument

Plasma Cutting Torch

Tool, Tier IV · Spacefaring

A handheld plasma arc for hull work. In 1 minute of work you cut a person-sized hole in a bulkhead, and every sensor aboard registers it.

Cost 500 gm
Weight 5 lb
Properties tool

Plasma Drill

Tool, Tier IV · Spacefaring

A bore head running a sustained plasma arc, braced against the hip and fed from a backpack cell. Black Star crews sink survey holes with it and cut hardpoints out of a hull with the same tool. It bores through a foot of rock or plate steel per minute. Used as an improvised weapon it deals 2d6 plasma damage and occupies both hands.

Cost 900 gm
Weight 22 lb
Properties powered, power-cell, two-handed, tool

Plasma Saw

Tool, Tier IV · Spacefaring

A guided arc between two rails, run along a seam. It cuts a foot of plate steel in 6 seconds and leaves an edge that does not need dressing. Salvage crews open a hull with it without touching what is behind the plate. Used as an improvised weapon it deals 2d6 plasma damage.

Cost 750 gm
Weight 14 lb
Properties powered, power-cell, two-handed, tool

Poisoner's Kit

Tool, Tier I · Pre-Industrial

Vials, a glass stirring rod, and reagents that are illegal in six of the Eight Powers and unremarked upon in the seventh. Proficiency lets you extract a toxin from a creature or plant, coat a blade without dosing yourself, and identify a poison already at work.

Cost 50 gm
Weight 2 lb

Potion Lab

Tool, Tier II · Industrial

A bench still, a condenser, and a rack of graduated glass. Proficiency with alchemist's supplies lets you brew any common or uncommon potion here over a day's work, for half its listed price in reagents.

Cost 200 gm
Weight 80 lb

Power Drill

Tool, Tier III · Modern

A braced rotary drill with a magazine of bits. As an action, it opens a mechanical lock or a bolted panel in 1 minute with no check, and anyone within Close range hears it working.

Cost 140 gm
Weight 5 lb
Properties tool, loud
Use Action

Shovel

Tool, Tier I · Pre-Industrial

A steel blade on an ash haft. It digs, pries and levels ground. Used as an improvised weapon it deals 1d6 bludgeoning damage and you attack with disadvantage.

Cost 2 gm
Weight 5 lb
Properties tool

Smith's Tools

Tool, Tier I · Pre-Industrial

A set of hammers, tongs, a hardy and files. Proficiency lets you repair metal armor and weapons, straighten bent metal, reforge broken pieces, and work a hinge or a bar off its mounting. Repairs and reforging need a forge, which the set does not include.

Cost 20 gm
Weight 8 lb

Thieves' Tools

Tool, Tier I · Pre-Industrial

A roll of picks, tension wrenches, mirrors, and a small file. Proficiency lets you pick a mechanical lock and disarm a mechanical trap.

Cost 25 gm
Weight 1 lb

Tinkerer's Tools

Tool, Tier I · Pre-Industrial

Files, solder, a small anvil, and wire. Proficiency lets you patch a broken mechanism well enough to survive one more day of being used, and to improvise a simple device from parts on hand.

Cost 50 gm
Weight 10 lb

Consumables

CONSUMABLES

Name	Cost	Use	Weight
Tier I · Pre-Industrial			
Bead of Force	1,000 gm	Action	—
Bead of Nourishment	50 gm	Bonus action · As much nourishment as a day of rations.	—
Dust of Disappearance	250 gm	Action	—
Dust of Dryness	250 gm	Action	—
Elemental Gem	250 gm	Action	—
Elixir of Health	1,000 gm	Bonus action	—
Feather Token	250 gm	Action	—
Greater Potion of Clear Mind	1,000 gm	Bonus action	0.5 lb
Greater Potion of Health	1,000 gm	Bonus action	0.5 lb
Greater Potion of Jumping	250 gm	Bonus action	0.5 lb
Greater Potion of Regeneration	4,000 gm	Bonus action	0.5 lb
Greater Potion of Strength	1,000 gm	Bonus action	0.5 lb
Herbal Ointment	12 gm	Bonus action · Regain 1d4 hit points.	1 lb
Holy Water	50 gm	Action	0.5 lb
Lesser Potion of Health	50 gm	Bonus action	0.5 lb
Master Potion of Health	4,000 gm	Bonus action	0.5 lb
Oil of Etherealness	1,000 gm	—	—
Oil of Sharpness	4,000 gm	—	—
Oil of Slipperiness	250 gm	—	—
Philter of Love	250 gm	Bonus action	—
Potion of Animal Friendship	250 gm	Bonus action	—
Potion of Clairvoyance	1,000 gm	Bonus action	—
Potion of Clear Mind	250 gm	Bonus action	0.5 lb
Potion of Climbing	50 gm	Bonus action	—
Potion of Cold Affinity	1,000 gm	Bonus action	0.5 lb
Potion of Diminution	1,000 gm	Bonus action	—
Potion of Divine Insight	1,000 gm	Action	0.5 lb
Potion of Earth Affinity	1,000 gm	Bonus action	0.5 lb
Potion of Fire Affinity	1,000 gm	Bonus action	0.5 lb
Potion of Flying	4,000 gm	Bonus action	—
Potion of Gaseous Form	1,000 gm	Bonus action	—
Potion of Giant Strength	1,000 gm	Bonus action	—
Potion of Growth	250 gm	Bonus action	—
Potion of Health	250 gm	Bonus action	0.5 lb
Potion of Heroism	1,000 gm	Bonus action	—

Name	Cost	Use	Weight
Potion of Invisibility	1,000 gm	Bonus action	—
Potion of Invulnerability	1,000 gm	Bonus action	—
Potion of Jumping	50 gm	Bonus action	0.5 lb
Potion of Longevity	4,000 gm	Bonus action	—
Potion of Mind Reading	1,000 gm	Bonus action	—
Potion of Molten Movement	1,000 gm	Bonus action	0.5 lb
Potion of Poison	250 gm	Bonus action	—
Potion of Regeneration	1,000 gm	Bonus action	0.5 lb
Potion of Resistance	250 gm	Bonus action	—
Potion of Speed	4,000 gm	Bonus action	—
Potion of Strength	250 gm	Bonus action	0.5 lb
Potion of Vitality	4,000 gm	Bonus action	—
Potion of Water Affinity	1,000 gm	Bonus action	0.5 lb
Potion of Water Breathing	250 gm	Bonus action	—
Potion of the Dragon	4,000 gm	Bonus action	0.5 lb
Potion of the Phoenix	4,000 gm	Bonus action	0.5 lb
Spell Scroll	1,000 gm	Action	—
Tier II · Industrial			
Field-Bandage Pack	12 gm	Action · Used on another creature within reach.	0.5 lb
Pain Pills	10 gm	Bonus action · Ignore Wounded for 1 hour, then a DC 12 Constitution save.	0.1 lb
Tier III · Modern			
Adrenal Stimulant	60 gm	Bonus action · Regain 2d4 + 2 hit points and remove one level of exhaustion.	0.5 lb
Antibiotics	40 gm	Action · Ten-day course: ends one disease or wound infection.	—
Blood Bag	55 gm	Action · Transfuse a stabilized creature for 2d6 hit points.	1 lb
Medstim	20 gm	Bonus action · Regain 1d4 + 1 hit points.	0.25 lb
Radiation Pills	35 gm	Bonus action · 1 hour of advantage on radiation saves. No effect if taken after exposure.	0.1 lb
Sedative	40 gm	Action · Works on a willing, Unconscious or Grappled creature.	0.25 lb
Steroids	90 gm	Bonus action · 1 hour of advantage on Strength, then Exhaustion.	—
Trauma Patch	25 gm	Bonus action · Stabilizes a dying creature. No check.	0.5 lb
Tier IV · Spacefaring			
Nanite Injector	300 gm	Bonus action · Regain 4d8 + 4 hit points.	1 lb

Name	Cost	Use	Weight
Tier V · Esoteric			
Rift Distillate	3,000 gm	Bonus action · Restores every expended spell slot, at a cost in years.	0.5 lb

Adrenal Stimulant

Consumable, Tier III · Modern

A single-use auto-injector of combat stimulants. As a bonus action, inject it to regain 2d4 + 2 hit points and remove one level of exhaustion. The second dose in a day does neither.

Cost 60 gm
Weight 0.5 lb
Properties consumable, medical
Use Bonus action · Regain 2d4 + 2 hit points and remove one level of exhaustion.

Antibiotics

Consumable, Tier III · Modern

A blister pack of broad-spectrum tablets with an expiration date stamped on the foil. Take the ten-day course, starting over a long rest, and you are cured of one disease or of one infection from an untreated wound. It has no effect on anything channeled or engineered.

Cost 40 gm
Properties medical, single-use
Use Action · Ten-day course: ends one disease or wound infection.

Bead of Force

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Beads of Force are found in groups of 1d4 + 4. You can take an action to throw the bead up to 60 feet. The bead explodes in a 10-foot-radius sphere on impact and is destroyed. Each creature in the sphere must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save or are partially within the area are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can pass through. An enclosed creature can take an action to push against the sphere's wall, moving the sphere up to half the creature's speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

Cost 1,000 gm
Use Action

Bead of Nourishment

Consumable, Common, Tier I · Pre-Industrial

This flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of Rations.

Cost 50 gm
Use Bonus action · As much nourishment as a day of rations.

Blood Bag

Consumable, Tier III · Modern

A unit of cross-matched synthetic plasma in a pressure bag with a giving set. As an action, transfuse it into a stabilized creature you can touch to restore 2d6 hit points or remove one level of exhaustion caused by blood loss. It has no effect on a creature that is still Bleeding and does not close a wound.

Cost 55 gm
Weight 1 lb
Properties consumable, medical
Use Action · Transfuse a stabilized creature for 2d6 hit points.

Dust of Disappearance

Consumable, Uncommon, Tier I · Pre-Industrial

This powder resembles fine sand. There is enough of it for one use. When you take an action to throw the dust into the air, you and each creature and object within a 10-foot emanation originating from you have the Invisible condition for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. Immediately after an affected creature makes an attack roll, deals damage, or casts a spell, the Invisible condition ends for that creature.

Cost 250 gm
Use Action

Dust of Dryness

Consumable, Uncommon, Tier I · Pre-Industrial

This small packet contains 1d6 + 4 pinches of dust. As an action, you can sprinkle a pinch of the dust over water, turning up to a 15-foot cube of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible. A creature can take an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so destroys the pellet and ends its magic. As an action, you can sprinkle a pinch of the dust on an elemental within 5 feet of yourself that is composed mostly of water (such as a Water Elemental). Such a creature exposed to a pinch of the dust makes a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save or half as much damage on a successful one.

Cost 250 gm
Use Action

Elemental Gem

Consumable, Uncommon, Tier I · Pre-Industrial

A gem holding a mote of elemental energy. As an action, break the gem: an elemental of the type on the table appears in an unoccupied space as close to the broken gem as possible, and the gem stops being magical. The elemental understands your languages, obeys your commands, and takes its turn immediately after you on your initiative count. It disappears after 1 hour, when it dies, or when you dismiss it as a bonus action.

Cost 250 gm
Use Action

THE GEM AND THE ELEMENTAL IT HOLDS

Gem	Summoned elemental
Blue sapphire	Air Elemental
Emerald	Water Elemental
Red corundum	Fire Elemental
Yellow diamond	Earth Elemental

Elixir of Health

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you are cured of all magical contagions. In addition, the following conditions end on you: Blinded, Deafened, Paralyzed, and Poisoned. The clear, red liquid has tiny bubbles of light in it.

Cost 1,000 gm
Properties potion
Use Bonus action

Feather Token

Consumable, Uncommon, Tier I · Pre-Industrial

This object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The GM chooses the type or determines it randomly by rolling on the Feather Tokens table. The type of token determines its rarity. Anchor (Uncommon). You can take an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears. Bird (Rare). You can take an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a Roc, but it can't attack. It obeys your simple commands and can carry up to 500 pounds while flying at its maximum speed (16 miles per hour for a maximum of 144 miles per day, with a 1-hour rest for every 3 hours of flying) or 1,000 pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action. Fan (Uncommon). If you are on a boat or ship, you can take an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a strong wind. This wind can fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action. Swan Boat (Rare). You can take an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can take an action while on the boat to command it to move or to turn up to 90 degrees. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action. Tree (Uncommon). You must be outdoors to use this token. You can take an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. Whip (Rare). You can

take an action to throw the token to a point within 10 feet of yourself. The token disappears, and a floating whip takes its place. You can then take a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage. As a bonus action, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of the whip. The whip disappears after 1 hour, when you take an action to dismiss it, or when you die or have the Incapacitated condition.

Cost 250 gm
Use Action

FEATHER TOKENS

1d100	Token	Rarity
01–20	Anchor	Uncommon
21–35	Bird	Rare
36–50	Fan	Uncommon
51–65	Swan boat	Rare
66–90	Tree	Uncommon
91–00	Whip	Rare

Field-Bandage Pack

Consumable, Tier II · Industrial

A pocket roll: pressure bandage, clotting powder, two adhesive seals, and a snap-ampule of analgesic, found in every militia footlocker from the Aurelion outer marches to Black Meridian. As an action, use it on a creature you can touch, yourself included. The target regains 1d4 + 2 hit points and the pack is consumed. It has no effect on a creature without a circulatory system.

Cost 12 gm
Weight 0.5 lb
Properties consumable, single-use
Use Action · Used on another creature within reach.

Greater Potion of Clear Mind

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A colorless draft, distilled further than a Potion of Clear Mind, in a vial with a wax seal over the stopper. Drink it and for 1 hour you are immune to being Charmed, Frightened or Possessed, your thoughts cannot be read, and you know when anything tries to read them.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Greater Potion of Health

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

Thicker and darker than the standard draft, and it goes down badly. Drink it to regain 8d4 + 8 hit points.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Greater Potion of Jumping

Consumable, Uncommon, Tier I · Pre-Industrial, Rift Affinity 1+

The same green draft under pressure, with the stopper wired down. Drink it and for 1 hour your jump distance is multiplied by five, you take no damage from a fall of 40 feet or less, and you can jump from a standing start without a run-up.

Cost 250 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Greater Potion of Regeneration

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 1+

The same gold draft, brighter, and it casts enough light to read by. Drink it and for 1 hour you regain 3d4 hit points at the start of each of your turns, a severed part regrows over the hour, and you stabilize automatically at 0 hit points.

Cost 4,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Greater Potion of Strength

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A vial holding twice the gray silt of a Potion of Strength, heavier than it looks. Drink it and for 1 hour your Strength score becomes 25. It has no effect if your Strength score is already higher.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Herbal Ointment

Consumable, Tier I · Pre-Industrial

A green paste of crushed leaf and rendered fat in a horn pot, sold at market stalls on every Tier I world. As a bonus action, rub it into a wound: you regain 1d4 hit points, and a burn, a graze or a frostbitten extremity stops getting worse. It has no effect on a creature at 0 hit points.

Cost 12 gm
Weight 1 lb
Properties medical, single-use
Use Bonus action · Regain 1d4 hit points.

Holy Water

Consumable, Common, Tier I · Pre-Industrial, Rift Affinity 1+

A flask of water blessed at an altar, sold at the door of most temples for the price of the flask. Fiends and undead have never been observed to distinguish between faiths. As an action, throw it at a target within 20 feet as an improvised weapon: a fiend or an undead takes 2d6 radiant damage on a hit. Poured across a threshold, it prevents either from crossing for 1 hour.

Cost 50 gm
Weight 0.5 lb
Properties single-use, potion
Use Action

Lesser Potion of Health

Consumable, Common, Tier I · Pre-Industrial, Rift Affinity 1+

A thumb's depth of red in a glass vial, sold by the tray as field issue. Drink it to regain 2d4 + 2 hit points.

Cost 50 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Master Potion of Health

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 1+

Almost black in the vial and warm to hold, made by people who sign their work. Drink it to regain 10d4 + 20 hit points.

Cost 4,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Medstim

Consumable, Tier III · Modern

The cheap civilian auto-injector, sold from vending faces in every transit ring. As a bonus action, inject it to regain 1d4 + 1 hit points. A second dose within the same hour restores half as much.

Cost 20 gm
Weight 0.25 lb
Properties consumable, medical
Use Bonus action · Regain 1d4 + 1 hit points.

Nanite Injector

Consumable, Tier IV · Spacefaring

A single-use injector of surgical nanites. As a bonus action, inject it to regain 4d8 + 4 hit points, and one broken bone knits over the following hour.

Cost 300 gm
Weight 1 lb
Properties consumable
Use Bonus action · Regain 4d8 + 4 hit points.

Oil of Etherealness

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the Etherealness spell for 1 hour. Beads of this cloudy, gray oil form on the outside of its container and quickly evaporate.

Cost 1,000 gm

Oil of Sharpness

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

One vial of this oil can coat one Melee weapon or twenty pieces of ammunition, but only ammunition and Melee weapons that are nonmagical and deal slashing or piercing damage are affected. Applying the oil takes 1 minute, after which the oil magically seeps into whatever it coats, turning the coated weapon into a +3 Weapon or the coated ammunition into +3 Ammunition. This clear, gelatinous oil sparkles with tiny, ultrathin silver shards.

Cost 4,000 gm

Oil of Slipperiness

Consumable, Uncommon, Tier I · Pre-Industrial

One vial of this oil can cover one Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the Freedom of Movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the Grease spell in that area for 8 hours. This sticky, black unguent is thick and heavy, but it flows quickly when poured.

Cost 250 gm

Pain Pills

Consumable, Tier II · Industrial

A blister of gray analgesic tablets, sold from unattended dispensers. Take one and for 1 hour you ignore the effects of the Wounded condition, though the damage remains. When the hour ends, make a DC 12 Constitution saving throw or gain one level of exhaustion.

Cost 10 gm
Weight 0.1 lb
Properties consumable, medical
Use Bonus action · Ignore Wounded for 1 hour, then a DC 12 Constitution save.

Philter of Love

Consumable, Uncommon, Tier I · Pre-Industrial

The next time you see a creature within 10 minutes after drinking this philter, you have the Charmed condition for 1 hour, with that creature as its source. This rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Cost 250 gm
Properties potion
Use Bonus action

Potion of Animal Friendship

Consumable, Uncommon, Tier I · Pre-Industrial

When you drink this potion, you can cast the level 3 version of the Animal Friendship spell (save DC 13). Agitating this potion's muddy liquid brings little bits into view: a fish scale, a hummingbird feather, a cat claw, or a squirrel hair.

Cost 250 gm
Properties potion
Use Bonus action

Potion of Clairvoyance

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you gain the effect of the Clairvoyance spell (no concentration required). An eyeball bobs in this potion's yellowish liquid but vanishes when the potion is opened.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Clear Mind

Consumable, Uncommon, Tier I · Pre-Industrial, Rift Affinity 1+

Colorless, odorless, and cold going down. Negotiators drink one before a session. Drink it and for 1 hour you have advantage on saving throws against being Charmed, Frightened or Possessed, and against any effect that would read your thoughts. Drinking it also ends one such effect already on you.

Cost 250 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Climbing

Consumable, Common, Tier I · Pre-Industrial

When you drink this potion, you gain a climb speed equal to your speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks to climb. This potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Cost 50 gm
Properties potion
Use Bonus action

Potion of Cold Affinity

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A vial of pale draft with frost on the inside of the glass. Drink it and for 1 hour you are immune to cold damage, you can walk on snow and ice without slipping or sinking, and water you touch freezes solid within a foot of your hand.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Diminution

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you gain the "reduce" effect of the Enlarge/Reduce spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Divine Insight

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A clear draft with a shimmer in it that stops moving when it is looked at directly. Orders give these out and keep a record of who received each. Drink it and for 10 minutes you know whether any statement said aloud in your presence is believed by the creature saying it, and you have advantage on Insight and Religion checks. It does not tell you whether the statement is true.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Action

Potion of Earth Affinity

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A vial of dark draft with grit suspended in it. Drink it and for 1 hour you can move through earth, sand and loose rock at half your speed as though it were open ground, and you know the depth and direction of any cavity within 60 feet of you.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Fire Affinity

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A vial of red draft that is warm in the hand and never still. Drink it and for 1 hour you are immune to fire damage, you can breathe in smoke and superheated air, and your unarmed strikes deal an extra 1d6 fire damage.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Flying

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

When you drink this potion, you gain a fly speed equal to your speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

Cost 4,000 gm
Properties potion
Use Bonus action

Potion of Gaseous Form

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you gain the effect of the Gaseous Form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Giant Strength

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A transparent draft with a sliver of light in it shaped like a giant's fingernail. Drink it and for 1 hour your Strength score becomes the score on the table for the type of giant the potion was brewed from. It has no effect if your Strength is already equal to or higher.

Cost 1,000 gm
Properties potion
Use Bonus action

THE GIANT AND THE SCORE

Potion	Strength	Rarity
Hill giant	21	Uncommon
Frost or stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

Potion of Growth

Consumable, Uncommon, Tier I · Pre-Industrial

When you drink this potion, you gain the "enlarge" effect of the Enlarge/Reduce spell for 10 minutes (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Cost 250 gm
Properties potion
Use Bonus action

Potion of Health

Consumable, Uncommon, Tier I · Pre-Industrial, Rift Affinity 1+

The standard red draft stocked in field kits. It glimmers when shaken, and a dyed fake does not. Drink it to regain 4d4 + 4 hit points.

Cost 250 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Heroism

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the Bless spell (no concentration required). This potion's blue liquid bubbles and steams as if boiling.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Invisibility

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This potion's container looks empty but feels as though it holds liquid. When you drink the potion, you have the Invisible condition for 1 hour. The effect ends early if you make an attack roll, deal damage, or cast a spell.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Invulnerability

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

For 1 minute after you drink this potion, you have resistance to all damage. This potion's syrupy liquid looks like liquefied iron.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Jumping

Consumable, Common, Tier I · Pre-Industrial, Rift Affinity 1+

Green and fizzing, and it does not stop fizzing once it is in you. Surveyors and roof runners keep one on the belt. Drink it and for 1 hour your jump distance is tripled and you take no damage from a fall of 20 feet or less.

Cost 50 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Longevity

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A potion of amber liquid with a tiny heart suspended in it that still beats. When you drink it, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you drink a Potion of Longevity after the first, there is a cumulative 10 percent chance that you instead age by 1d6 + 6 years. The heart vanishes when the potion is opened.

Cost 4,000 gm
Properties potion
Use Bonus action

Potion of Mind Reading

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

When you drink this potion, you gain the effect of the Detect Thoughts spell (save DC 13) for 10 minutes (no concentration required). This potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Cost 1,000 gm
Properties potion
Use Bonus action

Potion of Molten Movement

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A slow-pouring liquid that glows through its glass vial, made by Rift-workers of the Molten Channel for the parts of a job that are behind a wall. When you drink it, for 10 minutes you can move through any gap a liquid could pass, at half speed, along with whatever you wear and hold. You cannot attack or be attacked while inside a gap, and you take 2d6 fire damage if the effect ends while you are in one.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Poison

Consumable, Uncommon, Tier I · Pre-Industrial

This concoction looks, smells, and tastes like a Potion of Healing or another beneficial potion. However, it is actually poison masked by illusion magic. Identify reveals its true nature. If you drink this potion, you take 4d6 poison damage and must succeed on a DC 13 Constitution saving throw or have the Poisoned condition for 1 hour.

Cost 250 gm
Properties potion
Use Bonus action

Potion of Regeneration

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

Pale gold and slightly warm, and the vial is always a little fuller than it was left. Drink it and for 1 hour you regain 1d4 hit points at the start of each of your turns, and a severed part reattaches if held in place for 1 minute.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Resistance

Consumable, Uncommon, Tier I · Pre-Industrial

Drink this potion and for 1 hour you have resistance to one type of damage. The GM chooses the type or rolls on the table.

Cost 250 gm
Properties potion
Use Bonus action

DAMAGE TYPE

1d10	Damage type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Potion of Speed

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A potion of yellow fluid streaked with black that swirls on its own. When you drink it, you gain the effect of the Haste spell for 1 minute (no concentration required) without suffering the wave of lethargy that occurs when the effect ends.

Cost 4,000 gm
Properties potion
Use Bonus action

Potion of Strength

Consumable, Uncommon, Tier I · Pre-Industrial, Rift Affinity 1+

A vial with gray silt at the bottom and a taste like the inside of a forge. Dockhands buy them by the crate on the last day of a contract. When you drink it, your Strength score becomes 21 for 1 hour, and your carrying capacity is calculated from that score. It has no effect if your Strength score is already higher.

Cost 250 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Vitality

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

When you drink this potion, it removes any exhaustion levels you have and ends the Poisoned condition on you. For the next 24 hours, you regain the maximum number of hit points for any hit point Die you spend. This potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

Cost 4,000 gm
Properties potion
Use Bonus action

Potion of Water Affinity

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 2+

A vial of blue draft that keeps moving in the glass after it is set down. Drink it and for 1 hour you can breathe water, swim at your walking speed, and see clearly underwater at any depth, and pressure does not injure you.

Cost 1,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of Water Breathing

Consumable, Uncommon, Tier I · Pre-Industrial

You can breathe underwater for 24 hours after drinking this potion. This potion's cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Cost 250 gm
Properties potion
Use Bonus action

Potion of the Dragon

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A heavy, scale-flecked draft, warm in the vial. Drink it and for 1 hour you have resistance to one damage type of the GM's choice from acid, cold, fire, lightning or poison, and advantage on saving throws against the breath weapons of dragons. During that hour you can take an action to breathe that element in a 30-foot cone: each creature in the cone must make a DC 16 Dexterity saving throw, taking 6d6 damage of that type on a failed save or half as much on a successful one.

Cost 4,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Potion of the Phoenix

Consumable, Epic, Tier I · Pre-Industrial, Rift Affinity 3+

A single ember suspended in clear fluid that has not gone out in however long the vial has been sealed. Aurelion work, sold only through unlicensed brokers. Drink it and the effect waits: the next time you would drop to 0 hit points within 24 hours, you instead drop to half your hit point maximum and every creature within 10 feet of you takes 4d6 fire damage.

Cost 4,000 gm
Weight 0.5 lb
Properties single-use, potion
Use Bonus action

Radiation Pills

Consumable, Tier III · Modern

A foil strip of chelating tablets, issued by the sheet to anyone working a hot deck. Belt refineries keep a dispenser by the airlock. Take them as a bonus action before exposure: for 1 hour you have advantage on saving throws against radiation, and exposure during that hour inflicts no Exhaustion. They have no effect if taken after exposure.

Cost 35 gm
Weight 0.1 lb
Properties consumable, medical
Use Bonus action · 1 hour of advantage on radiation saves. No effect if taken after exposure.

Rift Distillate

Consumable, Tier V · Esoteric, Rift Affinity 5+

A vial of Rift energy held in suspension. Drink it to restore all of your expended spell slots. It also ages you somewhere between a day and a decade, and there is no way to know which beforehand.

Cost 3,000 gm
Weight 0.5 lb
Properties consumable, potion
Use Bonus action · Restores every expended spell slot, at a cost in years.

Sedative

Consumable, Tier III · Modern

A measured dose of fast-acting anesthetic. As an action, you can administer it to a willing, Unconscious or Grappled creature. The creature must succeed on a DC 14 Constitution saving throw or fall Unconscious for 1d4 hours, and it wakes if it takes damage.

Cost 40 gm
Weight 0.25 lb
Properties consumable, medical
Use Action · Works on a willing, Unconscious or Grappled creature.

Spell Scroll

Consumable, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A single spell written in a mystical cipher on a rolled sheet. If the spell is on your spell list, you can read the scroll to cast it without material components; otherwise it is unintelligible. Casting from the scroll takes the spell's normal casting time, and the scroll crumbles to dust once the spell is cast. If the casting is interrupted, the scroll is not lost. If the spell is on your list but of a higher level than you can cast, make an ability check with your spellcasting ability against a DC of 10 + the spell's level; on a failure the spell disappears from the scroll with no other effect. The spell's level sets the scroll's rarity, save DC and attack bonus, as shown on the table. Copying a Scroll. A Wizard spell on a scroll can be copied into a spellbook with a successful Intelligence (Arcana) check against a DC of 10 + the spell's level. The scroll is destroyed whether the check succeeds or fails.

Cost 1,000 gm
Use Action

SCROLLS BY SPELL LEVEL

Spell level	Rarity	Save DC	Attack bonus
Cantrip	Common	13	+5
1	Common	13	+5
2	Uncommon	13	+5
3	Uncommon	15	+7
4	Rare	15	+7
5	Rare	17	+9
6	Very rare	17	+9
7	Very rare	18	+10
8	Very rare	18	+10
9	Legendary	19	+11

Steroids

Consumable, Tier III · Modern

An intramuscular shot of an anabolic steroid that a licensed clinic would log. As a bonus action, you can inject it. For 1 hour you have advantage on Strength checks and Strength saving throws, and your carrying capacity doubles. When the hour ends you gain one level of exhaustion, and a second dose within 24 hours gives you two levels.

Cost 90 gm
Properties medical, single-use
Use Bonus action · 1 hour of advantage on Strength, then Exhaustion.

Trauma Patch

Consumable, Tier III · Modern

An adhesive clotting dressing in a sterile sleeve. As a bonus action, you can press it onto a dying creature to stabilize it, with no check required.

Cost 25 gm
Weight 0.5 lb
Properties consumable, medical
Use Bonus action · Stabilizes a dying creature. No check.

VEHICLES

Name	Cost	Hull Points	Speed	Crew	Passengers
Tier I · Pre-Industrial					
Keelboat	3,000 gm	100	Slow	1	6
Rowboat	50 gm	50	Slow	1	3
Trained Beast Mount	150 gm	—	—	—	—
Wagon	35 gm	40	Slow	1	4
Tier III · Modern					
Atmospheric Skiff	7,200 gm	—	—	—	—
Frontier Truck	3,500 gm	—	—	—	—
Tier IV · Spacefaring					
Black Star Hyperfuel	900 gm	—	—	—	—
Light Walker Mech	22,000 gm	—	—	—	—

Atmospheric Skiff

Vehicle, Tier III · Modern

A flat-decked hover platform with a wraparound coaming, two ducted lift fans and a single steerable thrust nozzle aft. It rides a cushion of compressed air about a meter off the surface and can climb to roughly 200 meters above local terrain. It seats a pilot and 3 passengers with light cargo, and it is common on Halcyion outpost worlds for courier runs, in Black Meridian canal cities as a water taxi, and across the frontier wherever the roads are bad. Hover idle is near-silent: you have advantage on Dexterity (Stealth) checks while flying below 30 km/h. One passenger-rail hardpoint takes a tripod-mounted weapon, and the exposed lift-fan ducts count as a vulnerable component for called shots and sabotage.

Cost 7,200 gm
Weight 2,200 lb

Black Star Hyperfuel

Vehicle, Tier IV · Spacefaring

A canister of hyperdrive fuel harvested by Black Star Energy & Extractives from deep-belt drilling around Aurelion's Belt and refined at Echelon Prime. It burns hotter and cleaner than any other fuel a hull will take, and Echelon prices it to match. Crews who buy it in bulk are usually buying it on credit. Burn one canister before a hyperlane crossing and the crossing takes half the usual days, to a minimum of 1. A hull can burn only one canister per crossing.

Cost 900 gm
Weight 40 lb

Charged Burn (1 charge). Consume one canister before a hyperlane crossing. The crossing takes half the usual days, to a minimum of one. A hull may burn only one canister per crossing.

Frontier Truck

Vehicle, Tier III · Modern

A four-wheeled hauler on a ladder frame, internal-combustion or hydrogen-cell depending on local supply, built heavy for a colony's first decade and simple to weld back together with a field arc. The cab seats a driver and one passenger, and the rear bench seats two more or folds flat for cargo. Versions vary by world: the Federation field service hands them out under an austere monogram, Black Meridian chop-shops fit bullbars and a roll cage, and Aurelion outposts repaint them gold and say they came from a workshop on Aurelios. It does roughly 110 km/h on a graded road and 40 cross-country, carries around 1,500 pounds in the open bed, and has a cab-roof hardpoint rated for a light weapon mount or a comms dish, a tow hitch, and an engine bay sealed against dust and shallow fording though not vacuum. A Pilot of the Cavalryman or Ace Flyer subclass treats the truck as a baseline mount, and it is not a Bonded Vessel.

Cost 3,500 gm
Weight 4,800 lb

Keelboat

Vehicle, Tier I · Pre-Industrial

A decked river and coastal boat with a single mast, a keel and a small cabin. It runs cargo and passengers between river towns and along a coast. One sailor can crew it with six passengers aboard, and the hold takes a ton of cargo. It has 100 hull points and moves at a walking pace under sail or oar.

Cost 3,000 gm
Weight 2,000 lb
Domain Amphibious
Hull Points 100
Speed Slow
Crew 1
Passengers 6

Light Walker Mech

Vehicle, Tier IV · Spacefaring, Rift Affinity 1+

A bipedal combat walker scaled for one pilot: roughly 3 meters tall and 2.5 tonnes, with reverse-articulated legs and a stubby torso block built around the cockpit. It is the smallest walker class still rated for line combat. The Federation uses it as heavy-infantry support, Echelon as a corporate-security shock unit, and the frontier against anything bigger than a person. You enter through a dorsal hatch and lie face down in a contoured harness, with stick-and-pedal control, or direct neural feedback if a Cybernetic Neural Interface is fitted. It moves at a jog and takes a 20-foot step, sprints at roughly twice that in short bursts, cannot fly or swim, and fords water to torso height. Composite armor puts it at powered-armor scale, so it is immune to small-arms ballistic damage. The torso hardpoint takes one shoulder-class ranged weapon, fired with your Piloting modifier in place of your attack proficiency. A Pilot of the Mech Pilot subclass treats the walker as a Bonded Vessel.

Cost 22,000 gm
Weight 3,600 lb

Rowboat

Vehicle, Tier I · Pre-Industrial

An open wooden boat with a pair of oars, built by river settlements for their own use. One person rows three passengers across a lake or along a shoreline. It has 50 hull points, moves at a walking pace and capsizes if it is boarded from the water.

Cost 50 gm
Weight 100 lb
Domain Amphibious
Hull Points 50
Speed Slow
Crew 1
Passengers 3

Trained Beast Mount

Vehicle, Tier I · Pre-Industrial

A working riding animal, broken to saddle and conditioned for combat. The species varies by world. Aurelion Ascendancy outriders ride the long-limbed steppe-horse of their core worlds, Zyrrak hunting parties ride the six-legged stalker their elders call ka'thri, Halcyion missionary orders on Tier I worlds prefer a short-legged plains-runner bred for stamina, and Frontier ranchers sell whatever the colony brought in the founding cargo and call it a horse. The training is what they share. The animal does not bolt under gunfire or thunder, responds to a small vocabulary of voice and rein commands, and handles basic obstacles without direction from the rider. It carries one rider and saddlebags, sustains roughly 40 to 60 km/h at a canter, and needs food, water and rest like any creature. Long stays in vacuum or hostile atmosphere are not survivable. A Pilot of the Cavalryman subclass treats the animal as a Bonded Vessel.

Cost 150 gm
Weight 1,200 lb

Wagon

Vehicle, Tier I · Pre-Industrial

A four-wheeled wagon with a plank bed and a draft harness. It seats a driver and four passengers or holds one ton of cargo, and behind two animals it moves at 2 miles an hour. It needs a road or ground firm enough to take one.

Cost 35 gm
Weight 400 lb
Domain Ground
Hull Points 40
Speed Slow
Crew 1
Passengers 4

Starships

STARSHIPS

Name	Cost	Hull Points	Shields	Hardpoints	Slots	Cargo	Crew	FTL
Snub								
Snub Interceptor	14,000 gm	18	0	1	1	0 t	1	None
Censer-class Snub	14,700 gm	16	2	1	1	0 t	1	None
Courier Snub	14,700 gm	16	2	1	1	0 t	1	None
Hopper-class Snub	14,700 gm	16	2	1	1	0 t	1	None
Nimbus-class Snub	14,700 gm	16	2	1	1	0 t	1	None
Splinter-class Snub	13,700 gm	16	2	1	1	0 t	1	None
Fighter								
Bolt-class Fighter	33,600 gm	26	4	3	2	2 t	1	None
Heavy Fighter	38,880 gm	36	8	3	3	2 t	2	Standard
Lancet-class Fighter	32,000 gm	30	4	3	2	2 t	1	None
Sickle-class Fighter	31,400 gm	27	4	3	2	1 t	1	None
Strike Fighter	28,080 gm	26	4	2	2	0 t	1	Slow

Name	Cost	Hull Points	Shields	Hardpoints	Slots	Cargo	Crew	FTL
Warrant-class Fighter	33,600 gm	29	4	3	2	2 t	1	None
Patrol								
Ambit-class Patrol	54,600 gm	44	9	2	3	10 t	4	Slow
Customs Cutter	54,600 gm	40	8	2	3	11 t	4	Slow
Shroud-class Patrol	54,600 gm	40	8	2	3	11 t	4	Slow
System Patrol Boat	54,600 gm	44	9	2	3	10 t	4	Slow
Vigil-class Patrol	54,600 gm	44	9	2	3	10 t	4	Slow
Warrant-class Patrol	54,600 gm	44	9	2	3	10 t	4	Slow
Shuttle								
System Shuttle	22,000 gm	30	0	0	2	10 t	1	None
Charter-class Shuttle	22,100 gm	29	3	0	2	19 t	2	None
Heavy Shuttle	22,100 gm	29	3	0	2	19 t	2	None
Pilgrim-class Shuttle	22,100 gm	29	3	0	2	19 t	2	None
Leisure								
Leisure Yacht	47,520 gm	44	6	1	4	25 t	2	Standard
Luxury Yacht	64,800 gm	60	14	2	6	40 t	4	Fast
Transport								
Almoner-class Transport	75,400 gm	64	7	1	4	96 t	6	Standard
Bearer-class Transport	75,400 gm	64	7	1	4	96 t	6	Standard
Envoy-class Transport	75,400 gm	64	7	1	4	96 t	6	Standard
Gantry-class Transport	75,400 gm	64	7	1	4	96 t	6	Standard
Passenger Liner	75,400 gm	64	7	1	4	96 t	6	Standard
Troop Transport	86,100 gm	67	9	1	4	48 t	6	Standard
Hauler								
Bulk Hauler	97,200 gm	90	8	1	5	400 t	8	Slow
Industrial Hauler	162,000 gm	150	24	3	7	900 t	20	Standard
Parallax Freighter	124,000 gm	110	10	1	6	600 t	6	Standard
Corvette								
Assault Corvette	90,720 gm	84	20	5	5	20 t	8	Standard
Cinder-class Corvette	78,400 gm	67	11	5	4	18 t	7	Standard
Consul-class Corvette	80,000 gm	74	12	4	4	26 t	7	Standard
Corsair-class Corvette	78,400 gm	67	11	5	4	18 t	7	Standard

Name	Cost	Hull Points	Shields	Hardpoints	Slots	Cargo	Crew	FTL
Custodian-class Corvette	84,000 gm	70	13	4	4	21 t	7	Standard
Light Corvette	69,120 gm	64	12	3	4	30 t	6	Standard
Frigate								
Aureate-class Frigate	152,000 gm	140	18	7	6	55 t	32	Standard
Line Frigate	172,800 gm	160	44	8	7	50 t	40	Fast
Palisade-class Frigate	159,600 gm	133	20	8	6	44 t	32	Standard
Patrol Frigate	129,600 gm	120	30	6	6	60 t	24	Standard
Rictus-class Frigate	149,000 gm	126	16	8	6	39 t	32	Standard
Destroyer								
Dirge-class Destroyer	245,000 gm	198	22	12	8	56 t	90	Standard
Escort Destroyer	237,600 gm	220	60	10	8	80 t	90	Fast
Hammer-class Destroyer	300,000 gm	260	28	12	8	68 t	90	Standard
Line Destroyer	300,000 gm	260	28	12	8	68 t	90	Standard
Liquidator-class Destroyer	300,000 gm	260	28	12	8	68 t	90	Standard
Solstice-class Destroyer	300,000 gm	260	28	12	8	68 t	90	Standard
Light Cruiser								
Cairn-class Light Cruiser	960,000 gm	319	35	14	9	85 t	140	Standard
Discovery-class Light Cruiser	840,000 gm	238	29	11	9	90 t	140	Standard
Light Cruiser	800,000 gm	270	30	12	9	100 t	140	Standard
Scout Cruiser	840,000 gm	238	29	11	9	90 t	140	Standard
Unity-class Light Cruiser	800,000 gm	270	30	12	9	100 t	140	Standard
Vaunt-class Light Cruiser	840,000 gm	238	29	11	9	90 t	140	Standard
Heavy Cruiser								
Exarch-class Heavy Cruiser	2,400,000 gm	340	36	15	10	130 t	220	Standard
Scythe-class Heavy Cruiser	2,352,000 gm	306	32	17	10	91 t	220	Standard
Siege Cruiser	2,880,000 gm	401	41	18	10	111 t	220	Standard
Warden-class Heavy Cruiser	2,520,000 gm	323	40	17	10	104 t	220	Standard

Name	Cost	Hull Points	Shields	Hardpoints	Slots	Cargo	Crew	FTL
Zenith-class Heavy Cruiser	2,400,000 gm	340	36	15	10	130 t	220	Standard
Heavy Cruiser	2,304,000 gm	320	90	14	10	120 t	200	Fast
Battlecruiser								
Battlecruiser	3,360,000 gm	370	40	17	11	144 t	460	Fast
Bulwark-class Battlecruiser	3,360,000 gm	399	46	21	11	128 t	460	Fast
Cinerary-class Battlecruiser	3,840,000 gm	496	48	23	11	136 t	460	Fast
Fast Battlecruiser	3,136,000 gm	378	38	22	10	112 t	460	Fast
Halo-class Battlecruiser	3,360,000 gm	370	40	17	11	144 t	460	Fast
Indemnity-class Battlecruiser	3,360,000 gm	399	46	21	11	128 t	460	Fast
Battleship								
Bane-class Battleship	4,680,000 gm	637	60	28	12	179 t	900	Standard
Bastion-class Battleship	3,900,000 gm	540	52	23	12	210 t	900	Standard
Capital Battleship	3,744,000 gm	520	160	22	12	200 t	900	Fast
Imperator-class Battleship	4,680,000 gm	637	60	28	12	179 t	900	Standard
Line Battleship	3,900,000 gm	540	52	23	12	210 t	900	Standard
Terminus-class Battleship	3,900,000 gm	540	52	23	12	210 t	900	Standard
Dreadnought								
Dreadnought	6,480,000 gm	900	300	34	16	400 t	3,000	Standard
Empyrean-class Dreadnought	7,920,000 gm	1,062	81	41	16	340 t	3,000	Slow
Grand Dreadnought	7,920,000 gm	1,062	81	41	16	340 t	3,000	Slow
Leviathan-class Dreadnought	7,920,000 gm	1,062	81	41	16	340 t	3,000	Slow
Ossuary-class Dreadnought	7,920,000 gm	1,062	81	41	16	340 t	3,000	Slow
Carrier								
Barrow-class Carrier	4,700,000 gm	500	40	9	13	320 t	1,400	Standard
Chimera-class Carrier	4,700,000 gm	500	40	9	13	320 t	1,400	Standard
Escort Carrier	470,000 gm	240	20	4	9	160 t	600	Standard
Fleet Carrier	4,700,000 gm	500	40	9	13	320 t	1,400	Standard
Sanctum-class Carrier	4,700,000 gm	500	40	9	13	320 t	1,400	Standard

Name	Cost	Hull Points	Shields	Hardpoints	Slots	Cargo	Crew	FTL
Sol-class Carrier	4,700,000 gm	500	40	9	13	320 t	1,400	Standard
Capital								
Apex-class Capital	6,720,000 gm	850	69	32	14	221 t	1,600	Standard
Basilica-class Capital	6,720,000 gm	850	69	32	14	221 t	1,600	Standard
Capital Command Ship	5,600,000 gm	720	60	27	14	260 t	1,600	Standard
Capital Flagship	6,720,000 gm	850	69	32	14	221 t	1,600	Standard
Heliarch-class Capital	6,720,000 gm	850	69	32	14	221 t	1,600	Standard
Reliquary-class Capital	6,720,000 gm	850	69	32	14	221 t	1,600	Standard
Colony								
Colony Ark	4,320,000 gm	600	40	4	14	2,000 t	300	Slow
Generation Hulk	4,048,000 gm	570	17	2	15	3,200 t	300	Slow

Almoner-class Transport

Transport starship, Tier IV · Spacefaring

The Halcyion Defense Forces' relief transport. It hauls grain, medics and shelter to whichever Federation world last asked. It has a single hardpoint, added at its escort's insistence.

Cost 75,400 gm
Weight 25,600 lb
Hull Class Transport
Hull Points 64
Shields 7
Hardpoints 1
Component Slots 4
Cargo 96 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Ambit-class Patrol

Patrol starship, Tier IV · Spacefaring

The Aurel Militarum's patrol hull, flown in the Aurelion Ascendancy's inner systems. It holds station on the approach lanes, where every inbound ship can see it. A crew of four runs it.

Cost 54,600 gm
Weight 17,600 lb
Hull Class Patrol
Hull Points 44
Shields 9
Hardpoints 2
Component Slots 3
Cargo 10 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

Apex-class Capital

Capital starship, Tier V · Esoteric

Echelon Security Corps's capital hull. Echelon's board sits aboard for one quarter in four. For the other three the ship is somewhere a contract is being decided.

Cost 6,720,000 gm
Weight 340,000 lb
Hull Class Capital
Hull Points 850
Shields 69
Hardpoints 32
Component Slots 14
Cargo 221 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Assault Corvette

Corvette starship, Tier IV · Spacefaring

A corvette hull with the hold given over to guns and boarding gear. It is built to close and board. Syndicate crews favor it because it arrives faster than a response can be sent, and the hold is down to 20 tons for it.

Cost 90,720 gm
Weight 33,600 lb
Hull Class Corvette
Hull Points 84
Shields 20
Hardpoints 5
Component Slots 5
Cargo 20 tons
Speed Fast
Crew 8
Passengers 6
FTL Standard

Aureate-class Frigate

Frigate starship, Tier IV · Spacefaring

The Aurel Militarum's frigate, the Aurelion Ascendancy's escort and picket hull. Its hull plate is anodized the color of the Ascendancy's sun. The color fades over a decade and is stripped and redone at every refit.

Cost 152,000 gm
Weight 56,000 lb
Hull Class Frigate
Hull Points 140
Shields 18
Hardpoints 7
Component Slots 6
Cargo 55 tons
Speed Moderate
Crew 32
Passengers 10
FTL Standard

Bane-class Battleship

Battleship starship, Tier V · Esoteric

The Covenant of the Ebon Creed's battleship, and the only hull the Creed fields that was designed from a plan. It mounts 28 hardpoints, the same fit as the Aurel Militarum's Imperator.

Cost 4,680,000 gm
Weight 254,800 lb
Hull Class Battleship
Hull Points 637
Shields 60
Hardpoints 28
Component Slots 12
Cargo 179 tons
Speed Slow
Crew 900
Passengers 60
FTL Standard

Barrow-class Carrier

Carrier starship, Tier V · Esoteric

The Ebon Creed's carrier. It launches its wing in waves and does not recover between them. Creed pilots are briefed on this before they are given a hull, and the carrier holds 400 of them.

Cost 4,700,000 gm
Weight 200,000 lb
Hull Class Carrier
Hull Points 500
Shields 40
Hardpoints 9
Component Slots 13
Cargo 320 tons
Speed Moderate
Crew 1400
Passengers 400
FTL Standard

Basilica-class Capital

Capital starship, Tier V · Esoteric

The Halcyion Defense Forces' capital hull, the seat of a Federation fleet. A Federation admiral is expected to die aboard, and the hull is built accordingly.

Cost 6,720,000 gm
Weight 340,000 lb
Hull Class Capital
Hull Points 850
Shields 69
Hardpoints 32
Component Slots 14
Cargo 221 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Bastion-class Battleship

Battleship starship, Tier V · Esoteric

The Halcyion Defense Forces' battleship, armored so heavily that its crew of 900 are the vulnerable part. The Federation has not lost one.

Cost 3,900,000 gm
Weight 216,000 lb
Hull Class Battleship
Hull Points 540
Shields 52
Hardpoints 23
Component Slots 12
Cargo 210 tons
Speed Slow
Crew 900
Passengers 60
FTL Standard

Battlecruiser

Battlecruiser starship, Tier V · Esoteric

A heavy hull that mounts a battleship's guns on a cruiser's engines and gives up armor to pay for both. It is built for fights a battleship cannot reach in time, and it withdraws before one arrives.

Cost 3,360,000 gm
Weight 148,000 lb
Hull Class Battlecruiser
Hull Points 370
Shields 40
Hardpoints 17
Component Slots 11
Cargo 144 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Bearer-class Transport

Transport starship, Tier IV · Spacefaring

The Ebon Creed's transport. It carries the Creed's dead and converts along with its cargo, often all in the same 96-ton hold.

Cost 75,400 gm
Weight 25,600 lb
Hull Class Transport
Hull Points 64
Shields 7
Hardpoints 1
Component Slots 4
Cargo 96 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Bolt-class Fighter

Fighter starship, Tier IV · Spacefaring

The Aurel Militarum's single-seat fighter, fast and lightly armored. Its handling is unforgiving, and the Aurel Militarum accepts a high rate of losses in flight training.

Cost 33,600 gm
Weight 10,400 lb
Hull Class Fighter
Hull Points 26
Shields 4
Hardpoints 3
Component Slots 2
Cargo 2 tons
Speed Fighter
Crew 1
Passengers 0

Bulk Hauler

Hauler starship, Tier IV · Spacefaring

A hauler: engines, a spine and as many containers as the spine will take. It moves bulk freight on the settled lanes. Parallax Logistics runs thousands, and loses enough of them to the Meridian that the loss is a line item in its accounts.

Cost 97,200 gm
Weight 36,000 lb
Hull Class Hauler
Hull Points 90
Shields 8
Hardpoints 1
Component Slots 5
Cargo 400 tons
Speed Slow
Crew 8
Passengers 4
FTL Slow

Bulwark-class Battlecruiser

Battlecruiser starship, Tier V · Esoteric

The Halcyion Defense Forces' battlecruiser: battleship guns on a hull that can reach a border in nine days. The Federation keeps four, at positions it does not publish.

Cost 3,360,000 gm
Weight 159,600 lb
Hull Class Battlecruiser
Hull Points 399
Shields 46
Hardpoints 21
Component Slots 11
Cargo 128 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Cairn-class Light Cruiser

Light Cruiser starship, Tier IV · Spacefaring

The Ebon Creed's light cruiser, built from three older hulls welded together at the frames. The seams were never dressed, and it holds together. The Creed takes that as a sign, and the Cairn mounts 14 hardpoints across the three hulls.

Cost 960,000 gm
Weight 127,600 lb
Hull Class Light Cruiser
Hull Points 319
Shields 35
Hardpoints 14
Component Slots 9
Cargo 85 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Capital Battleship

Battleship starship, Tier V · Esoteric

A mobile fortress, a battleship built around its spinal weapon. It anchors a fleet and is the hull a fleet action is fought around. The spinal weapon runs the length of the hull, and the whole ship is aimed to fire it.

Cost 3,744,000 gm
Weight 208,000 lb
Hull Class Battleship
Hull Points 520
Shields 160
Hardpoints 22
Component Slots 12
Cargo 200 tons
Speed Slow
Crew 900
Passengers 200
FTL Fast

Capital Command Ship

Capital starship, Tier V · Esoteric

A capital hull that a fleet is commanded from. Most of its internal volume is communications and staff space, and its weapons protect the fleet staff aboard.

Cost 5,600,000 gm
Weight 288,000 lb
Hull Class Capital
Hull Points 720
Shields 60
Hardpoints 27
Component Slots 14
Cargo 260 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Capital Flagship

Capital starship, Tier V · Esoteric

A capital hull built as the flagship a power is known by. It is heavily armed and has staterooms for a fleet's staff and 120 passengers.

Cost 6,720,000 gm
Weight 340,000 lb
Hull Class Capital
Hull Points 850
Shields 69
Hardpoints 32
Component Slots 14
Cargo 221 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Censer-class Snub

Snub starship, Tier IV · Spacefaring

The Halcyion Defense Forces' snub, a single seat behind a censer of ablative resin that burns off under fire. The Federation issues it to green pilots because the hull is cheaper than the training. It is carried to the fight by a larger hull.

Cost 14,700 gm
Weight 6,400 lb
Hull Class Snub
Hull Points 16
Shields 2
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Charter-class Shuttle

Shuttle starship, Tier IV · Spacefaring

Echelon Security Corps's shuttle, chartered out and priced by the seat and the kilo. Echelon runs both the schedule and the security. It seats ten passengers and cannot cross a lane.

Cost 22,100 gm
Weight 11,600 lb
Hull Class Shuttle
Hull Points 29
Shields 3
Hardpoints 0
Component Slots 2
Cargo 19 tons
Speed Moderate
Crew 2
Passengers 10

Chimera-class Carrier

Carrier starship, Tier V · Esoteric

Echelon Security Corps's carrier, with a wing of 400 contracted pilots from as many outfits as the roster requires. The wing is not standardized, and Echelon writes each pilot's contract separately.

Cost 4,700,000 gm
Weight 200,000 lb
Hull Class Carrier
Hull Points 500
Shields 40
Hardpoints 9
Component Slots 13
Cargo 320 tons
Speed Moderate
Crew 1400
Passengers 400
FTL Standard

Cinder-class Corvette

Corvette starship, Tier IV · Spacefaring

The Ebon Creed's corvette. Scorched hull plate is left unrepaired as a matter of doctrine, because the Creed does not hide what its ships have done. The scorching stays on through refit and is read as the ship's record of engagements.

Cost 78,400 gm
Weight 26,800 lb
Hull Class Corvette
Hull Points 67
Shields 11
Hardpoints 5
Component Slots 4
Cargo 18 tons
Speed Fast
Crew 7
Passengers 8
FTL Standard

Cinerary-class Battlecruiser

Battlecruiser starship, Tier V · Esoteric

The Ebon Creed's battlecruiser. A compartment behind the bridge holds the ashes of every crew that has served aboard, and it is full. The ship mounts 23 hardpoints.

Cost 3,840,000 gm
Weight 198,400 lb
Hull Class Battlecruiser
Hull Points 496
Shields 48
Hardpoints 23
Component Slots 11
Cargo 136 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Colony Ark

Colony starship, Tier V · Esoteric

A colony hull: 20,000 sleepers, a seed vault, and a drive that takes a century to arrive. It is launched at a world the launching generation will not see. A crew of 300 stays awake to run it, and the people who launch it accept they will not see the landing.

Cost 4,320,000 gm
Weight 240,000 lb
Hull Class Colony
Hull Points 600
Shields 40
Hardpoints 4
Component Slots 14
Cargo 2000 tons
Speed Slow
Crew 300
Passengers 20000
FTL Slow

Consul-class Corvette

Corvette starship, Tier IV · Spacefaring

The Aurel Militarum's corvette. It is the first command given to Ascendancy officers who have been promised a cruiser, and it passes to the next such officer when its captain moves up. It runs courier and escort work for a squadron.

Cost 80,000 gm
Weight 29,600 lb
Hull Class Corvette
Hull Points 74
Shields 12
Hardpoints 4
Component Slots 4
Cargo 26 tons
Speed Fast
Crew 7
Passengers 8
FTL Standard

Corsair-class Corvette

Corvette starship, Tier IV · Spacefaring

The Halcyion Defense Forces' corvette, named for what the Federation spent a century hunting. It was built by people who had learned how those ships worked. It mounts 5 hardpoints on a corvette hull.

Cost 78,400 gm
Weight 26,800 lb
Hull Class Corvette
Hull Points 67
Shields 11
Hardpoints 5
Component Slots 4
Cargo 18 tons
Speed Fast
Crew 7
Passengers 8
FTL Standard

Courier Snub

Snub starship, Tier IV · Spacefaring

A snub with one seat, one engine and a hold that takes a satchel. Yards build them by the dozen for same-day delivery. It cannot cross a lane, so runs stay inside one system.

Cost 14,700 gm
Weight 6,400 lb
Hull Class Snub
Hull Points 16
Shields 2
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Custodian-class Corvette

Corvette starship, Tier IV · Spacefaring

Echelon Security Corps's corvette. It escorts Echelon property, and its contract lists what it will defend, followed by a longer list of exclusions.

Cost 84,000 gm
Weight 28,000 lb
Hull Class Corvette
Hull Points 70
Shields 13
Hardpoints 4
Component Slots 4
Cargo 21 tons
Speed Fast
Crew 7
Passengers 8
FTL Standard

Customs Cutter

Patrol starship, Tier IV · Spacefaring

A patrol hull fitted with a scanner suite and a boarding tube in place of its guns. It is used to catch a ship and board it before the crew can decide to fight. It keeps the patrol hull's speed and two hardpoints.

Cost 54,600 gm
Weight 16,000 lb
Hull Class Patrol
Hull Points 40
Shields 8
Hardpoints 2
Component Slots 3
Cargo 11 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

Dirge-class Destroyer

Destroyer starship, Tier IV · Spacefaring

The Ebon Creed's destroyer. On approach it broadcasts on an unused band at a volume that reaches across an engagement. The Creed counts the broadcast as part of the weapon, and the ship mounts 12 hardpoints behind it.

Cost 245,000 gm
Weight 79,200 lb
Hull Class Destroyer
Hull Points 198
Shields 22
Hardpoints 12
Component Slots 8
Cargo 56 tons
Speed Moderate
Crew 90
Passengers 12
FTL Standard

Discovery-class Light Cruiser

Light Cruiser starship, Tier IV · Spacefaring

Echelon Security Corps's light cruiser, a survey hull built around its speed. Its 20 passenger berths hold a survey party. Echelon files the claim before anyone else knows there is something to claim.

Cost 840,000 gm
Weight 95,200 lb
Hull Class Light Cruiser
Hull Points 238
Shields 29
Hardpoints 11
Component Slots 9
Cargo 90 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Dreadnought

Dreadnought starship, Tier V · Esoteric

The largest hull class, slow to move and run by a crew of 3,000. There are fewer dreadnoughts in the Prime Plane than there are factions, and each one is named and matters politically.

Cost 6,480,000 gm
Weight 360,000 lb
Hull Class Dreadnought
Hull Points 900
Shields 300
Hardpoints 34
Component Slots 16
Cargo 400 tons
Speed Slow
Crew 3000
Passengers 600
FTL Standard

Empyrean-class Dreadnought

Dreadnought starship, Tier V · Esoteric

One of the Aurelion Ascendancy's two dreadnoughts, both named in the Ascendancy's founding charter. It anchors a fleet and it is the last hull the Aurel Militarum will risk. Neither of the two has fired on a fleet in living memory.

Cost 7,920,000 gm
Weight 424,800 lb
Hull Class Dreadnought
Hull Points 1062
Shields 81
Hardpoints 41
Component Slots 16
Cargo 340 tons
Speed Slow
Crew 3000
Passengers 150
FTL Slow

Envoy-class Transport

Transport starship, Tier IV · Spacefaring

The Aurel Militarum's transport, fitted out for Aurelion Ascendancy delegations and whatever a delegation is understood to travel with. The staterooms take more of the hull than the hold does. The hold is 96 tons.

Cost 75,400 gm
Weight 25,600 lb
Hull Class Transport
Hull Points 64
Shields 7
Hardpoints 1
Component Slots 4
Cargo 96 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Escort Carrier

Carrier starship, Tier V · Esoteric

A hauler hull with the hold converted into a flight deck. It carries half a fleet carrier's wing (200 pilots) for about a tenth of the cost. Convoys use it for escort, and battle fleets use fleet carriers.

Cost 470,000 gm
Weight 96,000 lb
Hull Class Carrier
Hull Points 240
Shields 20
Hardpoints 4
Component Slots 9
Cargo 160 tons
Speed Moderate
Crew 600
Passengers 200
FTL Standard

Escort Destroyer

Destroyer starship, Tier IV · Spacefaring

A destroyer built to screen a convoy or a capital hull from fast attackers, and fitted only for that. Its shields are 60, heavy for the hull, because it is meant to take the hit.

Cost 237,600 gm
Weight 88,000 lb
Hull Class Destroyer
Hull Points 220
Shields 60
Hardpoints 10
Component Slots 8
Cargo 80 tons
Speed Moderate
Crew 90
Passengers 30
FTL Fast

Exarch-class Heavy Cruiser

Heavy Cruiser starship, Tier IV · Spacefaring

Echelon Security Corps's heavy cruiser, the command hull for an Echelon security region. The region is run from its bridge, and its captain reports to Echelon's board.

Cost 2,400,000 gm
Weight 136,000 lb
Hull Class Heavy Cruiser
Hull Points 340
Shields 36
Hardpoints 15
Component Slots 10
Cargo 130 tons
Speed Moderate
Crew 220
Passengers 30
FTL Standard

Fast Battlecruiser

Battlecruiser starship, Tier V · Esoteric

A battlecruiser built for the raiding lanes, where the captain chooses the fight. It mounts 22 hardpoints and has 112 tons of hold, the least of any battlecruiser.

Cost 3,136,000 gm
Weight 151,200 lb
Hull Class Battlecruiser
Hull Points 378
Shields 38
Hardpoints 22
Component Slots 10
Cargo 112 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Fleet Carrier

Carrier starship, Tier V · Esoteric

A carrier built around its flight deck, which launches, recovers, arms and repairs the craft of the 400 pilots aboard. Its 9 hardpoints are for ships that get past the wing.

Cost 4,700,000 gm
Weight 200,000 lb
Hull Class Carrier
Hull Points 500
Shields 40
Hardpoints 9
Component Slots 13
Cargo 320 tons
Speed Moderate
Crew 1400
Passengers 400
FTL Standard

Gantry-class Transport

Transport starship, Tier IV · Spacefaring

Echelon Security Corps's transport, a modular hull. The hold is a frame that takes whatever container Echelon has contracted to move, including the ones with people in. The frame takes 96 tons.

Cost 75,400 gm
Weight 25,600 lb
Hull Class Transport
Hull Points 64
Shields 7
Hardpoints 1
Component Slots 4
Cargo 96 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Generation Hulk

Colony starship, Tier V · Esoteric

A colony ark that never made planetfall and is no longer trying to. A crew of 300 runs it, and the 4,000 passengers aboard have known no other home.

Cost 4,048,000 gm
Weight 228,000 lb
Hull Class Colony
Hull Points 570
Shields 17
Hardpoints 2
Component Slots 15
Cargo 3200 tons
Speed Slow
Crew 300
Passengers 4000
FTL Slow

Grand Dreadnought

Dreadnought starship, Tier V · Esoteric

A dreadnought with 3,000 aboard and a spine of guns from prow to tail. A power that has one does not need to use it often. It mounts 41 hardpoints.

Cost 7,920,000 gm
Weight 424,800 lb
Hull Class Dreadnought
Hull Points 1062
Shields 81
Hardpoints 41
Component Slots 16
Cargo 340 tons
Speed Slow
Crew 3000
Passengers 150
FTL Slow

Halo-class Battlecruiser

Battlecruiser starship, Tier V · Esoteric

The Aurel Militarum's battlecruiser, the fast heavy hull of an Ascendancy fleet. A ring of ion emitters around the drive throat lights the hull from behind. The ring is listed as a targeting aid, and it also makes the ship visible to any ship in range.

Cost 3,360,000 gm
Weight 148,000 lb
Hull Class Battlecruiser
Hull Points 370
Shields 40
Hardpoints 17
Component Slots 11
Cargo 144 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Hammer-class Destroyer

Destroyer starship, Tier IV · Spacefaring

The Halcyion Defense Forces' destroyer. Its hardpoints are there with no pretense about what they are for. Federation doctrine escorts anything it values with three of these.

Cost 300,000 gm
Weight 104,000 lb
Hull Class Destroyer
Hull Points 260
Shields 28
Hardpoints 12
Component Slots 8
Cargo 68 tons
Speed Moderate
Crew 90
Passengers 12
FTL Standard

Heavy Cruiser

Heavy Cruiser starship, Tier V · Esoteric

The largest hull that still maneuvers, with a crew of 200. A heavy cruiser can hold a system on its own, and the factions that own them state their numbers openly.

Cost 2,304,000 gm
Weight 128,000 lb
Hull Class Heavy Cruiser
Hull Points 320
Shields 90
Hardpoints 14
Component Slots 10
Cargo 120 tons
Speed Moderate
Crew 200
Passengers 60
FTL Fast

Heavy Fighter

Fighter starship, Tier IV · Spacefaring

A two-seat fighter with a drive of its own and enough armor to come home. It is the largest hull that one pilot can still own, and it crosses a lane on its own.

Cost 38,880 gm
Weight 14,400 lb
Hull Class Fighter
Hull Points 36
Shields 8
Hardpoints 3
Component Slots 3
Cargo 2 tons
Speed Very fast
Crew 2
Passengers 0
FTL Standard

Heavy Shuttle

Shuttle starship, Tier IV · Spacefaring

A surface-to-orbit shuttle that moves passengers or the same weight in crates. It cannot cross a lane, so it reaches only systems its mothership has already reached.

Cost 22,100 gm
Weight 11,600 lb
Hull Class Shuttle
Hull Points 29
Shields 3
Hardpoints 0
Component Slots 2
Cargo 19 tons
Speed Moderate
Crew 2
Passengers 10

Heliarch-class Capital

Capital starship, Tier V · Esoteric

The Aurel Militarum's capital hull, known as the throne hull. The Aurelion Ascendancy's authority sits aboard this hull whenever it is away from a planet, and a fleet is commanded from the ship.

Cost 6,720,000 gm
Weight 340,000 lb
Hull Class Capital
Hull Points 850
Shields 69
Hardpoints 32
Component Slots 14
Cargo 221 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Hopper-class Snub

Snub starship, Tier IV · Spacefaring

Echelon Security Corps's snub, a yard runabout with one seat and no hold. Echelon owns thousands of them, most used to shuttle inspectors between hulls that Echelon also owns.

Cost 14,700 gm
Weight 6,400 lb
Hull Class Snub
Hull Points 16
Shields 2
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Imperator-class Battleship

Battleship starship, Tier V · Esoteric

The Aurel Militarum's battleship, built to hold the line in a fleet action. The hull is 900 meters long.

Cost 4,680,000 gm
Weight 254,800 lb
Hull Class Battleship
Hull Points 637
Shields 60
Hardpoints 28
Component Slots 12
Cargo 179 tons
Speed Slow
Crew 900
Passengers 60
FTL Standard

Indemnity-class Battlecruiser

Battlecruiser starship, Tier V · Esoteric

Echelon Security Corps's battlecruiser. It underwrites the shipping Echelon insures by sitting close enough to the lane to matter, and the premium reflects it. It mounts 21 hardpoints.

Cost 3,360,000 gm
Weight 159,600 lb
Hull Class Battlecruiser
Hull Points 399
Shields 46
Hardpoints 21
Component Slots 11
Cargo 128 tons
Speed Fast
Crew 460
Passengers 40
FTL Fast

Industrial Hauler

Hauler starship, Tier IV · Spacefaring

A long-haul hauler with escort weapons built in, for routes valuable enough to need them. Half the hold is fuel for the other half. It holds 900 tons and mounts 3 hardpoints of its own.

Cost 162,000 gm
Weight 60,000 lb
Hull Class Hauler
Hull Points 150
Shields 24
Hardpoints 3
Component Slots 7
Cargo 900 tons
Speed Slow
Crew 20
Passengers 10
FTL Standard

Lancet-class Fighter

Fighter starship, Tier IV · Spacefaring

The Halcyion Defense Forces' standard single-seat fighter, a conventional airframe built for reliability. Other navies rate their fighters against it.

Cost 32,000 gm
Weight 12,000 lb
Hull Class Fighter
Hull Points 30
Shields 4
Hardpoints 3
Component Slots 2
Cargo 2 tons
Speed Fighter
Crew 1
Passengers 0

Leisure Yacht

Leisure starship, Tier IV · Spacefaring

A leisure hull built to be seen arriving. The drive is better than the hull deserves, and it has saved more than one owner who bought it for the lounge.

Cost 47,520 gm
Weight 17,600 lb
Hull Class Leisure
Hull Points 44
Shields 6
Hardpoints 1
Component Slots 4
Cargo 25 tons
Speed Fast
Crew 2
Passengers 10
FTL Standard

Leviathan-class Dreadnought

Dreadnought starship, Tier V · Esoteric

Echelon Security Corps's dreadnought. It is privately owned, and several Prime Plane navies have lodged formal objections. It has a crew of 3,000 and mounts 41 hardpoints.

Cost 7,920,000 gm
Weight 424,800 lb
Hull Class Dreadnought
Hull Points 1062
Shields 81
Hardpoints 41
Component Slots 16
Cargo 340 tons
Speed Slow
Crew 3000
Passengers 150
FTL Slow

Light Corvette

Corvette starship, Tier IV · Spacefaring

The smallest hull a crew can live aboard indefinitely. It is fast and lightly armored, and a crew of six runs it. It is the most common independent warship in the Prime Plane.

Cost 69,120 gm
Weight 25,600 lb
Hull Class Corvette
Hull Points 64
Shields 12
Hardpoints 3
Component Slots 4
Cargo 30 tons
Speed Fast
Crew 6
Passengers 8
FTL Standard

Light Cruiser

Light Cruiser starship, Tier IV · Spacefaring

The smallest hull that can be sent alone into a system and expected to handle what it finds. Fleet strength is counted in light cruisers. It has a crew of 140 and mounts 12 hardpoints.

Cost 800,000 gm
Weight 108,000 lb
Hull Class Light Cruiser
Hull Points 270
Shields 30
Hardpoints 12
Component Slots 9
Cargo 100 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Line Battleship

Battleship starship, Tier V · Esoteric

A battleship built to hold the line, with armor, guns and the crew to work both. The design is conventional, and its proportions have not changed in two centuries.

Cost 3,900,000 gm
Weight 216,000 lb
Hull Class Battleship
Hull Points 540
Shields 52
Hardpoints 23
Component Slots 12
Cargo 210 tons
Speed Slow
Crew 900
Passengers 60
FTL Standard

Line Destroyer

Destroyer starship, Tier IV · Spacefaring

A destroyer heavier than an escort destroyer and slower for it. It is built to hold a position in formation. It mounts 12 hardpoints.

Cost 300,000 gm
Weight 104,000 lb
Hull Class Destroyer
Hull Points 260
Shields 28
Hardpoints 12
Component Slots 8
Cargo 68 tons
Speed Moderate
Crew 90
Passengers 12
FTL Standard

Line Frigate

Frigate starship, Tier IV · Spacefaring

A frigate built by Halcyion yards to hold a line. The yards turn them out with the shield array oversized and the crew quarters undersized. Forty crew live in the quarters, and the shields are 44.

Cost 172,800 gm
Weight 64,000 lb
Hull Class Frigate
Hull Points 160
Shields 44
Hardpoints 8
Component Slots 7
Cargo 50 tons
Speed Moderate
Crew 40
Passengers 24
FTL Fast

Liquidator-class Destroyer

Destroyer starship, Tier IV · Spacefaring

Echelon Security Corps's destroyer. It is sent when a contract has failed and Echelon intends to recover the asset regardless of who is currently standing on it. It mounts 12 hardpoints for the recovery.

Cost 300,000 gm
Weight 104,000 lb
Hull Class Destroyer
Hull Points 260
Shields 28
Hardpoints 12
Component Slots 8
Cargo 68 tons
Speed Moderate
Crew 90
Passengers 12
FTL Standard

Luxury Yacht

Leisure starship, Tier IV · Spacefaring

A leisure hull built for Aurelion Ascendancy nobles, with a fast drive, a real shield array and a 40-ton hold that has never held cargo.

Cost 64,800 gm
Weight 24,000 lb
Hull Class Leisure
Hull Points 60
Shields 14
Hardpoints 2
Component Slots 6
Cargo 40 tons
Speed Fast
Crew 4
Passengers 16
FTL Fast

Nimbus-class Snub

Snub starship, Tier IV · Spacefaring

The Aurel Militarum's snub, a single-seat craft that a larger hull carries to the fight. The skin is gold leaf laid over ceramic. The gold has no function in a fight, and the Ascendancy specifies it anyway.

Cost 14,700 gm
Weight 6,400 lb
Hull Class Snub
Hull Points 16
Shields 2
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Ossuary-class Dreadnought

Dreadnought starship, Tier V · Esoteric

The Ebon Creed's dreadnought. Three thousand crew work a hull that has been growing for eighty years, with new sections welded on as the Creed acquires them. The Creed does not admit outsiders past the outer decks.

Cost 7,920,000 gm
Weight 424,800 lb
Hull Class Dreadnought
Hull Points 1062
Shields 81
Hardpoints 41
Component Slots 16
Cargo 340 tons
Speed Slow
Crew 3000
Passengers 150
FTL Slow

Palisade-class Frigate

Frigate starship, Tier IV · Spacefaring

The Halcyion Defense Forces' frigate, built for convoy work. It sits between a threat and a hauler and is built to still be there afterward.

Cost 159,600 gm
Weight 53,200 lb
Hull Class Frigate
Hull Points 133
Shields 20
Hardpoints 8
Component Slots 6
Cargo 44 tons
Speed Moderate
Crew 32
Passengers 10
FTL Standard

Parallax Freighter

Hauler starship, Tier IV · Spacefaring

The hauler Parallax Logistics builds for its own routes and leases to other lines. It carries half again what a common bulk hauler does, at 600 tons, mounts a single defensive hardpoint, and is designed to be serviced at a Parallax yard and nowhere else. Most are owned by the corporation and crewed by operators paying the lease down against the run.

Cost 124,000 gm
Hull Class Hauler
Hull Points 110
Shields 10
Hardpoints 1
Component Slots 6
Cargo 600 tons
Speed Slow
Crew 6
Passengers 8
FTL Standard

Passenger Liner

Transport starship, Tier IV · Spacefaring

A transport on scheduled runs between settled systems, at a fare most people can pay once. The cabins are small and meals are included. It holds forty passengers a run.

Cost 75,400 gm
Weight 25,600 lb
Hull Class Transport
Hull Points 64
Shields 7
Hardpoints 1
Component Slots 4
Cargo 96 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Patrol Frigate

Frigate starship, Tier IV · Spacefaring

The standard frigate of every sector fleet. It is slow for a frigate and anything faster can catch it, but its 30 shields mean a raider rarely finds the catch worth the cost.

Cost 129,600 gm
Weight 48,000 lb
Hull Class Frigate
Hull Points 120
Shields 30
Hardpoints 6
Component Slots 6
Cargo 60 tons
Speed Moderate
Crew 24
Passengers 20
FTL Standard

Pilgrim-class Shuttle

Shuttle starship, Tier IV · Spacefaring

The Halcyion Defense Forces' shuttle, rigged for pilgrimage traffic to the Federation's shrine worlds. The cabin is benches and handholds, and the airframe has flown millions of pilgrims. It seats ten passengers per lift and cannot cross a lane.

Cost 22,100 gm
Weight 11,600 lb
Hull Class Shuttle
Hull Points 29
Shields 3
Hardpoints 0
Component Slots 2
Cargo 19 tons
Speed Moderate
Crew 2
Passengers 10

Reliquary-class Capital

Capital starship, Tier V · Esoteric

The Covenant of the Ebon Creed's capital hull, and the vault for what the Covenant keeps. Ships approach it only by invitation. The hull mounts 32 hardpoints.

Cost 6,720,000 gm
Weight 340,000 lb
Hull Class Capital
Hull Points 850
Shields 69
Hardpoints 32
Component Slots 14
Cargo 221 tons
Speed Slow
Crew 1600
Passengers 120
FTL Standard

Rictus-class Frigate

Frigate starship, Tier IV · Spacefaring

The Ebon Creed's frigate. The prow is cut into a grin that serves no aerodynamic purpose, and Halcyion Federation crews report the grin before they report the armament. It mounts 8 hardpoints.

Cost 149,000 gm
Weight 50,400 lb
Hull Class Frigate
Hull Points 126
Shields 16
Hardpoints 8
Component Slots 6
Cargo 39 tons
Speed Moderate
Crew 32
Passengers 10
FTL Standard

Sanctum-class Carrier

Carrier starship, Tier V · Esoteric

The Halcyion Defense Forces' carrier. It carries 400 pilots and a chapel amidships that the design specification required. Federation carriers are named for what they are meant to protect.

Cost 4,700,000 gm
Weight 200,000 lb
Hull Class Carrier
Hull Points 500
Shields 40
Hardpoints 9
Component Slots 13
Cargo 320 tons
Speed Moderate
Crew 1400
Passengers 400
FTL Standard

Scout Cruiser

Light Cruiser starship, Tier IV · Spacefaring

A light cruiser with a third of the armor and twice the sensor mast, sent ahead of a fleet to scout and withdraw.

Cost 840,000 gm
Weight 95,200 lb
Hull Class Light Cruiser
Hull Points 238
Shields 29
Hardpoints 11
Component Slots 9
Cargo 90 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Scythe-class Heavy Cruiser

Heavy Cruiser starship, Tier IV · Spacefaring

The Ebon Creed's heavy cruiser. A long forward sweep of hull puts every gun on one arc, so it fights by crossing you once. All 17 hardpoints bear on the same side.

Cost 2,352,000 gm
Weight 122,400 lb
Hull Class Heavy Cruiser
Hull Points 306
Shields 32
Hardpoints 17
Component Slots 10
Cargo 91 tons
Speed Moderate
Crew 220
Passengers 30
FTL Standard

Shroud-class Patrol

Patrol starship, Tier IV · Spacefaring

The Ebon Creed's patrol hull. It runs dark, and the Creed uses it to watch. What it reports arrives before the ship is seen, and a crew of four keeps the watch.

Cost 54,600 gm
Weight 16,000 lb
Hull Class Patrol
Hull Points 40
Shields 8
Hardpoints 2
Component Slots 3
Cargo 11 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

Sickle-class Fighter

Fighter starship, Tier IV · Spacefaring

The Ebon Creed's single-seat fighter. It is forward-swept and unstable by design. A Creed pilot is expected to fly it into things, and the airframe is built for that.

Cost 31,400 gm
Weight 10,800 lb
Hull Class Fighter
Hull Points 27
Shields 4
Hardpoints 3
Component Slots 2
Cargo 1 tons
Speed Fighter
Crew 1
Passengers 0

Siege Cruiser

Heavy Cruiser starship, Tier IV · Spacefaring

A heavy cruiser with guns sized for attacking fixed positions and armor to survive return fire. It mounts 18 hardpoints sized for a station and is slow to bring anywhere. Most stations that see one arrive surrender.

Cost 2,880,000 gm
Weight 160,400 lb
Hull Class Heavy Cruiser
Hull Points 401
Shields 41
Hardpoints 18
Component Slots 10
Cargo 111 tons
Speed Moderate
Crew 220
Passengers 30
FTL Standard

Snub Interceptor

Snub starship, Tier III · Modern

A single seat bolted to an engine, with no lane drive and no room for cargo. Only canopy glass separates the pilot from vacuum. A larger ship carries it to the fight.

Cost 14,000 gm
Weight 7,200 lb
Hull Class Snub
Hull Points 18
Shields 0
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Sol-class Carrier

Carrier starship, Tier V · Esoteric

The Aurel Militarum's fleet carrier. It berths 400 pilots under a solar sigil painted the length of the flight deck. The Ascendancy trains its best pilots aboard and keeps them on its roster afterward.

Cost 4,700,000 gm
Weight 200,000 lb
Hull Class Carrier
Hull Points 500
Shields 40
Hardpoints 9
Component Slots 13
Cargo 320 tons
Speed Moderate
Crew 1400
Passengers 400
FTL Standard

Solstice-class Destroyer

Destroyer starship, Tier IV · Spacefaring

The Aurel Militarum's destroyer, named for the day the Aurelion Ascendancy counts its year from. It screens the heavier hulls of a fleet. Twelve are laid down every cycle and twelve are broken up.

Cost 300,000 gm
Weight 104,000 lb
Hull Class Destroyer
Hull Points 260
Shields 28
Hardpoints 12
Component Slots 8
Cargo 68 tons
Speed Moderate
Crew 90
Passengers 12
FTL Standard

Splinter-class Snub

Snub starship, Tier IV · Spacefaring

The Ebon Creed's snub, barely a hull: a drive, a seat and a weapon. A pilot the Creed has already counted as spent flies it. It has one hardpoint and no hold.

Cost 13,700 gm
Weight 6,400 lb
Hull Class Snub
Hull Points 16
Shields 2
Hardpoints 1
Component Slots 1
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0

Strike Fighter

Fighter starship, Tier IV · Spacefaring

A fighter with just enough drive to make its own way between systems. Its pilots say the jump is worse than the fighting, and the drive that makes it is rated slow.

Cost 28,080 gm
Weight 10,400 lb
Hull Class Fighter
Hull Points 26
Shields 4
Hardpoints 2
Component Slots 2
Cargo 0 tons
Speed Fighter
Crew 1
Passengers 0
FTL Slow

System Patrol Boat

Patrol starship, Tier IV · Spacefaring

A fast, lightly armed patrol hull built to be seen. Most of its patrols end without a shot fired. It has a crew of four and two hardpoints.

Cost 54,600 gm
Weight 17,600 lb
Hull Class Patrol
Hull Points 44
Shields 9
Hardpoints 2
Component Slots 3
Cargo 10 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

System Shuttle

Shuttle starship, Tier III · Modern

A shuttle for orbit to surface and back, common in every port. It has one pilot, eight seats and a 10-ton hold.

Cost 22,000 gm
Weight 12,000 lb
Hull Class Shuttle
Hull Points 30
Shields 0
Hardpoints 0
Component Slots 2
Cargo 10 tons
Speed Moderate
Crew 1
Passengers 8

Terminus-class Battleship

Battleship starship, Tier V · Esoteric

Echelon Security Corps's battleship, brought in at the end of an Echelon negotiation. Echelon has deployed it eleven times and fired it twice.

Cost 3,900,000 gm
Weight 216,000 lb
Hull Class Battleship
Hull Points 540
Shields 52
Hardpoints 23
Component Slots 12
Cargo 210 tons
Speed Slow
Crew 900
Passengers 60
FTL Standard

Troop Transport

Transport starship, Tier IV · Spacefaring

A transport with rack berths for forty troops, a 48-ton hold for their gear and a ramp wide enough to run down. The design assumes the fighting starts after it lands.

Cost 86,100 gm
Weight 26,800 lb
Hull Class Transport
Hull Points 67
Shields 9
Hardpoints 1
Component Slots 4
Cargo 48 tons
Speed Moderate
Crew 6
Passengers 40
FTL Standard

Unity-class Light Cruiser

Light Cruiser starship, Tier IV · Spacefaring

The Halcyion Defense Forces' light cruiser, the hull the Federation was founded around, still in service under the same name. Every member world has crewed one. It mounts 12 hardpoints.

Cost 800,000 gm
Weight 108,000 lb
Hull Class Light Cruiser
Hull Points 270
Shields 30
Hardpoints 12
Component Slots 9
Cargo 100 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Vaunt-class Light Cruiser

Light Cruiser starship, Tier IV · Spacefaring

The Aurel Militarum's light cruiser, built to be photographed. It is the hull the Aurelion Ascendancy sends when it wants to be seen arriving, and it outruns anything of its size the Halcyion Federation fields.

Cost 840,000 gm
Weight 95,200 lb
Hull Class Light Cruiser
Hull Points 238
Shields 29
Hardpoints 11
Component Slots 9
Cargo 90 tons
Speed Moderate
Crew 140
Passengers 20
FTL Standard

Vigil-class Patrol

Patrol starship, Tier IV · Spacefaring

The Halcyion Defense Forces' patrol hull, with four crew, two weeks on station and a lamp bright enough to read a hull number at range. The Federation polices its own space almost entirely with these hulls.

Cost 54,600 gm
Weight 17,600 lb
Hull Class Patrol
Hull Points 44
Shields 9
Hardpoints 2
Component Slots 3
Cargo 10 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

Warden-class Heavy Cruiser

Heavy Cruiser starship, Tier IV · Spacefaring

The Halcyion Defense Forces' heavy cruiser. It is sent alone to systems that have asked for help, and to some that have not. It mounts 17 hardpoints and carries 30 passengers.

Cost 2,520,000 gm
Weight 129,200 lb
Hull Class Heavy Cruiser
Hull Points 323
Shields 40
Hardpoints 17
Component Slots 10
Cargo 104 tons
Speed Moderate
Crew 220
Passengers 30
FTL Standard

Warrant-class Fighter

Fighter starship, Tier IV · Spacefaring

Echelon Security Corps's contracted fighter, leased by the hour to whoever holds the security contract. The airframe is older than most of its pilots. Echelon sells the fighter and its patrol variant under one name and one invoice line.

Cost 33,600 gm
Weight 11,600 lb
Hull Class Fighter
Hull Points 29
Shields 4
Hardpoints 3
Component Slots 2
Cargo 2 tons
Speed Fighter
Crew 1
Passengers 0

Warrant-class Patrol

Patrol starship, Tier IV · Spacefaring

The patrol variant of Echelon Security Corps's Warrant airframe, stretched for a second crew station and a week on station. It is leased with the fighter, to whoever holds the security contract. Echelon sells both variants under one name and one invoice line.

Cost 54,600 gm
Weight 17,600 lb
Hull Class Patrol
Hull Points 44
Shields 9
Hardpoints 2
Component Slots 3
Cargo 10 tons
Speed Very fast
Crew 4
Passengers 4
FTL Slow

Zenith-class Heavy Cruiser

Heavy Cruiser starship, Tier IV · Spacefaring

The Aurel Militarum's heavy cruiser, the Aurelion Ascendancy's working cruiser. It serves on the frontiers the Ascendancy holds and on most of the ones it claims. The Ascendancy sends one alone to hold a system.

Cost 2,400,000 gm
Weight 136,000 lb
Hull Class Heavy Cruiser
Hull Points 340
Shields 36
Hardpoints 15
Component Slots 10
Cargo 130 tons
Speed Moderate
Crew 220
Passengers 30
FTL Standard

Ship Components

SHIP COMPONENTS

Name	Cost	Slot	Fits	Grants
Tier III · Modern				
Ablative Plating	6,000 gm	Hull	Any hull	+15 hull points

Name	Cost	Slot	Fits	Grants
Ballistic Turret Emplacement, Mark I	9,000 gm	Weapon	Any hull	+1 hardpoints
Cargo Expansion	4,800 gm	Utility	Any hull	+60 tons cargo
Hyperlane Charts	2,400 gm	Utility	Any hull	—
Missile Turret Emplacement, Mark I	14,000 gm	Weapon	Any hull	+1 hardpoints
Power Cooling Coils, Mark I	12,000 gm	Utility	Any hull	+2 shields
Reinforced Hull Plating, Mark I	9,000 gm	Hull	Any hull	+25 hull points
Sensor Suite, Mark I	5,200 gm	Sensor	Any hull	—
Turret Mount	7,500 gm	Weapon	Any hull	+1 hardpoints
Tier IV · Spacefaring				
Ballistic Turret Emplacement, Mark II	24,000 gm	Weapon	Any hull	+2 hardpoints
Broadside Battery	64,000 gm	Weapon	Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony	+4 hardpoints
Communication System	8,000 gm	Utility	Any hull	—
Composite Armor Belt	38,000 gm	Hull	Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony	+45 hull points
Cryopod	22,000 gm	Utility	Any hull	—
Deep Scan Array	30,000 gm	Sensor	Any hull	—
Deflector Array	9,000 gm	Shield	Any hull	+8 shields
Hyperdrive, Class 2	46,000 gm	Drive	Any hull	FTL standard
Hyperdrive, Class 3	14,000 gm	Drive	Any hull	FTL slow
Ion Shield Array	52,000 gm	Shield	Any hull	+24 shields
Medical Bay	33,000 gm	Utility	Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony	—
Missile Turret Emplacement, Mark II	38,000 gm	Weapon	Any hull	+2 hardpoints
Navicomputer	18,000 gm	Sensor	Any hull	—
Parallax Long-Haul Hyperdrive	14,000 gm	Drive	Patrol, Transport, Hauler, Corvette, Frigate, Colony	+10 tons cargo, FTL standard

Name	Cost	Slot	Fits	Grants
Parallax Sublight Drive	5,200 gm	Drive	Patrol, Shuttle, Transport, Hauler, Corvette, Colony	+20 tons cargo, speed moderate
Plasma Turret Emplacement, Mark I	26,000 gm	Weapon	Any hull	+1 hardpoints
Plasma Turret Emplacement, Mark II	62,000 gm	Weapon	Any hull	+2 hardpoints
Power Cooling Coils, Mark II	34,000 gm	Utility	Any hull	+4 shields
Rail Cannon Emplacement, Mark I	48,000 gm	Weapon	Any hull	+1 hardpoints
Reinforced Hull Plating, Mark II	26,000 gm	Hull	Any hull	+55 hull points
Sensor Suite, Mark II	19,000 gm	Sensor	Any hull	—
Smuggling Compartment	26,000 gm	Utility	Snub, Fighter, Patrol, Shuttle, Leisure, Transport, Hauler, Corvette, Frigate, Destroyer	+8 tons cargo
Targeting Array	14,000 gm	Sensor	Any hull	—
Tier V · Esoteric				
Ballistic Turret Emplacement, Mark III	58,000 gm	Weapon	Any hull	+3 hardpoints
Hyperdrive, Class 1	185,000 gm	Drive	Snub, Fighter, Patrol, Shuttle, Leisure, Transport, Hauler, Corvette, Frigate, Destroyer	FTL fast
Missile Turret Emplacement, Mark III	86,000 gm	Weapon	Any hull	+3 hardpoints
Onboard Intelligence System	95,000 gm	Utility	Any hull	—
Plasma Turret Emplacement, Mark III	140,000 gm	Weapon	Any hull	+3 hardpoints
Power Cooling Coils, Mark III	90,000 gm	Utility	Any hull	+6 shields
Rail Cannon Emplacement, Mark II	115,000 gm	Weapon	Any hull	+2 hardpoints
Rail Cannon Emplacement, Mark III	240,000 gm	Weapon	Any hull	+3 hardpoints
Reinforced Hull Plating, Mark III	70,000 gm	Hull	Any hull	+110 hull points

Name	Cost	Slot	Fits	Grants
Rift Barrier Projector	320,000 gm	Shield	Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony	+60 shields
Rift Translation Drive	900,000 gm	Drive	Snub, Fighter, Patrol, Shuttle, Leisure, Corvette	FTL blink
Sensor Suite, Mark III	52,000 gm	Sensor	Any hull	—

Ablative Plating

Ship component (hull slot), Tier III · Modern

Sacrificial hull layers hung off the frame and meant to be lost. Adds 15 hull points. It installs in a hull slot on any hull class, and shipyards keep it in stock.

Cost 6,000 gm
Slot Hull
Fits Any hull
Grants +15 hull points

Ballistic Turret Emplacement, Mark I

Ship component (weapon slot), Tier III · Modern

A powered mount holding an autocannon in a traversing cupola. It fires cheap ammunition at a high rate. The Mark I holds a single gun and adds 1 hardpoint, which fires as one weapon. It installs in a weapon slot. Most haulers on a contested lane mount one, often pointed aft.

Cost 9,000 gm
Slot Weapon
Fits Any hull
Grants +1 hardpoints

Ballistic Turret Emplacement, Mark II

Ship component (weapon slot), Tier IV · Spacefaring

A powered autocannon mount in a traversing cupola that fires cheap ammunition at a high rate. The Mark II mounts a paired gun. It adds 2 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 24,000 gm
Slot Weapon
Fits Any hull
Grants +2 hardpoints

Ballistic Turret Emplacement, Mark III

Ship component (weapon slot), Tier V · Esoteric

A powered autocannon mount in a traversing cupola that fires cheap ammunition at a high rate. The Mark III mounts three guns on a common ring. It adds 3 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 58,000 gm
Slot Weapon
Fits Any hull
Grants +3 hardpoints

Broadside Battery

Ship component (weapon slot), Tier IV · Spacefaring

A row of guns along one flank of the hull, fired together. It adds 4 hardpoints in a weapon slot. It needs a hull long enough to have a flank, so it installs on patrol hulls and anything larger. Snubs, fighters, shuttles and leisure hulls are too short for it.

Cost 64,000 gm
Slot Weapon
Fits Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony
Grants +4 hardpoints

Cargo Expansion

Ship component (utility slot), Tier III · Modern

Hold space taken from somewhere else in the ship, and the crew always knows which compartment it came from. Adds 60 tons of cargo. It installs in a utility slot on any hull class.

Cost 4,800 gm
Slot Utility
Fits Any hull
Grants +60 tons cargo

Communication System

Ship component (utility slot), Tier IV · Spacefaring

A rack unit holding a transceiver, an encryption stack and a lane-relay handshake. With it installed, your ship can transmit and receive at interplanetary range and can reach a relay for interstellar traffic. Without one, communication is line of sight only. It takes a utility slot.

Cost 8,000 gm
Slot Utility
Fits Any hull

Composite Armor Belt

Ship component (hull slot), Tier IV · Spacefaring

A belt of composite armor plate run along the hull's spine. It adds 45 hull points. Its mass is too great for a small drive to move, so it installs in a hull slot on patrol hulls and larger. Snubs, fighters, shuttles and leisure hulls cannot mount it.

Cost 38,000 gm
Slot Hull
Fits Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony
Grants +45 hull points

Cryopod

Ship component (utility slot), Tier IV · Spacefaring

A single-occupant suspension bay, cooled and sealed, with a monitoring system that will not open it early. A creature in suspension does not age, eat, breathe or heal, and is unaware of its surroundings. Wounded and Exhaustion do not worsen while it is under. Waking takes 1 hour, after which the creature has one level of exhaustion. Colony hulls fit them by the hundred. It takes a utility slot.

Cost 22,000 gm
Slot Utility
Fits Any hull

Deep Scan Array

Ship component (sensor slot), Tier IV · Spacefaring

A long-baseline sensor array. It reads a lane's traffic days before it arrives, and it reads a planet's crust from orbit. It installs in a sensor slot on any hull class, and smugglers pay above list for one.

Cost 30,000 gm
Slot Sensor
Fits Any hull

Deflector Array

Ship component (shield slot), Tier IV · Spacefaring

The standard shield array, fitted to anything that leaves atmosphere. Adds 8 shields. It sheds micrometeorites and light fire, and it installs in a shield slot on any hull class.

Cost 9,000 gm
Slot Shield
Fits Any hull
Grants +8 shields

Hyperdrive, Class 1

Ship component (drive slot), Tier V · Esoteric

A hyperdrive tuned past its rated tolerances. It sets the ship's FTL rating to fast, so a lane takes six-tenths of its stated days. After each FTL transit, the GM rolls a d20. On a 1, the drive burns out and the ship cannot use FTL until it is repaired, which takes 1 day of work and a DC 15 Intelligence (Technology) check. It installs in a drive slot on hulls up to destroyer size. A hull of light cruiser size or larger is too heavy for it.

Cost 185,000 gm
Slot Drive
Fits Snub, Fighter, Patrol, Shuttle, Leisure, Transport, Hauler, Corvette, Frigate, Destroyer
Grants FTL fast

Hyperdrive, Class 2

Ship component (drive slot), Tier IV · Spacefaring

The fleet-standard hyperdrive. Sets the ship's FTL rating to standard. It installs in a drive slot on any hull class, and every yard in the Prime Plane can service one.

Cost 46,000 gm
Slot Drive
Fits Any hull
Grants FTL standard

Hyperdrive, Class 3

Ship component (drive slot), Tier IV · Spacefaring

The cheapest hyperdrive that will cross a lane at all. Sets the ship's FTL rating to slow. It is reliable the way a hand tool is, and it installs in a drive slot on any hull class.

Cost 14,000 gm
Slot Drive
Fits Any hull
Grants FTL slow

Hyperlane Charts

Ship component (utility slot), Tier III · Modern

A set of current lane charts loaded into the navigation rack, taking a utility slot on any hull class. They mark the routes to avoid and cut each lane transit by one tenth, applied after the FTL rating. The Meridian's older set cuts it by one twentieth. Parallax Logistics sells the current set and the Meridian sells last year's set for less.

Cost 2,400 gm
Slot Utility
Fits Any hull

Ion Shield Array

Ship component (shield slot), Tier IV · Spacefaring

A combat shield array that adds 24 shields. On a snub, fighter, patrol, shuttle or leisure hull, its power draw lowers the hull's speed tier by one step. It installs in a shield slot on any hull class.

Cost 52,000 gm
Slot Shield
Fits Any hull
Grants +24 shields

Medical Bay

Ship component (utility slot), Tier IV · Spacefaring

An infirmary with two beds and a nanite bath for treating injuries on a long haul. Up to two creatures can rest in it at once. A creature that finishes a short rest in a bed regains the maximum from each Hit Die it spends. A creature that finishes a long rest in a bed regains all spent Hit Dice and removes one additional level of exhaustion. A dying creature placed in a bed becomes stable at the start of its next turn. It takes a utility slot and installs on patrol hulls and larger. Snubs, fighters, shuttles and leisure hulls have no room for it.

Cost 33,000 gm
Slot Utility
Fits Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony

Missile Turret Emplacement, Mark I

Ship component (weapon slot), Tier III · Modern

A cell launcher with a reload track running back into the magazine. It can fire around cover and past a horizon, which a direct-fire mount cannot, and it stops firing when the magazine is empty. The Mark I mounts a single launcher. It adds 1 hardpoint, which fires as one weapon. It installs in a weapon slot.

Cost 14,000 gm
Slot Weapon
Fits Any hull
Grants +1 hardpoints

Missile Turret Emplacement, Mark II

Ship component (weapon slot), Tier IV · Spacefaring

A cell launcher with a reload track running back into the magazine. It can fire around cover and past a horizon, which a direct-fire mount cannot, and it stops firing when the magazine is empty. The Mark II mounts a paired launcher. It adds 2 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 38,000 gm
Slot Weapon
Fits Any hull
Grants +2 hardpoints

Missile Turret Emplacement, Mark III

Ship component (weapon slot), Tier V · Esoteric

A cell launcher with a reload track running back into the magazine. It can fire around cover and past a horizon, which a direct-fire mount cannot, and it stops firing when the magazine is empty. The Mark III mounts three launchers on a common ring. It adds 3 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 86,000 gm
Slot Weapon
Fits Any hull
Grants +3 hardpoints

Navicomputer

Ship component (sensor slot), Tier IV · Spacefaring

A computer that turns a chart into a course by solving the translation for an FTL jump and storing the solutions it finds. It rejects any jump it cannot solve. It is required to plot an FTL jump without a pre-computed solution. A ship with one makes Piloting checks to navigate a lane with advantage, and a ship without one cannot attempt an unmapped lane. It takes a sensor slot.

Cost 18,000 gm
Slot Sensor
Fits Any hull

Onboard Intelligence System

Ship component (utility slot), Tier V · Esoteric

An Axis Systems ship-mind that runs in the hull's control systems. The ship can take one action on its own initiative count each round: evade, fire a single hardpoint, or make a Technology check. It cannot be surprised. Axis leases each one, and the lease specifies what the ship can be used for. The ship will not knowingly break the lease's terms. It takes a utility slot.

Cost 95,000 gm
Slot Utility
Fits Any hull

Parallax Long-Haul Hyperdrive

Ship component (drive slot), Tier IV · Spacefaring

The long-haul hyperdrive Parallax Logistics fits to the routes it holds the tolls on, which is most of them. Sets the ship's FTL rating to standard and adds 10 tons of cargo. The unit is heavier than a comparable Halcyion drive and easier to service at a Parallax yard, where the parts are on the shelf and the labor is billed to the operator. It installs in a drive slot on patrol, transport, hauler, corvette, frigate and colony hulls.

Cost 14,000 gm
Weight 1,400 lb
Slot Drive
Fits Patrol, Transport, Hauler, Corvette, Frigate, Colony
Grants +10 tons cargo, FTL standard

Parallax Sublight Drive

Ship component (drive slot), Tier IV · Spacefaring

The standard sublight hauler drive of Parallax Logistics, built in their own yards and fitted to most of what moves freight through Echelon-controlled lanes. Sets the ship's speed tier to moderate and adds 20 tons of cargo. Acceleration is traded for a shorter maintenance cycle and a larger throat, and on a freight run those are worth more than speed. It installs in a drive slot on patrol, shuttle, transport, hauler, corvette and colony hulls.

Cost 5,200 gm
Weight 900 lb
Slot Drive
Fits Patrol, Shuttle, Transport, Hauler, Corvette, Colony
Grants +20 tons cargo, speed moderate

Plasma Turret Emplacement, Mark I

Ship component (weapon slot), Tier IV · Spacefaring

A magnetically bottled plasma discharge fired through a cooled aperture. It burns through shielding and draws enough from the powerplant that a ship mounting two needs matching cooling. The Mark I mounts a single gun. It adds 1 hardpoint, which fires as one weapon. It installs in a weapon slot.

Cost 26,000 gm
Slot Weapon
Fits Any hull
Grants +1 hardpoints

Plasma Turret Emplacement, Mark II

Ship component (weapon slot), Tier IV · Spacefaring

A magnetically bottled plasma discharge fired through a cooled aperture. It burns through shielding and draws enough from the powerplant that a ship mounting two needs matching cooling. The Mark II mounts a paired gun. It adds 2 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 62,000 gm
Slot Weapon
Fits Any hull
Grants +2 hardpoints

Plasma Turret Emplacement, Mark III

Ship component (weapon slot), Tier V · Esoteric

A magnetically bottled plasma discharge fired through a cooled aperture. It burns through shielding and draws enough from the powerplant that a ship mounting two needs matching cooling. The Mark III mounts three guns on a common ring. It adds 3 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 140,000 gm
Slot Weapon
Fits Any hull
Grants +3 hardpoints

Power Cooling Coils, Mark I

Ship component (utility slot), Tier III · Modern

A cryogenic loop wrapped around the reactor's output stage that bleeds heat off the power plant faster than it builds. The Mark I runs a single circuit and adds 2 shields. While the coils are intact, the ship's shields recover at the start of each round instead of between engagements. It takes a utility slot.

Cost 12,000 gm
Slot Utility
Fits Any hull
Grants +2 shields

Power Cooling Coils, Mark II

Ship component (utility slot), Tier IV · Spacefaring

A cryogenic loop wrapped around the reactor's output stage that bleeds heat off the power plant faster than it builds. The Mark II runs two circuits and adds 4 shields. While the coils are intact, the ship's shields recover at the start of each round instead of between engagements. It takes a utility slot.

Cost 34,000 gm
Slot Utility
Fits Any hull
Grants +4 shields

Power Cooling Coils, Mark III

Ship component (utility slot), Tier V · Esoteric

A cryogenic loop wrapped around the reactor's output stage that bleeds heat off the power plant faster than it builds. The Mark III runs three circuits and a redundant pump, and adds 6 shields. While the coils are intact, the ship's shields recover at the start of each round instead of between engagements. It takes a utility slot.

Cost 90,000 gm
Slot Utility
Fits Any hull
Grants +6 shields

Rail Cannon Emplacement, Mark I

Ship component (weapon slot), Tier IV · Spacefaring

A spinal-length accelerator folded into a turret ring that throws an inert slug at a fraction of light speed. It has no warhead. The mount is heavier than the guns on either side of it to absorb the recoil. The Mark I mounts a single gun. It adds 1 hardpoint, which fires as one weapon. It installs in a weapon slot.

Cost 48,000 gm
Slot Weapon
Fits Any hull
Grants +1 hardpoints

Rail Cannon Emplacement, Mark II

Ship component (weapon slot), Tier V · Esoteric

A spinal-length accelerator folded into a turret ring that throws an inert slug at a fraction of light speed. It has no warhead. The mount is heavier than the guns on either side of it to absorb the recoil. The Mark II mounts a paired gun. It adds 2 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 115,000 gm
Slot Weapon
Fits Any hull
Grants +2 hardpoints

Rail Cannon Emplacement, Mark III

Ship component (weapon slot), Tier V · Esoteric

A spinal-length accelerator folded into a turret ring that throws an inert slug at a fraction of light speed. It has no warhead. The mount is heavier than the guns on either side of it to absorb the recoil. The Mark III mounts three guns on a common ring. It adds 3 hardpoints, and each fires as one weapon. It installs in a weapon slot.

Cost 240,000 gm
Slot Weapon
Fits Any hull
Grants +3 hardpoints

Reinforced Hull Plating, Mark I

Ship component (hull slot), Tier III · Modern

Structural plate welded over the frame to keep it from folding when a hit gets through. The Mark I adds 25 hull points. The added mass drops the ship one speed tier unless the hull is rated cruiser or heavier. It takes a hull slot.

Cost 9,000 gm
Slot Hull
Fits Any hull
Grants +25 hull points

Reinforced Hull Plating, Mark II

Ship component (hull slot), Tier IV · Spacefaring

Structural plate welded over the frame to keep it from folding when a hit gets through. The Mark II adds 55 hull points. The added mass drops the ship one speed tier unless the hull is rated cruiser or heavier. It takes a hull slot.

Cost 26,000 gm
Slot Hull
Fits Any hull
Grants +55 hull points

Reinforced Hull Plating, Mark III

Ship component (hull slot), Tier V · Esoteric

Structural plate welded over the frame to keep it from folding when a hit gets through. The Mark III adds 110 hull points. The added mass drops the ship one speed tier unless the hull is rated cruiser or heavier. It takes a hull slot.

Cost 70,000 gm
Slot Hull
Fits Any hull
Grants +110 hull points

Rift Barrier Projector

Ship component (shield slot), Tier V · Esoteric

A projector that holds a thin fold of the Rift across the hull. Adds 60 shields. Whatever strikes the fold arrives somewhere else, and the somewhere is not specified. It installs in a shield slot on patrol hulls and larger.

Cost 320,000 gm
Slot Shield
Fits Patrol, Transport, Hauler, Corvette, Frigate, Destroyer, Light Cruiser, Heavy Cruiser, Battlecruiser, Battleship, Dreadnought, Carrier, Capital, Colony
Grants +60 shields

Rift Translation Drive

Ship component (drive slot), Tier V · Esoteric

A translation drive of Mythar make, or a good copy of one. It sets the ship's FTL rating to blink, so a lane takes a quarter of its stated days. After each FTL transit, every creature aboard makes a DC 12 Constitution save. On a failure it is Poisoned for 1 hour. It installs in a drive slot on snub, fighter, patrol, shuttle, leisure and corvette hulls, and on no heavier hull.

Cost 900,000 gm
Slot Drive
Fits Snub, Fighter, Patrol, Shuttle, Leisure, Corvette
Grants FTL blink

Sensor Suite, Mark I

Ship component (sensor slot), Tier III · Modern

The standard sensor fit of emitters, receivers and a processor that builds a picture from the returns. The Mark I gives passive returns out to the edge of the system. Piloting and Perception checks you make from the bridge to detect, identify or track another vessel take no penalty at range. It takes a sensor slot.

Cost 5,200 gm
Slot Sensor
Fits Any hull

Sensor Suite, Mark II

Ship component (sensor slot), Tier IV · Spacefaring

The standard sensor fit of emitters, receivers and a processor that builds a picture from the returns. The Mark II adds an active sweep, and the target of a sweep knows it was swept. Piloting and Perception checks made from the bridge to detect, identify or track another vessel are made with advantage. It takes a sensor slot.

Cost 19,000 gm
Slot Sensor
Fits Any hull

Sensor Suite, Mark III

Ship component (sensor slot), Tier V · Esoteric

The standard sensor fit of emitters, receivers and a processor that builds a picture from the returns. With the Mark III, Piloting and Perception checks made from the bridge to detect, identify or track another vessel are made with advantage, and a cloaked or running-silent ship can be found on a contested check. It takes a sensor slot.

Cost 52,000 gm
Slot Sensor
Fits Any hull

Smuggling Compartment

Ship component (utility slot), Tier IV · Spacefaring

A void where a scan expects structure. Adds 8 tons of cargo, and you have advantage on checks to hide that cargo from an inspection that does not already know the compartment is there. It takes a utility slot and installs on destroyer hulls and smaller.

Cost 26,000 gm
Slot Utility
Fits Snub, Fighter, Patrol, Shuttle, Leisure, Transport, Hauler, Corvette, Frigate, Destroyer
Grants +8 tons cargo

Targeting Array

Ship component (sensor slot), Tier IV · Spacefaring

A fire-control suite that tracks targets and gives every hardpoint a firing solution at once. The ship's weapon attacks gain +2 to hit, and a gunner can fire two hardpoints with one action instead of one. It takes a sensor slot.

Cost 14,000 gm
Slot Sensor
Fits Any hull

Turret Mount

Ship component (weapon slot), Tier III · Modern

A single gun on a swivel mount. It adds 1 hardpoint. It is the first weapon fitted to most civilian hulls, and it installs in a weapon slot on any hull class.

Cost 7,500 gm
Slot Weapon
Fits Any hull
Grants +1 hardpoints

Relics and Named Items

RELICS AND NAMED ITEMS

Name	Kind	Rarity	Attunement	Cost
Ammunition of Slaying	Weapon	Epic	—	8,000 gm

Name	Kind	Rarity	Attunement	Cost
Amulet of Health	Relic (neck)	Rare	Yes	2,000 gm
Amulet of Proof against Detection and Location	Relic (neck)	Uncommon	Yes	500 gm
Amulet of the Planes	Relic (neck)	Epic	Yes	8,000 gm
Animated Shield	Shield	Epic	Yes	8,000 gm
Armor of Invulnerability	Armor	Legendary	Yes	40,000 gm
Armor of Resistance	Armor	Rare	Yes	2,000 gm
Armor of Vulnerability	Armor	Rare	Yes	2,000 gm
Bag of Devouring	Gear	Epic	—	8,000 gm
Bag of Holding	Gear	Uncommon	—	500 gm
Bag of Tricks	Gear	Uncommon	—	500 gm
Belt of Dwarvenkind	Relic (waist)	Rare	Yes	2,000 gm
Belt of Giant Strength	Relic (waist)	Rare	Yes	2,000 gm
Berserker Axe	Weapon	Rare	Yes	2,000 gm
Bolt Bow	Energy weapon	Epic	—	3,400 gm
Bone Key	Relic	Epic	Yes	8,000 gm
Boots of Elvenkind	Relic (feet)	Uncommon	—	500 gm
Boots of Flying	Light armor (feet)	Epic	Yes	8,000 gm
Boots of Levitation	Relic (feet)	Rare	Yes	2,000 gm
Boots of Speed	Relic (feet)	Rare	Yes	2,000 gm
Boots of Striding and Springing	Relic (feet)	Uncommon	Yes	500 gm
Boots of the Winterlands	Relic (feet)	Uncommon	Yes	500 gm
Bracers of Archery	Relic (arms)	Uncommon	Yes	500 gm
Bracers of Defense	Relic (arms)	Rare	Yes	2,000 gm
Brooch of Shielding	Relic (neck)	Uncommon	Yes	500 gm
Broom of Flying	Vehicle	Uncommon	Yes	500 gm
Candle of Invocation	Relic	Epic	Yes	8,000 gm
Cape of the Mountebank	Relic (shoulders)	Rare	—	2,000 gm
Carpet of Flying	Vehicle	Epic	—	8,000 gm
Celestial Bow	Martial weapon	Legendary	Yes	40,000 gm
Circlet of Blasting	Relic (head)	Uncommon	—	500 gm
Cloak of Displacement	Relic (shoulders)	Rare	Yes	2,000 gm
Cloak of Elvenkind	Relic (shoulders)	Uncommon	Yes	500 gm
Cloak of Invisibility	Relic (shoulders)	Legendary	Yes	40,000 gm
Cloak of Protection	Relic (shoulders)	Uncommon	Yes	500 gm

Name	Kind	Rarity	Attunement	Cost
Cloak of the Bat	Relic (shoulders)	Rare	Yes	2,000 gm
Cloak of the Manta Ray	Relic (shoulders)	Uncommon	Yes	500 gm
Codex of the Unburied	Relic	Legendary	Yes	40,000 gm
Continuum Shard	Relic	Common	Yes	—
Crown of the Tyrant	Relic (head)	Artifact	Yes	—
Crystal Ball	Relic	Epic	Yes	8,000 gm
Crystal Ball of Mind Reading	Relic	Legendary	Yes	40,000 gm
Crystal Ball of Telepathy	Relic	Legendary	Yes	40,000 gm
Crystal Ball of True Seeing	Relic	Legendary	Yes	40,000 gm
Cube of Force	Relic	Rare	Yes	2,000 gm
Cubic Gate	Relic	Legendary	—	40,000 gm
Dagger of Venom	Weapon	Rare	—	2,000 gm
Dancing Sword	Weapon	Epic	Yes	8,000 gm
Decanter of Endless Water	Gear	Uncommon	—	500 gm
Demon Armor	Armor	Epic	Yes	8,000 gm
Demon Helm	Heavy armor (head)	Rare	Yes	2,000 gm
Dimensional Shackles	Gear	Rare	—	2,000 gm
Dragon Helm	Medium armor (head)	Epic	Yes	4,000 gm
Dragon Orb	Relic	Artifact	Yes	—
Dragon Scale Boots	Medium armor (feet)	Epic	—	4,000 gm
Dragon Scale Cuirass	Medium armor	Epic	Yes	9,000 gm
Dragon Scale Gauntlets	Medium armor (hands)	Epic	—	4,000 gm
Dragon Scale Greaves	Medium armor (legs)	Epic	—	4,000 gm
Dragon Scale Shield	Shield	Rare	Yes	2,000 gm
Dragon Slayer	Weapon	Rare	—	2,000 gm
Dwarven Helm	Heavy armor (head)	Rare	Yes	2,000 gm
Dwarven Plate	Armor	Epic	—	8,000 gm
Dwarven Thrower	Weapon	Epic	By a Dwarf or a creature attuned to a Belt of Dwarvenkind	8,000 gm
Efficient Quiver	Gear	Uncommon	—	500 gm
Efreeti Bottle	Relic	Epic	—	8,000 gm
Elven Chain	Armor	Rare	—	2,000 gm
Elysian Fold	Relic	Legendary	—	40,000 gm

Name	Kind	Rarity	Attunement	Cost
Enchanted Plate Sabatons	Heavy armor (feet)	Rare	Yes	2,000 gm
Figurine of Wondrous Power	Relic	Uncommon	—	500 gm
Fire Crossbow	Martial weapon	Rare	—	2,000 gm
Flame Tongue	Weapon	Rare	Yes	2,000 gm
Folding Boat	Vehicle	Rare	—	2,000 gm
Frost Brand	Weapon	Epic	Yes	8,000 gm
Gem of Brightness	Gear	Uncommon	—	500 gm
Gem of Seeing	Relic (eyes)	Rare	Yes	2,000 gm
Giant Slayer	Weapon	Rare	—	2,000 gm
Glamoured Studded Leather Cuirass	Armor	Rare	—	2,000 gm
Gloves of Missile Snaring	Relic (hands)	Uncommon	Yes	500 gm
Gloves of Thievery	Worn gear (hands)	Uncommon	—	500 gm
Hammer of Thunderbolts	Weapon	Legendary	Yes	40,000 gm
Handy Haversack	Gear	Rare	—	2,000 gm
Hat of Disguise	Relic (head)	Uncommon	Yes	500 gm
Hat of Many Spells	Relic (head)	Epic	By a Sorcerer, Warlock, or Wizard	8,000 gm
Headband of Intellect	Relic (head)	Uncommon	Yes	500 gm
Helionic Talisman	Relic (neck)	Legendary	Yes	40,000 gm
Helios Artifact	Relic	Common	Yes	—
Helm of Brilliance	Relic (head)	Epic	Yes	8,000 gm
Helm of Comprehending Languages	Relic (head)	Uncommon	—	500 gm
Helm of Telepathy	Relic (head)	Uncommon	Yes	500 gm
Helm of Teleportation	Relic (head)	Rare	Yes	2,000 gm
Helm of Valor	Heavy armor (head)	Rare	Yes	2,000 gm
Holy Avenger	Weapon	Legendary	By a Paladin	40,000 gm
Hood of Intellect	Armor (head)	Rare	Yes	2,000 gm
Horn of Blasting	Relic (main hand)	Rare	—	2,000 gm
Horn of Valhalla	Relic (main hand)	Rare	—	2,000 gm
Horseshoes of Speed	Gear	Rare	—	2,000 gm
Horseshoes of a Zephyr	Gear	Epic	—	8,000 gm
Immovable Rod	Gear	Uncommon	—	500 gm
Instant Fortress	Gear	Rare	Yes	2,000 gm
Ioun Stone	Relic (main hand)	Rare	Yes	2,000 gm

Name	Kind	Rarity	Attunement	Cost
Iron Bands	Gear	Rare	—	2,000 gm
Iron Flask	Relic	Legendary	—	40,000 gm
Javelin of Lightning	Weapon	Uncommon	—	500 gm
Lantern of Revealing	Gear	Uncommon	—	500 gm
Lava Shield	Shield	Epic	Yes	8,000 gm
Lion's-Mane Helm	Medium armor (head)	Uncommon	—	500 gm
Luck Blade	Weapon	Legendary	Yes	40,000 gm
Mace of Disruption	Weapon	Rare	Yes	2,000 gm
Mace of Smiting	Weapon	Rare	—	2,000 gm
Mace of Terror	Weapon	Rare	Yes	2,000 gm
Mage Gloves	Armor (hands)	Uncommon	—	500 gm
Mage's Hood	Armor (head)	Uncommon	—	500 gm
Magic Armor	Armor	Rare	—	2,000 gm
Magic Gloves	Armor (hands)	Rare	Yes	2,000 gm
Magic Shield	Armor	Uncommon	—	500 gm
Magic Weapon	Weapon	Uncommon	—	500 gm
Mantle of Spell Resistance	Relic (shoulders)	Rare	Yes	2,000 gm
Manual of Bodily Health	Relic	Epic	—	8,000 gm
Manual of Gainful Exercise	Relic	Epic	—	8,000 gm
Manual of Golems	Relic	Epic	—	8,000 gm
Manual of Quickness of Action	Relic	Epic	—	8,000 gm
Marvelous Pigments	Gear	Epic	—	8,000 gm
Mask of the Maker	Relic (head)	Artifact	Yes	—
Medallion of Thoughts	Relic (neck)	Uncommon	Yes	500 gm
Mesh of Many Worlds	Relic	Legendary	—	40,000 gm
Mirror of Life Trapping	Relic	Epic	—	8,000 gm
Molten Maul	Martial weapon	Rare	—	2,000 gm
Mythar Relic	Relic	Common	Yes	—
Mytharil Armor	Armor	Uncommon	—	500 gm
Mytharil Shield	Shield	Legendary	Yes	40,000 gm
Necklace of Adaptation	Relic (neck)	Uncommon	Yes	500 gm
Necklace of Fireballs	Relic (neck)	Rare	—	2,000 gm
Necklace of Prayer Beads	Relic (neck)	Rare	By a Cleric, Druid, or Paladin	2,000 gm
Nine Lives Stealer	Weapon	Epic	Yes	8,000 gm
Oathbow	Weapon	Epic	Yes	8,000 gm
Orb of Air Elementals	Relic	Rare	Yes	2,000 gm
Orb of Earth Elementals	Relic	Rare	Yes	2,000 gm
Orb of Fire Elementals	Relic	Rare	Yes	2,000 gm

Name	Kind	Rarity	Attunement	Cost
Orb of Water Elementals	Relic	Rare	Yes	2,000 gm
Orb of the Afterlife	Relic	Epic	Yes	8,000 gm
Pearl of Power	Relic (neck)	Uncommon	By a Spellcaster	500 gm
Periapt of Health	Relic (neck)	Uncommon	Yes	500 gm
Periapt of Proof against Poison	Relic (neck)	Rare	Yes	2,000 gm
Periapt of Wound Closure	Relic (neck)	Uncommon	Yes	500 gm
Railgun	Energy weapon	Rare	—	14,000 gm
Ring of Animal Influence	Relic (ring)	Rare	—	2,000 gm
Ring of Djinni Summoning	Relic (ring)	Legendary	Yes	40,000 gm
Ring of Elemental Command	Relic (ring)	Legendary	Yes	40,000 gm
Ring of Evasion	Relic (ring)	Rare	Yes	2,000 gm
Ring of Feather Falling	Relic (ring)	Rare	Yes	2,000 gm
Ring of Free Action	Relic (ring)	Rare	Yes	2,000 gm
Ring of Invisibility	Relic (ring)	Legendary	Yes	40,000 gm
Ring of Jumping	Relic (ring)	Uncommon	Yes	500 gm
Ring of Luck	Relic (ring)	Rare	Yes	2,000 gm
Ring of Mind Shielding	Relic (ring)	Uncommon	Yes	500 gm
Ring of Protection	Relic (ring)	Rare	Yes	2,000 gm
Ring of Regeneration	Relic (ring)	Epic	Yes	8,000 gm
Ring of Resistance	Relic (ring)	Rare	—	2,000 gm
Ring of Shooting Stars	Relic (ring)	Epic	Yes	8,000 gm
Ring of Spell Storing	Relic (ring)	Rare	Yes	2,000 gm
Ring of Spell Turning	Relic (ring)	Legendary	Yes	40,000 gm
Ring of Swimming	Relic (ring)	Uncommon	—	500 gm
Ring of Telekinesis	Relic (ring)	Epic	Yes	8,000 gm
Ring of Three Wishes	Relic (ring)	Legendary	—	40,000 gm
Ring of Warmth	Relic (ring)	Uncommon	Yes	500 gm
Ring of Water Command	Relic (ring)	Rare	Yes	2,000 gm
Ring of Water Walking	Relic (ring)	Uncommon	—	500 gm
Ring of X-ray Vision	Relic (ring)	Rare	Yes	2,000 gm
Ring of the Ruler	Relic (ring)	Rare	Yes	2,000 gm
Robe of Eyes	Relic (body)	Rare	Yes	2,000 gm
Robe of Scintillating Colors	Relic (body)	Epic	Yes	8,000 gm
Robe of Stars	Relic (body)	Epic	Yes	8,000 gm
Robe of Useful Items	Gear	Uncommon	—	500 gm
Robe of the Archmagi	Relic (body)	Legendary	By a Sorcerer, Warlock, or Wizard	40,000 gm
Robes of the Archmagi	Armor	Legendary	Yes	40,000 gm
Rod of Absorption	Relic (main hand)	Epic	Yes	8,000 gm

Name	Kind	Rarity	Attunement	Cost
Rod of Alertness	Relic (main hand)	Epic	Yes	8,000 gm
Rod of Lordly Might	Relic (main hand)	Legendary	Yes	40,000 gm
Rod of Resurrection	Relic (main hand)	Legendary	Yes	40,000 gm
Rod of Rulership	Relic (main hand)	Rare	Yes	2,000 gm
Rod of Security	Relic (main hand)	Epic	—	8,000 gm
Rogue's Hood	Light armor (head)	Uncommon	—	500 gm
Rope of Climbing	Gear	Uncommon	—	500 gm
Rope of Entanglement	Gear	Rare	—	2,000 gm
Scale of Judgement	Relic	Epic	Yes	8,000 gm
Scarab of Protection	Relic (neck)	Legendary	Yes	40,000 gm
Scimitar of Speed	Weapon	Epic	Yes	8,000 gm
Sending Stones	Gear	Uncommon	—	500 gm
Sentinel Shield	Shield	Uncommon	—	500 gm
Shield of Missile Attraction	Armor	Rare	Yes	2,000 gm
Shield of Reflection	Shield	Rare	Yes	2,000 gm
Shield of the Cavalier	Armor	Epic	Yes	8,000 gm
Sovereign Glue	Gear	Legendary	—	40,000 gm
Spellguard Shield	Armor	Epic	Yes	8,000 gm
Sphere of Annihilation	Relic	Legendary	—	40,000 gm
Staff of Fire	Simple weapon	Epic	By a Sorcerer, Warlock, or Wizard	8,000 gm
Staff of Frost	Simple weapon	Epic	By a Sorcerer, Warlock, or Wizard	8,000 gm
Staff of Healing	Simple weapon	Rare	By a Bard, Cleric, or Druid	2,000 gm
Staff of Power	Simple weapon	Epic	By a Sorcerer, Warlock, or Wizard	8,000 gm
Staff of Storms	Simple weapon	Epic	Yes	8,000 gm
Staff of Striking	Simple weapon	Epic	Yes	8,000 gm
Staff of Withering	Simple weapon	Rare	Yes	2,000 gm
Staff of the Magi	Simple weapon	Legendary	By a Sorcerer, Warlock, or Wizard	40,000 gm
Staff of the Tides	Simple weapon	Epic	Yes	8,000 gm
Staff of the Void	Simple weapon	Epic	Yes	8,000 gm
Staff of the Woodlands	Simple weapon	Rare	Yes	2,000 gm
Stone Gargoyle	Relic	Epic	Yes	8,000 gm
Stone of Good Luck (Luckstone)	Relic (main hand)	Uncommon	Yes	500 gm

Name	Kind	Rarity	Attunement	Cost
Sun Blade	Weapon	Rare	Yes	2,000 gm
Sword of Life Stealing	Weapon	Rare	Yes	2,000 gm
Sword of Sharpness	Weapon	Epic	Yes	8,000 gm
Sword of Wounding	Weapon	Rare	Yes	2,000 gm
Talisman of Heroism	Relic (neck)	Uncommon	Yes	500 gm
Talisman of Pure Good	Relic (neck)	Legendary	By a Cleric or Paladin	40,000 gm
Talisman of Ultimate Evil	Relic (neck)	Legendary	Yes	40,000 gm
Talisman of the Canine	Relic (neck)	Uncommon	Yes	500 gm
Talisman of the Dragon	Relic (neck)	Rare	Yes	2,000 gm
Talisman of the Hawk	Relic (neck)	Uncommon	Yes	500 gm
Talisman of the Moon	Relic (neck)	Rare	Yes	2,000 gm
Talisman of the Sphere	Relic (neck)	Legendary	Yes	40,000 gm
Talisman of the Star	Relic (neck)	Epic	Yes	8,000 gm
The All-Key	Relic	Legendary	Yes	40,000 gm
Thunderous Greatclub	Weapon	Epic	Yes	8,000 gm
Tome of Clear Thought	Relic	Epic	—	8,000 gm
Tome of Leadership and Influence	Relic	Epic	—	8,000 gm
Tome of Understanding	Relic	Epic	—	8,000 gm
Totem of the Sphinx	Relic	Legendary	Yes	40,000 gm
Trident of Fish Command	Weapon	Uncommon	Yes	500 gm
Universal Solvent	Gear	Legendary	—	40,000 gm
Vorpal Sword	Weapon	Legendary	Yes	40,000 gm
Wand of Binding	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Enemy Detection	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Fear	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Fireballs	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Lightning Bolts	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Magic Detection	Relic (main hand)	Uncommon	—	500 gm
Wand of Magic Missiles	Relic (main hand)	Uncommon	—	500 gm
Wand of Paralysis	Relic (main hand)	Rare	Yes	2,000 gm
Wand of Polymorph	Relic (main hand)	Epic	By a Spellcaster	8,000 gm
Wand of Secrets	Relic (main hand)	Uncommon	—	500 gm

Name	Kind	Rarity	Attunement	Cost
Wand of Web	Relic (main hand)	Uncommon	By a Spellcaster	500 gm
Wand of Wonder	Relic (main hand)	Rare	Yes	2,000 gm
Wand of the War Mage	Relic (main hand)	Uncommon	Yes	500 gm
Weapon of Warning	Weapon	Uncommon	Yes	500 gm
Wind Fan	Gear	Uncommon	—	500 gm
Winged Boots	Relic (feet)	Uncommon	Yes	500 gm
Wings of Flying	Relic (shoulders)	Rare	Yes	2,000 gm

Ammunition of Slaying

Weapon, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This magic ammunition is meant to slay creatures of a particular type, which the GM chooses or determines randomly by rolling on the table below. If a creature of that type takes damage from the ammunition, the creature makes a DC 17 Constitution saving throw, taking an extra 6d10 force damage on a failed save or half as much extra damage on a successful one. After dealing its extra damage to a creature, the ammunition becomes nonmagical.

Cost 8,000 gm

CREATURE TYPE

1d100	Creature Type
01–10	Aberrations
11–15	Beasts
16–20	Celestials
21–25	Constructs
26–35	Dragons
36–45	Elementals
46–50	Humanoids
51–60	Fae
61–70	Fiends
71–75	Giants
76–80	Monstrosities
81–85	Oozes
86–90	Plants
91–00	Undead

Amulet of Health

Relic (neck), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

Your Constitution is 19 while you wear this amulet. It has no effect on you if your Constitution is 19 or higher without it.

Cost 2,000 gm

Amulet of Proof against Detection and Location

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this amulet, you can't be targeted by Divination spells or perceived through magical scrying sensors unless you allow it.

Cost 500 gm

Amulet of the Planes

Relic (neck), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While wearing this amulet, you can take an action to name a location you are familiar with on another plane of existence, then make a DC 15 Intelligence (Arcana) check. On a success, you cast Plane Shift. On a failure, you and each creature and object within 15 feet of you travel to a random destination rolled on the table.

Cost 8,000 gm

RANDOM DESTINATION

1d100	Destination
01 to 60	A random location on the plane you named
61 to 72	A random location on an elemental plane, rolled on 1d4: 1 the Plane of Ignis, 2 the Plane of Aquos, 3 the Plane of Gaian, 4 the Plane of Zephyron
73 to 84	A random location on an echo plane, rolled on 1d4: 1 the Plane of Faewyld, 2 the Netherveil, 3 the Spirit Plane, 4 the Plane of Helion
85 to 92	A random location on the Plane of Oblivion
93 to 97	A random location on the Plane of Prisms
98 to 00	A random location on the Plane of Khaos

Animated Shield

Shield, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While holding this Shield, you can take a bonus action to cause it to animate. The Shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The Shield remains animate for 1 minute, until you take a bonus action to end this effect, or until you die or have the Incapacitated condition, at which point the Shield falls to the ground or into your hand if you have one free.

Cost 8,000 gm
Weight 6 lb
Armor Class +2
Properties shield

Armor of Invulnerability

Armor, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

You have resistance to bludgeoning, piercing, and slashing damage while you wear this armor. Metal Shell. You can take an action to give yourself immunity to bludgeoning, piercing, and slashing damage for 10 minutes or until you are no longer wearing the armor. Once this property is used, it can't be used again until the next dawn.

Cost 40,000 gm

Armor of Resistance

Armor, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While you wear this armor, you have resistance to one type of damage. The GM chooses the type or rolls on the table.

Cost 2,000 gm

DAMAGE TYPE

1d10	Damage type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Armor of Vulnerability

Armor, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A suit of armor of any light, medium or heavy type. While wearing it, you have resistance to one of the following damage types: bludgeoning, piercing or slashing. The GM chooses the type or determines it randomly. Curse. This armor is cursed, a fact that is revealed only when the Identify spell is cast on it or you attune to it. Attuning to the armor curses you until you are targeted by a Remove Curse spell or similar magic, and removing the armor does not end the curse. While cursed, you have vulnerability to two of the three damage types associated with the armor (not the one to which it grants resistance).

Cost 2,000 gm

Bag of Devouring

Gear, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This bag resembles a Bag of Holding but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice. The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can take an action to try to escape, doing so with a successful DC 15 Strength (Athletics) check. Another creature can take an action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength (Athletics) check, provided the puller isn't pulled inside the bag first. Any creature that starts its turn inside the bag is devoured, its body destroyed. Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The GM determines the time and plane. If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location in the Rift.

Cost 8,000 gm

Bag of Holding

Gear, Uncommon, Tier I · Pre-Industrial

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet square and 4 feet deep on the inside. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 5 pounds, regardless of its contents. Retrieving an item from the bag requires an action. If the bag is overloaded, pierced, or torn, it is destroyed, and its contents are scattered in the Rift. If the bag is turned inside out, its contents spill forth unharmed, but the bag must be put right before it can be used again. The bag holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside. Placing a Bag of Holding inside an extradimensional space created by a Handy Haversack, Portable Hole, or similar item instantly destroys both items and opens a gate into the Rift. The gate originates where the one item was placed inside the other. Any creature within a 10-foot-radius sphere centered on the gate is sucked through it to a random location in the Rift. The gate then closes. The gate is one-way and can't be reopened.

Cost 500 gm

Bag of Tricks

Gear, Uncommon, Tier I · Pre-Industrial

This bag made from gray, rust, or tan cloth appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. You can take an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling on the table that corresponds to the bag's color. Each creature has an entry under Creatures. The creature vanishes at the next dawn or when it is reduced to 0 hit points. The creature is friendly to you and your allies, and it acts immediately after you on your initiative count. You can take a bonus action to command how the creature moves and what action it takes on its next turn, such as attacking an enemy. In the absence of such orders, the creature acts in a fashion appropriate to its nature. Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

Cost 500 gm

Gray Bag

1d8	Creature
1	Weasel
2	Giant Rat
3	Badger
4	Boar
5	Sabre-cat
6	Giant Badger
7	Dire Canine
8	Giant Elk

Rust Bag

1d8	Creature
1	Rat
2	Owl
3	Mastiff
4	Goat
5	Glacial Yak
6	Giant Boar
7	Lion
8	Ursine

TAN BAG

1d8	Creature
1	Canine
2	Ape
3	Baboon
4	Terror Bird
5	Ursine
6	Panther
7	Hyena
8	Tiger

Belt of Dwarvenkind

Relic (waist), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A broad leather belt with a heavy buckle. While wearing this belt, you gain the following benefits. Language. You know Dwarvish. Friend of Dwarvenkind. You have advantage on Charisma (Persuasion) checks made to interact with dwarves. Toughness. Your Constitution increases by 2, to a maximum of 20. In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you can grow one, or a thicker beard if you already have one. If you are not a dwarf, you gain the following additional benefits while wearing the belt. Darkvision. You have darkvision with a range of 60 feet. Resilience. You have resistance to poison damage. You also have advantage on saving throws you make to avoid or end the Poisoned condition.

Cost 2,000 gm

Belt of Giant Strength

Relic (waist), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A broad belt with a buckle worked in the likeness of a giant. While wearing it, your Strength score becomes the score on the table for the kind of giant the belt is made for. It has no effect if your Strength is already equal or higher.

Cost 2,000 gm

THE GIANT AND THE SCORE

Belt	Strength	Rarity
Hill giant	21	Rare
Frost or stone giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

Berserker Axe

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained. Curse. This weapon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one. Whenever another creature damages you while the weapon is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. This berserk state ends when you start your turn and there are no creatures within 60 feet of you that you can see or hear. While berserk, you regard the creature nearest to you that you can see or hear as your enemy. If there are multiple possible creatures, choose one at random. On each of your turns, you must move as close to the creature as possible and take the Attack action, targeting the creature. If you're unable to get close enough to the creature to attack it with the weapon, your turn ends after you've used up all your available movement. If the creature dies or can no longer be seen or heard by you, the next nearest creature that you can see or hear becomes your new target.

Cost 2,000 gm

Bolt Bow

Energy weapon, Epic, Tier IV · Spacefaring

A recurve of conductive alloy with a capacitor in each limb. The draw builds the charge and the release sends it along the arrow. On a hit, lightning arcs to one other creature within 10 feet of the target for half the damage. In heavy rain or standing water, a natural 1 on the attack roll arcs the charge back into you instead.

Cost 3,400 gm
Weight 3 lb
Damage 2d6 lightning
Range Long · 151–1,000 ft
Handling Charge builds on the draw.
Properties two-handed, ammunition, power-cell

Bone Key

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

A key cut from a single finger bone, yellowed, with wards filed into it by hand. While attuned, you can take an action to turn it in any door, hatch or gate. The door opens onto the Plane of Oblivion instead of onto what is behind it, and stays open for 1 minute or until it is shut. Whatever is on the other side knows the door opened, and anything that comes through is the GM's to run and does not go back when the door closes. The key cannot be used on the same door twice, and it will not open a door that is already a portal.

Cost 8,000 gm

Boots of Elvenkind

Relic (feet), Uncommon, Tier I · Pre-Industrial

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks.

Cost 500 gm

Boots of Flying

Light armor (feet), Epic, Tier I · Pre-Industrial, requires attunement

Light boots with a stitched seam. While you wear them and are attuned to them, you have a fly speed equal to your walking speed for up to 4 hours per day, spent in increments of 1 minute.

Cost 8,000 gm
Weight 2 lb
Properties armor-piece, light, attunement

Boots of Levitation

Relic (feet), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While you wear these boots, you can cast Levitate on yourself.

Cost 2,000 gm

Boots of Speed

Relic (feet), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While you wear these boots, you can take a bonus action to click the boots' heels together. If you do, the boots double your speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect. When you've used the boots' property for a total of 10 minutes, the magic ceases to function for you until you finish a long rest.

Cost 2,000 gm

Boots of Striding and Springing

Relic (feet), Uncommon, Tier I · Pre-Industrial, requires attunement

Ankle-high leather boots with thick, flexible soles. While you wear them, your speed becomes 30 feet unless your speed is higher, and your speed is not reduced if you carry weight in excess of your carrying capacity or wear heavy armor. Once on each of your turns, you can jump up to 30 feet by spending only 10 feet of movement.

Cost 500 gm

Boots of the Winterlands

Relic (feet), Uncommon, Tier I · Pre-Industrial, requires attunement

These furred boots are snug and feel warm. While wearing them, you gain the following benefits. Cold Resistance. You have resistance to cold damage and can tolerate temperatures of 0 degrees Fahrenheit or lower without any additional protection. Winter Strider. You ignore difficult terrain created by ice or snow.

Cost 500 gm

Bracers of Archery

Relic (arms), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to damage rolls made with such weapons.

Cost 500 gm

Bracers of Defense

Relic (arms), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While wearing these bracers, you gain a +2 bonus to Armor Class if you are wearing no armor and using no Shield.

Cost 2,000 gm

Brooch of Shielding

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the Magic Missile spell.

Cost 500 gm

Broom of Flying

Vehicle, Uncommon, Tier I · Pre-Industrial, requires attunement

A wooden broom that works as a mundane broom until you stand astride it and take an action to make it hover beneath you, after which you can ride it in the air. It has a fly speed of 50 feet. It can carry up to 400 pounds, but its fly speed becomes 30 feet while it carries more than 200 pounds. The broom stops hovering when you land or when you are no longer riding it. As an action, you can send the broom to travel alone to a destination within 1 mile of you if you name the location and are familiar with it. The broom comes back to you when you take an action and speak its command word, if the broom is still within 1 mile of you.

Cost 500 gm

Candle of Invocation

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A tallow candle that you light as an action. It burns for 4 hours in total and is then destroyed. You can snuff it early, and the time it burned is deducted in 1-minute increments. While lit, the candle sheds dim light in a 30-foot radius. While you are within that light, you have advantage on d20 rolls, and a Cleric or Druid in the light can cast level 1 spells they have prepared without expending spell slots. Instead, the first time you light the candle, you can cast Gate with it, which destroys the candle. The portal links to a plane the GM chooses or rolls on the table.

Cost 8,000 gm

WHERE THE GATE OPENS

1d100	Plane
01 to 14	The Plane of Ignis
15 to 28	The Plane of Aquos
29 to 42	The Plane of Gaian
43 to 56	The Plane of Zephyron
57 to 66	The Plane of Faewyld
67 to 76	The Netherveil
77 to 84	The Spirit Plane
85 to 90	The Plane of Helion
91 to 95	The Plane of Oblivion
96 to 00	The Plane of Prisms

Cape of the Mountebank

Relic (shoulders), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This cape smells faintly of brimstone. While wearing it, you can use it to cast Dimension Door as an action. This property can't be used again until the next dawn. When you teleport with that spell, you leave behind a cloud of smoke. The space you left is lightly obscured by that smoke until the end of your next turn.

Cost 2,000 gm

Carpet of Flying

Vehicle, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A woven carpet. You can make it hover and fly by taking an action and speaking its command word. It moves according to your directions if you are within 30 feet of it. Four sizes exist. The GM chooses the size of a given carpet or rolls on the table below. A carpet can carry up to twice the weight shown on the table, but its fly speed is halved while it carries more than its normal capacity.

Cost 8,000 gm

CARPET OF FLYING SIZES

1d100	Size	Capacity	fly speed
01–20	3 feet × 5 feet	200 lb.	80 feet
21–55	4 feet × 6 feet	400 lb.	60 feet
56–80	5 feet × 7 feet	600 lb.	40 feet
81–00	6 feet × 9 feet	800 lb.	30 feet

Celestial Bow

Martial weapon, Legendary, Tier I · Pre-Industrial, requires attunement

A bow of pale, unidentified wood with a string of fine white filament. It needs no arrows: the draw fills with light and the light goes where it was sent. Against undead and fiends the damage die is 1d12, and the target must succeed on a Constitution saving throw or be Blinded until the end of its next turn. The bow will not draw for someone who has broken an oath they meant.

Cost 40,000 gm
Weight 2 lb
Damage 1d10 radiant
Range Long · 151–1,000 ft
Handling Draws its own arrows.
Properties two-handed, ammunition, attunement

Circlet of Blasting

Relic (head), Uncommon, Tier I · Pre-Industrial

While wearing this circlet, you can cast Scorching Ray with it (+5 to hit). The circlet can't cast this spell again until the next dawn.

Cost 500 gm

Cloak of Displacement

Relic (shoulders), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While you wear this cloak, it magically projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while your speed is 0.

Cost 2,000 gm

Cloak of Elvenkind

Relic (shoulders), Uncommon, Tier I · Pre-Industrial, requires attunement

While you wear this cloak, Wisdom (Perception) checks made to perceive you have disadvantage, and you have advantage on Dexterity (Stealth) checks.

Cost 500 gm

Cloak of Invisibility

Relic (shoulders), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

This cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the cloak, you can take an action to pull its hood over your head and expend 1 charge to give yourself the Invisible condition for 1 hour. The effect ends early if you pull the hood down (no action required) or cease wearing the cloak.

Cost 40,000 gm

Cloak of Protection

Relic (shoulders), Uncommon, Tier I · Pre-Industrial, requires attunement

You gain a +1 bonus to Armor Class and saving throws while you wear this cloak.

Cost 500 gm

Cloak of the Bat

Relic (shoulders), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or Darkness, you can grip the edges of the cloak and use it to gain a fly speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or Darkness, you lose this fly speed. While wearing the cloak in an area of dim light or Darkness, you can cast Polymorph on yourself, shape-shifting into a Bat. While in that form, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

Cost 2,000 gm

Cloak of the Manta Ray

Relic (shoulders), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this cloak, you can breathe underwater, and you have a swim speed of 60 feet.

Cost 500 gm

Codex of the Unburied

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 4+

A codex bound in skin that has not entirely stopped being skin. Its pages hold work older than the Covenant that forbids it, written in a hand that changes between readings. While attuned, you can study the codex for 8 hours to learn one Necromancy spell of a level you can cast, chosen by the GM, and you can cast it once per long rest without expending a spell slot. You can also take an action to raise a corpse within 30 feet as an undead of Power Rating 2 that obeys you for 1 hour. You can use this property up to 3 times per day, and a corpse raised this way cannot be raised again. Each time you use the codex, make a DC 15 Wisdom saving throw. On a failure you gain one level of exhaustion and the DC rises by 1 until you have gone a week without opening it. Possession of a Codex of the Unburied is a capital offense in every Covenant jurisdiction.

Cost 40,000 gm

Continuum Shard

Relic, Tier V · Esoteric, requires attunement, Rift Affinity 3+

A thumb-sized splinter of the Continuum Crystal, shattered in the First Continuum Crisis and recovered from the ruin-field of a Mythar enclave. Its color shifts between clear and white-hot as it turns. While attuned, you can concentrate on the shard for 10 minutes, once per week, to scry across the planes on a person, place or moment you know of. The GM decides what you see: a true vision, a partial one, a lie, or the attention of something that should not have been looked at. While attuned, your Rift Affinity increases by 1, to a maximum of 10. A channeler of class level 20 whose class reaches 9th-level spells can also cast one apex spell from their class's list through the shard, without a spell slot, points or Charges, following the Apex spells rules. The shard then goes white-hot and cannot do so again for 7 days. Seven are held in Halcyion reliquaries. The Continuum Crystal did not recover them when Talyen's sacrifice restored it fully in 9113 AA.

Weight 0.5 lb

Crown of the Tyrant

Relic (head), Artifact, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

An iron circlet with no ornament and no join, taken from a head that was still arguing. It sits more comfortably than iron should, and a room it enters goes quiet. While attuned, your Charisma score increases by 4, to a maximum of 24, and you have a +2 bonus to saving throws. You can also take an action to command one creature within 60 feet that can hear you, up to three times a day. It must succeed on a DC 18 Wisdom saving throw or obey you for 1 minute, including orders that put it in danger. A creature that has obeyed the crown remembers doing it and remembers not wanting to. Curse. Once worn, the crown cannot be removed until you die or the curse is lifted. While you wear it you cannot willingly give an order that cedes authority, accept a command from anyone, or leave a settlement you have taken control of.

Crystal Ball

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While touching this crystal orb, you can cast Scrying (save DC 17) with it.

Cost 8,000 gm

Crystal Ball of Mind Reading

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While touching this crystal orb, you can cast Scrying (save DC 17) with it. In addition, you can cast Detect Thoughts (save DC 17) targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this Detect Thoughts spell to maintain it during its duration, but it ends if the Scrying spell ends.

Cost 40,000 gm

Crystal Ball of Telepathy

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While touching this crystal orb, you can cast Scrying (save DC 17) with it. In addition, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also cast Suggestion (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this Suggestion to maintain it during its duration, but it ends if Scrying ends. You can't cast Suggestion in this way again until the next dawn.

Cost 40,000 gm

Crystal Ball of True Seeing

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While touching this crystal orb, you can cast Scrying (save DC 17) with it. In addition, you have truesight with a range of 120 feet centered on the spell's sensor.

Cost 40,000 gm

Cube of Force

Relic, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This cube is about an inch across. Each face has a distinct marking on it. You can press one of those faces, expend the number of charges required for it, and thereby cast the spell associated with it (save DC 17), as shown in the cube of Force Faces table. The cube starts with 10 charges, and it regains 1d6 expended charges daily at dawn.

Cost 2,000 gm

Cube of Force Faces

Spell	Charge cost
Mage Armor	1
Shield	1
Tiny Hut	3
Private Sanctum	4
Resilient Sphere	4
Wall of Force	5

Cubic Gate

Relic, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Prime Plane. The other sides are linked to planes determined by the GM. The cube has 3 charges and regains 1d3 expended charges daily at dawn. As an action, you can expend 1 of the cube's charges to cast one of the following spells using the cube. Gate. Pressing one side of the cube, you cast Gate, opening a portal to the plane of existence keyed to that side. Plane Shift. Pressing one side of the cube twice, you cast Plane Shift, transporting the targets to the plane of existence keyed to that side.

Cost 40,000 gm

Dagger of Venom

Weapon, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. You can take a bonus action to magically coat the blade with poison. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and have the Poisoned condition for 1 minute. The weapon can't be used this way again until the next dawn.

Cost 2,000 gm

Dancing Sword

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

You can take a bonus action to toss this magic weapon into the air. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of itself. The weapon uses your attack roll and adds your ability modifier to damage rolls. While the weapon hovers, you can take a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the weapon to attack one creature within 5 feet of the weapon. After the hovering weapon attacks for the fourth time, it flies back to you and tries to return to your hand. If you have no hand free, the weapon falls to the ground in your space. If the weapon has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or are more than 30 feet away from it.

Cost 8,000 gm

Decanter of Endless Water

Gear, Uncommon, Tier I · Pre-Industrial

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds. You can take an action to remove the stopper and issue one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following command words: Splash. The decanter produces 1 gallon of water. Fountain. The decanter produces 5 gallons of water. Geyser. The decanter produces 30 gallons of water that gushes forth in a line 30 feet long and 1 foot wide. If you're holding the decanter, you can aim the geyser in one direction (no action required). One creature of your choice in the line must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and have the Prone condition. Instead of a creature, you can target one object in the line that isn't being worn or carried and that weighs no more than 200 pounds. The object is knocked over by the geyser.

Cost 500 gm

Demon Armor

Armor, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While wearing this armor, you gain a +1 bonus to Armor Class, and you know Netherspeech. In addition, the armor's clawed gauntlets allow your Unarmed Strikes to deal 1d8 slashing damage instead of the usual bludgeoning damage, and you gain a +1 bonus to the attack and damage rolls of your Unarmed Strikes. Curse. Once you don this cursed armor, you can't doff it unless you are targeted by a Remove Curse spell or similar magic. While wearing the armor, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

Cost 8,000 gm

Demon Helm

Heavy armor (head), Rare, Tier II · Industrial, requires attunement

A steel face-plate worked into a snarl. Creed reliquaries hold several and keep no record of where they came from. While you wear it, you have advantage on Intimidation checks and disadvantage on Persuasion checks with anyone who can see your face.

Cost 2,000 gm
Weight 7 lb
Properties armor-piece, heavy, attunement

Dimensional Shackles

Gear, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You can take an action to place these shackles on a creature that has the Incapacitated condition. The shackles adjust to fit a creature of Small to Large size. The shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal. You and any creature you designate when you use the shackles can take an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a successful check, the creature breaks free and destroys the shackles.

Cost 2,000 gm

Dragon Helm

Medium armor (head), Epic, Tier IV · Spacefaring, requires attunement

A helm cut from a single dragon's brow plate, still bearing the ridge, and it runs warm. While you wear it, you have resistance to the damage type of the dragon the plate came from, chosen when the helm is made.

Cost 4,000 gm
Weight 5 lb
Properties armor-piece, medium, attunement

Dragon Orb

Relic, Artifact, Tier I · Pre-Industrial, requires attunement, Rift Affinity 5+

An etched crystal globe about 10 inches across, which grows to 20 inches and fills with moving mist when it is used. While attuned, you can take an action to peer into the orb and must then make a DC 15 Charisma saving throw. On a success, you control the orb for as long as you remain attuned. On a failure, you are Charmed by the orb for as long as you remain attuned. You cannot voluntarily end your attunement, and the orb casts Suggestion on you at will (save DC 18), urging you toward the goals of the dragon essence inside it, which the GM decides. Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can cast one of the spells on the table from it, expending the listed charges. Call Dragons. If you control the orb, you can take an action to send a telepathic call 40 miles in every direction. Chromatic dragons in range are compelled to come to the orb by the most direct route, and may be hostile to you when they arrive. Once used, this property cannot be used again for 1 hour. Destroying the Orb. The orb has AC 20 and is destroyed by damage from a +3 weapon or a Disintegrate spell. Nothing else harms it.

Spells cast from the orb

Spell	Charge cost
Cure Wounds (level 9 version)	4
Daylight	1
Death Ward	2
Detect Magic	0
Scrying (save DC 18)	3

Dragon Scale Boots

Medium armor (feet), Epic, Tier IV · Spacefaring

Boots faced in overlapping dragon scale over a hide lining, the scales running down toward the toe so a blow slides off.

Cost 4,000 gm
Weight 6 lb
Properties armor-piece, medium

Dragon Scale Cuirass

Medium armor, Epic, Tier IV · Spacefaring, requires attunement, Rift Affinity 2+

A full harness of overlapping scale from one animal, every plate a different size and every one fitted by hand. Dragons shed and sometimes gift the scales, though more often a hunter preserved the hide off a corpse. While attuned and wearing it, you have resistance to the damage type on the table for the dragon the scales came from, and advantage on saving throws against the breath weapons of dragons. Once per day, you can take an action to learn the distance and direction to the nearest dragon of the same kind within 30 miles.

Cost 9,000 gm
Weight 22 lb
Armor Class 16 + DEX (max 2)
Properties medium, attunement

THE DRAGON THE SCALES CAME FROM

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

Dragon Scale Gauntlets

Medium armor (hands), Epic, Tier IV · Spacefaring

Gloves of dragon scale laid over hide across the backs of the hands and fingers, the scales small enough at the knuckle to close a fist.

Cost 4,000 gm
Weight 6 lb
Properties armor-piece, medium

Dragon Scale Greaves

Medium armor (legs), Epic, Tier IV · Spacefaring

Leggings of dragon scale laid over hide, the plates larger at the thigh and smaller at the knee. They weigh less than steel that stops as much. While you wear them, you have advantage on saving throws against a dragon's breath weapon.

Cost 4,000 gm
Weight 6 lb
Properties armor-piece, medium

Dragon Scale Shield

Shield, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

Overlapping scales from a single flank, still holding the color they held on the animal, and warm to the touch. While attuned and holding it, you have resistance to the damage type of the dragon the scales came from. The GM chooses the type when the shield is found.

Cost 2,000 gm
Weight 8 lb
Armor Class +2
Properties shield

Dragon Slayer

Weapon, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The weapon deals an extra 3d6 damage of the weapon's type if the target is a Dragon.

Cost 2,000 gm

Dwarven Helm

Heavy armor (head), Rare, Tier II · Industrial, requires attunement

Nordvergur work: a deep skull, a heavy brow and a rim thick enough to ring when struck, made to be inherited. While you wear it, you have advantage on saving throws against being knocked Prone or Stunned.

Cost 2,000 gm
Weight 7 lb
Properties armor-piece, heavy, attunement

Dwarven Plate

Armor, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

While wearing this armor, you gain a +2 bonus to Armor Class. In addition, if an effect moves you against your will along the ground, you can take a reaction to reduce the distance you are moved by up to 10 feet.

Cost 8,000 gm

Dwarven Thrower

Weapon, Epic, Tier I · Pre-Industrial, requires attunement by a Dwarf or a creature attuned to a Belt of Dwarvenkind, Rift Affinity 2+

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. It has the Thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 force damage, or an extra 2d8 force damage if the target is a Giant. Immediately after hitting or missing, the weapon flies back to your hand.

Cost 8,000 gm

Efficient Quiver

Gear, Uncommon, Tier I · Pre-Industrial

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to 60 Arrows, Bolts, or similar objects. The midsize compartment holds up to 18 Javelins or similar objects. The longest compartment holds up to 6 long objects, such as bows, Quarterstaffs, or Spears. You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

Cost 500 gm

Efreeti Bottle

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A painted brass bottle with a stopper. As an action, remove the stopper: thick smoke pours out, and at the end of your turn it vanishes in a flash of harmless fire and an Efreeti appears in an unoccupied space within 30 feet of you. The first time the bottle is opened, the GM rolls on the table to learn what the efreeti does.

Cost 8,000 gm

The First Opening

1d10	Effect
1	The efreeti attacks you. After fighting for 5 rounds it disappears, and the bottle loses its magic.
2 to 9	The efreeti understands your languages and obeys your commands for 1 hour, then returns to the bottle and a new stopper seals it. The stopper cannot be removed for 24 hours. The next two openings have the same effect; on a fourth opening the efreeti escapes and the bottle loses its magic.
10	The efreeti understands your languages and casts Wish once for you. It disappears when it grants the wish or after 1 hour, and the bottle loses its magic.

Elven Chain

Armor, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You gain a +1 bonus to Armor Class while you wear this armor. You are considered trained with this armor even if you lack training with Medium or Heavy armor.

Cost 2,000 gm

Elysian Fold

Relic, Legendary, Tier I · Pre-Industrial

A tarot deck of painted cards in a worn cloth case, cut to the pattern Abraham Zachariah, Primus god of knowledge, made so that mortals could hold their fate in two hands. Most decks leave out card XIII, Apathy, The Void, a herald of cataclysm that bears Azhorra'tha, the Watcher in the Abyss. When a deck is found, roll 1d100: on a 1 to 75 it has 22 cards, and on a 76 to 100 it is a full deck of 23. Laying out a reading of three cards for past, present and future, as fortune-tellers do, has no effect. To draw on the deck's power, declare how many cards you will draw, then draw them at random, each no more than 1 hour after the last. A card takes effect as soon as it is drawn, as described on the table, and a card drawn beyond the declared number has no effect. If you stop short, the remaining cards fly from the deck and take effect all at once. A drawn card vanishes and reappears in the deck, so the same card can be drawn twice. The exceptions are The Fool and Khaos, which leave the deck for good. If one of them comes up after it has left, roll again. Roll 1d100 on the column for the deck's size to draw a card.

Cost 40,000 gm
Weight 1 lb

1d100 (22-card deck)	1d100 (23-card deck)	Card	Effect
01–05	01–05	0 The Fool	You have advantage on d20 rolls for the next 72 hours, or you can draw two more cards beyond your declared draws. The Fool then leaves the deck.
06–10	06–10	I The Magician	You can cast Wish 1d3 times.
11–15	11–15	II The Mystic	At any time within 1 year of drawing this card, you can ask one question in meditation and receive a truthful answer in your mind.
16–20	16–20	III The Scribe	A creature of the GM's choice becomes hostile toward you. You do not know who it is until it or someone else reveals it. Only a Wish spell or the intervention of a god ends its hostility.
21–25	21–25	IV The Sovereign	You gain proficiency and expertise in your choice of History, Insight, Intimidation or Persuasion. You also gain rightful ownership of a small keep on a world the GM chooses. Hostile creatures hold it, and you must clear them out before you can claim it.
26–30	26–30	V The Mother	A loyal champion appears in an unoccupied space you choose within 30 feet of you and serves you until death, believing fate drew the two of you together. It is a creature of Power Rating 3 chosen by the GM, and you and the GM give it a name and a history.
31–35	31–35	VI The Devil	A powerful devil becomes your enemy. It seeks your ruin and torments you before it tries to kill you. The enmity lasts until you or the devil dies.
36–40	36–40	VII The Journey	Twenty-five pieces of jewelry worth 2,000 gm each, or fifty gems worth 1,000 gm each, appear at your feet.
41–45	41–44	VIII The Citadel	You disappear and are entombed in suspended animation inside an extradimensional sphere, with everything you are wearing and carrying except items of artifact rarity, which stay in the space you left. You remain there until someone finds you and removes you. Divination spells cannot locate you, but a Wish spell reveals where the sphere is. You draw no more cards.

1d100 (22-card deck)	1d100 (23-card deck)	Card	Effect
46–50	45–48	IX The Moon	An avatar of death appears in an unoccupied space as close to you as possible and attacks only you. It has AC 20, hit points equal to half your hit point maximum, a speed of 60 feet and a fly speed of 60 feet (it can hover), truesight out to 60 feet, and immunity to necrotic and poison damage, and it cannot be Charmed, Frightened, Paralyzed, Petrified or Poisoned. It can move through creatures and objects as if they were difficult terrain, and takes 1d10 force damage if it ends its turn inside an object. On each of its turns it makes a number of scythe attacks equal to half your proficiency bonus (rounded up); each hits automatically and deals 1d8 + 3 slashing damage plus 1d8 necrotic damage. It vanishes when it drops to 0 hit points or when you die. An ally who damages it summons a second avatar that appears beside that ally and attacks only that ally, and each of you can summon only one. A creature killed by an avatar cannot be restored to life.
51–55	49–52	X The Sun	A magic item of the GM's choice appears in your possession. You also gain 10 temporary hit points at each dawn until you die.
56–60	53–56	XI Piety	A magic weapon of rare or greater rarity that you are proficient with appears in your hands. The GM chooses the weapon.
61–64	57–60	XII Sacrilege	Every magic item you wear or carry disintegrates. Items of artifact rarity in your possession vanish instead.
-	61–64	XIII Apathy, The Void	Your soul is drawn from your body and held in an object in a place the GM chooses, guarded by one or more powerful creatures. While it is held, your body is inert, stops aging, and needs no food, air or water. A Wish spell cannot return your soul to your body, but it reveals where the object is. You draw no more cards.
65–68	65–68	XIV Sacrifice	Every form of wealth you carry or own, other than magic items, is lost to you. Portable property vanishes. Businesses, buildings and land you own are lost in the way that changes reality least, and any document proving your claim to them disappears.

1d100 (22-card deck)	1d100 (23-card deck)	Card	Effect
69–72	69–72	XV Strength	The next time you roll initiative against one or more hostile creatures, you can choose one of them as your foe. If you reduce your foe to 0 hit points in that combat, you have advantage on death saving throws for 1 year. If someone else reduces it to 0 hit points, or you do not choose a foe, this card has no effect.
73–76	73–76	XVI Justice	You can increase one of your ability scores by 2, to a maximum of 22, if you also decrease another of your ability scores by 2. You cannot decrease a score of 5 or lower. You can instead leave your scores as they are, and the card has no effect.
77–80	77–80	XVII Redemption	The next time you die within 1 year of drawing this card, you return to life at the start of your next turn with 1 hit point. This has no effect if an avatar from The Moon killed you.
81–84	81–84	XVIII Judgement	The card's gaze curses you. While cursed, you take a -2 penalty to saving throws. Only a god or the power of The Continuum ends this curse.
85–88	85–88	XIX Order	Your Intelligence or Wisdom score (your choice) is permanently reduced by 1d4 + 1, to a minimum of 1. You can draw one more card beyond your declared draws.
89–92	89–92	XX Khaos	You have disadvantage on d20 rolls for the next 72 hours. Draw another card; this draw does not count as one of your declared draws. Khaos then leaves the deck.
93–96	93–96	XXI The Continuum	You can avoid or erase one event as though it never happened. You can use this power as soon as you draw the card or at any later time before you die.
97–00	97–00	XXII Elysium	Increase one of your ability scores by 2, to a maximum of 24.

Enchanted Plate Sabatons

Heavy armor (feet), Rare, Tier II · Industrial, requires attunement

Steel sabatons that land lightly for their weight. While you wear them, you ignore difficult terrain, and your speed is not reduced by heavy armor.

Cost 2,000 gm
Weight 6 lb
Properties armor-piece, heavy, attunement

Figurine of Wondrous Power

Relic, Uncommon, Tier I · Pre-Industrial

A statuette small enough to fit in a pocket. As an action, throw it to a point on the ground within 60 feet: it becomes the creature named in its entry, unless the space is occupied or too small, in which case nothing happens. The creature is friendly to you and your allies, understands your languages, obeys your commands, and takes its turn immediately after you on your initiative count. With no orders it defends itself and does nothing else. It lasts for the duration in its entry, then reverts to a figurine. It reverts early if it drops to 0 hit points or if you take an action while touching it to revert it. Once it has reverted, the figurine cannot be used again until the time in its entry has passed. Bronze Griffon (rare). Becomes a Griffon for up to 6 hours. Usable again after 5 days. Ebony Fly (rare). Becomes a Giant Fly for up to 12 hours, and can be ridden. Usable again after 2 days. Golden Lions (rare). A pair, and you can use one or both. Each becomes a Lion for up to 1 hour. Usable again after 7 days. Ivory Goats (rare). A set of three, each different. Goat of Terror: becomes a Glacial Yak for up to 3 hours. It cannot attack, but you can take an action to remove its horns as weapons, one a +1 lance and the other a +2 longsword, which return when the goat reverts. While you ride it, any hostile creature that starts its turn within a 30-foot emanation from the goat must succeed on a DC 15 Wisdom saving throw or be Frightened for 1 minute, until you dismount, or until the goat reverts. An affected creature repeats the save at the end of each of its turns, and on a success is immune for 24 hours. Usable again after 15 days. Goat of Traveling: becomes a Large goat with the statistics of a riding horse. It has 24 charges, and each hour or part of an hour in goat form costs 1 charge. When the charges run out it reverts and regains them after 7 days. Goat of Travail: becomes a Glacial Yak for up to 3 hours. Usable again after 30 days. Marble Elephant (rare). Becomes an Elephant for up to 24 hours. Usable again after 7 days. Obsidian Steed (epic). Becomes a Nightmare for up to 24 hours, and it fights only to defend itself. Usable again after 5 days. Each time you use it there is a 10 percent chance it ignores your orders, including an order to revert. If you mount it while it is ignoring you, you and the steed are carried to a random location on the Plane of Oblivion, where it reverts. Onyx Dog (rare). Becomes a Mastiff for up to 6 hours, with Intelligence 8, the ability to speak Common, and blindsight to 60 feet. Usable again after 7 days. Serpentine Owl (rare). Becomes a Giant Owl for up to 8 hours, and can speak with you telepathically at any range on the same plane. Usable again after 2 days. Silver Raven (uncommon). Becomes a Raven for up to 12 hours, and while in raven form lets you cast Animal Messenger on it. Usable again after 2 days.

Cost 500 gm

Fire Crossbow

Martial weapon, Rare, Tier II · Industrial

A heavy crossbow with a fire-channel cut down the stock and a bolt cradle that lights what it holds. The bolt leaves burning and arrives burning. On a hit, the target is set alight and takes 1d6 fire damage at the start of each of its turns until it or an adjacent creature spends an action to put it out. Reloading it while it is lit takes practice, and reload is an action.

Cost 2,000 gm
Weight 18 lb
Damage 1d10 fire
Range Long · 151–1,000 ft
Handling Reload is an action.
Properties two-handed, heavy, ammunition, loading

Flame Tongue

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While holding this magic weapon, you can take a bonus action and use a command word to cause flames to engulf the damage-dealing part of the weapon. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the weapon is ablaze, it deals an extra 2d6 fire damage on a hit. The flames last until you take a bonus action to issue the command again or until you drop, stow, or sheathe the weapon.

Cost 2,000 gm

Folding Boat

Vehicle, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A wooden box 12 inches long, 6 inches wide and 6 inches deep. It weighs 4 pounds and floats, and it can be opened to store items inside. It has three command words, each of which takes an action to use. First Command Word. The box unfolds into a rowboat. Second Command Word. The box unfolds into a keelboat. Third Command Word. The boat folds back into a box if no creatures are aboard. Any objects in the vessel that cannot fit inside the box remain outside the box as it folds, and any that can fit inside the box do so. When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat. The rowboat and keelboat use the statistics of their entries in the Equipment Catalog. If either vessel is reduced to 0 hit points, the Folding Boat is destroyed.

Cost 2,000 gm

Frost Brand

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

When you hit with an attack roll using this magic weapon, the target takes an extra 1d6 cold damage. In addition, while you hold the weapon, you have resistance to fire damage. In freezing temperatures, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of yourself. Once used, this property can't be used again for 1 hour.

Cost 8,000 gm

Gem of Brightness

Gear, Uncommon, Tier I · Pre-Industrial

This prism has 50 charges. While you are holding it, you can take an action and use one of three command words to cause one of the following effects: First Command Word. The gem sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you take a bonus action to repeat the command word or until you use another function of the gem. Second Command Word. You expend 1 charge and cause the gem to fire a brilliant beam of light at one creature you can see within 60 feet of yourself. The creature must succeed on a DC 15 Constitution saving throw or have the Blinded condition for 1 minute. The creature repeats the save at the end of each of its turns, ending the effect on itself on a success. Third Command Word. You expend 5 charges and cause the gem to flare with intense light in a 30-foot cone. Each creature in the cone makes a saving throw as if struck by the beam created with the second command word. When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gm.

Cost 500 gm

Gem of Seeing

Relic (eyes), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This gem has 3 charges. As an action, you can expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

Cost 2,000 gm

Giant Slayer

Weapon, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a Giant with this weapon, the Giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or have the Prone condition.

Cost 2,000 gm

Glamoured Studded Leather Cuirass

Armor, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

While wearing this armor, you gain a +1 bonus to Armor Class. You can also take a bonus action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or doff the armor.

Cost 2,000 gm

Gloves of Missile Snaring

Relic (hands), Uncommon, Tier I · Pre-Industrial, requires attunement

If you're hit by an attack roll made with a Ranged or Thrown weapon while wearing these gloves, you can take a reaction to reduce the damage by 1d10 plus your Dexterity modifier if you have a free hand. If you reduce the damage to 0, you can catch the ammunition or weapon if it is small enough for you to hold in that hand.

Cost 500 gm

Gloves of Thievery

Worn gear (hands), Uncommon, Tier I · Pre-Industrial

These gloves are imperceptible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks.

Cost 500 gm

Hammer of Thunderbolts

Weapon, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The weapon has 5 charges. You can expend 1 charge and make a ranged attack with the weapon, hurling it as if it had the Thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the weapon releases a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it other than you must succeed on a DC 17 Constitution saving throw or have the Stunned condition until the end of your next turn. Immediately after hitting or missing, the weapon flies back to your hand. The weapon regains 1d4 + 1 expended charges daily at dawn. Giant's Bane. While you are attuned to the weapon and wearing either a Belt of Giant Strength or Gauntlets of Ogre Power to which you are also attuned, you gain two benefits. When you roll a 20 on the d20 for an attack roll made with this weapon against a giant, the creature must succeed on a DC 17 Constitution saving throw or die. The Strength score bestowed by your Belt of Giant Strength or Gauntlets of Ogre Power also increases by 4, to a maximum of 30.

Cost 40,000 gm

Handy Haversack

Gear, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 200 pounds of material, not exceeding a volume of 25 cubic feet. The central pouch can hold up to 500 pounds of material, not exceeding a volume of 64 cubic feet. The haversack always weighs 5 pounds, regardless of its contents. Retrieving an item from the haversack requires an action or a bonus action (your choice). When you reach into the haversack for a specific item, the item is always magically on top. If any of its pouches is overloaded, pierced, or torn, the haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an Artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth unharmed, and the haversack must be put right before it can be used again. Each pouch of the haversack holds enough air for 10 minutes of breathing, divided by the number of breathing creatures inside. Placing the haversack inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate into the Rift. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind total cover is sucked through it and deposited in a random location in the Rift. The gate then closes. The gate is one-way only and can't be reopened.

Cost 2,000 gm

Hat of Disguise

Relic (head), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this hat, you can cast the Disguise Self spell. The spell ends if the hat is removed.

Cost 500 gm

Hat of Many Spells

Relic (head), Epic, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 2+

This pointed hat has the following properties. spellcasting focus. While holding the hat, you can use it as a spellcasting focus for your Wizard spells. Any spell you cast using the hat gains a special Somatic component: you must reach into the hat and "pull" the spell out of it. Unknown Spell. While holding the hat, you can try to cast a level 1+ spell you don't know. The spell must be on the Wizard spell list, it must be of a level you can cast, and it can't have Material components costing more than 1,000 gm. Once you decide on the spell, you must expend a spell slot of the spell's level. Then, to determine whether you cast the spell, make an Intelligence (Arcana) check (DC 10 plus the spell's level). On a successful check, you cast the spell using its normal casting time, and you can't use this property again until you finish a Short or long rest. On a failed check, you fail to cast the spell and a random effect occurs instead, determined by rolling on the following table. Any spell you cast from the hat uses your spell save DC and spell attack bonus.

Cost 8,000 gm

HAT OF MANY SPELLS EFFECTS

1d100	Effect
01–50	You cast a random spell determined by rolling 1d10: on a 1, Enlarge/Reduce (enlarge effect); on a 2, Enlarge/Reduce (reduce effect); on a 3, Faerie Fire; on a 4, Fireball; on a 5, Gust of Wind; on a 6, Invisibility (cast on yourself); on a 7, Lightning Bolt; on an 8, Phantasmal Force; on a 9, Polymorph; on a 10, Stinking Cloud.
51–55	You have the Stunned condition until the end of your next turn, believing something awesome just happened.
56–60	A harmless swarm of butterflies fills a 10-foot cube within 30 feet of yourself. The swarm disperses after 1 minute.
61–65	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a vial of Acid; on a 2, a flask of Alchemist's Fire; on a 3, a Crowbar; on a 4, a lit Torch.
66–70	You suffer a bout of "magic sickness" and have the Poisoned condition for 1 hour.
71–75	You have the Petrified condition until the end of your next turn.
76–80	You pull a nonmagical object out of the hat. Roll 1d4 to determine the object: on a 1, a Dagger; on a 2, a Rope with a Grappling Hook tied to one end; on a 3, a bag of Caltrops; on a 4, a gem worth 50 gm.
81–85	A creature appears in an unoccupied space as close to you as possible. The creature isn't under your control and acts as it normally would, and it disappears after 1 hour or when it drops to 0 hit points. Roll 1d4 to determine the creature: on a 1, a Camel; on a 2, a Constrictor Snake; on a 3, an Elephant; on a 4, a Mule.
86–90	A Hostile Swarm of Bats flies out of the hat, occupies your space, and attacks you.
91–95	A vertical, 10-foot-diameter, two-way portal to another plane of existence opens in an unoccupied space within 30 feet of you and remains open until the end of your next turn. The GM determines where it leads.

Headband of Intellect

Relic (head), Uncommon, Tier I · Pre-Industrial, requires attunement

Your Intelligence is 19 while you wear this headband. It has no effect on you if your Intelligence is 19 or higher without it.

Cost 500 gm

Helionic Talisman

Relic (neck), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 4+

A sun-disc of gold leaf over a heavier core, worn by the few the Hosts of Helion have vouched for. The Ascendancy says the talismans are made in Aurelion workshops and has never produced the workshop. While attuned, you have resistance to necrotic and radiant damage and a +2 bonus to saving throws. You can also take an action to call a Helionic Protector, a celestial of Power Rating 8, into an unoccupied space within 30 feet, once per long rest. It understands your languages, acts on your initiative count, and defends you for 1 hour or until it is reduced to 0 hit points. It cannot be commanded to attack a creature that has not attacked first, and it departs if you order it to. A fiend or an undead that touches the talisman takes 6d6 radiant damage.

Cost 40,000 gm

Helios Artifact

Relic, Tier V · Esoteric, requires attunement, Rift Affinity 4+

A palm-sized chip of crystalline solar matter from the Heart of Helios. It keeps a hand's warmth in any temperature and glows from inside with a steady gold light that no instrument has measured. Most are salvaged from the wreckage of the cathedrals that held them. While attuned, once per long rest, when you drop to 0 hit points you instead rise with 1 hit point and emit a pulse of gold light in a 30-foot radius. Each ally in the radius regains 3d8 + your Charisma modifier hit points. The pulse cannot be suppressed, and any creature that sees it knows what you carry.

Weight 1 lb

Helm of Brilliance

Relic (head), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A helm set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals and 4d10 opals. Any gem pried from the helm crumbles to dust, and when every gem is gone the helm loses its magic. While you wear it you gain the following. Diamond Light. As long as it has at least one diamond, the helm emits a 30-foot emanation. When an undead is within it, the area fills with dim light, and any undead that starts its turn there takes 1d6 radiant damage. Fire Opal Flames. As long as it has at least one fire opal, you can take an action to set one weapon you are holding ablaze. The flames shed bright light in a 10-foot radius and dim light for 10 feet beyond, are harmless to you and the weapon, and deal an extra 1d6 fire damage on a hit. They last until you take a bonus action to put them out or you drop or stow the weapon. Ruby Resistance. As long as it has at least one ruby, you have resistance to fire damage. Spells. You can cast Daylight (opal), Fireball (fire opal), Prismatic Spray (diamond) or Wall of Fire (ruby), save DC 18, using one gem of that type as a component. The gem is destroyed. Taking Fire Damage. If you take fire damage from failing a saving throw against a spell while wearing the helm, roll 1d20. On a 1, the helm fires beams from its remaining gems and is destroyed: each creature within a 60-foot emanation from you must succeed on a DC 17 Dexterity saving throw or take radiant damage equal to the number of gems the helm held.

Cost 8,000 gm

Helm of Comprehending Languages

Relic (head), Uncommon, Tier I · Pre-Industrial

While wearing this helm, you can cast Comprehend Languages from it.

Cost 500 gm

Helm of Telepathy

Relic (head), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this helm, you have telepathy with a range of 30 feet, and you can cast Detect Thoughts or Suggestion (save DC 13) from the helm. Once either spell is cast from the helm, that spell can't be cast from it again until the next dawn.

Cost 500 gm

Helm of Teleportation

Relic (head), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This helm has 3 charges. While wearing it, you can expend 1 charge to cast Teleport from it. The helm regains 1d3 expended charges daily at dawn.

Cost 2,000 gm

Helm of Valor

Heavy armor (head), Rare, Tier I · Pre-Industrial, requires attunement

A plain helm with an inscription inside the brow, out of sight of anyone but the person wearing it. While you wear it, you cannot be Frightened.

Cost 2,000 gm
Weight 6 lb
Properties armor-piece, heavy, attunement

Holy Avenger

Weapon, Legendary, Tier I · Pre-Industrial, requires attunement by a Paladin, Rift Affinity 3+

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage. While you hold the drawn weapon, it creates a 10-foot emanation originating from you. You and all creatures friendly to you in the emanation have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the Paladin class, the size of the emanation increases to 30 feet.

Cost 40,000 gm

Hood of Intellect

Armor (head), Rare, Tier I · Pre-Industrial, requires attunement

A lined hood. While you wear it, your Intelligence score is 19. It has no effect if your Intelligence is already 19 or higher.

Cost 2,000 gm
Weight 1 lb
Properties armor-piece, none, attunement

Horn of Blasting

Relic (main hand), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You can take an action to blow the horn, which emits a thunderous blast in a 30-foot cone that is audible out to 600 feet. Each creature in the cone makes a DC 15 Constitution saving throw. On a failed save, a creature takes 5d8 thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only. Glass or crystal objects in the cone that aren't being worn or carried take 10d8 thunder damage. Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 force damage to you and destroys the horn.

Cost 2,000 gm

Horn of Valhalla

Relic (main hand), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A war horn of worked metal. As an action, blow it: warrior spirits appear in unoccupied spaces within 60 feet of you. Each spirit uses the stat block of a Power Rating 2 warrior chosen by the GM, looks like a living fighter, has immunity to the Charmed and Frightened conditions, and departs after 1 hour or when it drops to 0 hit points. Once used, the horn cannot be used again until 7 days have passed. Four types of horn exist, each of a different metal. The type sets how many spirits appear and what the horn demands of you, as shown on the table. If you blow the horn without meeting its requirement, the spirits attack you. If you meet it, they are friendly to you and your allies and follow your commands.

Cost 2,000 gm

HORNS BY METAL

1d100	Horn	Spirits	Requirement
01 to 40	Silver	2d4 + 2	None
41 to 75	Brass	3d4 + 3	Proficiency with all simple weapons
76 to 90	Bronze	4d4 + 4	Training with all medium armor
91 to 00	Iron	5d4 + 5	Proficiency with all martial weapons

Horseshoes of Speed

Gear, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

These horseshoes come in a set of four. As an action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes an action. While all four horseshoes are attached to the same creature, its speed is increased by 30 feet.

Cost 2,000 gm

Horseshoes of a Zephyr

Gear, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

These horseshoes come in a set of four. As an action, you can touch one of the horseshoes to the hoof of a horse or similar creature, whereupon the horseshoe affixes itself to the hoof. Removing a horseshoe also takes an action. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above a surface. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can travel for up to 12 hours a day without gaining exhaustion levels from extended travel.

Cost 8,000 gm

Immovable Rod

Gear, Uncommon, Tier I · Pre-Industrial

This iron rod has a button on one end. You can take an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature takes an action to push the button again, the rod doesn't move, even if it defies gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can take an action to make a DC 30 Strength (Athletics) check, moving the fixed rod up to 10 feet on a successful check.

Cost 500 gm

Instant Fortress

Gear, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

As an action, you can place this 1-inch statuette of dark alloy on the ground and, using a command word, cause it to grow rapidly into a square tower of the same alloy. Repeating the command word causes the tower to revert to statuette form, which works only if the tower is empty. Each creature in the area where the tower appears is pushed to an unoccupied space outside but next to the tower. Objects in the area that aren't being worn or carried are also pushed clear of the tower. The tower is 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder, staircase, or ramp (your choice) connecting them. This ladder, staircase, or ramp ends at a trapdoor leading to the roof. When created, the tower has a single door at ground level on the side facing you. The door opens only at your command, which you can issue as a bonus action. It is immune to the Knock spell and similar magic. Magic prevents the tower from being tipped over. The roof, the door, and the walls each have AC 20 and 100 hit points. They are immune to bludgeoning, piercing, and slashing damage except that dealt by siege equipment, and have resistance to all other damage. Shrinking the tower back down to statuette form doesn't repair damage to the tower. Only a Wish spell can repair the tower (this use of the spell counts as replicating a spell of level 8 or lower). Each casting of Wish causes the tower to regain all its hit points.

Cost 2,000 gm

Ioun Stone

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A stone roughly the size of a marble. Many types exist, each a distinct shape and color. As an action, toss a stone into the air: it orbits your head at a distance of 1d3 feet and grants its benefit while it does. You can have up to three stones orbiting at once, each counting as an object you are wearing. An orbiting stone avoids contact with other creatures and objects, adjusting its orbit to avoid collisions and thwarting any attempt to attack or snatch it. As an action, you can seize and stow any number of your orbiting stones. If your attunement to a stone ends while it orbits, it falls as though dropped. The type of stone sets its rarity and effect. Absorption (epic). While this pale lavender ellipsoid orbits your head, you can take a reaction to cancel a spell of level 4 or lower cast by a creature you can see. The spell has no effect and its resources are wasted. Once it has canceled 20 levels of spells, the stone burns out, turns dull gray and loses its magic. Agility (epic). Your Dexterity increases by 2, to a maximum of 20, while this deep red sphere orbits your head. Awareness (rare). While this dark blue rhomboid orbits your head, you have advantage on initiative rolls and Wisdom (Perception) checks. Fortitude (epic). Your Constitution increases by 2, to a maximum of 20, while this pink rhomboid orbits your head. Greater Absorption (legendary). As Absorption, but this marbled lavender and green ellipsoid cancels spells of level 8 or lower. Insight (epic). Your Wisdom increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head. Intellect (epic). Your Intelligence increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head. Leadership (epic). Your Charisma increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head. Mastery (legendary). Your proficiency bonus increases by 1 while this pale green prism orbits your head. Protection (rare). You have a +1 bonus to Armor Class while this dusty rose prism orbits your head. Regeneration (legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, if you have at least 1 hit point. Reserve (rare). This purple prism stores up to 4 levels of spells cast into it. When found it holds 1d4 levels chosen by the GM. Any creature can cast a spell of level 1 to 4 into the stone by touching it as the spell is cast. The spell has no other effect and takes up space equal to the slot used. While the stone orbits your head, you can cast any spell stored in it, using the original caster's slot level, save DC, attack bonus and spellcasting ability, and the spell is then no longer stored. Strength (epic). Your Strength increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head. Sustenance (rare). You do not need to eat or drink while this clear spindle orbits your head.

Cost 2,000 gm

Iron Bands

Gear, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can take an action to throw the sphere at a Huge or smaller creature you can see within 60 feet of yourself. As the sphere moves through the air, it opens into a tangle of metal bands. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target has the Restrained condition until you take a bonus action to issue a command that releases it. Doing so or missing with the attack causes the bands to contract and become a sphere once more. A creature that can touch the bands, including the one Restrained, can take an action to make a DC 20 Strength (Athletics) check to break the iron bands. On a successful check, the item is destroyed, and the Restrained creature is freed. On a failed check, any further attempts made by that creature automatically fail until 24 hours have elapsed. Once the bands are used, they can't be used again until the next dawn.

Cost 2,000 gm

Iron Flask

Relic, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

While holding this brass-stoppered iron flask, you can take an action to target a creature that you can see within 60 feet of yourself. If the flask is empty and the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the save. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't age and doesn't need to breathe, eat, or drink. You can take an action to remove the flask's stopper and release the creature in the flask. The creature then obeys your commands for 1 hour, understanding those commands even if it doesn't know the language in which the commands are given. If you issue no commands or give the creature a command that is likely to result in its death or imprisonment, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment. An Identify spell reveals if the flask contains a creature, but the only way to determine the type of creature is to open the flask. A newly discovered Iron Flask can already contain a creature chosen by the GM.

Cost 40,000 gm

Javelin of Lightning

Weapon, Uncommon, Tier I · Pre-Industrial

Each time you make an attack roll with this magic weapon and hit, you can have it deal lightning damage instead of piercing damage. Lightning Bolt. When you throw this weapon at a target no farther than 120 feet from you, you can forgo making a ranged attack roll and instead turn the weapon into a bolt of lightning. This bolt forms a 5-foot-wide Line between you and the target. The target and each other creature in the line (excluding you) makes a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save or half as much damage on a successful one. Immediately after dealing this damage, the weapon reappears in your hand. This property can't be used again until the next dawn.

Cost 500 gm

Lantern of Revealing

Gear, Uncommon, Tier I · Pre-Industrial

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can take an action to lower the hood, reducing the lantern's light to dim light in a 5-foot radius.

Cost 500 gm

Lava Shield

Shield, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

Cooled basalt with a seam still running bright through it, quarried from a flow that has not stopped moving since the Second Age. It is uncomfortable to hold. While attuned and holding it, when a creature within 5 feet hits you with a melee attack, it takes 1d6 fire damage.

Cost 8,000 gm
Weight 10 lb
Armor Class +2
Properties shield

Lion's-Mane Helm

Medium armor (head), Uncommon, Tier I · Pre-Industrial

A gilded skull ringed with a dyed horsehair mane, Aurelion parade issue, worn into the field by officers who mean to be seen. While you wear it, allies who can see you have advantage on saving throws against being Frightened.

Cost 500 gm
Weight 6 lb
Properties armor-piece, medium

Luck Blade

Weapon, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. While the weapon is on your person, you also gain a +1 bonus to saving throws. Luck. If the weapon is on your person, you can call on its luck (no action required) to reroll one failed d20 roll if you don't have the Incapacitated condition. You must use the second roll. Once used, this property can't be used again until the next dawn. Wish. The weapon has 1d3 charges. While holding it, you can expend 1 charge and cast Wish from it. Once used, this property can't be used again until the next dawn. The weapon loses this property if it has no charges.

Cost 40,000 gm

Mace of Disruption

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature has the Frightened condition until the end of your next turn. Light. While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

Cost 2,000 gm

Mace of Smiting

Weapon, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon. The bonus increases to +3 when you use the weapon to attack a Construct. When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or 14 bludgeoning damage if it's a Construct. If a Construct has 25 hit points or fewer after taking this damage, it is destroyed.

Cost 2,000 gm

Mace of Terror

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This magic weapon has 3 charges and regains 1d3 expended charges daily at dawn. While holding the weapon, you can take an action and expend 1 charge to release a wave of terror from it. Each creature of your choice within 30 feet of you must succeed on a DC 15 Wisdom saving throw or have the Frightened condition for 1 minute. While Frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't make opportunity attacks. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can take the Dodge action. At the end of each of its turns, a creature repeats the save, ending the effect on itself on a success.

Cost 2,000 gm

Mage Gloves

Armor (hands), Uncommon, Tier I · Pre-Industrial

Thin gloves stitched with a conducting thread along each finger. While you wear them, you can perform the somatic components of a spell while holding a focus or a weapon in that hand.

Cost 500 gm
Weight 1 lb
Properties armor-piece, none

Mage's Hood

Armor (head), Uncommon, Tier I · Pre-Industrial

A deep hood of undyed wool, cut so the face stays in shadow at any angle. While you wear it, your spell save DC increases by 1.

Cost 500 gm
Weight 1 lb
Properties armor-piece, none

Magic Armor

Armor, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This item comes in Rare (+1), Epic (+2), or Legendary (+3) versions. You have a bonus to Armor Class while wearing this armor. The bonus is determined by its rarity.

Cost 2,000 gm

Magic Gloves

Armor (hands), Rare, Tier I · Pre-Industrial, requires attunement

Gloves that remember the shape of what was last held in them. While you wear them, you have advantage on Sleight of Hand checks and cannot be disarmed against your will.

Cost 2,000 gm
Weight 1 lb
Properties armor-piece, none, attunement

Magic Shield

Armor, Uncommon, Tier I · Pre-Industrial

This item comes in Uncommon (+1), Rare (+2), or Epic (+3) versions. While holding this Shield, you have a bonus to Armor Class determined by the Shield's rarity, in addition to the Shield's normal bonus to AC.

Cost 500 gm

Magic Weapon

Weapon, Uncommon, Tier I · Pre-Industrial

This item comes in Uncommon (+1), Rare (+2), or Epic (+3) versions. You have a bonus to attack rolls and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Cost 500 gm

Mantle of Spell Resistance

Relic (shoulders), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

You have advantage on saving throws against spells while you wear this cloak.

Cost 2,000 gm

Manual of Bodily Health

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book contains health and nutrition tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Cost 8,000 gm

Manual of Gainful Exercise

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Cost 8,000 gm

Manual of Golems

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

A tome holding the incantations needed to make one type of golem, which the GM chooses or rolls on the table. To decipher and use the manual you must be a spellcaster with at least two level 5 spell slots. A creature that cannot use it and tries to read it takes 6d6 psychic damage. Creating the golem takes the time and cost on the table, working without interruption with the manual at hand and resting no more than 8 hours a day. When the golem is finished, the book burns to ash, and the golem wakes when the ash is sprinkled on it. The golem is under your control and understands and obeys your commands. Its stat block is under Creatures.

Cost 8,000 gm

MANUAL OF GOLEMS

1d20	Golem	Time	Cost
1–5	Clay Golem	30 days	65,000 gm
6–17	Flesh Golem	60 days	50,000 gm
18	Iron Golem	120 days	100,000 gm
19–20	Stone Golem	90 days	80,000 gm

Manual of Quickness of Action

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Cost 8,000 gm

Marvelous Pigments

Gear, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This fine wooden box contains 1d4 pots of pigment and a brush (weighing 1 pound in total). Using the brush and expending 1 pot of pigment, you can paint any number of three-dimensional objects and terrain features (such as walls, doors, trees, flowers, weapons, webs, and pits), provided these elements are all confined to a 20-foot cube. The effort takes 10 minutes (regardless of the number of elements you create), during which time you must remain in the cube, and requires concentration. If your concentration is broken or you leave the cube before the work is done, all the painted elements vanish, and the pot of pigment is wasted. When the work is done, all the painted objects and terrain features become real. Thus, painting a door on a wall creates an actual door, which can be opened to whatever is beyond. Painting a pit creates a real pit, the entire depth of which must lie within the 20-foot cube. No object created by a pot of pigment can have a value greater than 25 gm, and the total value of all objects created by a pot of pigment can't exceed 500 gm. If you paint objects of greater value (such as a large pile of gold), they look authentic, but close inspection reveals they're made from paste, cookies, or some other worthless material. If you paint a form of energy such as fire or lightning, the energy dissipates as soon as you complete the painting, doing no harm.

Cost 8,000 gm

Mask of the Maker

Relic (head), Artifact, Tier I · Pre-Industrial, requires attunement, Rift Affinity 4+

A funerary mask in beaten gold, cut in a style that predates the earliest records of its supposed makers, with a red stone set where a third eye would be. It is warm, and lifting it toward your own face is easier than putting it down. Placing the mask against your face bonds it. It cannot be removed by any means short of a Wish, and removing it kills you. Over the following month you become a Lich: you stop aging, stop needing food, air or sleep, gain immunity to poison and necrotic damage and to Exhaustion, and your Intelligence and Charisma each rise by 4, to a maximum of 24. Curse. The mask holds an entity older than the mask, and it takes you a piece at a time. At the end of each long rest, make a DC 18 Charisma saving throw. On a failure the GM controls you until your next long rest, and after the third failure you are the GM's permanently. The minds of every previous wearer remain in the mask and speak to you.

Medallion of Thoughts

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

The medallion has 5 charges. While wearing it, you can expend 1 charge to cast Detect Thoughts (save DC 13) from it. The medallion regains 1d4 expended charges daily at dawn.

Cost 500 gm

Mesh of Many Worlds

Relic, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

A hand's width of Rift lattice, filaments too fine to count, woven into a mesh that lies flat and weighs almost nothing. As an action, cast it onto a solid surface. It opens into a 6-foot ring and stays there, and the ring is a two-way portal to another world or plane of existence, which the GM decides. The portal stays open until a creature within 5 feet takes an action to gather the mesh up. Once it has opened a portal it cannot open another for 1d8 hours.

Cost 40,000 gm

Mirror of Life Trapping

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

When this 4-foot-tall, 2-foot-wide mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, hit points 10, immunity to poison and psychic damage, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points. If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can take an action and use a command word to activate it. It remains activated until you take an action and repeat the command word to deactivate it. Any creature other than you that sees its reflection in the activated mirror while within 30 feet of the mirror must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. A creature that knows the mirror's nature makes the save with advantage, and Constructs succeed on the save automatically. An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed. If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it. While within 5 feet of the mirror, you can take an action to name one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate. In a similar way, you can take an action and use a second command word to free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it. Placing the mirror inside an extradimensional space created by a Bag of

Holding, Portable Hole, or similar item instantly destroys both items and opens a gate into the Rift. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate and not behind total cover is sucked through it to a random location in the Rift. The gate then closes. The gate is one-way only and can't be reopened.

Cost 8,000 gm

Molten Maul

Martial weapon, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A maul head cast around a core that never finished cooling. It runs a dull red in the dark and brighter after use, and struck against stone it leaves the stone glowing. The haft is wrapped thick because the heat travels. On a hit, the target takes an extra 1d6 fire damage and cannot regain hit points until the end of its next turn.

Cost 2,000 gm
Damage 2d6 fire
Range Melee · 0–5 ft
Properties heavy, two-handed

Mythar Relic

Relic, Tier V · Esoteric, requires attunement, Rift Affinity 2+

A recovered Mythar artifact, most often a fist-sized polyhedron of dark alloy etched in spiraling Mythar script and warm to the touch. While attuned, once per long rest, you can spend 1 minute studying a scene, an object, or a person who died recently, then make an Intelligence (Insight) check with advantage. On a 15 or higher, the GM gives you one piece of lore about what you studied: a name, a date, an intent, or a warning. On a 10 to 14 you hear fragments. On a 9 or lower, you learn nothing.

Weight 2 lb

Mytharil Armor

Armor, Uncommon, Tier I · Pre-Industrial

Mytharil is a light, flexible metal. Armor made of this substance can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mytharil version of the armor doesn't.

Cost 500 gm

Mytharil Shield

Shield, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

Mytharil, worked while the Empire still had smiths who knew how. The alloy takes an edge without holding a mark, and a shield of it weighs a quarter of what the same plate in steel would. While attuned and holding it, the shield imposes no Strength requirement and no disadvantage on Stealth checks, whatever its size.

Cost 40,000 gm
Weight 4 lb
Armor Class +3
Properties shield

Necklace of Adaptation

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made to avoid or end the Poisoned condition.

Cost 500 gm

Necklace of Fireballs

Relic (neck), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This necklace has 1d6 + 3 beads hanging from it. You can take an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a level 3 Fireball (save DC 15). You can hurl multiple beads, or even the whole necklace, at one time. When you do so, increase the damage of the Fireball by 1d6 for each bead after the first (maximum 12d6).

Cost 2,000 gm

Necklace of Prayer Beads

Relic (neck), Rare, Tier I · Pre-Industrial, requires attunement by a Cleric, Druid, or Paladin, Rift Affinity 1+

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic. Six types of magic beads exist. The GM decides the type of each bead on the necklace or determines it randomly by rolling on the table below. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

Cost 2,000 gm

NECKLACE OF PRAYER BEADS

1d20	Bead	Spell
1–6	Bead of Blessing	Bless
7–12	Bead of Curing	Cure Wounds (level 2 version)
13–16	Bead of Favor	Greater Restoration
17–18	Bead of Smiting	Shining Smite
19	Bead of Summons	Guardian of Faith
20	Bead of Wind Walking	Wind Walk

Nine Lives Stealer

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A dark iron broadsword, the Infernal runestone of Death, forged by the demon lords of the Plane of Khaos to pull souls from the living and store them. You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. Life Stealing. The weapon has 1d8 + 1 charges. When you attack a creature that has fewer than 100 hit points with this weapon and roll a 20 on the d20 for the attack roll, the creature must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body. Constructs and undead succeed on the save automatically. The weapon loses 1 charge if the creature is slain. When the weapon has no charges remaining, it loses this property.

Cost 8,000 gm

Oathbow

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

When you nock an arrow on this bow, it murmurs in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can utter or sign the following command words: "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn 7 days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn. When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from half cover or three-quarters cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage. While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

Cost 8,000 gm

Orb of Air Elementals

Relic, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A weightless sphere that drifts to the edge of any surface it is set on and waits there. While attuned, you can take an action and expend 1 charge to summon an Air Elemental into an unoccupied space within 30 feet. It understands your languages, obeys your commands, and acts immediately after you on your initiative count. It leaves after 1 hour, when it drops to 0 hit points, or when you dismiss it as a bonus action. You can instead expend 1 charge to command an air elemental you did not summon: it must succeed on a DC 15 Wisdom saving throw or obey you for 1 minute, and when the minute ends it knows you commanded it. The orb holds the number of charges shown on the table, rolled when it is found, and regains 1d3 expended charges at dawn.

Cost 2,000 gm

CHARGES THE ORB HOLDS, ROLLED ONCE WHEN IT IS FOUND

d6	Charges
1-2	3
3-4	4
5-6	5

Orb of Earth Elementals

Relic, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A ball of unpolished stone with a brighter seam running through it. It is colder than the room and does not warm in the hand. While attuned, you can take an action and expend 1 charge to summon an Earth Elemental into an unoccupied space within 30 feet. It understands your languages, obeys your commands, and acts immediately after you on your initiative count. It leaves after 1 hour, when it drops to 0 hit points, or when you dismiss it as a bonus action. You can instead expend 1 charge to command an earth elemental you did not summon: it must succeed on a DC 15 Wisdom saving throw or obey you for 1 minute, and when the minute ends it knows you commanded it. The orb holds the number of charges shown on the table, rolled when it is found, and regains 1d3 expended charges at dawn.

Cost 2,000 gm

CHARGES THE ORB HOLDS, ROLLED ONCE WHEN IT IS FOUND

d6	Charges
1-2	3
3-4	4
5-6	5

Orb of Fire Elementals

Relic, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

Smoked glass over a coal that has not gone out. Holding it for longer than a minute leaves a mark on the palm in the shape of whatever is inside. Roll on the table when the orb is found to learn how many charges it holds. It regains 1d3 expended charges at dawn. While attuned, you can take an action and expend 1 charge to summon a Fire Elemental into an unoccupied space within 30 feet. It understands your languages, obeys your commands, and acts immediately after you on your initiative count. It leaves after 1 hour, when it drops to 0 hit points, or when you dismiss it as a bonus action. You can instead expend 1 charge to command a fire elemental you did not summon: it must succeed on a DC 15 Wisdom saving throw or obey you for 1 minute, and when the minute ends it knows you commanded it.

Cost 2,000 gm

CHARGES THE ORB HOLDS, ROLLED ONCE WHEN IT IS FOUND

d6	Charges
1-2	3
3-4	4
5-6	5

Orb of Water Elementals

Relic, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A sphere of clouded blue glass with movement inside it. Its weight changes from day to day. While attuned, you can take an action and expend 1 charge to summon a Water Elemental into an unoccupied space within 30 feet. It understands your languages, obeys your commands, and acts immediately after you on your initiative count. It leaves after 1 hour, when it drops to 0 hit points, or when you dismiss it as a bonus action. You can instead expend 1 charge to command a water elemental you did not summon: it must succeed on a DC 15 Wisdom saving throw or obey you for 1 minute, and when the minute ends it knows you commanded it. The orb holds the number of charges shown on the table, rolled when it is found, and regains 1d3 expended charges at dawn.

Cost 2,000 gm

CHARGES THE ORB HOLDS, ROLLED ONCE WHEN IT IS FOUND

d6	Charges
1-2	3
3-4	4
5-6	5

Orb of the Afterlife

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

A sphere of smoked glass that shows the room it is in a half-second late. Held at night it shows people in the room who are not there, and some of them look back. While attuned, you can take an action to look into the Spirit Plane, once per day. For 10 minutes you see and hear across it out to 1 mile, as though standing where the orb stands. Once per day you can also take an action to name a creature that died within the last year and put three questions to it. It answers truthfully but briefly, it is under no obligation to be helpful, and it cannot be called a second time. Anything on the other side that notices the orb knows where it is.

Cost 8,000 gm

Pearl of Power

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement by a Spellcaster

While this pearl is on your person, you can take an action to regain one expended spell slot of level 3 or lower. Once you use the pearl, it can't be used again until the next dawn.

Cost 500 gm

Periapt of Health

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this pendant, you can take an action to regain 2d4 + 2 hit points. Once used, this property can't be used again until the next dawn. In addition, you have advantage on saving throws to avoid or end the Poisoned condition while you wear this pendant.

Cost 500 gm

Periapt of Proof against Poison

Relic (neck), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, you have immunity to the Poisoned condition and poison damage.

Cost 2,000 gm

Periapt of Wound Closure

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this pendant, you gain the following benefits. Life Preservation. Whenever you make a Death Saving Throw, you can change a roll of 9 or lower to a 10, turning a failed save into a successful one. Natural Healing Boost. Whenever you roll a hit point Die to regain hit points, double the number of hit points it restores.

Cost 500 gm

Railgun

Energy weapon, Rare, Tier V · Esoteric

A shoulder-braced accelerator that throws a tungsten dart fast enough that the report arrives after the hit. Attacks with it ignore all Armor Class from armor, though not from shields or cover. On a hit, the dart continues through the target into the space beyond it, and a creature directly behind takes half damage. Reload is an action. Fired indoors, the round goes through the wall behind the target.

Cost 14,000 gm
Weight 26 lb
Damage 4d10 kinetic
Range Extreme · 1,001 ft and beyond
Handling Reload is an action.
Properties two-handed, heavy, ammunition

Ring of Animal Influence

Relic (ring), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

A ring carved with running animals. It has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can expend 1 charge to cast Animal Friendship, Fear (affecting Beasts only), or Speak with Animals from it, save DC 13.

Cost 2,000 gm

Ring of Djinni Summoning

Relic (ring), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While wearing this ring, you can take an action to summon a particular Djinni from the Plane of Zephyron. The djinni appears in an unoccupied space you choose within 120 feet of yourself. It remains as long as you maintain concentration, to a maximum of 1 hour, or until it drops to 0 hit points. While summoned, the djinni is friendly to you and your allies, and it obeys your commands. If you fail to command it, the djinni defends itself against attackers but takes no other actions. After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies. Rings of Djinni Summoning are often created by the djinn they summon and given to mortals as gifts of friendship or tokens of esteem.

Cost 40,000 gm

Ring of Elemental Command

Relic (ring), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

Each ring is linked to one of the four elemental planes, which the GM chooses or rolls. Every ring has the following properties. Elemental Bane. While wearing the ring, you have advantage on attack rolls against elementals, and they have disadvantage on attack rolls against you. Elemental Compulsion. While wearing the ring, you can take an action to compel an elemental you can see within 60 feet. It must succeed on a DC 18 Wisdom saving throw or be Charmed until the start of your next turn, and you decide what it does with its move and action on its next turn. Elemental Focus. While wearing the ring, you gain the properties of its plane. Air: you know Primordial, you have resistance to lightning damage, and you have a fly speed equal to your speed and can hover. Earth: you know Primordial and have resistance to acid damage. Rubble, rock and dirt are not difficult terrain for you, and you can move through solid earth or rock as if it were difficult terrain without disturbing it, and are shunted to the nearest unoccupied space if you end your turn inside it. Fire: you know Primordial and have immunity to fire damage. Water: you know Primordial, you have a swim speed of 60 feet, and you can breathe underwater. Spellcasting. The ring has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While wearing it, you can cast a spell from its plane's row on the table, expending the listed charges. Spells cast this way have a save DC of 18.

Cost 40,000 gm

SPELLS BY LINKED PLANE

Plane	Spells (charges)
Air	Chain Lightning (3), Feather Fall (0), Gust of Wind (2), Wind Wall (1)
Earth	Earthquake (5), Stone Shape (2), Stoneskin (3), Wall of Stone (3)
Fire	Burning Hands (1), Fireball (2), Fire Storm (4), Wall of Fire (3)
Water	Create or Destroy Water (1), Ice Storm (2), Tsunami (5), Wall of Ice (3), Water Walk (2)

Ring of Evasion

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing the ring, you can take a reaction to expend 1 charge to succeed on that save instead.

Cost 2,000 gm

Ring of Feather Falling

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

Cost 2,000 gm

Ring of Free Action

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce any of your speeds nor cause you to have the Paralyzed or Restrained condition.

Cost 2,000 gm

Ring of Invisibility

Relic (ring), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While wearing this ring, you can take an action to give yourself the Invisible condition. You remain Invisible until the ring is removed or until you take a bonus action to become visible again.

Cost 40,000 gm

Ring of Jumping

Relic (ring), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this ring, you can cast Jump from it, but can target only yourself when you do so.

Cost 500 gm

Ring of Luck

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A plain band with a hairline seam running all the way round, as though it had been cut and rejoined. While attuned, after you see the result of an attack roll, ability check or saving throw you made and failed, you can reroll it. You must use the new roll. Once used, this property cannot be used again until the next dawn.

Cost 2,000 gm

Ring of Mind Shielding

Relic (ring), Uncommon, Tier I · Pre-Industrial, requires attunement

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it. You can take an action to cause the ring to become imperceptible until you take another action to make it perceptible, until you remove the ring, or until you die. If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Cost 500 gm

Ring of Protection

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

You gain a +1 bonus to Armor Class and saving throws while wearing this ring.

Cost 2,000 gm

Ring of Regeneration

Relic (ring), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While wearing this ring, you regain 1d6 hit points every 10 minutes if you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.

Cost 8,000 gm

Ring of Resistance

Relic (ring), Rare, Tier I · Pre-Industrial, Rift Affinity 1+

While wearing this ring, you have resistance to one damage type. The gemstone in the ring shows the type, which the GM chooses or rolls on the table.

Cost 2,000 gm

DAMAGE TYPE BY GEMSTONE

1d10	Damage type	Gemstone
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Ring of Shooting Stars

Relic (ring), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While wearing this ring, you can cast Dancing Lights or Light from it. The ring has 6 charges and regains 1d6 expended charges daily at dawn. Faerie Fire. You can expend 1 charge to cast Faerie Fire from the ring. Lightning Spheres. You can take an action and expend 2 charges to create up to four 3-foot-diameter spheres of lightning in unoccupied spaces you can see within 120 feet. The spheres last as long as you maintain concentration, up to 1 minute, and each sheds dim light in a 30-foot radius. As a bonus action, you can move each sphere up to 30 feet, no farther than 120 feet from you. The first time a sphere comes within 5 feet of a creature other than you that is not behind total cover, it discharges and disappears: the creature must make a DC 15 Dexterity saving throw, taking lightning damage from the table on a failed save or half as much on a successful one. Shooting Stars. You can take an action and expend 1 to 3 charges to launch one glowing mote per charge at a point you can see within 60 feet. Each creature in a 15-foot cube from that point must make a DC 15 Dexterity saving throw, taking 5d4 radiant damage on a failed save or half as much on a successful one.

Cost 8,000 gm

LIGHTNING SPHERE DAMAGE

Spheres created	lightning damage
1	4d12
2	5d4
3	2d6
4	2d4

Ring of Spell Storing

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 - 1 levels of stored spells chosen by the GM. Any creature can cast a spell of level 1 through 5 into the ring by touching the ring as the spell is cast. The spell has no effect other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses. While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.

Cost 2,000 gm

Ring of Spell Turning

Relic (ring), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While wearing this ring, you have advantage on saving throws against spells. If you succeed on the save for a spell of level 7 or lower, the spell has no effect on you. If that spell targeted only you and didn't create an area of effect, you can take a reaction to deflect the spell back at the spell's caster. The caster must make a saving throw against the spell using their own spell save DC.

Cost 40,000 gm

Ring of Swimming

Relic (ring), Uncommon, Tier I · Pre-Industrial

You have a swim speed of 40 feet while wearing this ring.

Cost 500 gm

Ring of Telekinesis

Relic (ring), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While wearing this ring, you can cast Telekinesis from it.

Cost 8,000 gm

Ring of Three Wishes

Relic (ring), Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

While wearing this ring, you can expend 1 of its 3 charges to cast Wish from it. The ring becomes nonmagical when you use the last charge.

Cost 40,000 gm

Ring of Warmth

Relic (ring), Uncommon, Tier I · Pre-Industrial, requires attunement

If you take cold damage while wearing this ring, the ring reduces the damage you take by 2d8. In addition, while wearing this ring, you and everything you wear and carry are unharmed by temperatures of 0 degrees Fahrenheit or lower.

Cost 500 gm

Ring of Water Command

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A band of blue-green metal that beads with condensation in dry air, worn by tide-callers and harbor masters. While attuned, you can take an action to command water within 60 feet: part it, still it, or drive it in a wave that pushes each creature in a 30-foot line 15 feet and knocks it Prone on a failed DC 15 Strength saving throw. A water elemental within 60 feet that can see you must succeed on a DC 15 Wisdom saving throw or be Charmed by you for 1 minute, and when the effect ends it knows you Charmed it.

Cost 2,000 gm

Ring of Water Walking

Relic (ring), Uncommon, Tier I · Pre-Industrial

While wearing this ring, you cast Water Walk from it, targeting only yourself.

Cost 500 gm

Ring of X-ray Vision

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While wearing this ring, you can take an action to gain X-ray vision with a range of 30 feet for 1 minute. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead block the vision. Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain 1 exhaustion level.

Cost 2,000 gm

Ring of the Ruler

Relic (ring), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A signet ring, heavy enough to be uncomfortable, cut with an unidentified heraldic device. While attuned, you have a +2 bonus to Charisma checks. You can also take an action to issue one command of a sentence or less to a creature within 60 feet that can hear and understand you, once per long rest. It must succeed on a DC 15 Wisdom saving throw or spend its next turn obeying the command. An order that is directly self-destructive is refused. Allies who can see and hear you have advantage on saving throws against being Frightened.

Cost 2,000 gm

Robe of Eyes

Relic (body), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits: All-Around Vision. The robe gives you advantage on Wisdom (Perception) checks that rely on sight. Special Senses. You have darkvision and truesight, both with a range of 120 feet. Drawbacks. A Light spell cast on the robe or a Daylight spell cast within 5 feet of the robe gives you the Blinded condition for 1 minute. At the end of each of your turns, you make a Constitution saving throw (DC 11 for Light or DC 15 for Daylight), ending the condition on yourself on a success.

Cost 2,000 gm

Robe of Scintillating Colors

Relic (body), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can take an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet, and creatures that can see you have disadvantage on attack rolls against you. Any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or have the Stunned condition until the effect ends.

Cost 8,000 gm

Robe of Stars

Relic (body), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

This black or dark-blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it. Six stars, located on the robe's upper-front portion, are particularly large. While wearing this robe, you can take an action to remove one of the stars and expend it to cast the level 5 version of Magic Missile. Daily at dusk, 1d6 removed stars reappear on the robe. While you wear the robe, you can take an action to enter the Rift along with everything you are wearing and carrying. You remain there until you take an action to return to the plane you were on. You reappear in the last space you occupied or, if that space is occupied, the nearest unoccupied space.

Cost 8,000 gm

Robe of Useful Items

Gear, Uncommon, Tier I · Pre-Industrial

A robe covered in cloth patches of various shapes and colors. While wearing it, you can take an action to detach one patch, which becomes the object or creature it shows. Once the last patch is removed, the robe is an ordinary garment. The robe has two of each of the following patches: a bullseye lantern, filled and lit; a dagger; a mirror; a 10-foot pole; a coiled rope; a sack. It also has 4d4 other patches, which the GM chooses or rolls on the table.

Cost 500 gm

ROBE OF USEFUL ITEMS PATCHES

1d100	Patch
01–08	Bag of 100 gm
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gm
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 gm each
31–44	Wooden ladder (24 feet long)
45–51	Riding Horse with a Riding Saddle
52–59	Open pit (a 10-foot cube), which you can place on the ground within 10 feet of yourself
60–68	4 Potions of Healing
69–75	Rowboat (12 feet long)
76–83	Spell Scroll containing one spell of level 1, 2, or 3 (your choice)
84–90	2 Mastiffs
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable Ram

Robe of the Archmagi

Relic (body), Legendary, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 3+

This elegant garment is made from exquisite cloth and adorned with runes. You gain these benefits while wearing the robe. Armor. If you aren't wearing armor, your base Armor Class is 15 plus your Dexterity modifier. Magic Resistance. You have advantage on saving throws against spells and other magical effects. War Mage. Your spell save DC and spell attack bonus each increase by 2.

Cost 40,000 gm

Robes of the Archmagi

Armor, Legendary, Tier I · Pre-Industrial, requires attunement

A set of long robes. While you wear them, your Armor Class is 15 + your Dexterity modifier, your spell save DC increases by 2, and you have advantage on saving throws against spells.

Cost 40,000 gm
Weight 4 lb
Properties armor-piece, none, attunement

Rod of Absorption

Relic (main hand), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While holding this rod, you can take a reaction to absorb a spell that is targeting only you and doesn't create an area of effect. The absorbed spell's effect is canceled, and the spell's energy, not the spell itself, is stored in the rod. The energy has the same level as the spell when it was cast. A canceled spell dissipates with no effect, and any resources used to cast it are wasted. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell. When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence and how many levels of spell energy it currently has stored. If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of level 5. You use the stored levels in place of your slots but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a level 3 spell slot. A newly found rod has 1d10 levels of spell energy stored in it. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

Cost 8,000 gm

Rod of Alertness

Relic (main hand), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A rod with a faceted crystal head. Alertness. While holding it, you have advantage on Wisdom (Perception) checks and on initiative rolls. Spells. While holding it, you can cast Detect Evil and Good, Detect Magic, Detect Poison and Disease, and See Invisibility from it. Protective Aura. You can take an action to plant the haft in the ground. The head then sheds bright light in a 60-foot radius and dim light for 60 feet beyond. While in that bright light, you and your allies have a +1 bonus to Armor Class and saving throws and can sense the location of any Invisible creature that is also in the light. The effect ends after 10 minutes or when a creature takes an action to pull the rod from the ground. Once used, this property cannot be used again until the next dawn.

Cost 8,000 gm

Rod of Lordly Might

Relic (main hand), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

This rod has a flanged head, and it functions as a magic Mace that grants a +3 bonus to attack rolls and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below. Buttons. You can press one of the following buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form: Button 1. A fiery blade sprouts from the end opposite the rod's flanged head. The flames shed bright light in a 40-foot radius and dim light for an additional 40 feet, and the blade functions as a magic Longsword or Shortsword (your choice) that deals an extra 2d6 fire damage on a hit. Button 2. The rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic Battleaxe that grants a +3 bonus to attack rolls and damage rolls made with it. Button 3. The rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic Spear that grants a +3 bonus to attack rolls and damage rolls made with it. Button 4. The rod transforms into a climbing pole up to 50 feet long (you specify the length), though the rod's buttons remain within your reach. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds. More weight or lack of solid anchoring causes the rod to revert to its normal form. Button 5. The rod transforms into a handheld battering ram and grants you a +10 bonus to Strength (Athletics) checks made to break through doors, barricades, and other barriers. Button 6. The rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it. Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failed save, the target takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. Once used, this property can't be used again until the next dawn. Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failed save, the target has the Paralyzed condition for 1 minute. The target repeats the save at the end of each of its turns, ending the effect on a success. Once used, this property can't be used again until the next dawn. Terrify. While holding the rod, you can take an action to force each creature you can see within 30 feet of yourself to make a DC 17 Wisdom saving throw. On a failed save, a target has the Frightened condition for 1 minute. A Frightened target repeats the save at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

Cost 40,000 gm

Rod of Resurrection

Relic (main hand), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

The rod has 5 charges. While you hold it, you can cast one of the following spells from it: Heal (expends 1 charge) or Resurrection (expends 5 charges). The rod regains 1 expended charge daily at dawn. If you expend the last charge, roll 1d20. On a 1, the rod disappears in a harmless burst of radiance.

Cost 40,000 gm

Rod of Rulership

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

You can take an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of yourself. Each target must succeed on a DC 15 Wisdom saving throw or have the Charmed condition for 8 hours. While Charmed in this way, the creature regards you as its trusted leader. If harmed by you or your allies or commanded to do something contrary to its nature, a target ceases to be Charmed in this way. Once used, this property can't be used again until the next dawn.

Cost 2,000 gm

Rod of Security

Relic (main hand), Epic, Tier I · Pre-Industrial, Rift Affinity 2+

While holding this rod, you can take an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a demiplane. You choose the form the demiplane takes. It can be a tranquil garden, a cheery tavern, an immense palace, a tropical island, a fantastic carnival, or whatever else you can imagine. Regardless of its nature, the demiplane contains enough water and food to sustain its visitors, and the demiplane's environment can't harm its occupants. Everything else that can be interacted with there can exist only there. For example, a flower picked from a garden there disappears if it is taken outside the demiplane. For each hour spent in the demiplane, a visitor regains hit points as if it had spent 1 hit point Die. Also, creatures don't age while there, although time passes normally. Visitors can remain there for up to 200 days divided by the number of creatures present (round down). When the time runs out or you take an action to end the effect, all visitors reappear in the location they occupied when you activated the rod or an unoccupied space nearest that location. Once used, this property can't be used again until 10 days have passed.

Cost 8,000 gm

Rogue's Hood

Light armor (head), Uncommon, Tier I · Pre-Industrial

A hood of dark cloth cut close, with the seams on the inside so they cannot catch. While you wear it, you have advantage on Dexterity (Stealth) checks made in dim light or darkness.

Cost 500 gm
Weight 1 lb
Properties armor-piece, light

Rope of Climbing

Gear, Uncommon, Tier I · Pre-Industrial

This 60-foot length of rope can hold up to 3,000 pounds. While holding one end of the rope, you can take an action to command the other end of the rope to animate and move toward a destination you choose, up to the rope's length away from you. That end moves 10 feet on your turn when you first command it and 10 feet at the start of each of your subsequent turns until reaching its destination or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying. If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on ability checks made to climb using the rope. The rope has AC 20, hit points 20, and immunity to poison and psychic damage. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Cost 500 gm

Rope of Entanglement

Gear, Rare, Tier I · Pre-Industrial, Rift Affinity 1+

This rope is 30 feet long. While holding one end of the rope, you can take an action to command the other end to dart forward and entangle one creature you can see within 20 feet of yourself. The target must succeed on a DC 15 Dexterity saving throw or have the Restrained condition. You can release the target by letting go of your end of the rope (causing the rope to coil up in the target's space) or by using a bonus action to repeat the command (causing the rope to coil up in your hand). A target Restrained by the rope can take an action to make its choice of a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check. On a successful check, the target is no longer Restrained by the rope. If you're still holding onto the rope when a target escapes from it, you can take a reaction to command the rope to coil up in your hand. Otherwise, the rope coils up in the target's space. The rope has AC 20, hit points 20, and immunity to poison and psychic damage. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Cost 2,000 gm

Scale of Judgement

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

A brass balance small enough to hold in one hand, with empty pans. The pans move when a living creature puts a hand on the beam. While attuned, you can take an action to judge a willing creature whose hand is on the beam, once per day: roll on the table. A creature that has been judged cannot be judged again for a year. Judging an unwilling creature requires it to fail a DC 18 Charisma saving throw. Most surviving examples are held in sealed Covenant reliquaries.

Cost 8,000 gm

THE JUDGEMENT, ON D10

d10	The pans settle	Effect on the judged
1	Hard against the low pan	Cursed. disadvantage on all saving throws for 24 hours, and the scale will not judge them again.
2-3	Low, and slowly	Marked. Every Celestial and Fiend that sees them within the next 24 hours knows the verdict.
4-5	Level, trembling	Nothing. The scale has no opinion and will give none.
6-7	Level, and still	Absolved of one specific act, named by the scale. Any curse tied to that act ends.
8-9	High	Blessed. advantage on saving throws for 24 hours.
10	High, and the beam rings	Exalted. Regain all hit points, and the next attack roll, check or saving throw made in the next 24 hours succeeds.

Scarab of Protection

Relic (neck), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

This beetle-shaped medallion provides three benefits while it is on your person. Defense. You gain a +1 bonus to Armor Class. Preservation. The scarab has 12 charges. If you fail a saving throw against a Necromancy spell or a harmful effect originating from an undead, you can take a reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended. Spell Resistance. You have advantage on saving throws against spells.

Cost 40,000 gm

Scimitar of Speed

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

Cost 8,000 gm

Sending Stones

Gear, Uncommon, Tier I · Pre-Industrial

Sending Stones come in pairs, with each stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can cast Sending from it. The target is the creature carrying the other stone. If no creature is carrying the other stone, you know that fact as soon as you use the stone, and you don't cast the spell. Once Sending is cast using either stone, the stones can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

Cost 500 gm

Sentinel Shield

Shield, Uncommon, Tier I · Pre-Industrial

While holding this Shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The Shield is emblazoned with a symbol of an eye.

Cost 500 gm
Weight 6 lb
Armor Class +2
Properties shield

Shield of Missile Attraction

Armor, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While holding this Shield, you have resistance to damage from attacks made with ranged weapons. Curse. This Shield is cursed. Attuning to it curses you until you are targeted by a Remove Curse spell or similar magic. Removing the Shield fails to end the curse on you. Whenever an attack with a ranged weapon targets a creature within 10 feet of you, the curse causes you to become the target instead.

Cost 2,000 gm

Shield of Reflection

Shield, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A mirrored disc with no maker's mark and no scratches. While you are attuned to it and holding it, when a ranged attack misses you, you can use your reaction to make the attacker roll the same attack against its own Armor Class. On a hit, the attacker takes the damage. Once you use this property, you cannot use it again until you finish a short rest. You can also use the mirror to look at things that are unsafe to view directly.

Cost 2,000 gm
Weight 6 lb
Armor Class +2
Properties shield

Shield of the Cavalier

Armor, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While holding this Shield, you have a +2 bonus to Armor Class. This bonus is in addition to the Shield's normal bonus to Armor Class. The Shield has the following additional properties that you can use while holding it. Forceful Bash. When you take the Attack action, you can make one of the attack rolls using the Shield against a target within 5 feet of yourself. Apply your proficiency bonus and Strength modifier to the attack roll. On a hit, the Shield deals force damage to the target equal to 2d6 + 2 plus your Strength modifier, and if the target is a creature, you can push it up to 10 feet directly away from yourself. If the creature is your size or smaller, you can also knock it down, giving it the Prone condition. Protective Field. As a reaction, when you or an ally you can see within 5 feet of you is targeted by an attack or makes a saving throw against an area of effect, you can use the Shield to create an immobile 5-foot emanation originating from you. When the emanation appears, any creatures or objects not fully contained within it are pushed into the nearest unoccupied spaces outside it. The attack or area of effect that triggered the reaction has no effect on creatures and objects inside the emanation, which lasts as long as you maintain concentration, up to 1 minute. Nothing can pass into or out of the emanation. A creature or object inside the emanation can't be damaged by attacks or effects originating from outside, nor can a creature inside the emanation damage anything outside it. Once this property is used, it can't be used again until the next dawn.

Cost 8,000 gm

Sovereign Glue

Gear, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with Oil of Slipperiness. When found, a container contains 1d6 + 1 ounces. One ounce of the glue can cover a 1-foot square surface. Applying an ounce of Sovereign Glue takes an action, and the applied glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of Universal Solvent or Oil of Etherealness, or with a Wish spell.

Cost 40,000 gm

Spellguard Shield

Armor, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While holding this Shield, you have advantage on saving throws against spells and other magical effects, and spell attack rolls have disadvantage against you.

Cost 8,000 gm

Sphere of Annihilation

Relic, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

The Infernal runestone of Destruction, a 2-foot-diameter black sphere of the elemental ruin of the Plane of Khaos, hovering in place. The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an Artifact is susceptible to damage from a sphere of Annihilation, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 8d10 force damage. Controlling the sphere. A sphere of Annihilation is stationary until someone takes control of it. If you are within 60 feet of a sphere, you can take an action to make a DC 25 Intelligence (Arcana) check. On a successful check, you control the sphere until the start of your next turn, and if it was under another creature's control, that creature loses control of the sphere. On a failed check, the sphere moves 10 feet toward you in a straight line. While in control of the sphere, you can take a bonus action to cause it to move in one direction of your choice, up to a number of feet equal to 5 times your Intelligence modifier (minimum 5 feet). Any creature whose space the sphere enters must succeed on a DC 19 Dexterity saving throw or be touched by it, taking 8d10 force damage. A creature reduced to 0 hit points by this damage is obliterated, leaving its possessions behind but no other physical remains. Sphere Interactions. If the sphere comes into contact with a planar portal (such as that created by the Gate spell) or an extradimensional space (such as that within a Portable Hole), the GM determines randomly what happens using the following table.

Cost 40,000 gm

SPHERE INTERACTIONS

1d100	Result
01–50	The sphere is destroyed.
51–85	The sphere moves through the portal or into the extradimensional space.
86–00	A spatial rift sends the sphere and each creature and object within 180 feet of the sphere to a random plane of existence.

Staff of Fire

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 2+

A charred length of hardwood that draws heat toward it. While you hold it, you have resistance to fire damage. The staff has 10 charges. While holding it, you can cast one of the spells on the table from it, using your spell save DC and expending the listed charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff crumbles into cinders and is destroyed.

Cost 8,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Burning Hands	1
Fireball	3
Wall of Fire	4

Staff of Frost

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 2+

A staff of black ice that does not melt. While you hold it, you have resistance to cold damage. The staff has 10 charges. While holding it, you can cast one of the spells on the table from it, using your spell save DC and expending the listed charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff turns to water and is destroyed.

Cost 8,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Cone of Cold	5
Fog Cloud	1
Ice Storm	4
Wall of Ice	4

Staff of Healing

Simple weapon, Rare, Tier I · Pre-Industrial, requires attunement by a Bard, Cleric, or Druid, Rift Affinity 1+

A pale wooden staff bound at both ends, warm to hold. The staff has 10 charges. While holding it, you can cast one of the spells on the table from it, using your spellcasting ability modifier and expending the listed charges. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff vanishes in a flash of light and is lost.

Cost 2,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Cure Wounds	1 per spell level, to a maximum of 4
Lesser Restoration	2
Mass Cure Wounds	5

Staff of Power

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 2+

A steel-shod quarterstaff banded with worked silver, heavy enough to fight with. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it, and while you hold it you have a +2 bonus to Armor Class, saving throws and spell attack rolls. The staff has 20 charges. While holding it, you can cast one of the spells on the table from it, using your spell save DC and expending the listed charges. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff keeps its +2 bonus to attack and damage rolls but loses every other property. On a 20, it regains 1d8 + 2 charges. Retributive Strike. You can take an action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot emanation from the staff. You have a 50 percent chance to travel instantly to a random plane of existence and avoid the explosion. Otherwise you take force damage equal to 16 times the number of charges in the staff. Each other creature in the area must make a DC 17 Dexterity saving throw, taking force damage equal to 4 times the number of charges on a failed save or half as much on a successful one.

Cost 8,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Cone of Cold	5
Fireball (level 5 version)	5
Globe of Invulnerability	6
Hold Monster	5
Levitate	2
Lightning Bolt (level 5 version)	5
Magic Missile	1
Ray of Enfeeblement	1
Wall of Force	5

Staff of Storms

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it. It also has the following additional properties. Once one of these properties is used, it can't be used again until the next dawn. Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage (no action required). Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder audible out to 300 feet (no action required). The target you hit must succeed on a DC 17 Constitution saving throw or have the Stunned condition until the end of your next turn. Thunder and Lightning. Immediately after you hit with a melee attack using the staff, you can take a bonus action to use the Lightning and Thunder properties (see above) at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one. Lightning Strike. You can take an action to cause a bolt of lightning to leap from the staff's tip in a Line that is 5 feet wide and 120 feet long. Each creature in that Line makes a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save or half as much damage on a successful one. Thunderclap. You can take an action to cause the staff to produce a thunderclap audible out to 600 feet. Every creature within a 60-foot emanation originating from you makes a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and has the Deafened condition for 1 minute. On a successful save, a creature takes half as much damage only.

Cost 8,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

Staff of Striking

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A plain quarterstaff with a heavy iron ferrule at each end. It can be wielded as a magic quarterstaff that grants a +3 bonus to attack rolls and damage rolls made with it. The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 charges, and the target takes an extra 1d6 force damage for each charge expended. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff becomes a nonmagical quarterstaff.

Cost 8,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

Staff of Withering

Simple weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This staff has 3 charges and regains 1d3 expended charges daily at dawn. The staff can be wielded as a magic Quarterstaff. On a hit, it deals damage as a normal Quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target and force it to make a DC 15 Constitution saving throw. On a failed save, the target has disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Cost 2,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

Staff of the Magi

Simple weapon, Legendary, Tier I · Pre-Industrial, requires attunement by a Sorcerer, Warlock, or Wizard, Rift Affinity 3+

A plain gray quarterstaff. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it, and while you hold it you have a +2 bonus to spell attack rolls. The staff has 50 charges. Spell Absorption. While holding the staff, you have advantage on saving throws against spells. You can also take a reaction when another creature casts a spell that targets only you: the staff absorbs the spell, canceling its effect and gaining charges equal to the spell's level. If that takes the staff above 50 charges, it explodes as if you had used its Retributive Strike. Spells. While holding the staff, you can cast one of the spells on the table from it, using your spell save DC and expending the listed charges. The staff regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 20, the staff regains 1d12 + 1 charges. Retributive Strike. You can take an action to break the staff over your knee or against a solid surface. The staff is destroyed and releases its magic in an explosion that fills a 30-foot emanation from the staff. You have a 50 percent chance to travel instantly to a random plane of existence and avoid the explosion. Otherwise you take force damage equal to 16 times the number of charges in the staff. Each other creature in the area must make a DC 17 Dexterity saving throw, taking force damage equal to 6 times the number of charges on a failed save or half as much on a successful one.

Cost 40,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Arcane Lock	0
Conjure Elemental	7
Detect Magic	0
Dispel Magic	3
Enlarge/Reduce	0
Fireball (level 7 version)	7
Flaming Sphere	2
Ice Storm	4
Invisibility	2
Knock	2
Light	0
Lightning Bolt (level 7 version)	7
Mage Hand	0
Passwall	5
Plane Shift	7
Protection from Evil and Good	0
Telekinesis	5
Wall of Fire	4
Web	2

Staff of the Tides

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement

A length of driftwood bound in verdigris bronze, always cold and faintly wet. While attuned, you can take an action and expend 1 charge to move a volume of water up to 20 feet in any direction, or to shape a 15-foot wall of it that stands for 1 minute. You can expend 3 charges to drive a wave down a 20-foot line: each creature in the line must succeed on a Strength saving throw or be pushed 20 feet and knocked Prone. The staff holds 10 charges and regains 1d6 + 4 expended charges at dawn.

Cost 8,000 gm
Weight 4 lb
Damage 1d6 cold
Range Melee · 0–5 ft
Properties versatile (1d8), channel-focus, attunement

Staff of the Void

Simple weapon, Epic, Tier I · Pre-Industrial, requires attunement

A staff of matte black that returns no light at all, so the eye reads it as a gap. The staff holds 8 charges and regains 1d6 + 2 expended charges at dawn. While attuned, you can take an action and expend 1 charge to open a 10-foot sphere of void at a point within 60 feet for 1 minute. A creature inside the sphere is Deafened, cannot cast spells with a verbal component, and takes 3d8 force damage when it enters the sphere or starts its turn there.

Cost 8,000 gm
Weight 4 lb
Damage 1d6 force
Range Melee · 0–5 ft
Properties versatile (1d8), channel-focus, attunement

Staff of the Woodlands

Simple weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A living quarterstaff, still in leaf where it was cut. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack rolls and damage rolls made with it, and while you hold it you have a +2 bonus to spell attack rolls. The staff has 6 charges. While holding it, you can cast one of the spells on the table from it, using your spell save DC and expending the listed charges. Tree Form. You can take an action to plant one end of the staff in earth in an unoccupied space and expend 1 charge to turn it into a healthy tree, 60 feet tall with a 5-foot-diameter trunk and branches spreading in a 20-foot radius. The tree looks ordinary but shows a faint aura of transmutation to Detect Magic. While touching the tree, you can take an action to return it to staff form. Any creature in the tree falls. The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the staff becomes a nonmagical quarterstaff.

Cost 2,000 gm
Damage 1d6 bludgeoning
Range Melee · 0–5 ft
Properties versatile (1d8)

SPELLS CAST FROM THE STAFF

Spell	Charge cost
Animal Friendship	1
Awaken	5
Barkskin	2
Locate Animals or Plants	2
Pass without Trace	2
Speak with Animals	1
Speak with Plants	3
Wall of Thorns	6

Stone Gargoyle

Relic, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A carved stone gargoyle the size of a large dog, heavy to carry and warm along the spine. While attuned, you can take an action to set it down and speak to it. It becomes a Gargoyle of Power Rating 4 that understands your languages, obeys you, and acts on your initiative count. It remains until it is reduced to 0 hit points, then it falls apart as rubble and the relic is spent. It cannot be dismissed or returned to carved stone, and only one gargoyle can ever come from a given statue.

Cost 8,000 gm

Stone of Good Luck (Luckstone)

Relic (main hand), Uncommon, Tier I · Pre-Industrial, requires attunement

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Cost 500 gm

Sun Blade

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This item appears to be a sword hilt. Blade of Radiance. While grasping the hilt, you can take a bonus action to cause a blade of pure radiance to spring into existence or make the blade disappear. While the blade exists, this magic weapon functions as a Longsword with the Finesse property. If you are proficient with Longswords or Shortswords, you are proficient with the Sun Blade. You gain a +2 bonus to attack rolls and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage. Sunlight. The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can take an action to expand or reduce its radius of bright light and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

Cost 2,000 gm

Sword of Life Stealing

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

When you attack a creature with this magic weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 15 necrotic damage if it isn't a Construct or an undead, and you gain temporary hit points equal to the amount of necrotic damage taken.

Cost 2,000 gm

Sword of Sharpness

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

When you attack an object with this magic weapon and hit, maximize your weapon damage dice against the target. When you attack a creature with this weapon and roll a 20 on the d20 for the attack roll, that target takes an extra 14 slashing damage and gains 1 exhaustion level.

Cost 8,000 gm

Sword of Wounding

Weapon, Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 necrotic damage and must succeed on a DC 15 Constitution saving throw or be unable to regain hit points for 1 hour. The target repeats the save at the end of each of its turns, ending the effect on a success.

Cost 2,000 gm

Talisman of Heroism

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A plain disc of white metal on a leather cord, struck with a figure standing where it would have been easier to run. The pendants are given by someone who saw the thing that earned one. While attuned, you can take a bonus action to gain temporary hit points equal to your character level, and until the start of your next turn every ally who can see you has advantage on saving throws against being Frightened. Once used, this property cannot be used again until you finish a long rest.

Cost 500 gm

Talisman of Pure Good

Relic (neck), Legendary, Tier I · Pre-Industrial, requires attunement by a Cleric or Paladin, Rift Affinity 3+

This talisman is a mighty symbol of goodness. A fiend or an undead that touches the talisman takes 8d6 radiant damage and takes the damage again each time it ends its turn holding or carrying the talisman. Holy Symbol. You can use the talisman as a holy symbol. You gain a +2 bonus to spell attack rolls while you wear or hold it. Pure Rebuke. The talisman has 7 charges. While wearing or holding the talisman, you can take an action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 Dexterity saving throw. If the target is a fiend or an undead, it has disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Cost 40,000 gm

Talisman of Ultimate Evil

Relic (neck), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

This item symbolizes unrepentant evil. A creature that isn't a fiend or an undead that touches the talisman takes 8d6 necrotic damage and takes the damage again each time it ends its turn holding or carrying the talisman. Holy Symbol. You can use the talisman as a holy symbol. You gain a +2 bonus to spell attack rolls while you wear or hold it. Ultimate End. The talisman has 6 charges. While wearing or holding the talisman, you can take an action to expend 1 charge and target one creature you can see on the ground within 120 feet of yourself. A flaming fissure opens under the target, and the target makes a DC 20 Dexterity saving throw. If the target is a celestial, it has disadvantage on the save. On a failed save, the target falls into the fissure and is destroyed, leaving no remains. On a successful save, the target isn't cast into the fissure but takes 4d6 psychic damage from the ordeal. In either case, the fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

Cost 40,000 gm

Talisman of the Canine

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A canine's tooth set in bronze, worn until the bronze wears through. Pack tradition holds that the tooth remembers the animal it came from and will not hunt alone. While attuned and wearing it, when you hit a creature that is within 5 feet of an ally of yours, the attack deals an extra 1d4 damage of the weapon's type.

Cost 500 gm

Talisman of the Dragon

Relic (neck), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A single scale on a wire, from an animal old enough that the scale alone weighs half a pound. Roll on the table when the talisman is found for its color and the damage type it wards against. While attuned and wearing it, you have resistance to that damage type. You can also take an action to breathe the warded element in a 30-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 6d6 damage of that type on a failed save or half as much on a successful one. Once used, the breath cannot be used again until the next dawn.

Cost 2,000 gm

THE SCALE'S COLOR, AND WHAT THE TALISMAN WARDS

d6	Color	Resistance
1	Red	Fire
2	White	Cold
3	Blue	Lightning
4	Green	Poison
5	Black	Acid
6	Bronze	Thunder

Talisman of the Hawk

Relic (neck), Uncommon, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A single primary feather sealed in glass, still holding the barring it had on the bird. Held up to the light, it shows a distant horizon. While attuned and wearing it, your ranged attacks ignore half cover, and you can see detail at 1 mile that a creature without the talisman sees at 100 feet.

Cost 500 gm

Talisman of the Moon

Relic (neck), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A crescent of pale stone, cold in daylight and warm after dark. It keeps whatever phase the sky above it is keeping, and the older ones are dated by which sky they settled on. While attuned and wearing it, when you are hit by an attack in dim light or darkness, you can use your reaction to become Invisible until the end of your next turn or until you attack.

Cost 2,000 gm

Talisman of the Sphere

Relic (neck), Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

While holding or wearing this talisman, you have advantage on any Intelligence (Arcana) check you make to control a sphere of Annihilation. In addition, when you start your turn in control of a sphere of Annihilation, you can take an action to move it 10 feet plus a number of additional feet equal to 10 times your Intelligence modifier. This movement doesn't have to be in a straight line.

Cost 40,000 gm

Talisman of the Star

Relic (neck), Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

A seven-pointed star of an unidentified nonmetallic material, cool to the touch and faintly lit from inside. Aurelion astronomers say they are struck from the residue of a star that burned out before the First Age. While attuned and wearing it, you have resistance to necrotic damage and a +1 bonus to saving throws. When you would be reduced to 0 hit points, you are reduced to 1 instead and every hostile creature within 20 feet takes 3d8 radiant damage. Once used, this property cannot be used again until the next dawn.

Cost 8,000 gm

The All-Key

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

A key blank: no wards, no bit, no teeth, a plain shaft with a bow at one end, in an unidentified metal. It takes the shape of whatever lock it is put into and loses it again the moment it comes out. While attuned, you can take an action to open any lock, bar, seal or sealed container the key can be inserted into or laid against, whether mechanical, electronic or channeled. No check is needed and no evidence is left that it was opened. It does not open a portal, dispel a ward that is not a lock, or unlock a door that has been welded, collapsed or bricked over. Every jurisdiction that knows the key exists has made possession an offense, and a few keep a standing bounty.

Cost 40,000 gm

Thunderous Greatclub

Weapon, Epic, Tier I · Pre-Industrial, requires attunement, Rift Affinity 2+

While you are attuned to this magic weapon, your Strength is 20 unless your Strength is already equal to or greater than that score. The weapon deals an extra 1d8 thunder damage to any creature it hits and an extra 3d8 thunder damage to objects it hits that aren't being worn or carried. The weapon has the following additional properties. Clap of Thunder. As an action, you can strike the weapon against a hard surface to create a loud clap of thunder audible out to 300 feet. You also create a 30-foot cone of thunderous energy. Each creature in the cone must succeed on a DC 15 Strength saving throw or have the Prone condition. Nonmagical objects in the cone that aren't being worn or carried take 3d8 thunder damage. Earthquake. As an action, you can strike the weapon against the ground to create an intense seismic disturbance in a 50-foot-radius circle centered on the point of impact. Structures in contact with the ground in that area take 50 bludgeoning damage, and each creature on the ground in that area must succeed on a DC 20 Dexterity saving throw or have the Prone condition. If that creature is also concentrating, it must succeed on a DC 20 Constitution saving throw, or its concentration is broken. In addition, you can cause a 30-foot-deep, 10-foot-wide fissure to open up on the ground anywhere in the area. Any creature on a spot where the fissure opens must make a DC 20 Dexterity saving throw, falling into the fissure on a failed save or moving with the fissure's edge on a successful one. Any structure on a spot where the fissure opens collapses into the fissure. Once you use this property, it can't be used again until the next dawn.

Cost 8,000 gm

Tome of Clear Thought

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Cost 8,000 gm

Tome of Leadership and Influence

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma increases by 2, to a maximum of 30. The manual then loses its magic but regains it in a century.

Cost 8,000 gm

Tome of Understanding

Relic, Epic, Tier I · Pre-Industrial, Rift Affinity 2+

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom increases by 2, to a maximum of 30. The manual then loses its magic, but regains it in a century.

Cost 8,000 gm

Totem of the Sphinx

Relic, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

A seated figure of compacted sand, a hand high, whose face changes a little each time it is looked at. While attuned, you can take an action to ask the totem to begin. It poses three riddles, one at a time, and gives you as long as you want for each. The GM writes them or rolls on the table. Answer all three correctly and the totem grants one wish, in the terms you state it, then crumbles to sand and cannot be restored. Answer any of them wrongly and the totem falls silent for a year and a day. It will not accept a second attempt from you inside that time, and it knows who has asked before. The totem does not have to be fair and does not have to explain a wish it has granted.

Cost 40,000 gm

WHAT IT ASKS ABOUT, IF THE GM WOULD RATHER ROLL

d6	The riddle turns on
1	Something the asker owns and has not thought about
2	A death the asker was present for
3	A thing that is true in one place and false in another
4	The name of somebody in the room
5	What the asker intends to do with the wish
6	A riddle the totem has already asked, answered wrongly by someone else

Trident of Fish Command

Weapon, Uncommon, Tier I · Pre-Industrial, requires attunement

A three-tined bronze trident with a sharkskin grip, green with verdigris along the tines. The trident has 3 charges and regains 1d3 expended charges daily at dawn. While you carry it, you can expend 1 charge to cast Dominate Beast (save DC 15) from it on a Beast that has a swim speed.

Cost 500 gm

Universal Solvent

Gear, Legendary, Tier I · Pre-Industrial, Rift Affinity 3+

This tube holds milky liquid with a strong alcohol smell. When found, a tube contains 1d6 + 1 ounces. You can take an action to pour 1 or more ounces of solvent from the tube onto a surface within reach. Each ounce instantly dissolves up to 1 square foot of adhesive it touches, including Sovereign Glue.

Cost 40,000 gm
Use Action

Vorpal Sword

Weapon, Legendary, Tier I · Pre-Industrial, requires attunement, Rift Affinity 3+

You gain a +3 bonus to attack rolls and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. When you use this weapon to attack a creature that has at least one head and roll a 20 on the d20 for the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it has immunity to slashing damage, if it doesn't have or need a head, or if the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 30 slashing damage from the hit. If the creature has Legendary Resistance, it can expend one daily use of that trait to avoid losing its head, taking the extra damage instead.

Cost 40,000 gm

Wand of Binding

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A rod of gray iron, unpleasantly cold, wound with fine wire. The wand has 7 charges. While holding it, you can cast one of the spells on the table from it (save DC 17), expending the listed charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 2,000 gm

SPELLS CAST FROM THE WAND

Spell	Charge cost
Hold Monster	5
Hold Person	2

Wand of Enemy Detection

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This wand has 7 charges. While holding it, you can take an action to expend 1 charge. For 1 minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance. The wand senses hostile creatures that are Invisible, ethereal, disguised or hidden as well as those in plain sight. The effect ends if you stop holding the wand. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 2,000 gm

Wand of Fear

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

A short wand of blackened bone with a chased silver ferrule. The wand has 7 charges. While holding it, you can cast one of the spells on the table from it (save DC 15), expending the listed charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 2,000 gm

SPELLS CAST FROM THE WAND

Spell	Charge cost
Command ("flee" or "grovel" only)	1
Fear (60-foot cone)	3

Wand of Fireballs

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast Fireball (save DC 15) from it.

Cost 2,000 gm

Wand of Lightning Bolts

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast Lightning Bolt (save DC 15) from it.

Cost 2,000 gm

Wand of Magic Detection

Relic (main hand), Uncommon, Tier I · Pre-Industrial

This wand has 3 charges. While holding it, you can expend 1 charge to cast Detect Magic from it. The wand regains 1d3 expended charges daily at dawn.

Cost 500 gm

Wand of Magic Missiles

Relic (main hand), Uncommon, Tier I · Pre-Industrial

This wand has 7 charges. While holding it, you can expend no more than 3 charges to cast Magic Missile from it.

Cost 500 gm

Wand of Paralysis

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This wand has 7 charges. While holding it, you can take an action to expend 1 charge and send a thin blue ray from the tip at a creature you can see within 60 feet. The target must succeed on a DC 15 Constitution saving throw or be Paralyzed for 1 minute. At the end of each of its turns it repeats the save, ending the effect on itself on a success. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 2,000 gm

Wand of Polymorph

Relic (main hand), Epic, Tier I · Pre-Industrial, requires attunement by a Spellcaster, Rift Affinity 2+

This wand has 7 charges. While holding it, you can expend 1 charge to cast Polymorph (save DC 15) from it. Regaining Charges. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 8,000 gm

Wand of Secrets

Relic (main hand), Uncommon, Tier I · Pre-Industrial

This wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can take an action to expend 1 charge, and if a secret door or trap is within 60 feet of you, the wand pulses and points at the one nearest to you.

Cost 500 gm

Wand of Web

Relic (main hand), Uncommon, Tier I · Pre-Industrial, requires attunement by a Spellcaster

A pale wand of resinous wood, tacky to the touch. The wand has 7 charges. While holding it, you can expend 1 charge to cast Web (save DC 13) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into ashes and is destroyed.

Cost 500 gm

Wand of Wonder

Relic (main hand), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

This wand has 7 charges. While holding it, you can take an action to expend 1 charge and choose a point within 120 feet. That point becomes the origin of a spell or other magical effect rolled on the table. Spells cast from the wand have a save DC of 15, and a spell whose range is normally less than 120 feet has a range of 120 feet when cast this way. If an effect has multiple possible subjects, the GM determines randomly which are affected. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll 1d20. On a 1, the wand crumbles into dust and is destroyed.

Cost 2,000 gm

WAND OF WONDER EFFECTS

1d100	Effect
01–20	You cast a spell originating from the chosen point. Roll 1d10 to determine the spell: on a 1–2, Darkness; on a 3–4, Faerie Fire; on a 5–6, Fireball; on a 7–8, Slow; on a 9–10, Stinking Cloud.
21–25	Nothing happens at the chosen point of origin. Instead, you have the Stunned condition until the start of your next turn, believing something awesome just happened.
26–30	You cast Gust of Wind. The line created by the spell extends from you to the chosen point of origin.
31–35	Nothing happens at the chosen point of origin. Instead, you take 1d6 psychic damage.
36–40	Heavy rain falls for 1 minute in a 120-foothigh, 60-foot-radius cylinder centered on the chosen point of origin. During that time, the area of effect is Lightly Obscured.
41–45	A cloud of 600 oversized butterflies fills a 60-foot-high, 30-foot-radius cylinder centered on the chosen point of origin. The butterflies remain for 10 minutes, during which time the area of effect is Heavily Obscured.
46–50	You cast Lightning Bolt. The line created by the spell extends from you to the chosen point of origin.
51–55	The creature closest to the chosen point of origin is enlarged as if you had cast Enlarge/Reduce on it. If the target isn't you and can't be affected by that spell, you become the target instead.
56–60	A magically formed creature appears in an unoccupied space as close to the chosen point of origin as possible. The creature isn't under your control, acts as it normally would, and disappears after 1 hour or when it drops to 0 hit points. Roll 1d4 to determine which creature appears. On a 1, a Rhinoceros appears; on a 2, an Elephant appears; and on a 3–4, a Rat appears.
61–64	Grass covers a 60-foot-radius circle of ground, with the center of that circle as close to the chosen point of origin as possible. Grass that's already there grows to ten times its normal size and remains overgrown for 1 minute.

1d100	Effect
65–68	An object of the GM's choice disappears into the Spirit Plane. The object must be neither worn nor carried, within 120 feet of the chosen point of origin, and no larger than 10 feet in any dimension. If there are no such objects in range, nothing happens.
69–72	Nothing happens at the chosen point of origin. Instead, you shrink as if you had cast Enlarge/ Reduce on yourself and remain in that state for 1 minute.
73–77	Leaves grow from the creature nearest to the chosen point of origin. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
78–82	Nothing happens at the chosen point of origin. Instead, a burst of colorful, shimmering light extends from you in a 30-foot emanation. Each creature in the area must succeed on a DC 15 Constitution saving throw or have the Blinded condition for 1 minute. A creature repeats the save at the end of each of its turns, ending the effect on itself on a success.
83–87	Nothing happens at the chosen point of origin. Instead, you cast Invisibility on yourself.
88–92	Nothing happens at the chosen point of origin. Instead, a stream of 1d4 × 10 gems, each worth 1 gm, shoots from the wand's tip in a Line 30 feet long and 5 feet wide toward the chosen point of origin. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
93–97	You cast Polymorph, targeting the creature closest to the chosen point of origin. Roll 1d4 to determine the target's new form. On a 1, the new form is a Black Ursine; on a 2, the new form is a Giant Wasp; on a 3–4, the new form is a Frog.
98–00	The creature closest to the chosen point of origin makes a DC 15 Constitution saving throw. On a failed save, the creature has the Restrained condition and begins to turn to stone. While Restrained in this way, the creature repeats the save at the end of its next turn. On a successful save, the effect ends. On a failed save, the creature has the Petrified condition instead of the Restrained condition. The petrification lasts until the creature is freed by the Greater Restoration spell or similar magic.

Wand of the War Mage

Relic (main hand), Uncommon, Tier I · Pre-Industrial, requires attunement

This item comes in Uncommon (+1), Rare (+2), or Epic (+3) versions. While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack roll.

Cost 500 gm

Weapon of Warning

Weapon, Uncommon, Tier I · Pre-Industrial, requires attunement

As long as this weapon is within your reach and you are attuned to it, you and allies within 30 feet of you gain the following benefits. Alarm. The weapon magically awakens each subject who is sleeping naturally when combat begins. This benefit doesn't wake a subject from magically induced sleep. Supernatural Readiness. Each subject has advantage on its initiative rolls.

Cost 500 gm

Wind Fan

Gear, Uncommon, Tier I · Pre-Industrial

While holding this fan, you can cast Gust of Wind (save DC 13) from it. Each subsequent time the fan is used before the next dawn, it has a cumulative 20 percent chance of not working. If the fan fails to work, it tears into useless, nonmagical tatters.

Cost 500 gm

Winged Boots

Relic (feet), Uncommon, Tier I · Pre-Industrial, requires attunement

These boots have 4 charges and regain 1d4 expended charges daily at dawn. While wearing the boots, you can take an action to expend 1 charge, gaining a fly speed of 30 feet for 1 hour. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

Cost 500 gm

Wings of Flying

Relic (shoulders), Rare, Tier I · Pre-Industrial, requires attunement, Rift Affinity 1+

While wearing this cloak, you can take an action to turn the cloak into a pair of wings on your back. The wings lasts for 1 hour or until you end the effect early as an action. The wings give you a fly speed of 60 feet. If you are aloft when the wings disappear, you fall. When the wings disappear, you can't use them again for 1d12 hours.

Cost 2,000 gm

LOOT AND TRADE GOODS

Name	Cost	Per	Weight
Tier I · Pre-Industrial			
Alien Brain	700 gm	1	3 lb
Animal Fat	2 gm	1	5 lb
Antlered Skull	3 gm	1	2 lb
Antlers	8 gm	1	6 lb
Apples	1 gm	6	4 lb
Bamboo	4 gm	10	20 lb
Bananas	2 gm	6	4 lb
Beak	4 gm	1	1 lb
Bird Skull	2 gm	1	1 lb
Blue Amethyst	150 gm	1	1 lb
Blue Fur	12 gm	1	3 lb
Blueberries	2 gm	1	2 lb
Bone	5 sp	5	2 lb
Brain	2 gm	1	2 lb
Bread	2 sp	2	2 lb
Broken Egg	5 sp	1	1 lb
Bronze Bar	35 gm	1	18 lb
Bronze Nugget	9 gm	5	6 lb
Brown Fur	6 gm	1	3 lb
Canine Pelt	15 gm	1	5 lb
Carrots	1 gm	8	4 lb
Cherries	3 gm	1	2 lb
Chitin	9 gm	1	2 lb
Clay	5 sp	1	15 lb
Clay Brick	2 gm	10	40 lb
Cloth	5 gm	5	6 lb
Coal	3 gm	20	40 lb
Copper Bar	25 gm	1	18 lb
Copper Nugget	7 gm	5	6 lb
Copper Ore	3 gm	10	30 lb
Corn	2 gm	6	6 lb
Crustacean Claw	5 gm	1	4 lb
Crystal	45 gm	1	2 lb
Cured Leather	18 gm	1	6 lb
Diamond	1,200 gm	1	1 lb
Dragon Eye	1,500 gm	1	2 lb

Name	Cost	Per	Weight
Dragon Scale	400 gm	1	3 lb
Dragonfruit	6 gm	2	3 lb
Eggplant	1 gm	3	4 lb
Emerald	600 gm	1	1 lb
Emerald Ore	90 gm	1	12 lb
Eye	2 gm	2	1 lb
Fangs	6 gm	4	1 lb
Feather	8 sp	10	—
Fish	1 gm	3	6 lb
Fish Bones	5 sp	1	1 lb
Fish Scales	2 gm	1	1 lb
Foreign Egg	90 gm	1	4 lb
Geode	25 gm	1	6 lb
Glass	8 gm	4	8 lb
Gold Bar	800 gm	1	25 lb
Gold Dust	90 gm	1	1 lb
Gold Nugget	120 gm	5	5 lb
Gold Ore	60 gm	10	30 lb
Grapes	2 gm	2	3 lb
Green Amethyst	110 gm	1	1 lb
Green Peppers	1 gm	4	3 lb
Heart	3 gm	1	2 lb
Herb	2 gm	5	1 lb
Hooves	2 gm	4	3 lb
Horn	6 gm	1	3 lb
Humanoid Skull	5 gm	1	2 lb
Ink	1 gm	1	1 lb
Insect Wings	4 gm	2	1 lb
Iron Bar	15 gm	1	20 lb
Iron Chain	5 gm	10	20 lb
Iron Nugget	5 gm	5	6 lb
Iron Ore	2 gm	10	30 lb
Kidney	1 gm	2	1 lb
Kiwi	3 gm	4	2 lb
Leather	10 gm	1	5 lb
Leathery Wing	60 gm	1	10 lb
Lemons	2 gm	5	3 lb
Meteorite	250 gm	1	15 lb
Mineral Deposit	20 gm	1	25 lb
Mushroom	2 gm	6	2 lb

Name	Cost	Per	Weight
Nuts	2 gm	10	3 lb
Oil	1 gm	1	8 lb
Old Book	12 gm	1	3 lb
Oranges	2 gm	5	4 lb
Paper	4 gm	50	2 lb
Pearl	120 gm	1	1 lb
Pears	1 gm	5	4 lb
Peas	1 gm	4	3 lb
Pineapple	4 gm	1	5 lb
Plant Fiber	8 sp	1	2 lb
Pumpkin	2 gm	1	14 lb
Raspberries	3 gm	1	2 lb
Raw Hide	8 gm	1	10 lb
Raw Meat	2 gm	4	8 lb
Raw Steak	3 gm	2	3 lb
Red Amethyst	170 gm	1	1 lb
Red Fur	8 gm	1	3 lb
Red Peppers	2 gm	4	3 lb
Rib Bones	1 gm	1	4 lb
Rib Meat	2 gm	2	4 lb
Ribs	3 gm	1	8 lb
Root Vegetable	1 gm	6	8 lb
Ruby	700 gm	1	1 lb
Ruby Ore	110 gm	1	12 lb
Runestone	200 gm	1	3 lb
Salt	3 gm	5	5 lb
Sandstone	2 gm	4	50 lb
Sap	2 gm	1	4 lb
Scales	10 gm	1	2 lb
Scorpion Tail	25 gm	1	2 lb
Silver Bar	180 gm	1	25 lb
Silver Nugget	30 gm	5	5 lb
Silver Ore	12 gm	10	30 lb
Skin	6 gm	1	4 lb
Sticks	2 bp	20	5 lb
Stone	1 gm	4	60 lb
Strawberries	3 gm	1	2 lb
Talons	7 gm	4	1 lb
Tanned Leather	25 gm	1	5 lb
Tentacle	18 gm	1	6 lb

Name	Cost	Per	Weight
Tin Ore	4 gm	10	30 lb
Tomatoes	1 gm	6	4 lb
Turtle Shell	22 gm	1	12 lb
Twine	5 sp	10	1 lb
Unicorn Horn	900 gm	1	3 lb
Ursine Claw	12 gm	4	1 lb
Ursine Skull	20 gm	1	8 lb
Venom Sac	60 gm	1	1 lb
Watermelon	3 gm	1	20 lb
Wheat	4 gm	20	20 lb
White Fur	14 gm	1	3 lb
Wood Board	2 gm	4	16 lb
Wood Logs	3 gm	4	80 lb
Wood Plank	1 gm	2	20 lb
Wooden Wheel	6 gm	1	25 lb
Tier II · Industrial			
Cog	5 gm	3	5 lb
Copper Wire	6 gm	1	4 lb
Metal Pipe	3 gm	4	18 lb
Pack of Smokes	3 gm	1	1 lb
Rubber	6 gm	1	10 lb
Rusted Metal	1 gm	10	20 lb
Scrap Metal	4 gm	10	25 lb
Spent Rounds	1 gm	20	2 lb
Spice Crate	90 gm	1	25 lb
Spring	3 gm	4	4 lb
Wrench	2 gm	1	3 lb
Tier III · Modern			
Battery	25 gm	1	30 lb
Cracked Data Pad	15 gm	1	1 lb
Hull Scrap	30 gm	1	20 lb
Metal Alloy	30 gm	1	12 lb
Small Battery	4 gm	1	1 lb
Solar Panel	45 gm	1	12 lb
Water Bottle	2 sp	1	4 lb
Wires	8 gm	1	3 lb
Tier IV · Spacefaring			
Computer Chip	60 gm	1	1 lb
Radioactive Isotope	300 gm	1	8 lb

Name	Cost	Per	Weight
Rift Residue	250 gm	1	1 lb
Salvaged Optics	180 gm	1	1 lb
Semiconductor	35 gm	1	1 lb
Tier V · Esoteric			
Alien Artifact	1,800 gm	1	4 lb

Alien Artifact

Valuable, Rare, Tier V · Esoteric

A worked object of no known manufacture, intact and inert. Research institutes and private collectors buy them for study.

Cost 1,800 gm
Weight 4 lb
Found on derelicts, dig sites and impact fields

Alien Brain

Creature drop, Rare, Tier I · Pre-Industrial

A brain taken from an aberration and kept in a field jar that has to stay powered. It still shows activity, too slow to measure, and research stations buy them without inspecting them.

Cost 700 gm
Weight 3 lb
Found on aberrations

Animal Fat

Creature drop, Common, Tier I · Pre-Industrial

A block of rendered fat in wax paper, bought by soap and candle makers.

Cost 2 gm
Weight 5 lb
Found on large beasts

Antlered Skull

Creature drop, Common, Tier I · Pre-Industrial

A skull with the antlers still on it, boiled and bleached. It sells mounted and ships loose in a crate.

Cost 3 gm
Weight 2 lb
Found on herd beasts

Antlers

Creature drop, Common, Tier I · Pre-Industrial

A shed or sawn rack, cut at the pedicle. Carvers buy them by the point for buttons, handles and inlay.

Cost 8 gm
Weight 6 lb
Found on herd beasts

Apples

Provision, Common, Tier I · Pre-Industrial

Six apples out of a barrel. They keep to midwinter in a cold store and to the end of the week in a pack.

Cost 1 gm
Weight 4 lb
Found on orchards
Priced per 6

Bamboo

Material, Common, Tier I · Pre-Industrial

Ten cut poles, dried straight. They are light for their strength and go into scaffolding and frames.

Cost 4 gm
Weight 20 lb
Found on warm-world stands and plantations
Priced per 10

Bananas

Provision, Common, Tier I · Pre-Industrial

A hand of six bananas, cut green so they ripen in transit.

Cost 2 gm
Weight 4 lb
Found on warm-world plantations
Priced per 6

Battery

Salvage, Common, Tier III · Modern

A vehicle cell, lead and acid, heavy enough to need both hands. It starts an engine or lights a camp, and it leaks if it is laid on its side.

Cost 25 gm
Weight 30 lb
Found on vehicles and generators

Beak

Creature drop, Common, Tier I · Pre-Industrial

A whole beak taken off a large bird. It is harder than the bone behind it and holds an edge. Carvers make knife handles from it.

Cost 4 gm
Weight 1 lb
Found on avian creatures

Bird Skull

Creature drop, Common, Tier I · Pre-Industrial

Hollow-boned and light enough to sit on a palm without being felt. Sold to collectors and to anyone whose charm needs a face.

Cost 2 gm
Weight 1 lb
Found on avian creatures

Blue Amethyst

Valuable, Uncommon, Tier I · Pre-Industrial

A cut stone the color of deep water, rare enough in blue that a good one is named after whoever found it.

Cost 150 gm
Weight 1 lb
Found on geodes and volcanic beds

Blue Fur

Creature drop, Common, Tier I · Pre-Industrial

A bundle of dense blue underfur, the warmest coat material on the shelf by weight.

Cost 12 gm
Weight 3 lb
Found on cold-world beasts

Blueberries

Provision, Common, Tier I · Pre-Industrial

A punnet of blueberries, small and dark. They dry well and travel dried.

Cost 2 gm
Weight 2 lb
Found on heath and beds

Bone

Creature drop, Common, Tier I · Pre-Industrial

Five long bones, cleaned and dried, sold as carving stock and for glue.

Cost 5 sp
Weight 2 lb
Found on anything with a skeleton
Priced per 5

Brain

Creature drop, Common, Tier I · Pre-Industrial

A brain packed in salt, sold to tanners for curing hides.

Cost 2 gm
Weight 2 lb
Found on beasts and humanoids

Bread

Provision, Common, Tier I · Pre-Industrial

Two loaves of dense field bread. It keeps four days.

Cost 2 sp
Weight 2 lb
Found on bakeries and field ovens
Priced per 2

Broken Egg

Creature drop, Common, Tier I · Pre-Industrial

Shell and what leaked out of it, sold to lime burners for the shell.

Cost 5 sp
Weight 1 lb
Found on nesting creatures

Bronze Bar

Material, Common, Tier I · Pre-Industrial

A cast bar of tin bronze. It casts finer than iron and takes a better edge than it is given credit for.

Cost 35 gm
Weight 18 lb
Found on foundries

Bronze Nugget

Material, Common, Tier I · Pre-Industrial

Five lumps of bronze broken out of a spoiled casting. Remelted, they are as good as new stock.

Cost 9 gm
Weight 6 lb
Found on crucibles and old castings
Priced per 5

Brown Fur

Creature drop, Common, Tier I · Pre-Industrial

A brown pelt, the commonest on frontier worlds and the one trappers bring in most often. It is used to line coats.

Cost 6 gm
Weight 3 lb
Found on beasts

Canine Pelt

Creature drop, Common, Tier I · Pre-Industrial

A whole pelt with the head still attached. Frontier holdings hang them at the gate, and the canine appear to understand why.

Cost 15 gm
Weight 5 lb
Found on canine

Carrots

Provision, Common, Tier I · Pre-Industrial

Eight carrots with the tops trimmed. Cheap, filling food, and the first crop most colonies plant.

Cost 1 gm
Weight 4 lb
Found on farmland and market gardens
Priced per 8

Cherries

Provision, Common, Tier I · Pre-Industrial

A punnet, stems on. The season is three weeks long and the price triples inside it.

Cost 3 gm
Weight 2 lb
Found on orchards

Chitin

Creature drop, Common, Tier I · Pre-Industrial

A plate cut from a carapace, still curved the way it grew. It takes a rivet and does not rust.

Cost 9 gm
Weight 2 lb
Found on insectile creatures

Clay

Material, Common, Tier I · Pre-Industrial

A wrapped block of wet clay, wedged and ready to work. It keeps while it stays covered and fires into clay brick.

Cost 5 sp
Weight 15 lb
Found on riverbanks and pits

Clay Brick

Material, Common, Tier I · Pre-Industrial

Ten fired clay bricks. Most settlements of more than a hundred people keep a kiln.

Cost 2 gm
Weight 40 lb
Found on kilns and demolished walls
Priced per 10

Cloth

Material, Common, Tier I · Pre-Industrial

Five yards of plain woven cloth off the bolt, undyed. Dye is charged for separately.

Cost 5 gm
Weight 6 lb
Found on looms and salvaged bolts
Priced per 5

Coal

Material, Common, Tier I · Pre-Industrial

Twenty pounds of graded coal in a sack. A forge burns it for steady heat that wood does not give.

Cost 3 gm
Weight 40 lb
Found on seams and bunkers
Priced per 20

Cog

Salvage, Common, Tier II · Industrial

Three cut gears of assorted pitch. A mechanism missing one is scrap and a mechanism with the wrong one is worse.

Cost 5 gm
Weight 5 lb
Found on wrecked hulls, vehicles and machinery
Priced per 3

Computer Chip

Salvage, Uncommon, Tier IV · Spacefaring

A packaged processor desoldered from a board with a hot iron. It is sold untested, and the price already allows for a dead one.

Cost 60 gm
Weight 1 lb
Found on wrecked hulls, vehicles and machinery

Copper Bar

Material, Common, Tier I · Pre-Industrial

A cast bar, stamped. Wire, sheet and every alloy that matters begin as one of these.

Cost 25 gm
Weight 18 lb
Found on foundries

Copper Nugget

Material, Common, Tier I · Pre-Industrial

Five nuggets of native copper, still bright where they were struck. It is the first metal an apprentice is given to work, and it is refined into copper bars.

Cost 7 gm
Weight 6 lb
Found on seams, riverbeds and spoil heaps
Priced per 5

Copper Ore

Material, Common, Tier I · Pre-Industrial

Ten pounds of green-streaked rock. Easier to smelt than iron and worth more when it is done.

Cost 3 gm
Weight 30 lb
Found on seams, riverbeds and spoil heaps
Priced per 10

Copper Wire

Material, Common, Tier II · Industrial

A coil of drawn copper, the cheapest conductor for electrical work.

Cost 6 gm
Weight 4 lb
Found on wrecked hulls, vehicles and machinery

Corn

Provision, Common, Tier I · Pre-Industrial

Six ears in the husk. Ground it is flour, boiled it is a meal, and fermented it is the reason for half of every frontier brawl.

Cost 2 gm
Weight 6 lb
Found on farmland and market gardens
Priced per 6

Cracked Data Pad

Salvage, Common, Tier III · Modern

A pad with a broken face and a live storage cell. What is on it is worth more than the pad on about one in twenty.

Cost 15 gm
Weight 1 lb
Found on bodies, bunks and abandoned posts

Crustacean Claw

Creature drop, Common, Tier I · Pre-Industrial

A single claw with the shell intact and meat inside while it is fresh. Dried, the shell is used as a tool casing.

Cost 5 gm
Weight 4 lb
Found on aquatic creatures

Crystal

Valuable, Common, Tier I · Pre-Industrial

A clear, uncut single point of crystal. It sells to optics makers, and to spellcasters as a focus.

Cost 45 gm
Weight 2 lb
Found on caves, seams and rift-touched ground

Cured Leather

Material, Common, Tier I · Pre-Industrial

Hide hardened in hot wax until it holds a shape. It turns a glancing edge and it cracks if it is ever soaked again.

Cost 18 gm
Weight 6 lb
Found on tanneries

Diamond

Valuable, Rare, Tier I · Pre-Industrial

A cut, graded diamond sold with its papers. It cuts any softer material, and about half of all diamonds end up in a drill head.

Cost 1,200 gm
Weight 1 lb
Found on kimberlite pipes and old settings

Dragon Eye

Creature drop, Rare, Tier I · Pre-Industrial

An eye preserved in its own fluid in a sealed jar. It does not decay and it stays open.

Cost 1,500 gm
Weight 2 lb
Found on dragons

Dragon Scale

Creature drop, Uncommon, Tier I · Pre-Industrial

One plate taken off a living dragon, the size of a dinner plate and half as heavy as steel. Armorers work it cold, because heat takes the color out.

Cost 400 gm
Weight 3 lb
Found on dragons

Dragonfruit

Provision, Uncommon, Tier I · Pre-Industrial

Two scaled fruits, pink and white inside. The price is for their appearance.

Cost 6 gm
Weight 3 lb
Found on warm-world plantations
Priced per 2

Eggplant

Provision, Common, Tier I · Pre-Industrial

Three glossy, firm eggplants. They sell for twice this price two weeks after the season ends.

Cost 1 gm
Weight 4 lb
Found on farmland and market gardens
Priced per 3

Emerald

Valuable, Rare, Tier I · Pre-Industrial

A cut emerald. Every emerald is flawed, so the price follows the depth of the color.

Cost 600 gm
Weight 1 lb
Found on cutters and old settings

Emerald Ore

Material, Uncommon, Tier I · Pre-Industrial

A block of matrix with green crystal running through it. What it is worth depends entirely on how it comes out of the stone.

Cost 90 gm
Weight 12 lb
Found on pegmatite veins and spoil

Eye

Creature drop, Common, Tier I · Pre-Industrial

A pair of eyes in brine. Alchemists want them clear and unpunctured, and most arrive damaged.

Cost 2 gm
Weight 1 lb
Found on beasts
Priced per 2

Fangs

Creature drop, Common, Tier I · Pre-Industrial

Four canines, root and all. A clean matched set is worth twice a mixed handful.

Cost 6 gm
Weight 1 lb
Found on predators
Priced per 4

Feather

Creature drop, Common, Tier I · Pre-Industrial

Ten flight feathers tied at the quill. Fletchers want them off one wing, so they all turn the same way.

Cost 8 sp
Found on avian creatures
Priced per 10

Fish

Provision, Common, Tier I · Pre-Industrial

Three whole fish, gutted. Fresh for a day and salted for a season, and the price is for the first.

Cost 1 gm
Weight 6 lb
Found on rivers, coasts and hydroponics
Priced per 3

Fish Bones

Creature drop, Common, Tier I · Pre-Industrial

The dried frame of a large fish. It is boiled for stock or carved into needles.

Cost 5 sp
Weight 1 lb
Found on aquatic creatures

Fish Scales

Creature drop, Common, Tier I · Pre-Industrial

A jar of scraped scales. Boiled down they give the pearl finish on lacquer and on cheap jewelry.

Cost 2 gm
Weight 1 lb
Found on aquatic creatures

Foreign Egg

Creature drop, Uncommon, Tier I · Pre-Industrial

An intact egg of no identified species, warm to the touch and staying that way. Whether importing one is a crime depends on the port.

Cost 90 gm
Weight 4 lb
Found on nesting creatures

Geode

Valuable, Common, Tier I · Pre-Industrial

A stone ball that rattles. What is inside is anything from a fortune to a disappointment, and cracking it is the whole of the trade.

Cost 25 gm
Weight 6 lb
Found on volcanic beds and river gravels

Glass

Material, Common, Tier I · Pre-Industrial

Four panes cut square and packed in straw. About half of any consignment arrives broken.

Cost 8 gm
Weight 8 lb
Found on glassworks and salvage
Priced per 4

Gold Bar

Valuable, Rare, Tier I · Pre-Industrial

A struck bar with an assay mark and a serial. It is accepted anywhere, and the serial makes it traceable.

Cost 800 gm
Weight 25 lb
Found on mints, vaults and hulls that had a payroll

Gold Dust

Valuable, Uncommon, Tier I · Pre-Industrial

A pouch of washed dust, weighed on a beam scale. It is the frontier's cash and the reason every trading post owns a good set of weights.

Cost 90 gm
Weight 1 lb
Found on placer workings and sluices

Gold Nugget

Material, Uncommon, Tier I · Pre-Industrial

Five bright nuggets of native gold, heavy for their size. They need no refining, and a gold strike can empty a settlement within a week.

Cost 120 gm
Weight 5 lb
Found on seams, riverbeds and spoil heaps
Priced per 5

Gold Ore

Material, Uncommon, Tier I · Pre-Industrial

Ten pounds of quartz with gold in it. Most of what is sold under this name is pyrite, and most of the people selling it know.

Cost 60 gm
Weight 30 lb
Found on seams, riverbeds and spoil heaps
Priced per 10

Grapes

Provision, Common, Tier I · Pre-Industrial

Two bunches, dusty with bloom. They are eaten within the week or pressed for wine.

Cost 2 gm
Weight 3 lb
Found on vineyards
Priced per 2

Green Amethyst

Valuable, Uncommon, Tier I · Pre-Industrial

Heat-treated out of the ordinary purple. The treatment is common knowledge in the trade and priced in.

Cost 110 gm
Weight 1 lb
Found on geodes and volcanic beds

Green Peppers

Provision, Common, Tier I · Pre-Industrial

Four peppers picked before they turned red. They taste sharper than red ones and cost half as much.

Cost 1 gm
Weight 3 lb
Found on farmland and market gardens
Priced per 4

Heart

Creature drop, Common, Tier I · Pre-Industrial

A whole heart, kept cold. It lasts a day on ice and sells as food and for ritual use.

Cost 3 gm
Weight 2 lb
Found on beasts

Herb

Material, Common, Tier I · Pre-Industrial

Five bunches of cut herbs, hung and dried. Herbalism kits need a supply of them to be of any use.

Cost 2 gm
Weight 1 lb
Found on hedgerows, cultivated beds and hillsides
Priced per 5

Hooves

Creature drop, Common, Tier I · Pre-Industrial

Four hooves from one animal. Boiled long enough, they render to glue.

Cost 2 gm
Weight 3 lb
Found on herd beasts
Priced per 4

Horn

Creature drop, Common, Tier I · Pre-Industrial

A single horn cut at the base. Heated and pressed it goes flat, and is worked into combs, cups and lantern panes.

Cost 6 gm
Weight 3 lb
Found on herd beasts

Hull Scrap

Salvage, Common, Tier III · Modern

Hull plate cut down to pieces two people can carry. Yards keep a stack of it and sell from the stack.

Cost 30 gm
Weight 20 lb
Found on wrecked hulls and vehicles

Humanoid Skull

Creature drop, Common, Tier I · Pre-Industrial

Somebody's, once. It is legal to sell on most worlds and legal to buy on fewer.

Cost 5 gm
Weight 2 lb
Found on humanoids

Ink

Material, Common, Tier I · Pre-Industrial

A stoppered pot of black ink that writes on most surfaces and is hard to wash out.

Cost 1 gm
Weight 1 lb
Found on lampblack, gall and squid

Insect Wings

Creature drop, Common, Tier I · Pre-Industrial

A pair of membranous insect wings dried flat between boards. Lacquered, they are made into lamp shades.

Cost 4 gm
Weight 1 lb
Found on insectile creatures
Priced per 2

Iron Bar

Material, Common, Tier I · Pre-Industrial

A cast bar to a standard weight. It is what a smith buys when there is no time to smelt, and what a customs officer counts.

Cost 15 gm
Weight 20 lb
Found on foundries

Iron Chain

Material, Common, Tier I · Pre-Industrial

Ten feet of welded link for hauling and mooring.

Cost 5 gm
Weight 20 lb
Found on forges and salvage
Priced per 10

Iron Nugget

Material, Common, Tier I · Pre-Industrial

Five nuggets of native iron, picked out of gravel. They need no smelting.

Cost 5 gm
Weight 6 lb
Found on seams, riverbeds and spoil heaps
Priced per 5

Iron Ore

Material, Common, Tier I · Pre-Industrial

Ten pounds of crushed ore. Roughly a third of it comes out of the furnace as metal and the rest as slag.

Cost 2 gm
Weight 30 lb
Found on seams, riverbeds and spoil heaps
Priced per 10

Kidney

Creature drop, Common, Tier I · Pre-Industrial

A trimmed pair. Cheap protein, and a reagent in about a dozen recipes.

Cost 1 gm
Weight 1 lb
Found on beasts
Priced per 2

Kiwi

Provision, Common, Tier I · Pre-Industrial

Four fruits, brown and unpromising. They keep for a month, so they are on a ship's list.

Cost 3 gm
Weight 2 lb
Found on warm-world orchards
Priced per 4

Leather

Material, Common, Tier I · Pre-Industrial

A tanned hide, whole, at about 4 square feet. It cuts with shears and holds a stitch without tearing out.

Cost 10 gm
Weight 5 lb
Found on tanneries

Leathery Wing

Creature drop, Uncommon, Tier I · Pre-Industrial

A wing membrane on its finger bones, folded and salted. It cuts into the best waterproof sheeting on sale.

Cost 60 gm
Weight 10 lb
Found on draconic and fiendish creatures

Lemons

Provision, Common, Tier I · Pre-Industrial

Five lemons. Ships' articles on some routes still require a supply aboard, and the requirement has outlived the reason being remembered.

Cost 2 gm
Weight 3 lb
Found on warm-world orchards
Priced per 5

Metal Alloy

Material, Common, Tier III · Modern

An ingot of worked alloy, stamped with a foundry mark and a grade. Lighter than steel and stiffer than aluminum, and priced as though both facts were rare.

Cost 30 gm
Weight 12 lb
Found on foundries and reclaimed stock

Metal Pipe

Material, Common, Tier II · Industrial

Four lengths of cut pipe, threaded at one end, used for plumbing and scaffolding. Station crews also use it as an improvised weapon.

Cost 3 gm
Weight 18 lb
Found on wrecked hulls, vehicles and machinery
Priced per 4

Meteorite

Material, Rare, Tier I · Pre-Industrial

A fused lump of iron and nickel that fell from orbit. Worked cold, it shows a surface pattern that forged steel cannot imitate.

Cost 250 gm
Weight 15 lb
Found on impact fields and orbital sweeps

Mineral Deposit

Material, Common, Tier I · Pre-Industrial

An unsorted lump of mixed mineral, as a survey brings it back. An assay shows what is in it.

Cost 20 gm
Weight 25 lb
Found on survey cores and drift

Mushroom

Provision, Common, Tier I · Pre-Industrial

Six caps sold as an edible kind. A DC 12 Wisdom (Nature) check tells you whether the seller was right.

Cost 2 gm
Weight 2 lb
Found on damp woodland and cave farms
Priced per 6

Nuts

Provision, Common, Tier I · Pre-Industrial

Ten shelled nuts in a twist of cloth. They keep a season and they are the reason anyone survives a hard one.

Cost 2 gm
Weight 3 lb
Found on woodland and orchards
Priced per 10

Oil

Material, Common, Tier I · Pre-Industrial

A stone jar of lamp oil. It burns for a night, and it burns rather faster than that if it is thrown first.

Cost 1 gm
Weight 8 lb
Found on presses, whales and shallow wells

Old Book

Trade good, Common, Tier I · Pre-Industrial

A bound volume, foxed and complete. What it is worth depends entirely on who is asked, and two buyers rarely agree within an order of magnitude.

Cost 12 gm
Weight 3 lb
Found on libraries, estates and abandoned posts

Oranges

Provision, Common, Tier I · Pre-Industrial

Five oranges with thick skins that travel well. Long-haul crews buy them by the crate as protection against scurvy.

Cost 2 gm
Weight 4 lb
Found on warm-world orchards
Priced per 5

Pack of Smokes

Trade good, Common, Tier II · Industrial

Twenty machine-rolled cigarettes in a card pack. On a station under supply control it is the second currency, and sometimes the first.

Cost 3 gm
Weight 1 lb
Found on ports, ration issues and black markets

Paper

Material, Common, Tier I · Pre-Industrial

Fifty sheets, pressed and trimmed. Cheap where there is a mill and a luxury one world over.

Cost 4 gm
Weight 2 lb
Found on mills and stripped libraries
Priced per 50

Pearl

Valuable, Uncommon, Tier I · Pre-Industrial

Round, matched and drilled. The diving is the dangerous half and the trading is the profitable one.

Cost 120 gm
Weight 1 lb
Found on beds, divers and shell middens

Pears

Provision, Common, Tier I · Pre-Industrial

Five pears, picked hard. They are ripe for about a day and are bruised for the rest of it.

Cost 1 gm
Weight 4 lb
Found on orchards
Priced per 5

Peas

Provision, Common, Tier I · Pre-Industrial

Four pods' worth of shelled, dried peas. Soaked in water, they rehydrate and can be cooked.

Cost 1 gm
Weight 3 lb
Found on farmland and market gardens
Priced per 4

Pineapple

Provision, Common, Tier I · Pre-Industrial

One fruit cut with its crown on, from a plant that takes two years to grow.

Cost 4 gm
Weight 5 lb
Found on warm-world plantations

Plant Fiber

Material, Common, Tier I · Pre-Industrial

A hank of retted fiber, combed and ready to spin. It is spun into twine, and cloth and paper start from the same stock.

Cost 8 sp
Weight 2 lb
Found on retted flax, hemp and nettle

Pumpkin

Provision, Common, Tier I · Pre-Industrial

One whole pumpkin. It feeds six and keeps for three months.

Cost 2 gm
Weight 14 lb
Found on farmland and market gardens

Radioactive Isotope

Salvage, Rare, Tier IV · Spacefaring

A sample sealed in a shielded pig, with a dosimeter card taped to the lid. For each hour you carry the sample out of the pig, you take 1d6 radiant damage, and you cannot regain those hit points by finishing a short rest.

Cost 300 gm
Weight 8 lb
Found on reactor spoil and dead cores

Raspberries

Provision, Common, Tier I · Pre-Industrial

A punnet of raspberries picked by hand. They turn to jam by the second day.

Cost 3 gm
Weight 2 lb
Found on hedgerows and beds

Raw Hide

Creature drop, Common, Tier I · Pre-Industrial

A green hide folded flesh-side in. It has about two days before it spoils for tanning.

Cost 8 gm
Weight 10 lb
Found on large beasts

Raw Meat

Provision, Common, Tier I · Pre-Industrial

Four pounds of butchered meat. Two days in cold, one in the open, and less than that anywhere warm.

Cost 2 gm
Weight 8 lb
Found on large beasts and stock
Priced per 4

Raw Steak

Provision, Common, Tier I · Pre-Industrial

Two cut steaks off the loin. Worth more than the same weight of any other cut.

Cost 3 gm
Weight 3 lb
Found on stock and large game
Priced per 2

Red Amethyst

Valuable, Uncommon, Tier I · Pre-Industrial

The scarcest of the three and the hardest to cut without losing the color at the girdle.

Cost 170 gm
Weight 1 lb
Found on geodes and volcanic beds

Red Fur

Creature drop, Common, Tier I · Pre-Industrial

A bright pelt that takes dye badly and is therefore worn as it is. Furriers pay a premium for one with no marks in it.

Cost 8 gm
Weight 3 lb
Found on beasts

Red Peppers

Provision, Common, Tier I · Pre-Industrial

Four peppers left on the plant to ripen, which costs the grower three weeks and the buyer twice as much.

Cost 2 gm
Weight 3 lb
Found on farmland and market gardens
Priced per 4

Rib Bones

Creature drop, Common, Tier I · Pre-Industrial

A rack stripped to the bone, sold for boiling down to glue or as framing.

Cost 1 gm
Weight 4 lb
Found on large beasts

Rib Meat

Provision, Common, Tier I · Pre-Industrial

Meat cut off the bone and rolled. Cheaper than the rack and faster than waiting for one.

Cost 2 gm
Weight 4 lb
Found on large beasts and stock
Priced per 2

Ribs

Provision, Common, Tier I · Pre-Industrial

A rack with the meat still on. It feeds four and it takes half a day to do it properly.

Cost 3 gm
Weight 8 lb
Found on large beasts and stock

Rift Residue

Creature drop, Rare, Tier IV · Spacefaring

A palmful of grit that was not there before the thing died. It stays cold, and instruments return inconsistent readings on it.

Cost 250 gm
Weight 1 lb
Found on creatures killed while channeling

Root Vegetable

Provision, Common, Tier I · Pre-Industrial

Six roots, unwashed, that keep in a cellar until spring.

Cost 1 gm
Weight 8 lb
Found on farmland and market gardens
Priced per 6

Rubber

Material, Common, Tier II · Industrial

A rolled sheet of cured rubber, cut for seals and insulation.

Cost 6 gm
Weight 10 lb
Found on plantations and reclaimed tires

Ruby

Valuable, Rare, Tier I · Pre-Industrial

A cut, clean ruby, red all the way through. Channelers pay more for it than jewelers do.

Cost 700 gm
Weight 1 lb
Found on cutters and old settings

Ruby Ore

Material, Uncommon, Tier I · Pre-Industrial

Corundum in its matrix, red where the light catches it. Cutters quote on it once, before they open the matrix.

Cost 110 gm
Weight 12 lb
Found on marble beds and river gravels

Runestone

Valuable, Uncommon, Tier I · Pre-Industrial

A palm stone cut with a mark of unknown age and origin. It has no measurable effect, and collectors and channelers both bid on it.

Cost 200 gm
Weight 3 lb
Found on cairns, ruins and grave goods

Rusted Metal

Salvage, Common, Tier II · Industrial

Ten pounds of plate that has been outside too long. A smith will take it and will tell you what is left after the scale comes off.

Cost 1 gm
Weight 20 lb
Found on wrecks and long-abandoned sites
Priced per 10

Salt

Provision, Common, Tier I · Pre-Industrial

Five pounds of coarse salt, for the table and for curing meat for travel.

Cost 3 gm
Weight 5 lb
Found on pans, mines and evaporators
Priced per 5

Salvaged Optics

Salvage, Uncommon, Tier IV · Spacefaring

Lenses and emitters pulled from a sensor head, each wrapped separately so they do not scratch one another. Sold to sensor-head rebuilders.

Cost 180 gm
Weight 1 lb
Found on sensor arrays and sighting gear

Sandstone

Material, Common, Tier I · Pre-Industrial

Four soft blocks that cut with a hand saw and weather in a generation. Frontier towns build with it first and replace it later.

Cost 2 gm
Weight 50 lb
Found on quarries, cuttings and spoil heaps
Priced per 4

Sap

Material, Common, Tier I · Pre-Industrial

A sealed pot of resin. It is the base for glue, varnish, pitch and a dozen alchemical recipes.

Cost 2 gm
Weight 4 lb
Found on tapped stands and resin trees

Scales

Creature drop, Common, Tier I · Pre-Industrial

A double handful of overlapping plates lifted off in a sheet. Sewn onto a backing, they make scale armor.

Cost 10 gm
Weight 2 lb
Found on reptilian creatures

Scorpion Tail

Creature drop, Uncommon, Tier I · Pre-Industrial

A stinger and the segment behind it, sealed at the cut. The venom sac is still full.

Cost 25 gm
Weight 2 lb
Found on venomous creatures

Scrap Metal

Salvage, Common, Tier II · Industrial

Ten pounds of cut and torn plate in a crate, sold by weight and priced by grade.

Cost 4 gm
Weight 25 lb
Found on wrecked hulls, vehicles and machinery
Priced per 10

Semiconductor

Salvage, Uncommon, Tier IV · Spacefaring

A wafer die pulled off a dead board, still in its carrier. Frontier worlds cannot manufacture them and import all they use.

Cost 35 gm
Weight 1 lb
Found on wrecked hulls, vehicles and machinery

Silver Bar

Valuable, Uncommon, Tier I · Pre-Industrial

A struck bar to a standard weight. Heavy enough that a theft is a haulage problem before it is a fencing one.

Cost 180 gm
Weight 25 lb
Found on mints and vaults

Silver Nugget

Material, Common, Tier I · Pre-Industrial

Five nuggets of native silver, tarnished gray and traded by weight.

Cost 30 gm
Weight 5 lb
Found on seams, riverbeds and spoil heaps
Priced per 5

Silver Ore

Material, Common, Tier I · Pre-Industrial

Ten pounds of silver-bearing rock. The price depends on the assay.

Cost 12 gm
Weight 30 lb
Found on seams, riverbeds and spoil heaps
Priced per 10

Skin

Creature drop, Common, Tier I · Pre-Industrial

A shed or flensed skin, scaled and supple. Bootmakers buy it and pay by the length.

Cost 6 gm
Weight 4 lb
Found on reptilian creatures

Small Battery

Salvage, Common, Tier III · Modern

A cell out of a hand tool, holding about a third of its rated charge. It runs a light for one night.

Cost 4 gm
Weight 1 lb
Found on tools, drones and dead kit

Solar Panel

Salvage, Common, Tier III · Modern

A cracked panel with most of its cells intact. In daylight it fills a portable charger over a day, and it produces no power in a hold.

Cost 45 gm
Weight 12 lb
Found on stripped roofs and derelict stations

Spent Rounds

Salvage, Common, Tier II · Industrial

Twenty recovered cases and a bag of lead. Reloaders buy the brass.

Cost 1 gm
Weight 2 lb
Found on firefights and ranges
Priced per 20

Spice Crate

Trade good, Common, Tier II · Industrial

A crate of the good stuff, sealed and stamped. It pays for the haul at any distance, and it is the crate thieves open first.

Cost 90 gm
Weight 25 lb
Found on warm-world plantations

Spring

Salvage, Common, Tier II · Industrial

Four coil springs, uncut, for traps and mechanisms.

Cost 3 gm
Weight 4 lb
Found on wrecked hulls, vehicles and machinery
Priced per 4

Sticks

Material, Common, Tier I · Pre-Industrial

A tied bundle of 20 dry brushwood sticks. It makes an hour's fire or the frame for a temporary structure.

Cost 2 bp
Weight 5 lb
Found on managed woodland and cleared ground
Priced per 20

Stone

Material, Common, Tier I · Pre-Industrial

Four dressed blocks, squared on five faces. Priced by the block and moved by whoever loses the argument.

Cost 1 gm
Weight 60 lb
Found on quarries, cuttings and spoil heaps
Priced per 4

Strawberries

Provision, Common, Tier I · Pre-Industrial

A punnet of fruit that spoils looking at it. Half a station's hydroponics deck is given over to them.

Cost 3 gm
Weight 2 lb
Found on beds and hydroponics

Talons

Creature drop, Common, Tier I · Pre-Industrial

Cut at the joint and dried curved. They keep their point long after the animal has been eaten.

Cost 7 gm
Weight 1 lb
Found on avian and reptilian predators
Priced per 4

Tanned Leather

Material, Common, Tier I · Pre-Industrial

A piece of full-grain hide finished over several months. Armorers and bootmakers buy it for gear that has to last.

Cost 25 gm
Weight 5 lb
Found on tanneries

Tentacle

Creature drop, Common, Tier I · Pre-Industrial

A severed tentacle from an aberration or aquatic creature, still gripping. Cooks buy it fresh and alchemists buy the suckers.

Cost 18 gm
Weight 6 lb
Found on aberrations and aquatic creatures

Tin Ore

Material, Common, Tier I · Pre-Industrial

Ten pounds of tin-bearing rock, which is worth mining only because copper without it stays soft.

Cost 4 gm
Weight 30 lb
Found on seams, riverbeds and spoil heaps
Priced per 10

Tomatoes

Provision, Common, Tier I · Pre-Industrial

Six ripe tomatoes in a shallow crate. They bruise in transit, so off-world crates cost more.

Cost 1 gm
Weight 4 lb
Found on farmland and market gardens
Priced per 6

Turtle Shell

Creature drop, Common, Tier I · Pre-Industrial

A whole carapace, scraped and dried. It is the cheapest shield on any coast, and it floats.

Cost 22 gm
Weight 12 lb
Found on reptilian creatures

Twine

Material, Common, Tier I · Pre-Industrial

Ten fathoms of waxed cord on a spool, a standard item on resupply lists.

Cost 5 sp
Weight 1 lb
Found on flax, gut, or sinew
Priced per 10

Unicorn Horn

Creature drop, Rare, Tier I · Pre-Industrial

A spiral horn taken from a slain fae beast. Counterfeits make up much of the trade in them.

Cost 900 gm
Weight 3 lb
Found on fae beasts

Ursine Claw

Creature drop, Common, Tier I · Pre-Industrial

Four claws off one forepaw, pulled and dried. Sold by the paw, worn by people who want the question asked.

Cost 12 gm
Weight 1 lb
Found on ursines
Priced per 4

Ursine Skull

Creature drop, Common, Tier I · Pre-Industrial

The cranium of an ursine, the size of a helmet. Dealers often sell it without the jaw.

Cost 20 gm
Weight 8 lb
Found on ursines

Venom Sac

Creature drop, Uncommon, Tier I · Pre-Industrial

A venom sac cut out whole and corked. A punctured sac is a hazard to whoever holds it. Alchemists buy them.

Cost 60 gm
Weight 1 lb
Found on venomous creatures

Water Bottle

Provision, Common, Tier III · Modern

A sealed two-liter bottle of filtered water, dated. Dry worlds trade it as currency.

Cost 2 sp
Weight 4 lb
Found on wells, condensers and taps

Watermelon

Provision, Common, Tier I · Pre-Industrial

One whole watermelon from a warm-world field, most of it water.

Cost 3 gm
Weight 20 lb
Found on warm-world fields

Wheat

Provision, Common, Tier I · Pre-Industrial

Twenty pounds of threshed grain in a sack. Kept dry, it lasts a year.

Cost 4 gm
Weight 20 lb
Found on farmland and market gardens
Priced per 20

White Fur

Creature drop, Common, Tier I · Pre-Industrial

A pelt from an arctic beast, taken in winter while the coat is white. A summer pelt from the same animal is worth half as much.

Cost 14 gm
Weight 3 lb
Found on arctic beasts

Wires

Salvage, Common, Tier III · Modern

A bundle of stripped wiring with the color coding long faded. Repairers trace which wire went where before they reuse any of it.

Cost 8 gm
Weight 3 lb
Found on wrecked hulls, vehicles and machinery

Wood Board

Material, Common, Tier I · Pre-Industrial

Four thin boards, planed on one face, for crates and shelving.

Cost 2 gm
Weight 16 lb
Found on managed woodland and cleared ground
Priced per 4

Wood Logs

Material, Common, Tier I · Pre-Industrial

Four seasoned logs, cut to a cord length. Firewood at this price and lumber once somebody has a saw.

Cost 3 gm
Weight 80 lb
Found on managed woodland and cleared ground
Priced per 4

Wood Plank

Material, Common, Tier I · Pre-Industrial

Two sawn planks, seasoned and squared. They are stock for anything built of wood.

Cost 1 gm
Weight 20 lb
Found on managed woodland and cleared ground
Priced per 2

Wooden Wheel

Material, Common, Tier I · Pre-Industrial

A spoked wheel with an iron tire shrunk onto it. A cart that has lost one is a sledge until this is fitted.

Cost 6 gm
Weight 25 lb
Found on wrights and wrecked carts

Wrench

Salvage, Common, Tier II · Industrial

An adjustable wrench salvaged from a wreck or workshop. Anyone with a bolt to turn pays more than the metal is worth.

Cost 2 gm
Weight 3 lb
Found on wrecked hulls, vehicles and machinery

7 Kits

Your origin grants a starting kit. Each kit lists the items and quantities it contains, and every item in it is described in the chapter before this one. 26 kits.

Acolyte's Kit

Starting equipment, Tier I · Pre-Industrial, 12 gm in coin

A junior clergy member's road kit: lantern, herbalism kit, vestments and three sealed letters.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- 10 × Candle
- Hooded Lantern
- Herbalism Kit
- **Vestments of your order**
  Plain, and correct in every detail that a member of the order would check.
- **Sealed correspondence**
  Three sealed letters whose contents you were not told.

Apprentice's Kit

Starting equipment, Tier I · Pre-Industrial, 10 gm in coin

A journeyman's road kit: smith's tools, a whetstone and an unfinished piece.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Smith's Tools
- Whetstone
- 5 × Candle
- **Unfinished piece**
  The work you were on when you left. You still mean to finish it.

Artisan's Kit

Starting equipment, Tier I · Pre-Industrial, 15 gm in coin

A working smith's kit: tools, hammer, whetstone, oil and a maker's mark.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Smith's Tools
- Hammer
- Whetstone
- Oil, Flask
- **Maker's mark**
  A stamp, punch, or sigil-die you press into your own work.

Craftsman's Kit

Starting equipment, Tier II · Industrial, 25 gm in coin

A builder's kit: mason's and carpenter's tools, a crowbar, rope and a book of commissions.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Mason's Tools
- Carpenter's Tools
- Crowbar
- Rope, Hempen (50 feet)
- Hooded Lantern
- **Book of commissions**
  Dates, prices, and a column for what the client actually wanted.

Criminal's Kit

Starting equipment, Tier I · Pre-Industrial, 15 gm in coin

A working thief's kit: thieves' tools, a dagger, silk rope and false papers.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Thieves' Tools
- Dagger
- Hooded Lantern
- Rope, Silk (50 feet)
- **Set of false papers**
  Good enough for a bored checkpoint.

Destitute's Kit

Starting equipment, Tier I · Pre-Industrial, 1 gm in coin

A sack, a bedroll, a dagger, three candles, soap and a worn coat.

- Sack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Dagger
- 3 × Candle
- Soap
- **Worn-through coat**
  Too big, three pockets you have sewn in yourself, and warm enough most nights.

Devotee's Kit

Starting equipment, Tier I · Pre-Industrial, 12 gm in coin

A pilgrim's kit: lantern, candle, a book of rites and a holy symbol.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Candle
- **Book of rites**
  The observances of your order, copied out during your novitiate.
- Soap
- Hooded Lantern
- **Holy symbol**
  The mark of your faith, in whatever material your order can afford.

Drifter's Kit

Starting equipment, Tier I · Pre-Industrial, 8 gm in coin

A rough-sleeper's kit: tent, rope, cooking utensils, a torch and route notes.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Tent, Two-Person
- Rope, Hempen (50 feet)
- Cook's Utensils
- Torch
- **Route notes**
  Hand-marked maps, timetables, and a list of places not to stop.

Enforcer's Kit

Starting equipment, Tier I · Pre-Industrial, 12 gm in coin

A watchman's kit: club, manacles, leather armor, a signal whistle and a badge or warrant.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Club
- Manacles
- Leather Cuirass
- Signal Whistle
- **Badge or warrant**
  Current, expired or forged.

Entertainer's Kit

Starting equipment, Tier I · Pre-Industrial, 12 gm in coin

A touring performer's kit: lute, disguise kit, steel mirror, a costume and a favor owed.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Lute
- Disguise Kit
- Mirror, Steel
- **Costume**
  One good outfit, maintained better than your everyday clothes.
- **Favor from an admirer**
  A token, letter or debt, redeemable once.

Forager's Kit

Starting equipment, Tier I · Pre-Industrial, 6 gm in coin

A gatherer's kit, without rations: herbalism kit, dagger, rope, two sacks and a pressed sample book.

- Backpack
- Bedroll
- Waterskin
- Tinderbox
- Herbalism Kit
- Dagger
- Rope, Hempen (50 feet)
- 2 × Sack
- Cook's Utensils
- **Pressed sample book**
  Pressed leaves and spores, and drawings of specimens you could not take.

Healer's Kit

Starting equipment, Tier I · Pre-Industrial, 15 gm in coin

A field medic's kit: healer's kit, herbalism kit, soap, oil and a medic's armband.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Healer's Kit
- Herbalism Kit
- Soap
- Oil, Flask
- **Medic's armband**
  Recognized by most factions that honor the medic's oath.

Highborn's Kit

Starting equipment, Tier I · Pre-Industrial, 40 gm in coin

A well-born traveler's kit: rapier, spyglass, fine clothes and a signet, with forty marks.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Rapier
- Spyglass
- Soap
- **Signet or seal**
  Your house mark, and the authority that comes with it where it is known.
- **Fine clothes**
  Cut for your station.

Hunter's Kit

Starting equipment, Tier I · Pre-Industrial, 10 gm in coin

A hunter's kit: shortbow and arrows, leatherworker's tools, rope and a trophy.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Shortbow
- Arrows (20)
- Leatherworker's Tools
- Rope, Hempen (50 feet)
- **Trophy from a first kill**
  A tooth, claw or antler from your first kill.

Lab Rat's Kit

Starting equipment, Tier IV · Spacefaring, 8 gm in coin

What a test subject leaves with: medical kit, lockpicks, data stick, flashlight, combat knife and the intake wristband.

- Backpack
- Bedroll
- Rations (1 day)
- Canteen
- Medkit
- Lockpicks
- Data Stick
- Tactical Light
- Combat Knife
- **Your intake wristband**
  A number, a date, and a facility mark you have not been able to trace.

Laborer's Kit

Starting equipment, Tier I · Pre-Industrial, 8 gm in coin

A working hand's kit: crowbar, hammer, rope, whetstone and a work token.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Crowbar
  A powered prybar at Tier III and above.
- Hammer
- Rope, Hempen (50 feet)
- Whetstone
- **Work token**
  A stamped chit, union card, or crew badge proving you are owed the day's pay.

Merchant's Kit

Starting equipment, Tier I · Pre-Industrial, 25 gm in coin

A trader's kit: steel mirror, sack, rope, a ledger and a set of weights and scales.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Mirror, Steel
- Sack
- Rope, Hempen (50 feet)
- **Trader's ledger**
  Bound records, going prices, and a list of who still owes what.
- **Set of weights and scales**
  Calibrated honestly.

Mutant's Kit

Starting equipment, Tier II · Industrial, 5 gm in coin

A kit for passing through unfriendly towns: herbalism kit, radiation kit, gas mask, dagger and a concealing wrap.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Herbalism Kit
- Radiation Kit
- Gas Mask
- Dagger
- Rope, Hempen (50 feet)
- **Concealing wrap**
  Hood, gloves, a long coat in a color that does not draw the eye.

Outcast's Kit

Starting equipment, Tier I · Pre-Industrial, 5 gm in coin

An exile's kit: herbalism kit, dagger, rope, lantern and a token of what was left.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Herbalism Kit
- Dagger
- Rope, Hempen (50 feet)
- Hooded Lantern
- **Token of what you left**
  A key, a ring, a photograph, a service record. You have not thrown it away.

Scholar's Kit

Starting equipment, Tier I · Pre-Industrial, 15 gm in coin

A reader's kit: lantern, oil, a reference volume and a letter of introduction.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- **Reference volume**
  A bound book, codex, or datapad, depending on the century. Annotated in your own hand.
- Hooded Lantern
- Oil, Flask
- **Letter of introduction**
  Signed by someone whose name is still recognized in at least one archive.

Scientist's Kit

Starting equipment, Tier III · Modern, 20 gm in coin

A field researcher's kit: alchemist's supplies, data pad, herbalism kit, mirror, lantern and four years of notebooks.

- Backpack
- Bedroll
- Rations (1 day)
- Canteen
- Alchemist's Supplies
- Data Pad
- Herbalism Kit
- Mirror, Steel
- Hooded Lantern
- **Field notebooks**
  Four years of them, cross-referenced, in a hand only you can read.

Soldier's Kit

Starting equipment, Tier I · Pre-Industrial, 10 gm in coin

A discharged soldier's kit: spear, leather armor, healer's kit, rope and an insignia of rank.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Spear
  Substitute the tier-appropriate sidearm at Tier III and above.
- Leather Cuirass
  Substitute the tier-appropriate armor at Tier III and above.
- Healer's Kit
- Rope, Hempen (50 feet)
- **Insignia of rank**
  An unofficial rank badge that veterans recognize.

Tech Enthusiast's Kit

Starting equipment, Tier IV · Spacefaring, 18 gm in coin

A hobbyist's kit: data pad, three data sticks, a hacker's deck, two Rift energy cells and a half-finished build.

- Backpack
- Bedroll
- Rations (1 day)
- Canteen
- Data Pad
- 3 × Data Stick
- Hacker's Deck
- Tactical Light
- 2 × Rift Energy Cell
- **Half-finished build**
  A device six months into its build that works in part.

Tinkerer's Kit

Starting equipment, Tier III · Modern, 12 gm in coin

A fixer's kit: tinker's tools, crowbar, electric battery, flashlight, rope and a bag of salvage.

- Backpack
- Bedroll
- Rations (1 day)
- Canteen
- Tinkerer's Tools
- Crowbar
- Electric Battery
- Tactical Light
- Rope, Hempen (50 feet)
- **Bag of salvage**
  Springs, wire, three kinds of fastener, and one component you have not identified yet.

Troubled Kit

Starting equipment, Tier II · Industrial, 15 gm in coin

A kit for staying untraceable: forgery kit, dagger, lantern, rope, soap and the one thing kept.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Forgery Kit
- Dagger
- Hooded Lantern
- Rope, Hempen (50 feet)
- Soap
- **The thing you kept**
  A letter, a recording or a photograph that would end the life you have now. You have not been able to destroy it.

Voyager's Kit

Starting equipment, Tier I · Pre-Industrial, 12 gm in coin

A deckhand's kit: silk rope, navigator's tools, a grappling hook and signed berth papers.

- Backpack
- Bedroll
- Rations (1 day)
- Waterskin
- Tinderbox
- Rope, Silk (50 feet)
- Navigator's Tools
- Grappling Hook
- Waterskin
- **Signed berth papers**
  Proof of watches served, stamped by the masters you served under.

PART III

Spells

Every spell, listed by class and then described.

8 Spell Lists

Each casting class's spells, by level. A name here links to the spell's description in the next chapter.

Bard spells

Cantrips

Attune 592
Breeze 601
Chill 605
Dancing Lights 619
Ember 631
Glare 649
Glimmer 650
Grasp 651
Hush 661
Light 670
Mage Hand 672
Mending 677
Message 677
Minor Illusion 679
Mist 680
Prestidigitation 692
Squall 718
Starry Wisp 718
True Strike 731
Vicious Mockery 736
Ward Sign 740
Whisper 743

Level 1

Animal Friendship 586
Bane 594
Beam 595
Celestial Navigation 604
Charm Person 605
Color Spray 608
Command 608
Comprehend Languages 609
Cure Wounds 618
Cushion 618
Detect Magic 622
Discern 623
Disguise Self 624
Dissonant Whispers 625
Drench 629
Faerie Fire 635
Feather Fall 636
Gleam 650
Guise 654
Healing Word 657
Heroism 658
Hideous Laughter 659
Icicle 662
Identify 662
Illusory Script 663
Longstrider 671
Quicken 697
Rapport 698
Shear 710
Silent Image 712
Sleep 713
Speak with Animals 716
Thunderwave 727
Unseen Servant 733
Warmth 741
Wash 741

Level 2

Aid 584
Animal Messenger 586
Beacon 595
Blindness/Deafness 598
Calm Emotions 603
Daybreak 620
Dazzle 620
Detect Thoughts 623
Enhance Ability 631
Enlarge/Reduce 632
Enthrall 633
Frost 646
Gale 647
Heat Metal 657
Hold Person 660
Invisibility 665
Jet 667
Knock 668

Lesser Restoration 669
Locate Animals or Plants 670
Locate Object 670
Magic Mouth 674
Mind Bond 678
Mirror Image 680
Phantasmal Force 686
See Invisibility 707
Shatter 709
Silence 712
Slip 714
Suggestion 720
Unseen 733
Veil 735
Zone of Truth 745

LEVEL 3

Bestow Curse 597
Clairvoyance 607
Cleanse 607
Counter 616
Dispel Magic 625
Fear 636
Flare 641
Glyph of Warding 651
Hail 654
Halo 655
Harpoon 656
Hypnotic Pattern 661
Major Image 675
Mass Healing Word 676
Mutiny 682
Nondetection 683
Phantasm 686
Plant Growth 689
Relay 701
Remote Viewing 702
Sending 708
Slow 714
Speak with Dead 716
Speak with Plants 716
Stage Fright 718
Stinking Cloud 719
Tiny Hut 728
Tongues 728
Vigil 736

LEVEL 4

Charm Monster 604
Compulsion 609
Confusion 610
Dimension Door 623
Dispel 624
Freedom of Movement 645
Greater Invisibility 652
Hallucinatory Terrain 655
Kindle 668
Locate Creature 670
Noon 683
Omen 684
Phantasmal Killer 687
Polymorph 690
Presence 692

LEVEL 5

Animate Objects 588
Awaken 593
Breaker 600
Chorus 606
Cyclone 619
Dominate Person 628
Dream 629
Eclipse 630
Geas 648
Greater Restoration 652
Hold Monster 660
Legend Lore 669
Mass Cure Wounds 676
Mislead 680
Modify Memory 681
Planar Binding 688
Radiance 698
Raise Dead 698
Scrying 706
Seeming 707
Shift 710
Telepathic Bond 723
Teleportation Circle 725

LEVEL 6

Eyebite 634
Facade 634
Feedback 636
Find the Path 638
Guards and Wards 653
Heroes' Feast 658
Irresistible Dance 667
Mass Suggestion 676
Programmed Illusion 695
Sever 709
True Seeing 730

LEVEL 7

Arcane Sword 591
Banish 594
Etherealness 633
Forcecage 644
Groundswell 652
Magnificent Mansion 674
Mirage Arcane 679
Oath 683
Prismatic Spray 692
Project Image 695
Regenerate 700
Resurrection 703
Symbol 722
Teleport 724
Wager 737
Witness 744

LEVEL 8

Antipathy/Sympathy 589
Bearing 596
Befuddlement 596
Dominate Monster 627
Glibness 650
Mind Blank 678

Power Word Stun 691
Traverse 729
Twin 732
Vacancy 734

LEVEL 9

Absence 583
Foresight 644
Power Word Heal 691
Power Word Kill 691
Prescience 691
Prismatic Wall 693
Rewrite 704
True Polymorph 730

LEVEL 10

Decree 621
Revision 703

CLERIC SPELLS

CANTRIPS

Assay 591
Attune 592
Ember 631
Footing 643
Glare 649
Glimmer 650
Guidance 654
Hearth 657
Ignite 662
Light 670
Mending 677
Mortar 681
Pebble 685
Resistance 702
Sacred Flame 705
Siphon 712
Spare the Dying 715
Thaumaturgy 726
Ward Sign 740
Whisper 743

LEVEL 1

Bane 594
Beam 595
Bless 598
Bulwark 601
Celestial Navigation 604
Command 608
Create or Destroy Water 617
Cure Wounds 618
Detect Evil and Good 622
Detect Magic 622
Detect Poison and Disease 622
Discern 623
Drench 629
Gleam 650
Guiding Bolt 654
Healing Word 657
Heat Shroud 657
Inflict Wounds 664
Mire 680
Plasma Bolt 689
Protection from Evil and Good 696
Purify Food and Drink 696
Rapport 698
Sanctuary 705
Sculpt 706
Shield of Faith 710
Warmth 741
Wash 741

LEVEL 2

Aid 584
Anchor 586
Augury 592
Beacon 595
Berm 596
Blindness/Deafness 598
Bramble 600
Calm Emotions 603
Cauterize 604
Continual Flame 614
Daybreak 620
Dazzle 620
Enhance Ability 631
Find Traps 638
Gentle Repose 648
Hold Person 660
Lesser Restoration 669
Locate Object 670
Patch 685
Prayer of Healing 691
Protection from Poison 696
Quench 697
Silence 712
Skim 713
Spire 717
Spiritual Weapon 717
Warding Bond 741
Zone of Truth 745

LEVEL 3

Animate Dead 587
Beacon of Hope 595
Bestow Curse 597
Brand 600
Burrow 602
Clairvoyance 607
Cleanse 607
Create Food and Water 617
Daylight 620
Dispel Magic 625
Fissure 640
Flare 641
Glyph of Warding 651
Halo 655
Harden 656

Magic Circle 672
Mass Healing Word 676
Meld into Stone 677
Protection from Energy 695
Provision 696
Relay 701
Remove Curse 702
Revivify 704
Sending 708
Speak with Dead 716
Spirit Guardians 717
Tongues 728
Tremor 729
Vigil 736
Water Walk 741

LEVEL 4

Aura of Life 593
Banishment 594
Control Water 614
Death Ward 621
Divination 625
Freedom of Movement 645
Freeze 645
Guardian of Faith 653
Kindle 668
Locate Creature 670
Noon 683
Omen 684
Quicksand 697
Rampart 698
Shunt 711
Slag Burst 713
Sounding 715
Stone Shape 719
Tide 727
Transfusion 728
Wall of Flame 737
Weld 742

LEVEL 5

Anneal 588
Carapace 603
Commune 609
Contagion 613
Dispel Evil and Good 625
Eclipse 630
Flame Strike 640
Floe 642
Geas 648
Greater Restoration 652
Hallow 655
Insect Plague 664
Lance 668
Legend Lore 669
Mass Cure Wounds 676
Planar Binding 688
Radiance 698
Raise Dead 698
Scrying 706
Taproot 723
Tunnel 732
Undertow 733
Wall of Plasma 739

LEVEL 6

Aegis 584
Bastion 595
Blade Barrier 598
Create Undead 617
Eruption 633
Find the Path 638
Forbiddance 643
Harm 656
Heal 657
Heroes' Feast 658
Planar Ally 688
Purge 696
Quake 697
Sever 709
Sunbeam 721
Tempering 725
True Seeing 730
Wellspring 742
Word of Recall 745

LEVEL 7

Conjure Celestial 611
Cordon 616
Crucible 618
Dawn 619
Divine Word 626
Etherealness 633
Fire Storm 639
Panoply 684
Plane Shift 689
Plasmoid 689
Regenerate 700
Resurrection 703
Swallow 722
Symbol 722
Witness 744

LEVEL 8

Antimagic Field 589
Choir 605
Conflagration 610
Control Weather 615
Earthquake 630
Holy Aura 660
Lava Field 669
Oracle 684
Reforge 700
Sunburst 721
Upheaval 734
Zenith 745

LEVEL 9

Astral Projection 592
Caldera 602
Corona 616
Furnace 646
Gate 648
Mass Heal 676
Nova 683
Power Word Heal 691
True Resurrection 730

LEVEL 10

Immolation 663
Interdict 665
Mantle 675
Reveille 703
Solstice 715

DRUID SPELLS

CANTRIPS

Attune 592
Breeze 601
Chill 605
Druidcraft 629
Elementalism 631
Ember 631
Footing 643
Glare 649
Glimmer 650
Guidance 654
Hearth 657
Ignite 662
Mending 677
Message 677
Mist 680
Mortar 681
Pebble 685
Poison Spray 690
Produce Flame 694
Resistance 702
Shillelagh 710
Siphon 712
Spare the Dying 715
Squall 718
Starry Wisp 718
Static 718
Ward Sign 740

LEVEL 1

Animal Friendship 586
Beam 595
Bulwark 601
Celestial Navigation 604
Charm Person 605
Create or Destroy Water 617
Cure Wounds 618
Cushion 618
Detect Magic 622
Detect Poison and Disease 622
Drench 629
Entangle 632
Faerie Fire 635
Fog Cloud 642
Goodberry 651
Healing Word 657
Heat Shroud 657
Ice Knife 661
Icicle 662
Jump 667
Longstrider 671
Mire 680
Plasma Bolt 689
Protection from Evil and Good 696
Purify Food and Drink 696
Rime 704
Sculpt 706
Shear 710
Spark Bolt 715
Speak with Animals 716
Thunderwave 727
Warmth 741
Wash 741

LEVEL 2

Aid 584
Anchor 586
Animal Messenger 586
Augury 592
Barkskin 594
Beacon 595
Berm 596
Bramble 600
Cauterize 604
Continual Flame 614
Darkvision 619
Daybreak 620
Dazzle 620
Enhance Ability 631
Enlarge/Reduce 632
Find Traps 638
Flame Blade 640
Flaming Sphere 640
Fogbank 643
Frost 646
Gale 647
Gust of Wind 654
Heat Metal 657
Hold Person 660
Jet 667
Lesser Restoration 669
Locate Animals or Plants 670
Locate Object 670
Moonbeam 681
Pass without Trace 685
Protection from Poison 696
Quench 697
Skim 713
Spike Growth 717
Spire 717
Stun Shot 720

LEVEL 3

Brand 600
Burrow 602
Call Lightning 602
Cleanse 607
Conjure Animals 611
Daylight 620
Dispel Magic 625
Fissure 640
Flare 641
Hail 654
Harden 656
Harpoon 656
Meld into Stone 677
Plant Growth 689
Protection from Energy 695
Provision 696
Remote Viewing 702
Revivify 704
Sleet Storm 714
Speak with Plants 716
Tendril 726

Tremor 729
Updraft 734
Vigil 736
Water Breathing 741
Water Walk 741
Wind Wall 743

LEVEL 4

Airlock 585
Blight 598
Charm Monster 604
Confusion 610
Conjure Minor Elementals 612
Conjure Woodland Beings 613
Control Water 614
Divination 625
Dominate Beast 627
Fire Shield 639
Freedom of Movement 645
Freeze 645
Giant Insect 649
Hallucinatory Terrain 655
Ice Storm 662
Locate Creature 670
Nimbus 682
Noon 683
Omen 684
Polymorph 690
Quicksand 697
Rampart 698
Slag Burst 713
Sounding 715
Stone Shape 719
Stoneskin 719
Tide 727
Wall of Fire 737
Wall of Flame 737
Wall of Ice 738
Weld 742

LEVEL 5

Antilife Shell 588
Awaken 593
Boulder 599
Breaker 600
Commune with Nature 609
Cone of Cold 610
Conjure Elemental 612
Contagion 613
Cyclone 619
Floe 642
Geas 648
Greater Restoration 652
Insect Plague 664
Mass Cure Wounds 676
Planar Binding 688
Radiance 698
Reincarnate 701
Scrying 706
Taproot 723
Thunderbolt 726
Tree Stride 729
Tunnel 732
Undertow 733
Wall of Plasma 739
Wall of Stone 740

LEVEL 6

Bastion 595
Blizzard 599
Conjure Fey 612
Eruption 633
Find the Path 638
Flesh to Stone 641
Heal 657
Heroes' Feast 658
Ion Curtain 665
Move Earth 682
Purge 696
Pyre 696
Quake 697
Sunbeam 721
Tempering 725
Transport via Plants 728
Wall of Thorns 740
Wellspring 742
Wind Walk 743

LEVEL 7

Air Current 584
Barrage 595
Fire Storm 639
Firestorm 639
Glacier 649
Mirage Arcane 679
Permafrost 686
Plane Shift 689
Plasmoid 689
Regenerate 700
Reverse Gravity 703
Swallow 722
Symbol 722
Vise 736

LEVEL 8

Abyss 583
Animal Shapes 587
Antipathy/Sympathy 589
Bedrock 596
Befuddlement 596
Control Weather 615
Deluge 622
Earthquake 630
Hurricane 661
Incendiary Cloud 664
Lava Field 669
Oracle 684
Pillar 687
Reforge 700
Sunburst 721
Tsunami 731
Upheaval 734

LEVEL 9

Avalanche 593
Caldera 602
Foresight 644
Foundation 644
Furnace 646
Maelstrom 671
Millpond 678
Prescience 691
Shapechange 709
Storm of Vengeance 719
Tempest 725
Thunderhead 727
True Resurrection 730

LEVEL 10

Inundation 665
Mantle 675
Remaking 701
Sunder 721
Surge 721

ENGINEER SPELLS

CANTRIPS

Assay 591
Attune 592
Breeze 601
Elementalism 631
Glimmer 650
Hearth 657
Ignite 662
Mage Hand 672
Mending 677
Message 677
Mortar 681
Polish 690
Prestidigitation 692
Recharge 699
Siphon 712
Static 718

LEVEL 1

Celestial Navigation 604
Discern 623
Expeditious Retreat 633
Feather Fall 636
Find Familiar 637
Floating Disk 642
Fog Cloud 642
Grease 652
Heat Shroud 657
Ice Knife 661
Jump 667
Longstrider 671
Plasma Bolt 689
Quicken 697
Sculpt 706
Smithing 714
Spark Bolt 715
Tug 732
Unseen Servant 733

LEVEL 2

Alter Self 585
Berm 596
Blindness/Deafness 598
Carrier Wave 603
Cauterize 604
Darkvision 619
Dragon's Breath 628
Enhance Ability 631
Enlarge/Reduce 632
Flaming Sphere 640
Iron Skin 666
Knock 668
Levitate 669
Magic Weapon 674
Misty Step 680
Overload 684
Patch 685
Quench 697
Rope Trick 704
Spider Climb 716
Stun Shot 720
Web 742

LEVEL 3

Blink 599
Brand 600
Fissure 640
Flicker 641
Fly 642
Gaseous Form 647
Haste 656
Shrapnel Burst 711
Skewer 713
Sleet Storm 714
Slow 714
Stinking Cloud 719
Tendril 726
Water Breathing 741

LEVEL 4

Airlock 585
Black Tentacles 597
Conjure Minor Elementals 612
Control Water 614
Dimension Door 623
Fabricate 634
Faithful Hound 635
Heat Sink 658
Latch 668
Nimbus 682
Polymorph 690
Secret Chest 707
Servo 708
Shunt 711
Slag Burst 713

Sounding 715
Stone Shape 719
Stoneskin 719
Weld 742

LEVEL 5

Animate Objects 588
Anneal 588
Bulkhead 601
Carapace 603
Cloudkill 608
Conjure Elemental 612
Fault 635
Passwall 685
Rebuild 699
Recoil 700
Summon Dragon 720
Telekinesis 723
Teleportation Circle 725
Thunderbolt 726
Tunnel 732
Wall of Plasma 739

LEVEL 6

Bastion 595
Cascade 603
Deadweight 620
Disintegrate 624
Eruption 633
Flesh to Stone 641
Instant Summons 664
Ion Curtain 665
Iron Storm 667
Move Earth 682
Tempering 725

LEVEL 7

Barrage 595
Blackout 597
Crucible 618
Etherealness 633
Lodestone 671
Magnificent Mansion 674
Panoply 684
Plane Shift 689
Plasmoid 689
Reverse Gravity 703
Sequester 708
Teleport 724

LEVEL 8

Automaton 593
Bedrock 596
Control Weather 615
Demiplane 622
Flechette 641
Gridlock 652
Incendiary Cloud 664
Lava Field 669
Maze 676
Pillar 687
Redoubt 700
Reforge 700

LEVEL 9

Caldera 602
Furnace 646
Gate 648
Shapechange 709
Tempest 725
Thunderhead 727
Time Stop 727
True Polymorph 730
Unbreaking 732
Wish 744

LEVEL 10

Foundry 645
Mantle 675
Surge 721

MONK SPELLS

CANTRIPS

Breeze 601
Squall 718

LEVEL 1

Command 608
Cure Wounds 618
Cushion 618
Longstrider 671
Quicken 697
Sanctuary 705
Shear 710
Shield of Faith 710

LEVEL 2

Alter Self 585
Enhance Ability 631
Gale 647

Levitate 669
Pass without Trace 685
Slip 714

LEVEL 3

Blink 599
Fly 642
Protection from Energy 695
Flicker 641
Halo 655
Updraft 734

Paladin Spells

CANTRIPS

Ember 631
Glare 649
Ignite 662
Footing 643
Glimmer 650

LEVEL 1

Beam 595
Detect Poison and Disease 622
Purify Food and Drink 696
Bless 598
Divine Favor 626
Searing Smite 706
Celestial Navigation 604
Divine Smite 626
Shield of Faith 710
Command 608
Gleam 650
Tug 732
Cure Wounds 618
Heroism 658
Warmth 741
Detect Evil and Good 622
Plasma Bolt 689
Wash 741
Detect Magic 622
Protection from Evil and Good 696

LEVEL 2

Aid 584
Find Steed 637
Prayer of Healing 691
Anchor 586
Gentle Repose 648
Protection from Poison 696
Beacon 595
Iron Skin 666
Shining Smite 711
Cauterize 604
Lesser Restoration 669
Warding Bond 741
Daybreak 620
Locate Object 670
Zone of Truth 745
Dazzle 620
Magic Weapon 674

LEVEL 3

Brand 600
Flare 641
Revivify 704
Cleanse 607
Halo 655
Skewer 713
Create Food and Water 617
Harden 656
Vigil 736
Daylight 620
Magic Circle 672
Dispel Magic 625
Remove Curse 702

LEVEL 4

Aura of Life 593
Heat Sink 658
Noon 683
Banishment 594
Kindle 668
Slag Burst 713
Death Ward 621
Locate Creature 670

LEVEL 5

Carapace 603
Greater Restoration 652
Wall of Plasma 739
Dispel Evil and Good 625
Radiance 698
Geas 648
Raise Dead 698

Psion Spells

CANTRIPS

Attune 592
Dancing Lights 619
Grasp 651

Hush 661
Minor Illusion 679
Recharge 699
True Strike 731
Whisper 743

LEVEL 1

Bane 594
Charm Person 605
Color Spray 608
Comprehend Languages 609
Cushion 618
Detect Magic 622
Discern 623
Disguise Self 624
Guise 654
Hex 659
Hideous Laughter 659
Identify 662
Illusory Script 663
Rapport 698
Silent Image 712
Sleep 713
Speak with Animals 716

LEVEL 2

Arcanist's Magic Aura 591
Augury 592
Blur 599
Carrier Wave 603
Detect Thoughts 623
Enthrall 633
Hold Person 660
Invisibility 665
Locate Object 670
Magic Mouth 674
Mind Bond 678
Mind Spike 678
Mirror Image 680
Overload 684
Phantasmal Force 686
See Invisibility 707
Slip 714
Suggestion 720
Unseen 733
Veil 735

LEVEL 3

Clairvoyance 607
Counter 616
Fear 636
Hypnotic Pattern 661
Major Image 675
Mutiny 682
Phantasm 686
Phantom Steed 687
Relay 701
Remote Viewing 702
Sending 708
Stage Fright 718
Tongues 728
Updraft 734

LEVEL 4

Airlock 585
Arcane Eye 590
Charm Monster 604
Confusion 610
Dispel 624
Divination 625
Greater Invisibility 652
Hallucinatory Terrain 655
Locate Creature 670
Omen 684
Phantasmal Killer 687
Presence 692

LEVEL 5

Chorus 606
Contact Other Plane 613
Creation 618
Dominate Person 628
Dream 629
Geas 648
Hold Monster 660
Legend Lore 669
Mislead 680
Modify Memory 681
Scrying 706
Seeming 707
Shift 710
Telepathic Bond 723

LEVEL 6

Deadweight 620
Feedback 636
Irresistible Dance 667
Mass Suggestion 676
Programmed Illusion 695
Sever 709
True Seeing 730
Vacuum 735

LEVEL 7

Air Current 584
Banish 594
Blackout 597
Groundswell 652
Mirage Arcane 679
Partition 685
Project Image 695
Simulacrum 712
Wager 737
Witness 744

LEVEL 8

Antipathy/Sympathy 589
Bearing 596
Befuddlement 596
Dominate Monster 627
Glibness 650
Power Word Stun 691
Traverse 729
Unthread 734
Vacancy 734

LEVEL 9

Foresight 644
Power Word Kill 691
Prescience 691
Rewrite 704
Vantage 735
Weird 742

LEVEL 10

Chronicle 606
Unmake 733

RANGER SPELLS

CANTRIPS

Chill 605
Footing 643
Mist 680
Siphon 712

LEVEL 1

Alarm 585
Animal Friendship 586
Celestial Navigation 604
Cure Wounds 618
Detect Magic 622
Detect Poison and Disease 622
Drench 629
Ensnaring Strike 632
Entangle 632
Fog Cloud 642
Goodberry 651
Hunter's Mark 660
Icicle 662
Jump 667
Longstrider 671
Mire 680
Rime 704
Speak with Animals 716
Wash 741

LEVEL 2

Aid 584
Animal Messenger 586
Barkskin 594
Beacon 595
Berm 596
Bramble 600
Darkvision 619
Enhance Ability 631
Find Traps 638
Fogbank 643
Frost 646
Gale 647
Gust of Wind 654
Jet 667
Lesser Restoration 669
Locate Animals or Plants 670
Locate Object 670
Magic Weapon 674
Pass without Trace 685
Protection from Poison 696
Silence 712
Skim 713
Spike Growth 717

LEVEL 3

Burrow 602
Cleanse 607
Conjure Animals 611
Daylight 620
Dispel Magic 625
Hail 654
Harpoon 656
Meld into Stone 677
Nondetection 683
Plant Growth 689
Protection from Energy 695
Provision 696
Revivify 704
Speak with Plants 716
Water Breathing 741
Water Walk 741
Wind Wall 743

LEVEL 4

Conjure Woodland Beings 613
Dominate Beast 627
Freedom of Movement 645
Freeze 645
Locate Creature 670
Sounding 715
Stoneskin 719
Tide 727

LEVEL 5

Breaker 600
Commune with Nature 609
Floe 642
Greater Restoration 652
Tree Stride 729
Undertow 733

ROGUE SPELLS

CANTRIPS

Assay 591
Dancing Lights 619
Grasp 651
Hush 661
Minor Illusion 679
Ward Sign 740
Whisper 743

LEVEL 1

Charm Person 605
Comprehend Languages 609
Detect Magic 622
Disguise Self 624
Guise 654
Illusory Script 663
Silent Image 712
Smithing 714

LEVEL 2

Blur 599
Carrier Wave 603
Find Traps 638
Fogbank 643
Invisibility 665
Locate Object 670
Mirror Image 680
See Invisibility 707
Silence 712
Slip 714
Unseen 733

LEVEL 3

Clairvoyance 607
Flicker 641
Major Image 675
Phantasm 686
Remote Viewing 702
Shrapnel Burst 711
Tongues 728

LEVEL 4

Arcane Eye 590
Confusion 610
Dispel 624
Latch 668

SORCERER SPELLS

CANTRIPS

Acid Splash 584
Assay 591
Attune 592
Breeze 601
Chill 605
Chill Touch 605
Dancing Lights 619
Elementalism 631
Ember 631
Fire Bolt 638
Footing 643
Glare 649
Glimmer 650
Grasp 651
Hearth 657
Hush 661
Ignite 662
Light 670
Mage Hand 672
Mending 677
Message 677
Minor Illusion 679
Mist 680
Mortar 681
Pebble 685
Poison Spray 690
Polish 690
Prestidigitation 692
Ray of Frost 699
Recharge 699
Shocking Grasp 711
Siphon 712
Sorcerous Burst 715
Squall 718
Static 718
True Strike 731
Ward Sign 740
Whisper 743

LEVEL 1

Beam 595
Bulwark 601
Burning Hands 601

Celestial Navigation 604
Charm Person 605
Chromatic Orb 606
Color Spray 608
Comprehend Languages 609
Cushion 618
Detect Magic 622
Discern 623
Disguise Self 624
Drench 629
Expeditious Retreat 633
False Life 635
Feather Fall 636
Fog Cloud 642
Gleam 650
Grease 652
Guise 654
Heat Shroud 657
Ice Knife 661
Icicle 662
Jump 667
Mage Armor 672
Magic Missile 673
Mire 680
Plasma Bolt 689
Quicken 697
Rapport 698
Ray of Sickness 699
Rime 704
Sculpt 706
Shear 710
Shield 710
Silent Image 712
Sleep 713
Smithing 714
Spark Bolt 715
Thunderwave 727
Tug 732
Warmth 741
Wash 741

LEVEL 2

Alter Self 585
Anchor 586
Beacon 595
Berm 596
Blindness/Deafness 598
Blur 599
Bramble 600
Carrier Wave 603
Cauterize 604
Darkness 619
Darkvision 619
Daybreak 620
Dazzle 620
Detect Thoughts 623
Dragon's Breath 628
Enhance Ability 631
Enlarge/Reduce 632
Flame Blade 640
Flaming Sphere 640
Fogbank 643
Frost 646
Gale 647
Gust of Wind 654
Hold Person 660
Invisibility 665
Iron Skin 666
Jet 667
Knock 668
Levitate 669
Magic Weapon 674
Mind Bond 678
Mind Spike 678
Mirror Image 680
Misty Step 680
Overload 684
Patch 685
Phantasmal Force 686
Quench 697
Scorching Ray 705
See Invisibility 707
Shatter 709
Skim 713
Slip 714
Spider Climb 716
Spire 717
Stun Shot 720
Suggestion 720
Unseen 733
Veil 735
Web 742

LEVEL 3

Blink 599
Brand 600
Burrow 602
Clairvoyance 607
Cleanse 607
Counter 616
Counterspell 616
Daylight 620
Dispel Magic 625
Fear 636
Fireball 639
Fissure 640
Flare 641
Flicker 641
Fly 642
Gaseous Form 647
Hail 654
Halo 655
Harden 656
Harpoon 656
Haste 656
Hypnotic Pattern 661
Lightning Bolt 670
Major Image 675
Mutiny 682
Phantasm 686
Protection from Energy 695
Provision 696
Relay 701
Remote Viewing 702
Shrapnel Burst 711
Skewer 713
Sleet Storm 714
Slow 714
Stage Fright 718
Stinking Cloud 719
Tendril 726
Tongues 728
Tremor 729
Updraft 734
Vampiric Touch 735
Vigil 736
Water Breathing 741
Water Walk 741

LEVEL 4

Airlock 585
Banishment 594
Blight 598
Charm Monster 604
Confusion 610
Dimension Door 623

Dispel 624
Dominate Beast 627
Fire Shield 639
Freeze 645
Greater Invisibility 652
Heat Sink 658
Ice Storm 662
Kindle 668
Latch 668
Nimbus 682
Noon 683
Omen 684
Polymorph 690
Presence 692
Quicksand 697
Rampart 698
Servo 708
Shunt 711
Slag Burst 713
Sounding 715
Stoneskin 719
Tide 727
Transfusion 728
Vitriolic Sphere 736
Wall of Fire 737
Wall of Flame 737
Wall of Ice 738
Weld 742

LEVEL 5

Animate Objects 588
Anneal 588
Arcane Hand 590
Boulder 599
Breaker 600
Bulkhead 601
Carapace 603
Chorus 606
Cloudkill 608
Cone of Cold 610
Creation 618
Cyclone 619
Dominate Person 628
Eclipse 630
Fault 635
Floe 642
Hold Monster 660
Insect Plague 664
Lance 668
Radiance 698
Rebuild 699
Recoil 700
Seeming 707
Shift 710
Taproot 723
Telekinesis 723
Teleportation Circle 725
Thunderbolt 726
Tunnel 732
Undertow 733
Wall of Plasma 739
Wall of Stone 740

LEVEL 6

Aegis 584
Bastion 595
Blizzard 599
Cascade 603
Chain Lightning 604
Circle of Death 606
Deadweight 620
Disintegrate 624
Eruption 633
Eyebite 634
Facade 634
Feedback 636
Flesh to Stone 641
Freezing Sphere 646
Globe of Invulnerability 650
Ion Curtain 665
Iron Storm 667
Mass Suggestion 676
Move Earth 682
Purge 696
Pyre 696
Quake 697
Sever 709
Sunbeam 721
Tempering 725
True Seeing 730
Vacuum 735
Wellspring 742

LEVEL 7

Air Current 584
Banish 594
Barrage 595
Blackout 597
Crucible 618
Dawn 619
Delayed Blast Fireball 621
Etherealness 633
Finger of Death 638
Fire Storm 639
Firestorm 639
Glacier 649
Lodestone 671
Panoply 684
Partition 685
Permafrost 686
Plane Shift 689
Plasmoid 689
Prismatic Spray 692
Reverse Gravity 703
Swallow 722
Teleport 724
Vise 736

LEVEL 8

Abyss 583
Automaton 593
Bedrock 596
Breach 600
Conflagration 610
Deluge 622
Demiplane 622
Dominate Monster 627
Earthquake 630
Flechette 641
Gridlock 652
Hurricane 661
Incendiary Cloud 664
Lava Field 669
Pillar 687
Power Word Stun 691
Redoubt 700
Reforge 700

Sunburst 721
Traverse 729
Twin 732
Unthread 734
Upheaval 734
Vacancy 734
Zenith 745

LEVEL 9

Absence 583
Avalanche 593
Caldera 602
Corona 616
Foundation 644
Furnace 646
Gate 648
Iron Crown 666
Maelstrom 671
Martyrdom 675
Meteor Swarm 677
Millpond 678
Nova 683
Power Word Kill 691
Prescience 691
Rewrite 704
Tempest 725
Thunderhead 727
Time Stop 727
Unbreaking 732
Wish 744

LEVEL 10

Foundry 645
Immolation 663
Inundation 665
Mantle 675
Remaking 701
Solstice 715
Sunder 721
Surge 721
Unmake 733

WARLOCK SPELLS

CANTRIPS

Attune 592
Breeze 601
Chill Touch 605
Eldritch Blast 630
Glimmer 650
Grasp 651
Hush 661
Mage Hand 672
Minor Illusion 679
Poison Spray 690
Prestidigitation 692
Squall 718
Static 718
True Strike 731
Whisper 743

LEVEL 1

Bane 594
Charm Person 605
Comprehend Languages 609
Cushion 618
Detect Magic 622
Discern 623
Expeditious Retreat 633
Guise 654
Hellish Rebuke 658
Hex 659
Hideous Laughter 659
Illusory Script 663
Protection from Evil and Good 696
Rapport 698
Shear 710
Smithing 714
Spark Bolt 715
Speak with Animals 716
Unseen Servant 733

LEVEL 2

Anchor 586
Darkness 619
Enthrall 633
Gale 647
Hold Person 660
Invisibility 665
Mind Bond 678
Mind Spike 678
Mirror Image 680
Misty Step 680
Ray of Enfeeblement 699
Slip 714
Spider Climb 716
Stun Shot 720
Suggestion 720
Unseen 733
Veil 735

LEVEL 3

Counter 616
Counterspell 616
Dispel Magic 625
Fear 636
Fly 642
Gaseous Form 647
Halo 655
Hypnotic Pattern 661
Magic Circle 672
Major Image 675
Mutiny 682
Phantasm 686
Relay 701
Remote Viewing 702
Remove Curse 702
Stage Fright 718
Tendril 726
Tongues 728
Updraft 734
Vampiric Touch 735

LEVEL 4

Airlock 585
Banishment 594
Blight 598
Charm Monster 604
Dimension Door 623
Dispel 624
Hallucinatory Terrain 655
Heat Sink 658
Nimbus 682
Omen 684
Presence 692
Transfusion 728

LEVEL 5

Chorus 606
Contact Other Plane 613
Cyclone 619
Dream 629
Eclipse 630
Hold Monster 660
Mislead 680
Planar Binding 688
Scrying 706
Shift 710
Teleportation Circle 725
Thunderbolt 726

LEVEL 6

Circle of Death 606
Create Undead 617
Eyebite 634
Facade 634
Feedback 636
Ion Curtain 665
Sever 709
True Seeing 730
Vacuum 735

LEVEL 7

Air Current 584
Banish 594
Barrage 595
Etherealness 633
Finger of Death 638
Forcecage 644
Groundswell 652
Oath 683
Partition 685
Plane Shift 689
Wager 737

LEVEL 8

Bearing 596
Befuddlement 596
Breach 600
Choir 605
Demiplane 622
Dominate Monster 627
Glibness 650
Hurricane 661
Oracle 684
Pillar 687
Power Word Stun 691
Traverse 729
Twin 732
Unthread 734
Vacancy 734

LEVEL 9

Absence 583
Astral Projection 592
Foresight 644
Gate 648
Imprisonment 663
Martyrdom 675
Power Word Kill 691
Prescience 691
Rewrite 704
Tempest 725
True Polymorph 730
Vantage 735
Weird 742

LEVEL 10

Decree 621
Portal 690
Reveille 703
Revision 703
Surge 721
Unmake 733

WIZARD SPELLS

CANTRIPS

Acid Splash 584
Assay 591
Attune 592
Breeze 601
Chill 605
Chill Touch 605
Dancing Lights 619
Elementalism 631
Ember 631
Fire Bolt 638
Footing 643
Glare 649
Glimmer 650
Grasp 651
Hearth 657
Hush 661
Ignite 662
Light 670

Mage Hand 672
Mending 677
Message 677
Minor Illusion 679
Mist 680
Mortar 681
Pebble 685
Poison Spray 690
Polish 690
Prestidigitation 692
Ray of Frost 699
Recharge 699
Shocking Grasp 711
Siphon 712
Squall 718
Static 718
True Strike 731
Ward Sign 740
Whisper 743

LEVEL 1

Alarm 585
Beam 595
Bulwark 601
Burning Hands 601
Celestial Navigation 604
Charm Person 605
Chromatic Orb 606
Color Spray 608
Comprehend Languages 609
Cushion 618
Detect Magic 622
Discern 623
Disguise Self 624
Drench 629
Expeditious Retreat 633
False Life 635
Feather Fall 636
Find Familiar 637
Floating Disk 642
Fog Cloud 642
Grease 652
Guise 654
Heat Shroud 657
Hideous Laughter 659
Ice Knife 661
Icicle 662
Identify 662
Illusory Script 663
Jump 667
Longstrider 671
Mage Armor 672
Magic Missile 673
Mire 680
Plasma Bolt 689
Protection from Evil and Good 696
Quicken 697
Rapport 698
Ray of Sickness 699
Rime 704
Sculpt 706
Shear 710
Shield 710
Silent Image 712
Sleep 713
Smithing 714
Spark Bolt 715
Thunderwave 727
Tug 732
Unseen Servant 733

LEVEL 2

Acid Arrow 584
Alter Self 585
Arcane Lock 591
Arcanist's Magic Aura 591
Augury 592
Beacon 595
Berm 596
Blindness/Deafness 598
Blur 599
Carrier Wave 603
Cauterize 604
Continual Flame 614
Darkness 619
Darkvision 619
Dazzle 620
Detect Thoughts 623
Dragon's Breath 628
Enhance Ability 631
Enlarge/Reduce 632
Flaming Sphere 640
Fogbank 643
Frost 646
Gale 647
Gentle Repose 648
Gust of Wind 654
Hold Person 660
Invisibility 665
Iron Skin 666
Jet 667
Knock 668
Levitate 669
Locate Object 670
Magic Mouth 674
Magic Weapon 674
Mind Bond 678
Mind Spike 678
Mirror Image 680
Misty Step 680
Overload 684
Patch 685
Phantasmal Force 686
Ray of Enfeeblement 699
Rope Trick 704
Scorching Ray 705
See Invisibility 707
Shatter 709
Skim 713
Slip 714
Spider Climb 716
Spire 717
Stun Shot 720
Suggestion 720
Unseen 733
Veil 735
Web 742

LEVEL 3

Animate Dead 587
Bestow Curse 597
Blink 599
Brand 600
Burrow 602
Clairvoyance 607
Counter 616
Counterspell 616
Dispel Magic 625
Fear 636
Fireball 639
Fissure 640
Flare 641
Flicker 641
Fly 642

Gaseous Form 647
Glyph of Warding 651
Hail 654
Harden 656
Harpoon 656
Haste 656
Hypnotic Pattern 661
Lightning Bolt 670
Magic Circle 672
Major Image 675
Mutiny 682
Nondetection 683
Phantasm 686
Phantom Steed 687
Protection from Energy 695
Provision 696
Relay 701
Remote Viewing 702
Remove Curse 702
Sending 708
Shrapnel Burst 711
Skewer 713
Sleet Storm 714
Slow 714
Speak with Dead 716
Stage Fright 718
Stinking Cloud 719
Tendril 726
Tiny Hut 728
Tongues 728
Tremor 729
Updraft 734
Vampiric Touch 735
Water Breathing 741

LEVEL 4

Airlock 585
Arcane Eye 590
Banishment 594
Black Tentacles 597
Blight 598
Charm Monster 604
Confusion 610
Conjure Minor Elementals 612
Control Water 614
Dimension Door 623
Dispel 624
Divination 625
Fabricate 634
Faithful Hound 635
Fire Shield 639
Freeze 645
Greater Invisibility 652
Hallucinatory Terrain 655
Heat Sink 658
Ice Storm 662
Latch 668
Locate Creature 670
Nimbus 682
Noon 683
Omen 684
Phantasmal Killer 687
Polymorph 690
Presence 692
Private Sanctum 694
Quicksand 697
Rampart 698
Resilient Sphere 702
Secret Chest 707
Servo 708
Shunt 711
Slag Burst 713
Sounding 715
Stone Shape 719
Stoneskin 719
Tide 727
Transfusion 728
Vitriolic Sphere 736
Wall of Fire 737
Wall of Flame 737
Wall of Ice 738

LEVEL 5

Animate Objects 588
Anneal 588
Arcane Hand 590
Boulder 599
Breaker 600
Bulkhead 601
Carapace 603
Chorus 606
Cloudkill 608
Cone of Cold 610
Conjure Elemental 612
Contact Other Plane 613
Creation 618
Cyclone 619
Dominate Person 628
Dream 629
Eclipse 630
Fault 635
Floe 642
Geas 648
Hold Monster 660
Lance 668
Legend Lore 669
Mislead 680
Modify Memory 681
Passwall 685
Planar Binding 688
Rebuild 699
Recoil 700
Scrying 706
Seeming 707
Shift 710
Summon Dragon 720
Telekinesis 723
Telepathic Bond 723
Teleportation Circle 725
Thunderbolt 726
Tunnel 732
Undertow 733
Wall of Force 738
Wall of Plasma 739
Wall of Stone 740

LEVEL 6

Bastion 595
Blizzard 599
Cascade 603
Chain Lightning 604
Circle of Death 606
Contingency 614
Create Undead 617
Deadweight 620
Disintegrate 624
Eruption 633
Eyebite 634
Facade 634
Feedback 636
Flesh to Stone 641
Freezing Sphere 646
Globe of Invulnerability 650
Guards and Wards 653
Instant Summons 664
Ion Curtain 665
Iron Storm 667
Irresistible Dance 667

Magic Jar 673
Mass Suggestion 676
Move Earth 682
Programmed Illusion 695
Pyre 696
Quake 697
Sever 709
Sunbeam 721
Tempering 725
True Seeing 730
Vacuum 735
Wall of Ice 739

LEVEL 7

Air Current 584
Arcane Sword 591
Banish 594
Barrage 595
Blackout 597
Cordon 616
Crucible 618
Delayed Blast Fireball 621
Etherealness 633
Finger of Death 638
Firestorm 639
Forcecage 644
Glacier 649
Groundswell 652
Lodestone 671
Magnificent Mansion 674
Mirage Arcane 679
Oath 683
Panoply 684
Partition 685
Permafrost 686
Plane Shift 689
Plasmoid 689
Prismatic Spray 692
Project Image 695
Reverse Gravity 703
Sequester 708
Simulacrum 712
Swallow 722
Symbol 722
Teleport 724
Vise 736
Wager 737
Witness 744

LEVEL 8

Abyss 583
Antimagic Field 589
Antipathy/Sympathy 589
Automaton 593
Bearing 596
Bedrock 596
Befuddlement 596
Breach 600
Choir 605
Clone 607
Conflagration 610
Control Weather 615
Deluge 622
Demiplane 622
Dominate Monster 627
Flechette 641
Gridlock 652
Hurricane 661
Incendiary Cloud 664
Lava Field 669
Maze 676
Mind Blank 678
Oracle 684
Pillar 687
Power Word Stun 691
Redoubt 700
Reforge 700
Sunburst 721
Traverse 729
Twin 732
Unthread 734
Upheaval 734
Vacancy 734
Zenith 745

LEVEL 9

Absence 583
Astral Projection 592
Avalanche 593
Caldera 602
Corona 616
Foresight 644
Foundation 644
Furnace 646
Gate 648
Imprisonment 663
Iron Crown 666
Maelstrom 671
Martyrdom 675
Meteor Swarm 677
Millpond 678
Nova 683
Power Word Kill 691
Prescience 691
Prismatic Wall 693
Rewrite 704
Shapechange 709
Tempest 725
Thunderhead 727
Time Stop 727
True Polymorph 730
Unbreaking 732
Vantage 735
Weird 742
Wish 744

LEVEL 10

Chronicle 606
Decree 621
Foundry 645
Immolation 663
Interdict 665
Inundation 665
Mantle 675
Portal 690
Remaking 701
Reveille 703
Revision 703
Solstice 715
Sunder 721
Surge 721
Unmake 733

9 Spell Descriptions

Spells appear in alphabetical order. Each entry gives its level and Channel, then its casting requirements and its effect. Where a spell improves with a higher slot or a higher character level, the entry says how. A 10th-level spell is marked apex: casting one takes class level 20 and Rift Affinity 6, once per long rest, under Apex spells in the Rules Sourcebook. 561 spells.

Absence

Level 9 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (an eye from a creature that saw you die in a vision)
Duration: Concentration, up to 1 hour

For the duration, a creature that perceives you forgets you as soon as you leave its sight. Recordings of you show no sign of you on playback, and divination magic of 8th level or lower cannot find you. A creature that is Charmed by you, or that has a piece of your body, is immune to this effect and remembers you normally. A creature you damage remembers the damage and knows someone is there. When the spell ends, memories of you do not return.

Abyss

Level 8 Water-Rifting

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Half damage, not pulled, and not Restrained.

You open a column of crushing pressure 40 feet in radius and 100 feet high, centered on a point you can see within range. A creature that enters the column for the first time on a turn, or starts its turn there, makes a Strength saving throw. On a failure it takes 8d8 bludgeoning damage, is pulled 20 feet toward the column's center, and is Restrained until the start of its next turn. On a success it takes half as much damage and is not pulled. A creature that breathes water has advantage on the save. Ranged attacks that pass through the column have disadvantage.

Acid Arrow

Level 2 Evocation

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (powdered rhubarb leaf)
Duration: Instantaneous

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage only.

At higher levels. The damage (both initial and later) increases by 1d4 for each spell slot level above 2.

Acid Splash

Evocation cantrip

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX

You create an acidic bubble at a point within range, where it explodes in a 5-foot-radius sphere. Each creature in that sphere must succeed on a Dexterity saving throw or take 1d6 acid damage.

The damage increases to 2d6 at level 5, 3d6 at level 11 and 4d6 at level 17.

Aegis

Level 6 Sun-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You raise a shell of compacted daylight around one creature you can see within range, opaque from outside and clear from within. For the duration the target has resistance to all damage, is immune to the Charmed and Frightened conditions, and cannot be targeted by divination spells or scrying. The shell sheds bright light in a 30-foot radius and cannot be dimmed, and the target cannot hide while it lasts.

Aid

Level 2 Abjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a strip of white cloth)
Duration: 8 hours

Choose up to three creatures within range. Each target's hit point maximum and current hit points increase by 5 for the duration.

At higher levels. Each target's hit points increase by 5 for each spell slot level above 2.

Air Current

Level 7 Ether-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

You open a river of fast air and put your companions in it. You and up to eight willing creatures within range gain a fly speed of 120 feet for the duration, and none of you take damage from wind or from moving through storm. A creature knocked Prone in the air falls until the end of its next turn, then rides the stream again. The stream fails in vacuum.

Airlock

Level 4 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Concentration, up to 10 minutes

You stand a sheet of hardened air on edge within range, up to 50 feet long, 20 feet high, and 1 foot thick, in a straight line or a curve. The sheet is transparent and lets light through. Nothing else crosses it, including gas, sound, projectiles, creatures, and vacuum, so it seals a breached hull for as long as it holds. It has AC 15 and 40 hit points per 10-foot section and is immune to poison and psychic damage. A creature in its space when it forms is pushed to the side you choose.

Alarm

Level 1 Abjuration (ritual)

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a bell and silver wire)
Duration: 8 hours

You set an alarm against intrusion. Choose a door, a window, or an area within range that is no larger than a 20-foot cube. Until the spell ends, an alarm alerts you whenever a creature touches or enters the warded area. When you cast the spell, you can designate creatures that won't set off the alarm. You also choose whether the alarm is audible or mental: Audible Alarm. The alarm produces the sound of a handbell for 10 seconds within 60 feet of the warded area. Mental Alarm. You are alerted by a mental ping if you are within 1 mile of the warded area. This ping awakens you if you're asleep.

Alter Self

Level 2 Transmutation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 hour

You alter your physical form. Choose one of the following options. Its effects last for the duration, during which you can take an action to replace the option you chose with a different one. Aquatic Adaptation. You sprout gills and grow webs between your fingers. You can breathe underwater and gain a swim speed equal to your speed. Change Appearance. You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and other distinguishing characteristics. You can make yourself appear as a member of another species, though none of your statistics change. You can't appear as a creature of a different size, and your basic shape stays the same. If you're bipedal, you can't use this spell to become quadrupedal, for instance. For the duration, you can take an action to change your appearance in this way again. Natural Weapons. You grow claws (Slashing), fangs (Piercing), horns (Piercing), or hooves (Bludgeoning). When you use your Unarmed Strike to deal damage with that new growth, it deals 1d6 damage of the type in parentheses instead of dealing the normal damage for your Unarmed Strike, and you use your spellcasting ability modifier for the attack and damage rolls instead of Strength.

Anchor

Level 2 Earth-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 1 hour

You bind a creature's body to the mass under its feet. The target gains 10 temporary hit points and has advantage on saving throws against being moved, knocked Prone, or Grappled. While the temporary hit points last, the target's speed is reduced by 10 feet. The spell works on a manufactured floor but fails on a vehicle or a ship under way.

At higher levels. Slot level 3: The temporary hit points increase by 5 for each slot level above 2nd.

Animal Friendship

Level 1 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours
Saving throw: WIS

Target a beast that you can see within range. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. If you or one of your allies deals damage to the target, the spell ends.

At higher levels. At 2nd level and above, you can target one additional beast. At 3rd level and above, you can target two additional beasts. At 4th level and above, you can target three additional beasts. At 5th level and above, you can target four additional beasts. At 6th level and above, you can target five additional beasts. At 7th level and above, you can target six additional beasts. At 8th level and above, you can target seven additional beasts. At 9th level and above, you can target eight additional beasts.

Animal Messenger

Level 2 Enchantment (ritual)

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a morsel of food)
Duration: 24 hours
Saving throw: CHA

A Tiny beast of your choice that you can see within range must succeed on a Charisma saving throw, or it attempts to deliver a message for you (if the target's Power Rating isn't 0, it automatically succeeds). You specify a location you have visited and a recipient who matches a general description, such as "a person dressed in the uniform of the town guard" or "a red-haired dwarf wearing a pointed hat." You also communicate a message of up to twenty-five words. The beast travels for the duration toward the specified location, covering about 25 miles per 24 hours or 50 miles if the beast can fly. When the beast arrives, it delivers your message to the creature that you described, mimicking your communication. If the beast doesn't reach its destination before the spell ends, the message is lost, and the beast returns to where you cast the spell.

At higher levels. The spell's duration increases by 48 hours for each spell slot level above 2.

Animal Shapes

Level 8 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 24 hours

Choose any number of willing creatures that you can see within range. Each target shape-shifts into a Large or smaller beast of your choice that has a Power Rating of 4 or lower. You can choose a different form for each target. On later turns, you can take an action to transform the targets again. A target's game statistics are replaced by the chosen beast's statistics, but the target retains its creature type, hit points, hit point Dice, alignment, ability to communicate, and Intelligence, Wisdom, and Charisma scores. The target's actions are limited by the beast form's anatomy, and it can't cast spells. The target's equipment melds into the new form, and the target can't use any of that equipment while in that form. The target gains a number of temporary hit points equal to the hit points of the first form into which it shape-shifts. These temporary hit points vanish if any remain when the spell ends. The transformation lasts for the duration or until the target ends it as a bonus action.

Animate Dead

Level 3 Necromancy

Casting time: 1 minute
Range: Close · 10 feet
Components: V, S, M (a drop of blood, a piece of flesh, and a pinch of bone dust)
Duration: Instantaneous

Choose a pile of bones or a corpse of a Medium or Small humanoid within range. The target becomes an undead creature: a Skeleton if you chose bones or a Zombie if you chose a corpse (see its entry under Creatures for the stat blocks). On each of your turns, you can take a bonus action to mentally command any creature you made with this spell if the creature is within 60 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to each one). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a chamber or corridor. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow it until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature again before the current 24-hour period ends. This use of the spell reasserts your control over up to four creatures you have animated with this spell instead of animating a new creature.

At higher levels. You animate or reassert control over two additional undead creatures for each spell slot level above 3. Each of the creatures must come from a different corpse or pile of bones.

Animate Objects

Level 5 Transmutation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute

Objects rise and move at your command. Choose a number of nonmagical objects within range that are not worn, carried, or fixed in place, and that are not Gargantuan. You can animate a number of objects equal to your spellcasting ability modifier, counting a Medium or smaller object as one, a Large object as two, and a Huge object as three.

Each object sprouts legs and becomes a construct under your control until the spell ends or until it drops to 0 hit points, when it reverts to an object and any remaining damage passes to the object. Each has AC 15 and speed 30 feet, with 10 hit points if it is Medium or smaller, 20 if Large, and 40 if Huge. It is immune to poison and psychic damage and to the Charmed, Frightened, Paralyzed and Poisoned conditions, has blindsight out to 30 feet, and understands the languages you know without speaking.

An animated object is an ally to you and your allies, shares your initiative count, and takes its turn immediately after yours. As a bonus action you can command any of them within 500 feet, giving the same command to as many as you like. Given no command, an object takes the Dodge action and moves only to avoid harm. Its slam attack uses your spell attack modifier with a reach of 5 feet and deals force damage equal to 1d4 + 3 if it is Medium or smaller, 2d6 + 3 plus your spellcasting ability modifier if Large, or 2d12 + 3 plus your spellcasting ability modifier if Huge.

At higher levels. The creature's Slam damage increases by 1d4 (Medium or smaller), 1d6 (Large), or 1d12 (Huge) for each spell slot level above 5.

Anneal

Level 5 Molten-Rifting

Casting time: 10 minutes
Range: Melee · Touch
Components: S, F
Duration: Instantaneous

You heat a worked object and let it cool under your control. Choose one weapon, suit of armor, or tool you touch. You can remove one flaw from it: a curse, a fault, a Rift instability, or the ordinary wear that gives an item a penalty. Alternatively, you can give a non-magical weapon or suit of armor a +1 bonus that lasts until your next long rest. An item can be annealed only once between long rests.

Antilife Shell

Level 5 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 hour

An aura extends from you in a 10-foot emanation for the duration. The aura prevents creatures other than constructs and undead from passing or reaching through it. An affected creature can cast spells or make attacks with Ranged or Reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the spell ends.

Antimagic Field

Level 8 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (iron filings)
Duration: Concentration, up to 1 hour

An aura of antimagic surrounds you in a 10-foot emanation. No one can cast spells, activate magic items, or create other magical effects inside the aura, and those things can't target or otherwise affect anything inside it. Magical properties of magic items don't work inside the aura or on anything inside it. Areas of effect created by spells or other magic can't extend into the aura, and no one can teleport into or out of it or use planar travel there. Portals close temporarily while in the aura. Ongoing spells, except those cast by an artifact or a deity, are suppressed in the area. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration. Dispel Magic has no effect on the aura, and the auras created by different Antimagic Field spells don't nullify each other.

Antipathy/Sympathy

Level 8 Enchantment

Casting time: 1 hour
Range: Medium · 60 feet
Components: V, S, M (a mix of vinegar and honey)
Duration: 10 days
Saving throw: WIS

As you cast the spell, choose whether it creates antipathy or sympathy, and target one creature or object that is Huge or smaller. Then specify a kind of creature, such as red dragons, goblins, or vampires. A creature of the chosen kind makes a Wisdom saving throw when it comes within 120 feet of the target. Your choice of antipathy or sympathy determines what happens to a creature when it fails that save: Antipathy. The creature has the Frightened condition. The Frightened creature must use its movement on its turns to get as far away as possible from the target, moving by the safest route. Sympathy. The creature has the Charmed condition. The Charmed creature must use its movement on its turns to get as close as possible to the target, moving by the safest route. If the creature is within 5 feet of the target, the creature can't willingly move away. If the target damages the Charmed creature, that creature can make a Wisdom saving throw to end the effect, as described below. Ending the Effect. If the Frightened or Charmed creature ends its turn more than 120 feet away from the target, the creature makes a Wisdom saving throw. On a successful save, the creature is no longer affected by the target. A creature that successfully saves against this effect is immune to it for 1 minute, after which it can be affected again.

Arcane Eye

Level 4 Divination

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a bit of bat fur)
Duration: Concentration, up to 1 hour

You create an Invisible, invulnerable eye within range that hovers for the duration. You mentally receive visual information from the eye, which can see in every direction. It also has darkvision with a range of 30 feet. As a bonus action, you can move the eye up to 30 feet in any direction. A solid barrier blocks the eye's movement, but the eye can pass through an opening as small as 1 inch in diameter.

Arcane Hand

Level 5 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (an eggshell and a glove)
Duration: Concentration, up to 1 minute
Saving throw: STR

You create a Large hand of shimmering magical energy in an unoccupied space that you can see within range. The hand lasts for the duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the spell ends. The hand doesn't occupy its space. When you cast the spell and as a bonus action on your later turns, you can move the hand up to 60 feet and then cause one of the following effects: Clenched Fist. The hand strikes a target within 5 feet of it. Make a melee spell attack. On a hit, the target takes 5d8 force damage. Forceful Hand. The hand attempts to push a Huge or smaller creature within 5 feet of it. The target must succeed on a Strength saving throw, or the hand pushes the target up to 5 feet plus a number of feet equal to five times your spellcasting ability modifier. The hand moves with the target, remaining within 5 feet of it. Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. The target must succeed on a Dexterity saving throw, or the target has the Grappled condition, with an escape DC equal to your spell save DC. While the hand grapples the target, you can take a bonus action to cause the hand to crush it, dealing bludgeoning damage to the target equal to 4d6 plus your spellcasting ability modifier. Interposing Hand. The hand grants you half cover against attacks and other effects that originate from its space or that pass through it. In addition, its space counts as difficult terrain for your enemies.

At higher levels. The damage of the Clenched Fist increases by 2d8 and the damage of the Grasping Hand increases by 2d6 for each spell slot level above 5.

Arcane Lock

Level 2 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (gold dust worth 25+ gm, which the spell consumes)
Duration: Until dispelled

You touch a closed door, window, gate, container, or hatch and magically lock it for the duration. This lock can't be unlocked by any nonmagical means. You and any creatures you designate when you cast the spell can open and close the object despite the lock. You can also set a password that, when spoken within 5 feet of the object, unlocks it for 1 minute.

Arcane Sword

Level 7 Evocation

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a miniature sword worth 250+ gm)
Duration: Concentration, up to 1 minute

You create a spectral sword that hovers within range. It lasts for the duration. When the sword appears, you make a melee spell attack against a target within 5 feet of the sword. On a hit, the target takes force damage equal to 4d12 plus your spellcasting ability modifier. On your later turns, you can take a bonus action to move the sword up to 30 feet to a spot you can see and repeat the attack against the same target or a different one.

Arcanist's Magic Aura

Level 2 Illusion

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a small square of silk)
Duration: 24 hours

With a touch, you place an illusion on a willing creature or an object that isn't being worn or carried. A creature gains the Mask effect below, and an object gains the False Aura effect below. The effect lasts for the duration. If you cast the spell on the same target every day for 30 days, the illusion lasts until dispelled. Mask (Creature). Choose a creature type other than the target's actual type. Spells and other magical effects treat the target as if it were a creature of the chosen type. False Aura (Object). You change the way the target appears to spells and magical effects that detect magical auras, such as Detect Magic. You can make a nonmagical object appear magical, make a magic item appear nonmagical, or change the object's aura so that it appears to belong to a Channel you choose.

Assay

Metal-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

You read a worked object by putting a hand on it. You learn what alloy or material it is, roughly when and where it was made, whether it is Rift-active, and whether it has been repaired or altered since it was made. You do not learn who owned it or what it was used for. Mass-produced items reveal their factory of origin and no history.

Astral Projection

Level 9 Necromancy

Casting time: 1 hour
Range: Close · 10 feet
Components: V, S, M (for each of the spell's targets, one jacinth worth 1,000+ gm and one silver bar worth 100+ gm, all of which the spell consumes)
Duration: Until dispelled

You and up to eight willing creatures within range project your astral bodies into the Rift (the spell ends instantly if you are already on that plane). Each target's body is left behind in a state of suspended animation. It has the Unconscious condition, doesn't need food or air, and doesn't age. A target's astral form resembles its body in almost every way, replicating its game statistics and possessions. The principal difference is the addition of a silvery cord that trails from between the shoulder blades of the astral form. The cord fades from view after 1 foot. If the cord is cut, which happens only when an effect states that it does so, the target's body and astral form both die. A target's astral form can travel through the Rift. The moment an astral form leaves that plane, the target's body and possessions travel along the silver cord, causing the target to re-enter its body on the new plane. Any damage or other effects that apply to an astral form have no effect on the target's body and vice versa. If a target's body or astral form drops to 0 hit points, the spell ends for that target. The spell ends for all the targets if you take an action to dismiss it. When the spell ends for a target who isn't dead, the target reappears in its body and exits the state of suspended animation.

Attune

Ether-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Concentration, up to 10 minutes

You open your attention to the local field and hold it there. For the duration you know whether active Rift energy is present within 30 feet of you, roughly how much, and which Channel it belongs to. You do not learn what is producing it beyond a general direction. A running reactor nearby masks weaker sources.

At 5th level the range increases to 60 feet. At 11th level you also learn the direction and approximate distance of the strongest source. At 17th level the range increases to 120 feet and you identify the Channel of every distinct source separately.

Augury

Level 2 Divination (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (specially marked sticks, bones, cards, or other divinatory tokens worth 25+ gm)
Duration: Instantaneous

You receive an omen from an otherworldly entity about the results of a course of action that you plan to take within the next 30 minutes. The GM chooses the omen from the Omens table. The spell doesn't account for circumstances, such as other spells, that can change the results. If you cast the spell more than once before finishing a long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Omens

Omen	For Results That Will Be
Weal	Good
Woe	Bad
Weal and woe	Good and bad
Indifference	Neither good nor bad

Aura of Life

Level 4 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V
Duration: Concentration, up to 10 minutes

An aura radiates from you in a 30-foot emanation for the duration. While in the aura, you and your allies have resistance to necrotic damage, and your hit point maximums can't be reduced. If an ally with 0 hit points starts its turn in the aura, that ally regains 1 hit point.

Automaton

Level 8 Metal-Rifting

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a forge-fired core component worth at least 5,000 gm, consumed)
Duration: Concentration, up to 1 hour

You raise a Tier III construct ally from gathered scrap, salvaged plating, and a Rift-forged core. The construct appears in an unoccupied space within range. It has AC 19, 180 hit points, and a walking speed of 30 feet. It has immunity to poison and psychic damage, resistance to bludgeoning, piercing, and slashing damage from non-magical sources, and vulnerability to lightning damage. When it takes the Attack action, it makes two attacks, each with a +9 attack bonus and dealing 2d10 + 5 bludgeoning, piercing, or slashing damage. You choose the damage type when you create it, based on its frame. The construct understands you but cannot speak. It acts on your initiative count and obeys your spoken or mental commands. It collapses into inert components if you lose concentration or it is reduced to 0 hit points.

At higher levels. Slot level 9: The construct has 240 hit points and AC 20, and it makes three attacks per Attack action.

Avalanche

Level 9 Earth-Rifting

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S, M (a stone shorn from a peak, which the spell consumes)
Duration: Instantaneous
Saving throw: DEX · Half damage.

You wrench a mountain peak, or a comparable mass of stone, out of place through the Rift and let gravity bring it down on a point you can see or accurately designate within range. Each creature within 30 feet of the impact makes a Dexterity saving throw, taking 20d6 bludgeoning damage on a failed save or half as much on a successful one. Structures in the area that are not specifically reinforced are destroyed. The impact leaves a rubble field 60 feet across that is difficult terrain and takes weeks to clear.

Awaken

Level 5 Transmutation

Casting time: 8 hours
Range: Melee · Touch
Components: V, S, M (an agate worth 1,000+ gm, which the spell consumes)
Duration: Instantaneous

You spend the casting time tracing magical pathways within a precious gemstone, and then touch the target. The target must be either a beast or plant creature with an Intelligence of 3 or less or a natural plant that isn't a creature. The target gains an Intelligence of 10 and the ability to speak one language you know. If the target is a natural plant, it becomes a plant creature and gains the ability to move its limbs, roots, vines, creepers, and so forth, and it gains senses similar to a human's. The GM chooses statistics appropriate for the awakened plant, such as the statistics for an Awakened Shrub or an Awakened Tree. The awakened target has the Charmed condition for 30 days or until you or your allies deal damage to it. When that condition ends, the awakened creature chooses its attitude toward you.

Bane

Level 1 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a drop of blood)
Duration: Concentration, up to 1 minute
Saving throw: CHA

Up to three creatures of your choice that you can see within range must each make a Charisma saving throw. Whenever a target that fails this save makes an attack roll or a saving throw before the spell ends, the target must subtract 1d4 from the attack roll or save.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Banish

Level 7 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CHA · Unaffected.

You fold one creature you can see within range out of local reality and into a pocket of the Ether. The target makes a Charisma saving throw or vanishes for the duration. While banished it is Incapacitated and cannot affect or be affected by anything on the plane it left. When the spell ends, the target returns to the space it left, or to the nearest unoccupied space.

At higher levels. Slot level 8: You can target one additional creature for each slot level above 7th.

Banishment

Level 4 Abjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a pentacle)
Duration: Concentration, up to 1 minute
Saving throw: CHA

One creature that you can see within range must succeed on a Charisma saving throw or be transported to a harmless demiplane for the duration. While there, the target has the Incapacitated condition. When the spell ends, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is an aberration, a celestial, an elemental, a fey, or a fiend, the target doesn't return if the spell lasts for 1 minute. The target is instead transported to a random location on a plane (GM's choice) associated with its creature type.

At higher levels. At 5th level, you can target 1 additional creature. At 6th level, you can target 2 additional creatures. At 7th level, you can target 3 additional creatures. At 8th level, you can target 4 additional creatures. At 9th level, you can target 5 additional creatures.

Barkskin

Level 2 Transmutation

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S, M (a handful of bark)
Duration: 1 hour

You touch a willing creature. Until the spell ends, the target's skin assumes a bark-like appearance, and the target has an Armor Class of 17 if its AC is lower than that.

Barrage

Level 7 Arc-Rifting

Casting time: 1 action
Range: Long · 500 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

You call down a barrage of lightning strikes. Choose a point within range, then choose up to six creatures you can see within 100 feet of that point. Each target must make a Dexterity saving throw, taking 12d8 lightning damage on a failed save or half as much on a successful one, and flammable terrain where a strike lands ignites.

At higher levels. Slot level 8: The damage increases to 13d8 and you can target one additional creature. Slot level 9: The damage increases to 14d8 and you can target one additional creature.

Bastion

Level 6 Earth-Rifting

Casting time: 1 minute
Range: Medium · 60 feet
Components: V, S
Duration: 24 hours

A stone redoubt rises from the ground within range. It is up to 40 feet on a side and 20 feet high, with walls 2 feet thick, firing slits, one doorway you specify, and a roof if you want one. Each 10-foot section of wall has AC 17 and 120 hit points. After 24 hours the redoubt sinks back into the ground, taking anything left inside its walls with it.

At higher levels. At 8th level and above the redoubt is permanent until it is demolished or dispelled.

Beacon

Level 2 Sun-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: 1 hour

A column of sunlight stands on a point you choose within range, 10 feet wide and reaching 300 feet into the air. It sheds bright light in a 60-foot radius and dim light for 60 feet beyond that, and the column can be seen from 10 miles away in clear air. Magical darkness of 2nd level or lower inside the bright light is dispelled. You can end the spell as a bonus action.

At higher levels. At 4th level and above the beacon dispels magical darkness of a level equal to or lower than the slot used.

Beacon of Hope

Level 3 Abjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

Choose any number of creatures within range. For the duration, each target has advantage on Wisdom saving throws and death saving throws and regains the maximum number of hit points possible from any healing.

Beam

Level 1 Sun-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A focused ray of solar fire lances from your hand. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 fire damage, and any flammable object it is wearing or carrying that is not held by another creature ignites.

At higher levels. When cast using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Bearing

Level 8 Divination

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S
Duration: Concentration, up to 1 hour

Name a creature you have met or an object you have held. For the duration, you know its exact direction and distance from you, and you know whether it is on your plane. If the target is warded against divination, you instead learn the direction and distance of the ward. You also know the moment the target moves more than 100 feet, changes hands, or dies. The spell crosses planar boundaries, but if the target is on another plane, you learn only that it is elsewhere.

Bedrock

Level 8 Earth-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (an iron spike driven into the ground)
Duration: 24 hours

You fuse the ground in a 120-foot radius centered on a point within range into a single unbroken plate. For the duration the area cannot be tunneled, burrowed, teleported into, or reshaped by any effect of 7th level or lower, and a creature with a burrow speed loses it while inside the area. A creature that tries to teleport into the area arrives at the nearest point outside it instead. Structures resting on the plate have a +5 bonus to AC against siege weapons. Casting the spell again on the same ground extends the duration.

Befuddlement

Level 8 Enchantment

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a key ring with no keys)
Duration: Instantaneous
Saving throw: INT · half damage

You blast the mind of a creature that you can see within range. The target makes an Intelligence saving throw. On a failed save, the target takes 10d12 psychic damage and can't cast spells or take an action to use a magic item or a magical feature. At the end of every 30 days, the target repeats the save, ending the effect on a success. The effect can also be ended by the Greater Restoration, Heal, or Wish spell. On a successful save, the target takes half as much damage only.

Berm

Level 2 Earth-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 hour

The ground folds up along a line you choose and stays there. A wall of packed earth and stone 15 feet long, 4 feet high, and 1 foot thick rises from any surface that has material to give. It provides half cover, has AC 15 and 30 hit points, and can be climbed with a Strength (Athletics) check against DC 10. The spell fails on a metal deck or a hull floor, which has no material to raise.

At higher levels. Slot level 3: The wall's length increases by 15 feet and its hit points by 15 for each slot level above 2nd.

Bestow Curse

Level 3 Necromancy

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

You touch a creature, which must succeed on a Wisdom saving throw or become cursed for the duration. Until the curse ends, the target suffers one of the following effects of your choice: Choose one ability. The target has disadvantage on ability checks and saving throws made with that ability. The target has disadvantage on attack rolls against you. In combat, the target must succeed on a Wisdom saving throw at the start of each of its turns or be forced to take the Dodge action on that turn. If you deal damage to the target with an attack roll or a spell, the target takes an extra 1d8 necrotic damage.

At higher levels. Slot level 4: You can maintain concentration on the spell for up to 10 minutes. Slot level 5: The spell doesn't require concentration, and the duration is 8 hours. Slot level 6: The spell doesn't require concentration, and the duration is 8 hours. Slot level 7: The spell doesn't require concentration, and the duration is 24 hours. Slot level 8: The spell doesn't require concentration, and the duration is 24 hours. Slot level 9: The spell doesn't require concentration, and it lasts until dispelled.

Black Tentacles

Level 4 Conjuration

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a tentacle)
Duration: Concentration, up to 1 minute
Saving throw: STR

Squirming, ebony tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in that area into difficult terrain. Each creature in that area makes a Strength saving throw. On a failed save, it takes 3d6 bludgeoning damage, and it has the Restrained condition until the spell ends. A creature also makes that save if it enters the area or ends its turn there. A creature makes that save only once per turn. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC, ending the condition on a success.

Blackout

Level 7 Arc-Rifting

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S
Duration: Concentration, up to 10 minutes

You pull the current out of every powered system within a mile and keep it out. For the duration, all unshielded powered systems in the area, including your own, stop working: lights, doors, lifts, sensors, comms, powered weapons, and unhardened cybernetics. A creature that relies on an installed augment for sight, hearing, or mobility loses that function and knows why. Hardened military and Tier V systems are unaffected.

Blade Barrier

Level 6 Evocation

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: DEX · half damage

You create a wall of whirling blades made of magical energy. The wall appears within range and lasts for the duration. You make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover, and its space is difficult terrain. Any creature in the wall's space makes a Dexterity saving throw, taking 6d10 force damage on a failed save or half as much damage on a successful one. A creature also makes that save if it enters the wall's space or ends its turn there. A creature makes that save only once per turn.

Bless

Level 1 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a Holy Symbol worth 5+ gm)
Duration: Concentration, up to 1 minute

You bless up to three creatures within range. Whenever a target makes an attack roll or a saving throw before the spell ends, the target adds 1d4 to the attack roll or save.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Blight

Level 4 Necromancy

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

A creature that you can see within range makes a Constitution saving throw, taking 8d8 necrotic damage on a failed save or half as much damage on a successful one. A plant creature automatically fails the save. Alternatively, target a nonmagical plant that isn't a creature, such as a tree or shrub. It makes no save and simply withers and dies.

At higher levels. The damage increases by 1d8 for each spell slot level above 4.

Blindness/Deafness

Level 2 Transmutation

Casting time: 1 action
Range: Medium · 120 feet
Components: V
Duration: 1 minute
Saving throw: CON

One creature that you can see within range must succeed on a Constitution saving throw, or it has the Blinded or Deafened condition (your choice) for the duration. At the end of each of its turns, the target repeats the save. On a success, the spell ends on it.

At higher levels. At 3rd level and above, you can target one additional creature. At 4th level and above, you can target two additional creatures. At 5th level and above, you can target three additional creatures. At 6th level and above, you can target four additional creatures. At 7th level and above, you can target five additional creatures. At 8th level and above, you can target six additional creatures. At 9th level and above, you can target seven additional creatures.

Blink

Level 3 Transmutation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 minute

Roll 1d6 at the end of each of your turns for the duration. On a roll of 4 to 6, you vanish from your current plane of existence and appear in the Spirit Plane (the spell ends instantly if you are already on that plane). While on the Spirit Plane, you can perceive the plane you left, which is cast in shades of gray, but you can't see anything there more than 60 feet away. You can affect and be affected only by other creatures on the Spirit Plane, and creatures on the other plane can't perceive you unless they have a special ability that lets them perceive things on the Spirit Plane. You return to the other plane at the start of your next turn and when the spell ends if you are on the Spirit Plane. You return to an unoccupied space of your choice that you can see within 10 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space.

Blizzard

Level 6 Water-Rifting

Casting time: 1 action
Range: Long · 500 feet
Components: V, S, M (a vial of snowmelt)
Duration: Concentration, up to 1 minute
Saving throw: CON · Half damage.

A blizzard descends over a 40-foot-radius, 40-foot-high cylinder centered on a point you can see within range. When the storm forms and at the start of each of your turns, each creature in the area makes a Constitution saving throw, taking 10d8 cold damage on a failed save or half as much on a successful one. The area is heavily obscured, creatures inside it have their speed halved, open flames go out, and ranged attacks made into or out of the area have disadvantage.

At higher levels. When cast using a slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Blur

Level 2 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V
Duration: Concentration, up to 1 minute

Your body becomes blurred. For the duration, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it perceives you with blindsight or truesight.

Boulder

Level 5 Earth-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Instantaneous

A mass of compacted stone tears out of the ground or the surrounding rubble and slams into one creature you can see within range. Make a ranged spell attack. On a hit, the target takes 10d6 bludgeoning damage and is pushed up to 15 feet in a direction you choose. If the push ends against a solid object, the target takes an extra 2d6 bludgeoning damage and is knocked Prone.

At higher levels. When cast using a slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Bramble

Level 2 Earth-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Not Restrained.

Roots and thorned vines break out of the ground in a 20-foot square you choose within range. The area is difficult terrain. A creature in the area when the spell is cast, or that enters it on its turn, makes a Strength saving throw or is Restrained by the growth. A Restrained creature can use its action to make a Strength (Athletics) check against your spell save DC and is freed on a success. The spell fails on ground with no soil.

At higher levels. Slot level 3: The square grows by 10 feet on a side for each slot level above 2nd.

Brand

Level 3 Molten-Rifting

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage on the released burst.

You touch a melee weapon and sheath its edge in stable plasma. For the duration, the weapon deals an extra 1d8 fire damage on a hit and sheds dim light in a 10-foot radius. The creature wielding the weapon can dismiss the effect as a bonus action to release the stored heat. A creature within 5 feet of the weapon then makes a Dexterity saving throw, taking 4d8 fire damage on a failed save or half as much on a successful one.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage on a hit increases by 1d8 and the release damage increases by 2d8 for each slot level above 3rd.

Breach

Level 8 Evocation

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage and no forced movement.

A line of force 300 feet long and 10 feet wide blasts out from you. Each creature in the line makes a Dexterity saving throw, taking 12d8 force damage on a failed save or half as much on a successful one. A creature that fails is pushed 30 feet away from you and has the Prone condition. Objects and structures in the line that aren't being worn or carried take maximum damage, and the line punches through a stone wall up to 5 feet thick. The line continues to its full length past any cover it destroys.

Breaker

Level 5 Water-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: STR · Half damage, not pushed, and not knocked Prone.

A wall of seawater surges out of the Rift in front of you and sweeps forward in a line 30 feet long, 10 feet wide, and 10 feet high. Each creature in the line makes a Strength saving throw, taking 8d8 bludgeoning damage, being pushed 20 feet away from you, and being knocked Prone on a failed save, or taking half as much damage and staying in place on a successful one. The line is left soaked and is difficult terrain for 1 round.

At higher levels. When cast using a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Breeze

Ether-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 minute

You raise a steady wind. For the duration, air moves in a direction you choose through a 10-foot cube within range at the strength of a stiff breeze. It clears smoke, gas, and mist from the cube, snuffs candles and small flames, carries scent and faint sound, and dries what is wet. You can change the direction as a bonus action.

At 11th level the cube grows to 20 feet on a side and the wind is strong enough to push an unattended object weighing up to 20 pounds.

Bulkhead

Level 5 Metal-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a coin or scrap of metal)
Duration: Concentration, up to 10 minutes

You conjure a wall of dense alloy within range. It is made of up to six 10-foot-by-10-foot panels, which you arrange in any contiguous shape. Each panel is 3 inches thick, blocks line of sight, and has AC 17 and 60 hit points. The wall is anchored to existing surfaces, and a horizontal arrangement can support its own weight as a ceiling or floor. The wall blocks lightning damage that would pass through it and is not flammable. When your concentration ends, the wall fades to inert metal flakes within 1 minute. If you concentrate for the full duration, the wall becomes permanent. It is then an ordinary structure that can be salvaged, machined, or destroyed by normal means.

At higher levels. When you cast this spell using a spell slot of 6th level or higher, you can form one additional panel, and the AC and hit points of each panel increase: AC 18 and 80 hit points at 6th level, AC 19 and 100 hit points at 7th level, and so on, to a maximum of AC 20.

Bulwark

Level 1 Earth-Rifting

Casting time: 1 reaction (when you or a creature within 30 feet is hit by an attack)
Range: Close · 30 feet
Components: S
Duration: 1 minute

A curved slab of stone rises into the path of an attack. The triggering creature gains a +2 bonus to AC against the attack that triggered the spell, which can turn a hit into a miss. The slab then stands beside the creature for the duration and gives it half cover against ranged attacks while it stays within 5 feet of the slab. The slab has AC 15 and 15 hit points.

At higher levels. Slot level 2: The slab's hit points increase by 10 for each slot level above 1st.

Burning Hands

Level 1 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

A thin sheet of flames shoots forth from you. Each creature in a 15-foot cone makes a Dexterity saving throw, taking 3d6 fire damage on a failed save or half as much damage on a successful one. Flammable objects in the cone that aren't being worn or carried start burning.

At higher levels. The damage increases by 1d6 for each spell slot level above 1.

Burrow

Level 3 Earth-Rifting

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: Concentration, up to 10 minutes

The ground parts around you as you move. For the duration you have a burrow speed equal to your walking speed, and you can move through earth, rock, and unreinforced masonry, which close behind you and leave no tunnel. You cannot breathe inside solid material, and you must surface before you run out of air. If the spell ends while you are inside solid material, you are pushed to the nearest open space and take 6d6 bludgeoning damage.

At higher levels. At 5th level and above you can bring one willing creature you are touching.

Caldera

Level 9 Molten-Rifting

Casting time: 1 minute
Range: Long · 1,000 feet
Components: V, S, M (a basalt core drawn from a live vent, consumed)
Duration: Instantaneous
Saving throw: DEX · Half damage and no clinging magma.

You open a vent beneath a point you can see. A column of magma erupts in a 100-foot radius. Each creature in the area makes a Dexterity saving throw, taking 14d8 fire damage on a failed save or half as much on a successful one. A creature that fails by 5 or more is also knocked Prone and takes 4d8 fire damage at the start of each of its turns until it or another creature uses an action to smother the clinging magma. For 1 hour afterward, the area is a crater of cooling lava. It is difficult terrain, and a creature that starts its turn there takes 2d8 fire damage.

Call Lightning

Level 3 Conjuration

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: DEX · half damage

A storm cloud appears at a point within range that you can see above yourself. It takes the shape of a cylinder that is 10 feet tall with a 60-foot radius. When you cast the spell, choose a point you can see under the cloud. A lightning bolt shoots from the cloud to that point. Each creature within 5 feet of that point makes a Dexterity saving throw, taking 3d10 lightning damage on a failed save or half as much damage on a successful one. Until the spell ends, you can take an action to call down lightning in that way again, targeting the same point or a different one. If you're outdoors in a storm when you cast this spell, the spell gives you control over that storm instead of creating a new one. Under such conditions, the spell's damage increases by 1d10.

At higher levels. The damage increases by 1d10 for each spell slot level above 3.

Calm Emotions

Level 2 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CHA

Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must succeed on a Charisma saving throw or be affected by one of the following effects (choose for each creature): The creature has immunity to the Charmed and Frightened conditions until the spell ends. If the creature was already Charmed or Frightened, those conditions are suppressed for the duration. The creature becomes Indifferent about creatures of your choice that it's hostile toward. This indifference ends if the target takes damage or witnesses its allies taking damage. When the spell ends, the creature's attitude returns to normal.

Carapace

Level 5 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 hour

Your plating thickens into a rigid shell. Your AC becomes 18 if it is lower. You gain resistance to bludgeoning, piercing, and slashing damage from non-magical sources, and you have advantage on saving throws against being moved or knocked Prone. Your speed is reduced by 10 feet and you have disadvantage on Dexterity (Stealth) checks. The shell stays on for the full hour.

At higher levels. At 7th level and above, the AC floor becomes 19 and the speed penalty is removed.

Carrier Wave

Level 2 Arc-Rifting

Casting time: 1 action
Range: Extreme · 10 miles
Components: S, F
Duration: Concentration, up to 1 hour

You tune yourself to the local electromagnetic environment. For the duration, you can listen to any unencrypted transmission within ten miles, and you can speak on any frequency you have heard. You know roughly where each transmission originates. Anyone running counter-signal equipment can detect you while the spell lasts.

At higher levels. At 4th level and above, you can attempt to break light encryption, and the GM decides whether the attempt succeeds. At 6th level and above, the range extends to planetary orbit.

Cascade

Level 6 Arc-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

You throw a heavy arc at a creature within range. The first target makes a Dexterity saving throw, taking 10d8 lightning damage on a failed save or half as much on a successful one. The arc then jumps to up to three further creatures within 30 feet of the previous one, each taking one die less damage than the one before it. The arc cannot jump to the same creature twice. When it has a choice, it jumps first to a creature that is in contact with metal, standing in water, or carrying powered equipment.

At higher levels. Slot level 7: The arc can jump to four further creatures. Slot level 8: The arc can jump to five further creatures. Slot level 9: The arc can jump to six further creatures.

Cauterize

Level 2 Molten-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You sear a wounded creature with controlled heat, closing bleeding wounds and forcing tissue to knit. The target regains 2d8 + your spell ability modifier hit points, and any active bleeding or ongoing piercing or slashing damage ends. The target also takes 1d4 fire damage from the heat, and this damage cannot be resisted.

At higher levels. When cast using a slot of 3rd level or higher, healing increases by 1d8 per slot level above 2nd.

Celestial Navigation

Level 1 Sun-Rifting (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, S
Duration: Instantaneous

You read the sky, or the memory of it, through the Rift. You learn the local time to the minute, your position on the planet to within a mile, the direction and distance to one star, sun, or planet you name, and the weather for the next 24 hours. You can cast this spell underground, in a hull, or in cloud, because the reading does not need a clear sky.

Chain Lightning

Level 6 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (three silver pins)
Duration: Instantaneous
Saving throw: DEX · half damage

You launch a lightning bolt toward a target you can see within range. Three bolts then leap from that target to as many as three other targets of your choice, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. Each target makes a Dexterity saving throw, taking 10d8 lightning damage on a failed save or half as much damage on a successful one.

At higher levels. Slot level 7: Four bolts leap from the first target to other targets. Slot level 8: Five bolts leap from the first target to other targets. Slot level 9: Six bolts leap from the first target to other targets.

Charm Monster

Level 4 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour
Saving throw: WIS

One creature you can see within range makes a Wisdom saving throw. It does so with advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is friendly to you. When the spell ends, the target knows it was Charmed by you.

At higher levels. At 5th level and above, you can target one additional creature. At 6th level and above, you can target two additional creatures. At 7th level and above, you can target three additional creatures. At 8th level and above, you can target four additional creatures. At 9th level and above, you can target five additional creatures.

Charm Person

Level 1 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour
Saving throw: WIS

One humanoid you can see within range makes a Wisdom saving throw. It does so with advantage if you or your allies are fighting it. On a failed save, the target has the Charmed condition until the spell ends or until you or your allies damage it. The Charmed creature is friendly to you. When the spell ends, the target knows it was Charmed by you.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Chill

Water-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You take the heat out of one creature. Make a ranged spell attack against a creature within range. On a hit, the target takes 1d8 cold damage, and its speed is reduced by 5 feet until the end of its next turn.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Chill Touch

Necromancy cantrip

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

Make a melee spell attack against a target within reach. On a hit, the target takes 1d10 necrotic damage, and it can't regain hit points until the end of your next turn.

The damage increases to 2d10 at level 5, 3d10 at level 11 and 4d10 at level 17.

Choir

Level 8 Necromancy

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a conductor's baton of bone)
Duration: Concentration, up to 1 hour
Saving throw: WIS · The creature is not Frightened.

You raise up to eight corpses or piles of bones within range as a single unit that acts on your initiative and moves as one. The choir has AC 13, a speed of 30 feet, and hit points equal to 15 times the number of bodies raised. It makes one attack per body, with a +8 bonus to hit and 2d6 necrotic damage on a hit. While the choir has at least four bodies, it sings, and each creature that starts its turn within 30 feet of the choir and can hear it makes a Wisdom saving throw. On a failed save, the creature has the Frightened condition until the start of its next turn. For every 15 hit points the choir loses, it loses one body and one attack.

Chorus

Level 5 Ether-Rifting

Casting time: 10 minutes
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

You knot up to eight willing creatures within range into one shared link and leave it standing. For the duration each of them can speak mind to mind with every other at any distance on the same plane, in a shared language none of them needs to know beforehand. The link conveys intent and little nuance. Groups that use it for long operations develop a compressed shorthand within a few hours.

At higher levels. Slot level 6: The duration increases by 1 hour for each slot level above 5th.

Chromatic Orb

Level 1 Evocation

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a diamond worth 50+ gm)
Duration: Instantaneous

You hurl an orb of energy at a target within range. Choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. On a hit, the target takes 3d8 damage of the chosen type. If you roll the same number on two or more of the d8s, the orb leaps to a different target of your choice within 30 feet of the target. Make an attack roll against the new target, and make a new damage roll. The orb can't leap again unless you cast the spell with a level 2+ spell slot.

At higher levels. The damage increases by 1d8 for each spell slot level above 1. The orb can leap a maximum number of times equal to the level of the slot expended, and a creature can be targeted only once by each casting of this spell.

Chronicle

Level 10 Divination (apex)

Casting time: 8 hours
Range: Melee · Self
Components: V, S, M (a blank book bound in Halcyion vellum, which fills)
Duration: Instantaneous

You ask the Rift for the truth about one subject: a person, an object, an event, or a place. The blank book fills with what is true, in plain language, to the limit of what the Rift has witnessed. You learn origins, hidden properties, true names, and the identity of any creature that has concealed the subject from divination on purpose. The record does not cover the future or what is in another creature's mind. Reading it takes 1 hour, and once you have read it, the book becomes ordinary paper. You cannot cast this spell again until you finish 30 days of rest.

Circle of Death

Level 6 Necromancy

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (the powder of a crushed black pearl worth 500+ gm)
Duration: Instantaneous
Saving throw: CON · half damage

Negative energy ripples out in a 60-foot-radius sphere from a point you choose within range. Each creature in that area makes a Constitution saving throw, taking 8d8 necrotic damage on a failed save or half as much damage on a successful one.

At higher levels. The damage increases by 2d8 for each spell slot level above 6.

Clairvoyance

Level 3 Divination

Casting time: 10 minutes
Range: Extreme · 1 mile
Components: V, S, M (a focus worth 100+ gm, either a jeweled horn for hearing or a glass eye for seeing)
Duration: Concentration, up to 10 minutes

You create an Invisible sensor within range in a location familiar to you (a place you have visited or seen before) or in an obvious location that is unfamiliar to you (such as behind a door, around a corner, or in a grove of trees). The intangible, invulnerable sensor remains in place for the duration. When you cast the spell, choose seeing or hearing. You can use the chosen sense through the sensor as if you were in its space. As a bonus action, you can switch between seeing and hearing. A creature that sees the sensor (such as a creature benefiting from See Invisibility or truesight) sees a luminous orb about the size of your fist.

Cleanse

Level 3 Water-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

A cold pull moves through one creature you can see within range and draws out what does not belong in its body. The target regains 3d8 hit points, and you end one disease or one poison affecting it. If the target has the Poisoned condition from any source, the condition ends.

At higher levels. The healing increases by 1d8 for each slot level above 3rd.

Clone

Level 8 Necromancy

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (a diamond worth 1,000+ gm, which the spell consumes, and a sealable vessel worth 2,000+ gm that is large enough to hold the creature being cloned)
Duration: Instantaneous

You touch a creature or at least 1 cubic inch of its flesh. An inert duplicate of that creature forms inside the vessel used in the spell's casting and finishes growing after 120 days. You choose whether the finished clone is the same age as the creature or younger. The clone remains inert and endures indefinitely while its vessel remains undisturbed. If the original creature dies after the clone finishes forming, the creature's soul transfers to the clone if the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities, but none of the original's equipment. The creature's original remains, if any, become inert and can't be revived, since the creature's soul is elsewhere.

Cloudkill

Level 5 Conjuration

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: CON · half damage

You create a 20-foot-radius sphere of yellow-green fog centered on a point within range. The fog lasts for the duration or until strong wind (such as the one created by Gust of Wind) disperses it, ending the spell. Its area is heavily obscured. Each creature in the sphere makes a Constitution saving throw, taking 5d8 poison damage on a failed save or half as much damage on a successful one. A creature must also make this save when the sphere moves into its space and when it enters the sphere or ends its turn there. A creature makes this save only once per turn. The sphere moves 10 feet away from you at the start of each of your turns.

At higher levels. The damage increases by 1d8 for each spell slot level above 5.

Color Spray

Level 1 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a pinch of colorful sand)
Duration: Instantaneous
Saving throw: CON

You launch a dazzling array of flashing, colorful light. Each creature in a 15-foot cone originating from you must succeed on a Constitution saving throw or have the Blinded condition until the end of your next turn.

Command

Level 1 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous
Saving throw: WIS

You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. Choose the command from these options: Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you. Drop. The target drops whatever it is holding and then ends its turn. Flee. The target spends its turn moving away from you by the fastest available means. Grovel. The target has the Prone condition and then ends its turn. Halt. On its turn, the target doesn't move and takes no action or bonus action.

At higher levels. At 2nd level and above, you can affect one additional creature. At 3rd level and above, you can affect two additional creatures. At 4th level and above, you can affect three additional creatures. At 5th level and above, you can affect four additional creatures. At 6th level and above, you can affect five additional creatures. At 7th level and above, you can affect six additional creatures. At 8th level and above, you can affect seven additional creatures. At 9th level and above, you can affect eight additional creatures.

Commune

Level 5 Divination (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (incense)
Duration: 1 minute

You contact a deity or a divine proxy and ask up to three questions that can be answered with yes or no. You must ask your questions before the spell ends. You receive a correct answer for each question. Divine beings aren't necessarily omniscient, so you can receive "unclear" as an answer if a question pertains to information that lies beyond the deity's knowledge. In a case where a one-word answer can be misleading or contrary to the deity's interests, the GM can offer a short phrase as an answer instead. If you cast the spell more than once before finishing a long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Commune with Nature

Level 5 Divination (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, S
Duration: Instantaneous

You commune with nature spirits and gain knowledge of the surrounding area. In the outdoors, the spell gives you knowledge of the area within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The spell doesn't function where nature has been replaced by construction, such as in castles and settlements. Choose three of the following facts to learn as they pertain to the spell's area: the locations of settlements; the locations of portals to other planes of existence; the location of one Power Rating 10 or higher creature (GM's choice) that is a celestial, an elemental, a fey, a fiend, or an undead; the most prevalent kind of plant, mineral, or beast (you choose which to learn); the locations of bodies of water. For example, you can determine the location of a powerful monster in the area, the locations of bodies of water, and the locations of any towns.

Comprehend Languages

Level 1 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a pinch of soot and salt)
Duration: 1 hour

For the duration, you understand the literal meaning of any language that you hear or see signed. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. This spell doesn't decode symbols or secret messages.

Compulsion

Level 4 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

Each creature of your choice that you can see within range must succeed on a Wisdom saving throw or have the Charmed condition until the spell ends. For the duration, you can take a bonus action to designate a direction that is horizontal to you. Each Charmed target must use as much of its movement as possible to move in that direction on its next turn, taking the safest route. After moving in this way, a target repeats the save, ending the spell on itself on a success.

Cone of Cold

Level 5 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a small crystal or glass cone)
Duration: Instantaneous
Saving throw: CON · half damage

You send out a blast of cold air. Each creature in a 60-foot cone originating from you makes a Constitution saving throw, taking 8d8 cold damage on a failed save or half as much damage on a successful one. A creature killed by this spell becomes a frozen statue until it thaws.

At higher levels. The damage increases by 1d8 for each spell slot level above 5.

Conflagration

Level 8 Sun-Rifting

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a vial of incense ash)
Duration: Instantaneous
Saving throw: CON · Half damage, and the extra radiant damage is not dealt.

Stellar fire detonates in a 30-foot-radius sphere centered on a point you choose within range. Each creature in the area must make a Constitution saving throw, taking 12d10 fire damage on a failed save or half as much on a successful one. Undead, fiends, and creatures animated by necrotic Rift energy have disadvantage on the save and take an extra 4d10 radiant damage on a failure. Curses and diseases on creatures of any other type in the area end.

At higher levels. Slot level 9: The damage increases to 13d10.

Confusion

Level 4 Enchantment

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (three nut shells)
Duration: Concentration, up to 1 minute
Saving throw: WIS

Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw, or that target can't take bonus actions or reactions and must roll 1d10 at the start of each of its turns to determine its behavior for that turn, consulting the table below. At the end of each of its turns, an affected target repeats the save, ending the spell on itself on a success.

BEHAVIOR FOR THE TURN

1d10	Behavior
1	The target doesn't take an action, and it uses all its movement to move. Roll 1d4 for the direction: 1, north; 2, east; 3, south; or 4, west.
2–6	The target doesn't move or take actions.
7–8	The target doesn't move, and it takes the Attack action to make one melee attack against a random creature within reach. If none are within reach, the target takes no action.
9–10	The target chooses its behavior.

At higher levels. The Sphere's radius increases by 5 feet for each spell slot level above 4.

Conjure Animals

Level 3 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: DEX

You conjure nature spirits that appear as a Large pack of spectral, intangible animals in an unoccupied space you can see within range. The pack lasts for the duration, and you choose the spirits' animal form, such as canine, serpents, or birds. You have advantage on Strength saving throws while you're within 5 feet of the pack, and when you move on your turn, you can also move the pack up to 30 feet to an unoccupied space you can see. Whenever the pack moves within 10 feet of a creature you can see and whenever a creature you can see enters a space within 10 feet of the pack or ends its turn there, you can force that creature to make a Dexterity saving throw. On a failed save, the creature takes 3d10 slashing damage. A creature makes this save only once per turn.

At higher levels. The damage increases by 1d10 for each spell slot level above 3.

Conjure Celestial

Level 7 Conjuration

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: DEX · half damage

You conjure a spirit from the Plane of Helion, that appears as a pillar of light in a 10-foot-radius, 40-foot-high cylinder centered on a point within range. For each creature you can see in the cylinder, choose which of these lights shines on it: Healing Light. The target regains hit points equal to 4d12 plus your spellcasting ability modifier. Searing Light. The target makes a Dexterity saving throw, taking 6d12 radiant damage on a failed save or half as much damage on a successful one. Until the spell ends, bright light fills the cylinder, and when you move on your turn, you can also move the cylinder up to 30 feet. Whenever the cylinder moves into the space of a creature you can see and whenever a creature you can see enters the cylinder or ends its turn there, you can bathe it in one of the lights. A creature can be affected by this spell only once per turn.

At higher levels. Slot level 8: The healing increases to 5d12 and the searing damage increases to 7d12. Slot level 9: The healing increases to 6d12 and the searing damage increases to 8d12.

Conjure Elemental

Level 5 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: DEX

You conjure a Large, intangible spirit from the elemental planes that appears in an unoccupied space within range. Choose the spirit's element, which determines its damage type: air (lightning), earth (thunder), fire (fire), or water (cold). The spirit lasts for the duration. Whenever a creature you can see enters the spirit's space or starts its turn within 5 feet of the spirit, you can force that creature to make a Dexterity saving throw if the spirit has no creature Restrained. On a failed save, the target takes 8d8 damage of the spirit's type, and the target has the Restrained condition until the spell ends. At the start of each of its turns, the Restrained target repeats the save. On a failed save, the target takes 4d8 damage of the spirit's type. On a successful save, the target isn't Restrained by the spirit.

At higher levels. The damage increases by 1d8 for each spell slot level above 5.

Conjure Fey

Level 6 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure a Medium spirit from the Plane of Faewyld in an unoccupied space you can see within range. The spirit lasts for the duration, and it looks like a fey creature of your choice. When the spirit appears, you can make one melee spell attack against a creature within 5 feet of it. On a hit, the target takes psychic damage equal to 3d12 plus your spellcasting ability modifier, and the target has the Frightened condition until the start of your next turn, with both you and the spirit as the source of the fear. As a bonus action on your later turns, you can teleport the spirit to an unoccupied space you can see within 30 feet of the space it left and make the attack against a creature within 5 feet of it.

At higher levels. The damage increases by 1d12 for each spell slot level above 6.

Conjure Minor Elementals

Level 4 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

You conjure spirits from the elemental planes that flit around you in a 15-foot emanation for the duration. Until the spell ends, any attack you make deals an extra 2d8 damage when you hit a creature in the emanation. This damage is acid, cold, fire, or lightning (your choice when you make the attack). In addition, the ground in the emanation is difficult terrain for your enemies.

At higher levels. The damage increases by 1d8 for each spell slot level above 4.

Conjure Woodland Beings

Level 4 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: WIS · half damage

You conjure nature spirits that flit around you in a 10-foot emanation for the duration. Whenever the emanation enters the space of a creature you can see and whenever a creature you can see enters the emanation or ends its turn there, you can force that creature to make a Wisdom saving throw. The creature takes 5d8 force damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn. In addition, you can take the Disengage action as a bonus action for the spell's duration.

At higher levels. The damage increases by 1d8 for each spell slot level above 4.

Contact Other Plane

Level 5 Divination (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V
Duration: 1 minute
Saving throw: INT

You mentally contact a demigod, the spirit of a long-dead sage, or some other knowledgeable entity from another plane. Contacting this otherworldly intelligence can break your mind. When you cast this spell, make a DC 15 Intelligence saving throw. On a successful save, you can ask the entity up to five questions. You must ask your questions before the spell ends. The GM answers each question with one word, such as "yes," "no," "maybe," "never," "irrelevant," or "unclear" (if the entity doesn't know the answer to the question). If a one-word answer would be misleading, the GM can instead offer a short phrase as an answer. On a failed save, you take 6d6 psychic damage and have the Incapacitated condition until you finish a long rest. A Greater Restoration spell cast on you ends this effect.

Contagion

Level 5 Necromancy

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 7 days
Saving throw: CON

Your touch inflicts a magical contagion. The target must succeed on a Constitution saving throw or take 11d8 necrotic damage and have the Poisoned condition. Also, choose one ability when you cast the spell. While Poisoned, the target has disadvantage on saving throws made with the chosen ability. The target must repeat the saving throw at the end of each of its turns until it gets three successes or failures. If the target succeeds on three of these saves, the spell ends on the target. If the target fails three of the saves, the spell lasts for 7 days on it. Whenever the Poisoned target receives an effect that would end the Poisoned condition, the target must succeed on a Constitution saving throw, or the Poisoned condition doesn't end on it.

Contingency

Level 6 Abjuration

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (a gem-encrusted statuette of yourself worth 1,500+ gm)
Duration: 10 days

Choose a spell of level 5 or lower that you can cast, that has a casting time of an action, and that can target you. You cast that spell, called the contingent spell, as part of casting Contingency, expending spell slots for both, but the contingent spell doesn't come into effect. Instead, it takes effect when a certain trigger occurs. You describe that trigger when you cast the two spells. For example, a Contingency cast with Water Breathing can stipulate that Water Breathing comes into effect when you are engulfed in water or a similar liquid. The contingent spell takes effect immediately after the trigger occurs for the first time, whether or not you want it to, and then Contingency ends. The contingent spell takes effect only on you, even if it can normally target others. You can use only one Contingency spell at a time. If you cast this spell again, the effect of another Contingency spell on you ends. Also, Contingency ends on you if its material component is ever not on your person.

Continual Flame

Level 2 Evocation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (ruby dust worth 50+ gm, which the spell consumes)
Duration: Until dispelled

A flame springs from an object that you touch. The effect casts bright light in a 20-foot radius and dim light for an additional 20 feet. It looks like a regular flame, but it creates no heat and consumes no fuel. The flame can be covered or hidden but not smothered or quenched.

Control Water

Level 4 Transmutation

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (a mixture of water and dust)
Duration: Concentration, up to 10 minutes
Saving throw: STR · half damage

Until the spell ends, you control any water inside an area you choose that is a cube up to 100 feet on a side, using one of the following effects. As an action on your later turns, you can repeat the same effect or choose a different one. Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes. Any Huge or smaller vehicles in the wave's path are swept with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the spell ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts. Part Water. You part water in the area and create a trench. The trench extends across the spell's area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored. Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water has to flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the spell's area, it resumes its flow based on the terrain. The water continues to move in the direction you chose until the spell ends or you choose a different effect. Whirlpool. You cause a whirlpool to form in the center of the area, which must be at least 50 feet square and 25 feet deep. The whirlpool lasts until you choose a different effect or the spell ends. The whirlpool is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature in the water and within 25 feet of the whirlpool is pulled 10 feet toward it. When a creature enters the whirlpool for the first time

on a turn or ends its turn there, it makes a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage. On a successful save, the creature takes half as much damage. A creature can swim away from the whirlpool only if it first takes an action to pull away and succeeds on a Strength (Athletics) check against your spell save DC.

Control Weather

Level 8 Transmutation

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (burning incense)
Duration: Concentration, up to 8 hours

You take control of the weather within 5 miles of you. You must be outdoors to cast this spell, and it ends early if you go indoors. When you cast it, and again whenever the conditions have settled, you can change the precipitation, the temperature, and the wind, each by one stage up or down on its table. You can also set the wind's direction. A change takes 1d4 × 10 minutes to arrive. When the spell ends, the weather returns to normal over the following hour.

PRECIPITATION

Stage	Condition
1	Clear
2	Light clouds
3	Overcast or ground fog
4	Rain, hail, or snow
5	Torrential rain, driving hail, or blizzard

TEMPERATURE

Stage	Condition
1	Heat wave
2	Hot
3	Warm
4	Cool
5	Cold
6	Freezing

WIND

Stage	Condition
1	Calm
2	Moderate wind
3	Strong wind
4	Gale
5	Storm

Cordon

Level 7 Abjuration

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (powdered silver worth 500 gm, consumed)
Duration: 24 hours
Saving throw: CHA · No damage this turn.

You seal a space up to 100 feet in each dimension. Choose two creature types when you cast the spell. A creature of a chosen type cannot enter the sealed space by any means, including teleportation and planar travel. A creature of a chosen type already inside makes a Charisma saving throw at the start of each of its turns, taking 6d8 force damage on a failed save. Divination spells of 6th level or lower cannot perceive the interior. You can name any number of creatures that pass freely. The seal is broken if you leave it for longer than 1 hour.

Corona

Level 9 Sun-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a lens of Aurelion glass, which is not consumed)
Duration: Concentration, up to 1 minute
Saving throw: CON · Half damage.

A sheath of stellar plasma stands off your skin. For the duration you are immune to fire and radiant damage and have resistance to all other damage except force and psychic. A creature that touches you or hits you with a melee attack takes 6d8 fire damage. Once per turn, as a bonus action, you can shed the corona in a 30-foot radius: each creature in the area makes a Constitution saving throw, taking 10d8 radiant damage on a failed save or half as much on a successful one, and the spell ends. You shed bright light in a 60-foot radius and cannot hide while the spell lasts.

Counter

Level 3 Ether-Rifting

Casting time: 1 reaction (when you see a creature within 60 feet casting a spell)
Range: Medium · 60 feet
Components: S
Duration: Instantaneous

You collapse the rising Rift signature of another caster before it stabilizes. If the triggering spell is 3rd level or lower, it fails. If it is 4th level or higher, make an ability check using your spellcasting ability against a DC of 10 + the spell's level. On a success the spell fails. A spell that fails this way still spends its slot.

At higher levels. Slot level 4: The triggering spell fails automatically if its level is equal to or lower than the slot used.

Counterspell

Level 3 Abjuration

Casting time: 1 reaction (which you take when you see a creature within 60 feet of yourself casting a spell with Verbal, Somatic, or Material components)
Range: Medium · 60 feet
Components: S
Duration: Instantaneous
Saving throw: CON

You attempt to interrupt a creature in the process of casting a spell. The creature makes a Constitution saving throw. On a failed save, the spell dissipates with no effect, and the action, bonus action, or reaction used to cast it is wasted. If that spell was cast with a spell slot, the slot isn't expended.

Create Food and Water

Level 3 Conjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You create 45 pounds of food and 30 gallons of fresh water on the ground or in containers within range. Both hold off malnutrition and dehydration. The food is bland but nourishing and looks like a food of your choice, and the water is clean. The food spoils after 24 hours if uneaten.

Create or Destroy Water

Level 1 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a mix of water and sand)
Duration: Instantaneous

You do one of the following: Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames there. Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At higher levels. You create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each spell slot level above 1.

Create Undead

Level 6 Necromancy

Casting time: 1 minute
Range: Close · 10 feet
Components: V, S, M (one 150+ gm black onyx stone for each corpse)
Duration: Instantaneous

You can cast this spell only at night. Choose up to three corpses of Medium or Small humanoids within range. Each one becomes a Ghoul under your control (see its entry under Creatures). As a bonus action on each of your turns, you can mentally command any creature you animated with this spell if the creature is within 120 feet of you (if you control multiple creatures, you can command any of them at the same time, issuing the same command to them). You decide what action the creature will take and where it will move on its next turn, or you can issue a general command, such as to guard a particular place. If you issue no commands, the creature takes the Dodge action and moves only to avoid harm. Once given an order, the creature continues to follow the order until its task is complete. The creature is under your control for 24 hours, after which it stops obeying any command you've given it. To maintain control of the creature for another 24 hours, you must cast this spell on the creature before the current 24-hour period ends. This use of the spell reasserts your control over up to three creatures you have animated with this spell instead of animating new ones.

At higher levels. Slot level 7: You can animate or reassert control over four Ghouls. Slot level 8: You can animate or reassert control over five Ghouls or two Ghasts or Wights. Slot level 9: You can animate or reassert control over six Ghouls, three Ghasts or Wights, or two Mummies.

Creation

Level 5 Illusion

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a paintbrush)
Duration: Special

You pull wisps of shadow out of the Netherveil and set them into an object within range. The object is made of either vegetable matter, such as soft goods, rope, or wood, or mineral matter, such as stone, crystal, or metal. It can be no larger than a 5-foot cube, and it must be a form and material you have seen. How long it lasts depends on what you made it from, as shown on the Materials table, and an object of mixed materials lasts for the shortest of them. An object created by this spell cannot serve as the material component of another spell, and a spell that tries to use it fails.

MATERIALS

Material	Duration
Vegetable matter	24 hours
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Adamantine or mytharil	1 minute

At higher levels. The Cube increases by 5 feet for each spell slot level above 5.

Crucible

Level 7 Molten-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON · half damage and not burning

You heat a 20-foot-radius sphere of air, centered on a point you can see within range, to forge temperature and hold it there. A creature that starts its turn in the area makes a Constitution saving throw, taking 10d8 fire damage on a failed save or half as much on a successful one, and gains the Burning condition on a failed save. Non-magical metal weapons and armor carried into the area soften. Each takes a cumulative -1 penalty for each round the creature wielding or wearing it spends inside, to a maximum of -3, until it is repaired.

Cure Wounds

Level 1 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

A creature you touch regains a number of hit points equal to 2d8 plus your spellcasting ability modifier.

At higher levels. The healing increases by 2d8 for each spell slot level above 1.

Cushion

Level 1 Ether-Rifting

Casting time: 1 reaction (when you or a creature within 60 feet falls)
Range: Medium · 60 feet
Components: V
Duration: 1 minute

A column of rising air catches up to five falling creatures you can see within range. For the duration each of them descends at 60 feet per round, takes no damage from the fall, and lands on its feet. A creature that reaches the ground before the spell ends stops falling, and the spell ends for it.

Cyclone

Level 5 Ether-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous
Saving throw: STR · Half damage, not thrown, and not knocked Prone.

A column of spinning air 20 feet in radius and 40 feet high forms at a point you choose within range and bursts outward. Each creature in the area makes a Strength saving throw, taking 6d8 bludgeoning damage and being thrown 20 feet in a direction of your choice and knocked Prone on a failed save, or taking half as much damage and staying in place on a successful one. Unsecured objects weighing 100 pounds or less are thrown the same distance.

At higher levels. When cast using a slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

Dancing Lights

Illusion cantrip

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a bit of phosphorus)
Duration: Concentration, up to 1 minute

You create up to four torch-size lights within range, making them appear as torches, lanterns, or glowing orbs that hover for the duration. Alternatively, you combine the four lights into one glowing Medium form that is vaguely humanlike. Whichever form you choose, each light sheds dim light in a 10-foot radius. As a bonus action, you can move the lights up to 60 feet to a space within range. A light must be within 20 feet of another light created by this spell, and a light vanishes if it exceeds the spell's range.

Darkness

Level 2 Evocation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, M (bat fur and a piece of coal)
Duration: Concentration, up to 10 minutes

For the duration, magical Darkness spreads from a point within range and fills a 15-foot-radius sphere. Darkvision can't see through it, and nonmagical light can't illuminate it. Alternatively, you cast the spell on an object that isn't being worn or carried, causing the Darkness to fill a 15-foot emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the Darkness. If any of this spell's area overlaps with an area of bright light or dim light created by a spell of level 2 or lower, that other spell is dispelled.

Darkvision

Level 2 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a dried carrot)
Duration: 8 hours

For the duration, a willing creature you touch has darkvision with a range of 150 feet.

Dawn

Level 7 Sun-Rifting

Casting time: 10 minutes
Range: Melee · Touch
Components: V, S, M (an unbroken length of daylight, natural or projected)
Duration: Instantaneous

You hold a body in unbroken light for 10 minutes. A creature that has been dead for no more than 1 hour returns to life with 1 hit point, its wounds closed and every condition on it ended. Missing limbs are not restored. A creature can be returned by this spell only once, and a second casting on it has no effect.

Daybreak

Level 2 Sun-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

Light gathers over one creature you can see within range and settles into it. The target regains 3d8 + your spellcasting ability modifier hit points, and you end one of the following conditions on it: Blinded, Deafened, or Poisoned. This spell has no effect on constructs or undead.

At higher levels. Slot level 3: The healing increases to 4d8. Slot level 4: The healing increases to 5d8. At 5th level and above the healing is 6d8 and you end two conditions from the list instead of one. Slot level 6: The healing increases to 7d8. Slot level 7: The healing increases to 8d8. Slot level 8: The healing increases to 9d8. Slot level 9: The healing increases to 10d8.

Daylight

Level 3 Evocation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: 1 hour

For the duration, sunlight spreads from a point within range and fills a 60-foot-radius sphere. The sunlight's area is bright light and sheds dim light for an additional 60 feet. Alternatively, you cast the spell on an object that isn't being worn or carried, causing the sunlight to fill a 60-foot emanation originating from that object. Covering that object with something opaque, such as a bowl or helm, blocks the sunlight. If any of this spell's area overlaps with an area of Darkness created by a spell of level 3 or lower, that other spell is dispelled.

Dazzle

Level 2 Sun-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage and not Blinded.

You aim a needle of stellar light at one creature you can see within range. The target makes a Dexterity saving throw, taking 4d8 radiant damage on a failed save or half as much on a successful one. On a failed save it is also Blinded until the end of your next turn.

At higher levels. When cast using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Deadweight

Level 6 Metal-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · unaffected

You multiply the weight of the ferrous metal on one creature you can see within range. The creature makes a Strength saving throw. On a failed save, its speed becomes 0, it has disadvantage on attack rolls and Dexterity saving throws, and it cannot take reactions. It can repeat the save at the end of each of its turns. Dropping all metal gear ends the effect at once.

At higher levels. Slot level 7: You can target one additional creature for each slot level above 6th.

Death Ward

Level 4 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 8 hours

You touch a creature and grant it a measure of protection from death. The first time the target would drop to 0 hit points before the spell ends, the target instead drops to 1 hit point, and the spell ends. If the spell is still in effect when the target is subjected to an effect that would kill it instantly without dealing damage, that effect is negated against the target, and the spell ends.

Decree

Level 10 Enchantment (apex)

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (the target's true name, spoken aloud)
Duration: Permanent until broken
Saving throw: CHA · Unaffected, and it knows who tried.

You lay one standing instruction on a creature whose true name you speak. The creature makes a Charisma saving throw with disadvantage. On a failed save, the instruction holds permanently, and the creature cannot act against it. Only a Wish spell, your death, or the creature fulfilling a condition that you name when you cast the spell can remove it. The instruction cannot compel the creature to die. On a successful save, the creature is unaffected, knows who tried, and knows you hold its true name.

Delayed Blast Fireball

Level 7 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a ball of bat guano and sulfur)
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

A beam of yellow light flashes from you, then condenses at a chosen point within range as a glowing bead for the duration. When the spell ends, the bead explodes, and each creature in a 20-foot-radius sphere centered on that point makes a Dexterity saving throw. A creature takes fire damage equal to the total accumulated damage on a failed save or half as much damage on a successful one. The spell's base damage is 12d6, and the damage increases by 1d6 whenever your turn ends and the spell hasn't ended. If a creature touches the glowing bead before the spell ends, that creature makes a Dexterity saving throw. On a failed save, the spell ends, causing the bead to explode. On a successful save, the creature can throw the bead up to 40 feet. If the thrown bead enters a creature's space or collides with a solid object, the spell ends, and the bead explodes. When the bead explodes, flammable objects in the explosion that aren't being worn or carried start burning.

At higher levels. Slot level 8: The damage increases to 13d6. Slot level 9: The damage increases to 14d6.

Deluge

Level 8 Water-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a flask of deep-ocean water)
Duration: Concentration, up to 1 minute
Saving throw: CON · Half damage.

A pocket of the Rift opens and floods a 30-foot-radius, 20-foot-deep volume centered on a point you choose within range with black seawater. Each creature inside when the water arrives makes a Constitution saving throw, taking 8d10 cold damage on a failed save or half as much on a successful one. A creature that starts its turn inside the water must hold its breath or begin Suffocating. When the spell ends the water drains back through the Rift and leaves the area soaked.

Demiplane

Level 8 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: 1 hour

You create a shadowy Medium door on a flat solid surface that you can see within range. This door can be opened and closed, and it leads to a demiplane that is an empty room 30 feet in each dimension, made of wood or stone (your choice). When the spell ends, the door vanishes, and any objects inside the demiplane remain there. Any creatures inside also remain unless they opt to be shunted through the door as it vanishes, landing with the Prone condition in the unoccupied spaces closest to the door's former space. Each time you cast this spell, you can create a new demiplane or connect the shadowy door to a demiplane you created with a previous casting of this spell. Additionally, if you know the nature and contents of a demiplane created by a casting of this spell by another creature, you can connect the shadowy door to that demiplane instead.

Detect Evil and Good

Level 1 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the location of any aberration, celestial, elemental, fey, fiend, or undead within 30 feet of yourself. You also sense whether the Hallow spell is active there and, if so, where. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Magic

Level 1 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of magical effects within 30 feet of yourself. If you sense such effects, you can take an action to see a faint aura around any visible creature or object in the area that bears the magic, and if an effect was created by a spell, you learn the spell's Channel. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Poison and Disease

Level 1 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a yew leaf)
Duration: Concentration, up to 10 minutes

For the duration, you sense the location of poisons, poisonous or venomous creatures, and magical contagions within 30 feet of yourself. You sense the kind of poison, creature, or contagion in each case. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Detect Thoughts

Level 2 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (1 Copper Piece)
Duration: Concentration, up to 1 minute
Saving throw: WIS

You activate one of the effects below. Until the spell ends, you can activate either effect as an action on your later turns. Sense Thoughts. You sense the presence of thoughts within 30 feet of yourself that belong to creatures that know languages or are telepathic. You don't read the thoughts, but you know that a thinking creature is present. The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead. Read Thoughts. Target one creature you can see within 30 feet of yourself or one creature within 30 feet of yourself that you detected with the Sense Thoughts option. You learn what is most on the target's mind right now. If the target doesn't know any languages and isn't telepathic, you learn nothing. As an action on your next turn, you can try to probe deeper into the target's mind. If you probe deeper, the target makes a Wisdom saving throw. On a failed save, you discern the target's reasoning, emotions, and something that looms large in its mind (such as a worry, love, or hate). On a successful save, the spell ends. Either way, the target knows that you are probing into its mind, and until you shift your attention away from the target's mind, the target can take an action on its turn to make an Intelligence (Arcana) check against your spell save DC, ending the spell on a success.

Dimension Door

Level 4 Conjuration

Casting time: 1 action
Range: Long · 500 feet
Components: V
Duration: Instantaneous

You teleport to a location within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward" or "300 feet upward to the northwest at a 45-degree angle." You can also teleport one willing creature. The creature must be within 5 feet of you when you teleport, and it teleports to a space within 5 feet of your destination space. If you, the other creature, or both would arrive in a space occupied by a creature or completely filled by one or more objects, you and any creature traveling with you each take 4d6 force damage, and the teleportation fails.

Discern

Level 1 Ether-Rifting (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

You tune your perception a half-step off the visible spectrum. For the duration you see Rift-active objects, wards, glyphs, concealed spell effects, and Invisible creatures within 60 feet of you as faint standing outlines, and you can tell a live effect from a spent one. Reading a heavily warded room this way gives you a headache that lasts until your next rest.

Disguise Self

Level 1 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 hour

You make yourself look different, including your clothing, armor, weapons, and anything else on your person until the spell ends. You can seem 1 foot shorter or taller and can appear heavier or lighter. You must adopt a form that has the same basic arrangement of limbs as you have. Otherwise, the extent of the illusion is up to you. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to your outfit, objects pass through the hat, and anyone who touches it would feel nothing. To discern that you are disguised, a creature must take the Study action to inspect your appearance and succeed on an Intelligence (Investigation) check against your spell save DC.

Disintegrate

Level 6 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a lodestone and dust)
Duration: Instantaneous
Saving throw: DEX

You launch a green ray at a target you can see within range. The target can be a creature, a nonmagical object, or a creation of magical force, such as the wall created by Wall of Force. A creature targeted by this spell makes a Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. If this damage reduces it to 0 hit points, it and the nonmagical equipment it is wearing and carrying are disintegrated into gray dust. The target can be revived only by a True Resurrection or a Wish spell. This spell automatically disintegrates a Large or smaller nonmagical object or a creation of magical force. If such a target is Huge or larger, this spell disintegrates a 10-foot-cube portion of it.

At higher levels. The damage increases by 3d6 for each spell slot level above 6.

Dispel

Level 4 Ether-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You unpick a magical effect. Choose one creature, object, or area within range that is under an ongoing spell effect. Each effect on it of 3rd level or lower ends. For each effect of 4th level or higher, make an ability check using your spellcasting ability against a DC of 10 + the effect's level, ending the effect on a success.

At higher levels. Slot level 5: You automatically end any effect of a level equal to or lower than the slot used.

Dispel Evil and Good

Level 5 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (powdered silver and iron)
Duration: Concentration, up to 1 minute
Saving throw: CHA

For the duration, celestials, elementals, fey, fiends, and undead have disadvantage on attack rolls against you. You can end the spell early by using either of the following special functions. Break Enchantment. As an action, you touch a creature that is Possessed by or has the Charmed or Frightened condition from one or more creatures of the types above. The target is no longer Possessed, Charmed, or Frightened by such creatures. Dismissal. As an action, you target one creature you can see within 5 feet of you that has one of the creature types above. The target must succeed on a Charisma saving throw or be sent back to its home plane if it isn't there already. If they aren't on their home plane, undead are sent to the Netherveil, and fey are sent to the Plane of Faewyld.

Dispel Magic

Level 3 Abjuration

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

Choose one creature, object, or magical effect within range. Any ongoing spell of level 3 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability (DC 10 plus that spell's level). On a successful check, the spell ends.

At higher levels. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

Dissonant Whispers

Level 1 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous
Saving throw: WIS · half damage

One creature of your choice that you can see within range hears a discordant melody in its mind. The target makes a Wisdom saving throw. On a failed save, it takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far away from you as it can, using the safest route. On a successful save, the target takes half as much damage only.

At higher levels. At 2nd level and above, the damage increases to 4d6. At 3rd level and above, the damage increases to 5d6. At 4th level and above, the damage increases to 6d6. At 5th level and above, the damage increases to 7d6. At 6th level and above, the damage increases to 8d6. At 7th level and above, the damage increases to 9d6. At 8th level and above, the damage increases to 10d6. At 9th level and above, the damage increases to 11d6.

Divination

Level 4 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (incense worth 25+ gm, which the spell consumes)
Duration: Instantaneous

This spell puts you in contact with a god or a god's servants. You ask one question about a specific goal, event, or activity to occur within 7 days. The GM offers a truthful reply, which can be a short phrase or cryptic rhyme. The spell doesn't account for circumstances that can change the answer, such as the casting of other spells. If you cast the spell more than once before finishing a long rest, there is a cumulative 25 percent chance for each casting after the first that you get no answer.

Divine Favor

Level 1 Transmutation

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S
Duration: 1 minute

Until the spell ends, your attacks with weapons deal an extra 1d4 radiant damage on a hit.

Divine Smite

Level 1 Evocation

Casting time: 1 bonus action (which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike)
Range: Melee · Self
Components: V
Duration: Instantaneous

The target takes an extra 2d8 radiant damage from the attack. The damage increases by 1d8 if the target is a fiend or an undead.

At higher levels. The damage increases by 1d8 for each spell slot level above 1.

Divine Word

Level 7 Evocation

Casting time: 1 bonus action
Range: Close · 30 feet
Components: V
Duration: Instantaneous
Saving throw: CHA

You utter a word filled with power from the Plane of Helion. Each creature of your choice in range makes a Charisma saving throw. On a failed save, a target that has 50 hit points or fewer suffers an effect based on its current hit points, as shown in the Divine Word Effects table. Regardless of its hit points, a celestial, an elemental, a fey, or a fiend target that fails its save is forced back to its plane of origin (if it isn't there already) and can't return to the current plane for 24 hours by any means short of a Wish spell.

Divine Word Effects

hit points	Effect
0–20	The target dies.
21–30	The target has the Blinded, Deafened, and Stunned conditions for 1 hour.
31–40	The target has the Blinded and Deafened conditions for 10 minutes.
41–50	The target has the Deafened condition for 1 minute.

Dominate Beast

Level 4 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

One beast you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success. You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself. You can command the target to take a reaction but must take your own reaction to do so.

At higher levels. Slot level 5: Concentration can last up to 10 minutes. Slot level 6: Concentration can last up to 1 hour. Slot level 7: Concentration can last up to 8 hours. Slot level 8: Concentration can last up to 8 hours. Slot level 9: Concentration can last up to 8 hours.

Dominate Monster

Level 8 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 hour
Saving throw: WIS

One creature you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success. You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself. You can command the target to take a reaction but must take your own reaction to do so.

At higher levels. Slot level 9: Concentration can last up to 8 hours.

Dominate Person

Level 5 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

One humanoid you can see within range must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target has advantage on the save if you or your allies are fighting it. Whenever the target takes damage, it repeats the save, ending the spell on itself on a success. You have a telepathic link with the Charmed target while the two of you are on the same plane of existence. On your turn, you can use this link to issue commands to the target (no action required), such as "Attack that creature," "Move over there," or "Fetch that object." The target does its best to obey on its turn. If it completes an order and doesn't receive further direction from you, it acts and moves as it likes, focusing on protecting itself. You can command the target to take a reaction but must take your own reaction to do so.

At higher levels. Slot level 6: Concentration can last up to 10 minutes. Slot level 7: Concentration can last up to 1 hour. Slot level 8: Concentration can last up to 8 hours. Slot level 9: Concentration can last up to 8 hours.

Dragon's Breath

Level 2 Transmutation

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S, M (a hot pepper)
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

You touch one willing creature, and choose Acid, Cold, Fire, Lightning, or Poison. Until the spell ends, the target can take an action to exhale a 15-foot cone. Each creature in that area makes a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save or half as much damage on a successful one.

At higher levels. The damage increases by 1d6 for each spell slot level above 2.

Dream

Level 5 Illusion

Casting time: 1 minute
Range: Extreme · Special
Components: V, S, M (a handful of sand)
Duration: 8 hours
Saving throw: WIS

You target a creature you know on the same plane of existence. You or a willing creature you touch enters a trance state to act as a dream messenger. While in the trance, the messenger is Incapacitated and has a speed of 0. If the target is asleep, the messenger appears in the target's dreams and can converse with the target as long as it remains asleep, through the spell's duration. The messenger can also shape the dream's environment, creating landscapes, objects, and other images. The messenger can emerge from the trance at any time, ending the spell. The target recalls the dream perfectly upon waking. If the target is awake when you cast the spell, the messenger knows it and can either end the trance (and the spell) or wait for the target to sleep, at which point the messenger enters its dreams. You can make the messenger terrifying to the target. If you do so, the messenger can deliver a message of no more than ten words, and then the target makes a Wisdom saving throw. On a failed save, the target gains no benefit from its rest, and it takes 3d6 psychic damage when it wakes up.

Drench

Level 1 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Instantaneous

Water condenses out of the Rift over a 10-foot cube you choose within range and falls all at once. Every fire in the area that is smaller than a bonfire goes out, each creature in the area that is Burning stops Burning, and powder, paper, and unsealed electronics in the area are soaked and useless until dried. The water is real and drains where the floor lets it.

At higher levels. Slot level 2: The cube grows by 5 feet on a side for each slot level above 1st.

Druidcraft

Transmutation cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You create one of the following effects within range. Weather Sensor. You create a Tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect can appear as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. Bloom. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. Sensory Effect. You create a harmless sensory effect, such as falling leaves, spectral dancing fairies, a gentle breeze, the sound of an animal, or the faint odor of skunk. The effect must fit in a 5-foot cube. Fire Play. You light or snuff out a candle, a torch, or a campfire.

Earthquake

Level 8 Transmutation

Casting time: 1 action
Range: Long · 500 feet
Components: V, S, M (a fractured rock)
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

Choose a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point. The ground there is difficult terrain. When you cast this spell and at the end of each of your turns for the duration, each creature on the ground in the area makes a Dexterity saving throw. On a failed save, a creature has the Prone condition, and its concentration is broken. You can also cause the effects below. Fissures. A total of 1d6 fissures open in the spell's area at the end of the turn you cast it. You choose the fissures' locations, which can't be under structures. Each fissure is 1d10 × 10 feet deep and 10 feet wide, and it extends from one edge of the spell's area to another edge. A creature in the same space as a fissure must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. Structures. The tremor deals 50 bludgeoning damage to any structure in contact with the ground in the area when you cast the spell and at the end of each of your turns until the spell ends. If a structure drops to 0 hit points, it collapses. A creature within a distance from a collapsing structure equal to half the structure's height makes a Dexterity saving throw. On a failed save, the creature takes 12d6 bludgeoning damage, has the Prone condition, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. On a successful save, the creature takes half as much damage only.

Eclipse

Level 5 Sun-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS · Not Frightened.

You darken a 30-foot-radius sphere centered on a point you choose within range. The area is filled with darkness that no light of 5th level or lower can penetrate, and creatures inside it cannot see out. Each creature that starts its turn in the area makes a Wisdom saving throw or is Frightened of you until the start of its next turn. You and creatures you choose when you cast the spell see through the darkness as if it were dim light.

Eldritch Blast

Evocation cantrip

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You hurl a beam of crackling energy. Make a ranged spell attack against one creature or object in range. On a hit, the target takes 1d10 force damage.

Level 5: The spell creates two beams. You can direct the beams at the same target or at different ones. Make a separate attack roll for each beam. Level 11: The spell creates three beams. Level 17: The spell creates four beams.

Elementalism

Transmutation cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You exert control over the elements, creating one of the following effects within range. Beckon Air. You create a breeze strong enough to ripple cloth, stir dust, rustle leaves, and close open doors and shutters, all in a 5-foot cube. Doors and shutters held open by a creature or object aren't affected. Beckon Earth. You create a thin shroud of dust or sand that covers surfaces in a 5-foot-square area, or you cause a single word to appear in your handwriting in a patch of dirt or sand. Beckon Fire. You create a thin cloud of harmless embers and colored, scented smoke in a 5-foot cube. You choose the color and scent, and the embers can light candles, torches, or lamps in that area. The smoke's scent lingers for 1 minute. Beckon Water. You create a spray of cool mist that lightly dampens creatures and objects in a 5-foot cube. Alternatively, you create 1 cup of clean water either in an open container or on a surface, and the water evaporates in 1 minute. Sculpt Element. You cause dirt, sand, fire, smoke, mist, or water that can fit in a 1-foot cube to assume a crude shape (such as that of a creature) for 1 hour.

Ember

Sun-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You pull a sliver of stellar fire from the Rift and throw it. Make a ranged spell attack against one creature or object within range. On a hit, the target takes 1d8 fire damage, and an unattended flammable object it is touching ignites.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Enhance Ability

Level 2 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (fur or a feather)
Duration: Concentration, up to 1 hour

You touch a creature and choose Strength, Dexterity, Intelligence, Wisdom, or Charisma. For the duration, the target has advantage on ability checks using the chosen ability.

At higher levels. At 3rd level and above, you can target one additional creature. At 4th level and above, you can target two additional creatures. At 5th level and above, you can target three additional creatures. At 6th level and above, you can target four additional creatures. At 7th level and above, you can target five additional creatures. At 8th level and above, you can target six additional creatures. At 9th level and above, you can target seven additional creatures.

Enlarge/Reduce

Level 2 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a pinch of powdered iron)
Duration: Concentration, up to 1 minute
Saving throw: CON

For the duration, the spell enlarges or reduces a creature or an object you can see within range (see the chosen effect below). A targeted object must be neither worn nor carried. If the target is an unwilling creature, it can make a Constitution saving throw. On a successful save, the spell has no effect. The equipment a targeted creature is wearing and carrying changes size with it. Any item it drops returns to normal size at once. A thrown weapon or piece of ammunition returns to normal size immediately after it hits or misses a target. Enlarge. The target's size increases by one category, for example from Medium to Large. The target also has advantage on Strength checks and Strength saving throws. The target's attacks with its enlarged weapons or Unarmed Strikes deal an extra 1d4 damage on a hit. Reduce. The target's size decreases by one category, for example from Medium to Small. The target also has disadvantage on Strength checks and Strength saving throws. The target's attacks with its reduced weapons or Unarmed Strikes deal 1d4 less damage on a hit (this can't reduce the damage below 1).

Ensnaring Strike

Level 1 Conjuration

Casting time: 1 bonus action (which you take immediately after hitting a creature with a weapon)
Range: Melee · Self
Components: V
Duration: Concentration, up to 1 minute
Saving throw: STR

As you hit the target, grasping vines appear on it, and it makes a Strength saving throw. A Large or larger creature has advantage on this save. On a failed save, the target has the Restrained condition until the spell ends. On a successful save, the vines shrivel away, and the spell ends. While Restrained, the target takes 1d6 piercing damage at the start of each of its turns. The target or a creature within reach of it can take an action to make a Strength (Athletics) check against your spell save DC. On a success, the spell ends.

At higher levels. The damage increases by 1d6 for each spell slot level above 1.

Entangle

Level 1 Conjuration

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 1 minute

Grasping plants sprout from the ground in a 20-foot square within range. For the duration, these plants turn the ground in the area into difficult terrain. They disappear when the spell ends. Each creature (other than you) in the area when you cast the spell must succeed on a Strength saving throw or have the Restrained condition until the spell ends. A Restrained creature can take an action to make a Strength (Athletics) check against your spell save DC. On a success, it breaks free of the grasping plants and is no longer Restrained by them.

Enthrall

Level 2 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

You weave a distracting string of words, causing creatures of your choice that you can see within range to make a Wisdom saving throw. Any creature you or your companions are fighting automatically succeeds on this save. On a failed save, a target has a -10 penalty to Wisdom (Perception) checks and passive Perception until the spell ends.

Eruption

Level 6 Molten-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage, not ignited.

You pull a column of magma through a Rift-tap beneath one creature you can see within range and drive it upward. The creature makes a Dexterity saving throw, taking 12d8 fire damage on a failed save or half as much on a successful one. On a failed save, it also catches fire and takes 2d8 fire damage at the start of each of its turns until a creature uses an action to smother the flames.

At higher levels. When cast using a slot of 7th level or higher, initial damage increases by 1d8 per slot level above 6th.

Etherealness

Level 7 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Up to 8 hours

You step into the border regions of the Spirit Plane, where it overlaps with your current plane. You remain in the border of the Spirit Plane for the duration. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can perceive the plane you left, which looks gray, and you can't see anything there more than 60 feet away. While on the Spirit Plane, you can affect and be affected only by creatures, objects, and effects on that plane. Creatures that aren't on the Spirit Plane can't perceive or interact with you unless a feature gives them the ability to do so. When the spell ends, you return to the plane you left in the spot that corresponds to your space in the border of the Spirit Plane. If you appear in an occupied space, you are shunted to the nearest unoccupied space and take force damage equal to twice the number of feet you are moved. This spell ends instantly if you cast it while you are on the Spirit Plane or a plane that doesn't border it, such as one of the outer planes.

At higher levels. Slot level 8: You can target up to 3 willing creatures, including yourself. They must be within 10 feet of you when you cast the spell. Slot level 9: You can target up to 6 willing creatures, including yourself. They must be within 10 feet of you when you cast the spell.

Expeditious Retreat

Level 1 Transmutation

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

You take the Dash action, and until the spell ends, you can take that action again as a bonus action.

Eyebite

Level 6 Necromancy

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

For the duration, your eyes become an inky void. One creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the spell ends, you can take an action to target another creature but can't target a creature again if it has succeeded on a save against this casting of the spell. Asleep. The target has the Unconscious condition. It wakes up if it takes any damage or if another creature takes an action to shake it awake. Panicked. The target has the Frightened condition. On each of its turns, the Frightened target must take the Dash action and move away from you by the safest and shortest route available. If the target moves to a space at least 60 feet away from you where it can't see you, this effect ends. Sickened. The target has the Poisoned condition.

Fabricate

Level 4 Transmutation

Casting time: 10 minutes
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You convert raw materials into products of the same material. For example, you can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, or clothes from flax or wool. Choose raw materials that you can see within range. You can fabricate a Large or smaller object (contained within a 10-foot cube or eight connected 5-foot cubes) given a sufficient quantity of material. If you're working with metal, stone, or another mineral substance, however, the fabricated object can be no larger than Medium (contained within a 5-foot cube). The quality of any fabricated objects is based on the quality of the raw materials. Creatures and magic items can't be created by this spell. You also can't use it to create items that require a high degree of skill, such as weapons and armor, unless you have proficiency with the type of artisan's tools used to craft such objects.

Facade

Level 6 Illusion

Casting time: 10 minutes
Range: Long · 1,000 feet
Components: V, S, M (a scale model of any building)
Duration: 24 hours

You raise an illusory settlement that covers up to a half-mile square. It has streets, buildings, sounds, and smells, and it holds up to touch. A creature can walk its roads and open its doors, but no part of it can be taken beyond its boundary. A creature that inspects a detail closely can make an Intelligence (Investigation) check against your spell save DC. On a success, that creature sees the illusion for what it is, and the illusion remains for all other creatures. The illusion cannot deal damage and does not block movement.

Faerie Fire

Level 1 Evocation

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Concentration, up to 1 minute
Saving throw: DEX

Objects in a 20-foot cube within range are outlined in blue, green, or violet light (your choice). Each creature in the cube is also outlined if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot radius and can't benefit from the Invisible condition. Attack rolls against an affected creature or object have advantage if the attacker can see it.

Faithful Hound

Level 4 Conjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a silver whistle)
Duration: 8 hours
Saving throw: DEX

You conjure a phantom watchdog in an unoccupied space that you can see within range. The hound remains for the duration or until the two of you are more than 300 feet apart from each other. Only you can see the hound, and it is intangible and invulnerable. When a Small or larger creature comes within 30 feet of it without first speaking the password that you specify when you cast this spell, the hound starts barking loudly. The hound has truesight with a range of 30 feet. At the start of each of your turns, the hound attempts to bite one enemy within 5 feet of it. That enemy must succeed on a Dexterity saving throw or take 4d8 force damage. On your later turns, you can take an action to move the hound up to 30 feet.

False Life

Level 1 Necromancy

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a drop of alcohol)
Duration: Instantaneous

You gain 2d4 + 4 temporary hit points.

At higher levels. You gain 5 additional temporary hit points for each spell slot level above 1.

Fault

Level 5 Arc-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

You drop a hard fault across every powered device in a 20-foot-radius sphere centered on a point within range. Each construct, each creature carrying a powered weapon, and each creature with an installed augment in the area makes a Constitution saving throw, taking 8d8 lightning damage on a failed save or half as much on a successful one. Every device in the area that is not hardened is disabled for 1 minute, including doors and your own equipment.

At higher levels. The damage increases by 1d8 for each slot level above 5.

Fear

Level 3 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a white feather)
Duration: Concentration, up to 1 minute
Saving throw: WIS

Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and have the Frightened condition for the duration. A Frightened creature takes the Dash action and moves away from you by the safest route on each of its turns unless there is nowhere to move. If the creature ends its turn in a space where it doesn't have line of sight to you, the creature makes a Wisdom saving throw. On a successful save, the spell ends on that creature.

Feather Fall

Level 1 Transmutation

Casting time: 1 reaction (which you take when you or a creature you can see within 60 feet of you falls)
Range: Medium · 60 feet
Components: V, M (a small feather or piece of down)
Duration: 1 minute

Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the spell ends. If a creature lands before the spell ends, the creature takes no damage from the fall, and the spell ends for that creature.

Feedback

Level 6 Ether-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: INT · Half damage and not Stunned.

You open every thread you are holding at once and let it discharge in a 30-foot cone. Each creature in the cone makes an Intelligence saving throw, taking 10d8 psychic damage on a failed save or half as much on a successful one. On a failed save a creature is also Stunned until the end of your next turn. A creature with no mind to reach is unaffected.

At higher levels. When cast using a slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Find Familiar

Level 1 Conjuration (ritual)

Casting time: 1 hour
Range: Close · 10 feet
Components: V, S, M (burning incense worth 10+ gm, which the spell consumes)
Duration: Instantaneous

You gain the service of a familiar, a spirit that takes an animal form you choose: Bat, Cat, Frog, Hawk, Lizard, Octopus, Owl, Rat, Raven, Spider, Weasel, or another beast that has a Power Rating of 0. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form (see its entry under Creatures), though it is a celestial, fey, or fiend (your choice) instead of a beast. Your familiar acts independently of you, but it obeys your commands. Telepathic Connection. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as a bonus action, you can see through the familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses it has. Finally, when you cast a spell with a range of touch, your familiar can deliver the touch. Your familiar must be within 100 feet of you, and it must take a reaction to deliver the touch when you cast the spell. Combat. The familiar is an ally to you and your allies. It rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. Disappearance of the Familiar. When the familiar drops to 0 hit points, it disappears. It reappears after you cast this spell again. As an action, you can temporarily dismiss the familiar to a pocket dimension. Alternatively, you can dismiss it forever. As an action while it is temporarily dismissed, you can cause it to reappear in an unoccupied space within 30 feet of you. Whenever the familiar drops to 0 hit points or disappears into the pocket dimension, it leaves behind in its space anything it was wearing or carrying. One Familiar Only. You can't have more than one familiar at a time. If you cast this spell while you have a familiar, you instead cause it to adopt a new eligible form.

Find Steed

Level 2 Conjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You call an otherworldly steed into an unoccupied space you can see within range. Choose its type when you cast the spell: celestial, fey, or fiend. It looks like a Large rideable animal of your choice, such as a horse, a camel, a dire canine, or an elk.

The steed has AC 10 plus the spell's level and 5 hit points plus 10 per level of the spell. Its speed is 60 feet, and at 4th level and higher it also has a fly speed of 60 feet. It is an ally to you and your allies, shares your initiative count, and serves as a controlled mount while you ride it. If you are Incapacitated, it acts on its own turn immediately after yours and protects you. It can speak telepathically with you, and only with you, out to 1 mile.

Its melee attack uses your spell attack modifier with a reach of 5 feet and deals 1d8 plus the spell's level in radiant damage if it is a celestial, psychic damage if it is a fey, or necrotic damage if it is a fiend. When you regain hit points from a spell of 1st level or higher and the steed is within 5 feet of you, it regains the same number.

The steed disappears if it drops to 0 hit points or if you die, leaving behind anything it carried. Casting the spell again replaces the steed you have.

At higher levels. Use the spell slot's level for the spell's level in the stat block.

Find the Path

Level 6 Divination

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (a set of divination tools—such as cards or runes—worth 100+ gm)
Duration: Concentration, up to 1 day

You magically sense the most direct physical route to a location you name. You must be familiar with the location, and the spell fails if you name a destination on another plane of existence, a moving destination (such as a mobile fortress), or an unspecific destination (such as "a green dragon's lair"). For the duration, as long as you are on the same plane of existence as the destination, you know how far it is and in what direction it lies. Whenever you face a choice of paths along the way there, you know which path is the most direct.

Find Traps

Level 2 Divination

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You sense any trap within range that is within line of sight. A trap, for the purpose of this spell, includes any object or mechanism that was created to cause damage or other danger. Thus, the spell would sense the Alarm or Glyph of Warding spell or a mechanical pit trap, but it wouldn't reveal a natural weakness in the floor, an unstable ceiling, or a hidden sinkhole. This spell reveals that a trap is present but not its location. You do learn the general nature of the danger posed by a trap you sense.

Finger of Death

Level 7 Necromancy

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

You send negative energy toward a creature you can see within range. The target makes a Constitution saving throw, taking 7d8 + 30 necrotic damage on a failed save or half as much damage on a successful one. A humanoid killed by this spell rises at the start of your next turn as a Zombie (see its entry under Creatures) that follows your verbal orders.

Fire Bolt

Evocation cantrip

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You hurl a mote of fire at a creature or an object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 fire damage. A flammable object hit by this spell starts burning if it isn't being worn or carried.

The damage increases to 2d10 at level 5, 3d10 at level 11 and 4d10 at level 17.

Fire Shield

Level 4 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a bit of phosphorus or a firefly)
Duration: 10 minutes

Wispy flames wreathe your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. The flames provide you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack roll, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield or 2d8 cold damage from a chill shield.

Fire Storm

Level 7 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

A storm of fire appears within range. The area of the storm consists of up to ten 10-foot cubes, which you arrange as you like. Each cube must be contiguous with at least one other cube. Each creature in the area makes a Dexterity saving throw, taking 7d10 fire damage on a failed save or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

Fireball

Level 3 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a ball of bat guano and sulfur)
Duration: Instantaneous
Saving throw: DEX · half damage

A bright streak flashes from you to a point you choose within range and then blossoms with a low roar into a fiery explosion. Each creature in a 20-foot-radius sphere centered on that point makes a Dexterity saving throw, taking 8d6 fire damage on a failed save or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried start burning.

At higher levels. The damage increases by 1d6 for each spell slot level above 3.

Firestorm

Level 7 Sun-Rifting

Casting time: 1 action
Range: Long · 500 feet
Components: V, S, M (a sliver of sunmetal)
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

A vortex of fire and radiant light descends over a 40-foot-radius, 40-foot-high cylinder centered on a point you can see within range. When the storm appears and at the start of each of your turns, each creature in the area must make a Dexterity saving throw, taking 6d6 fire damage and 6d6 radiant damage on a failed save or half as much on a successful one. The area is heavily obscured from outside, and ranged attacks made into or through it have disadvantage.

At higher levels. Slot level 8: The fire damage increases to 7d6. Slot level 9: The fire damage increases to 8d6.

Fissure

Level 3 Molten-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 minute
Saving throw: DEX · half damage

A seam of molten rock opens along a line within range and keeps burning. Each creature in the line when it opens makes a Dexterity saving throw, taking 5d6 fire damage on a failed save or half as much on a successful one. The seam then remains as difficult terrain, and a creature that enters it or starts its turn in it takes 2d6 fire damage. When the minute is up, the seam cools to sharp black glass that stays there permanently.

At higher levels. The initial damage increases by 1d6 for each slot level above 3.

Flame Blade

Level 2 Evocation

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S, M (a sumac leaf)
Duration: Concentration, up to 10 minutes

You evoke a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke it again as a bonus action. As an action, you can make a melee spell attack with the fiery blade. On a hit, the target takes fire damage equal to 3d6 plus your spellcasting ability modifier. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At higher levels. The damage increases by 1d6 for each spell slot level above 2.

Flame Strike

Level 5 Evocation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a pinch of sulfur)
Duration: Instantaneous
Saving throw: DEX · half damage

A vertical column of brilliant fire roars down from above. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range makes a Dexterity saving throw, taking 5d6 fire damage and 5d6 radiant damage on a failed save or half as much damage on a successful one.

At higher levels. The fire damage and the radiant damage increase by 1d6 for each spell slot level above 5.

Flaming Sphere

Level 2 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a ball of wax)
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

You create a 5-foot-diameter sphere of fire in an unoccupied space on the ground within range. It lasts for the duration. Any creature that ends its turn within 5 feet of the sphere makes a Dexterity saving throw, taking 2d6 fire damage on a failed save or half as much damage on a successful one. As a bonus action, you can move the sphere up to 30 feet, rolling it along the ground. If you move the sphere into a creature's space, that creature makes the save against the sphere, and the sphere stops moving for the turn. When you move the sphere, you can direct it over barriers up to 5 feet tall and jump it across pits up to 10 feet wide. Flammable objects that aren't being worn or carried start burning if touched by the sphere, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

At higher levels. The damage increases by 1d6 for each spell slot level above 2.

Flare

Level 3 Sun-Rifting

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

A miniature sun blooms at a point you choose within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw, taking 6d6 fire damage on a failed save or half as much on a successful one. Unattended flammable objects in the area ignite.

At higher levels. When cast using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Flechette

Level 8 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

Your reactive plating sheds alloy fragments that fill the air around you in a moving screen. Your AC increases by 3 and ranged attacks against you have disadvantage. At the end of each of your turns, each creature hostile to you within 20 feet makes a Dexterity saving throw, taking 6d8 slashing damage on a failed save or half as much on a successful one. Afterward, the ground around you is dangerous to walk on barefoot for a week.

Flesh to Stone

Level 6 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a cockatrice feather)
Duration: Concentration, up to 1 minute
Saving throw: CON

You attempt to turn one creature that you can see within range into stone. The target makes a Constitution saving throw. On a failed save, it has the Restrained condition for the duration. On a successful save, its speed is 0 until the start of your next turn. Constructs automatically succeed on the save. A Restrained target makes another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and has the Petrified condition for the duration. The successes and failures needn't be consecutive. Keep track of both until the target collects three of a kind. If you maintain your concentration on this spell for the entire possible duration, the target is Petrified until the condition is ended by Greater Restoration or similar magic.

Flicker

Level 3 Arc-Rifting

Casting time: 1 bonus action
Range: Melee · Self
Components: S
Duration: Concentration, up to 1 minute

You keep a charge running along your body so that you can jump between conductive contacts. For the duration, you can use a bonus action to move up to 30 feet to an unoccupied space you can see, provided you are touching a conductive surface at both your starting point and your destination. Deck plating, rails, pipework, and standing water all qualify. Insulated flooring and open ground do not.

At higher levels. Slot level 5: The distance increases to 60 feet at 5th level and above.

Floating Disk

Level 1 Conjuration (ritual)

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a drop of mercury)
Duration: 1 hour

This spell creates a circular, horizontal plane of force, 3 feet in diameter and 1 inch thick, that floats 3 feet above the ground in an unoccupied space of your choice that you can see within range. The disk remains for the duration and can hold up to 500 pounds. If more weight is placed on it, the spell ends, and everything on the disk falls to the ground. The disk is immobile while you are within 20 feet of it. If you move more than 20 feet away from it, the disk follows you so that it remains within 20 feet of you. It can move across uneven terrain, up or down stairs, slopes and the like, but it can't cross an elevation change of 10 feet or more. For example, the disk can't move across a 10-foot-deep pit, and it can't leave such a pit if it was created at the bottom. If you move more than 100 feet from the disk (for example, because it can't move around an obstacle to follow you), the spell ends.

Floe

Level 5 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: 8 hours

A raft of ice 20 feet square and 2 feet thick forms on any liquid surface within range. It bears up to 4,000 pounds without sinking, and as a bonus action you can move it up to 30 feet across the surface it floats on. The raft does not melt for the duration, in any temperature short of open flame, and it can be shaped into a ramp, a bridge, or a wall as an action.

Fly

Level 3 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a feather)
Duration: Concentration, up to 10 minutes

You touch a willing creature. For the duration, the target gains a fly speed of 60 feet and can hover. When the spell ends, the target falls if it is still aloft unless it can stop the fall.

At higher levels. At 4th level and above, you can target one additional creature. At 5th level and above, you can target two additional creatures. At 6th level and above, you can target three additional creatures. At 7th level and above, you can target four additional creatures. At 8th level and above, you can target five additional creatures. At 9th level and above, you can target six additional creatures.

Fog Cloud

Level 1 Conjuration

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 hour

You create a 20-foot-radius sphere of fog centered on a point within range. The sphere is heavily obscured. It lasts for the duration or until a strong wind (such as one created by Gust of Wind) disperses it.

At higher levels. The fog's radius increases by 20 feet for each spell slot level above 1.

Fogbank

Level 2 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Concentration, up to 1 hour

You raise a bank of fog in a 20-foot-radius sphere centered on a point you choose within range. The area is heavily obscured, to ordinary optics and to most thermal imaging as well as to sight. Wind of 20 miles per hour or more disperses the fog in 4 rounds, and hard vacuum disperses it instantly. You cannot see through it either.

At higher levels. Slot level 3: The radius increases by 20 feet for each slot level above 2nd.

Footing

Earth-Rifting cantrip

Casting time: 1 bonus action
Range: Melee · Touch
Components: S
Duration: 1 round

You set a creature's feet into whatever it is standing on. Until the start of your next turn, the target cannot be knocked Prone or moved against its will, and it ignores difficult terrain made of earth, stone, ice, or rubble. The spell ends early if the target leaves the ground.

At 5th level you can cast the spell at a range of 30 feet. At 11th level the target also has advantage on Strength saving throws for the duration.

Forbiddance

Level 6 Abjuration (ritual)

Casting time: 10 minutes
Range: Melee · Touch
Components: V, S, M (ruby dust worth 1,000+ gm)
Duration: 1 day

You create a ward against magical travel that protects up to 40,000 square feet of floor space to a height of 30 feet above the floor. For the duration, creatures can't teleport into the area or use portals, such as those created by the Gate spell, to enter the area. The spell proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Rift, the Spirit Plane, the Plane of Faewyld, the Netherveil, or the Plane Shift spell. In addition, the spell damages the types of creatures that you choose when you cast it. Choose one or more of the following: aberrations, celestials, elementals, fey, fiends, and undead. When a creature of a chosen type enters the spell's area for the first time on a turn or ends its turn there, the creature takes 5d10 radiant or necrotic damage (your choice when you cast this spell). You can designate a password when you cast the spell. A creature that speaks the password as it enters the area takes no damage from the spell. The spell's area can't overlap with the area of another Forbiddance spell. If you cast Forbiddance every day for 30 days in the same location, the spell lasts until it is dispelled, and the material components are consumed on the last casting.

Forcecage

Level 7 Evocation

Casting time: 1 action
Range: Medium · 100 feet
Components: V, S, M (ruby dust worth 1,500+ gm, which the spell consumes)
Duration: Concentration, up to 1 hour
Saving throw: CHA

An immobile, Invisible, cube-shaped prison composed of magical force springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any spells cast into or out from the area. When you cast the spell, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside it, are pushed away from the center of the area until they are completely outside it. A creature inside the cage can't leave it by nonmagical means. If the creature tries to use teleportation or interplanar travel to leave, it must first make a Charisma saving throw. On a successful save, the creature can use that magic to exit the cage. On a failed save, the creature doesn't exit the cage and wastes the spell or effect. The cage also extends into the Spirit Plane, blocking travel through the Spirit Plane. This spell can't be dispelled by Dispel Magic.

Foresight

Level 9 Divination

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (a hummingbird feather)
Duration: 8 hours

You touch a willing creature and bestow a limited ability to see into the immediate future. For the duration, the target has advantage on d20 rolls, and other creatures have disadvantage on attack rolls against it. The spell ends early if you cast it again.

Foundation

Level 9 Earth-Rifting

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (a seed from a tree older than you, which the spell consumes)
Duration: Concentration, up to 10 minutes
Saving throw: DEX · Half damage.

You root yourself to the bedrock. For the duration you cannot be moved, knocked Prone, or teleported against your will, you are immune to the Restrained and Paralyzed conditions, and you automatically succeed on Strength and Constitution saving throws. Your speed is 0 and cannot be increased. At the start of each of your turns, choose a point within 60 feet of you: each creature within 15 feet of that point makes a Dexterity saving throw, taking 8d8 bludgeoning damage on a failed save or half as much on a successful one. You can end the spell without using an action.

Foundry

Level 10 Metal-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · 1 mile
Components: V, S, M (a master-forged anvil, a Tier V relic core, and a willing or bound spirit of industry, all consumed)
Duration: Permanent

You perform an hour-long rite at a site of significant metalworking, such as an industrial foundry, an old forge, or a starship's drive core, and bind a region of the Rift to its iron. When the rite ends, the area within a half-mile radius of the focus becomes a foundry. Every unattended metal structure, vehicle hull, weapon, and architectural component in the area can be reshaped at the will of the anchor, who is you or a successor you name during the rite. While within the area, the anchor can use an action to animate one unoccupied vehicle or large metallic construct in the area as a Tier IV ally. The GM determines its stats, with a sample chassis of 300 hit points, AC 20, and three attacks at +12 for 4d10 + 6 damage each. Up to three such allies can be active at a time. The area also produces finished weapons, plating, and machined parts at ten times normal industrial speed, with no operators needed. The foundry is permanent until the focus is destroyed, the anchor spends an hour at the focus to renounce the rite, or another Foundry spell claims the same ground.

Freedom of Movement

Level 4 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a leather strap)
Duration: 1 hour

You touch a willing creature. For the duration, the target's movement is unaffected by difficult terrain, and spells and other magical effects can neither reduce the target's speed nor cause the target to have the Paralyzed or Restrained conditions. The target also has a swim speed equal to its speed. In addition, the target can spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature imposing the Grappled condition on it.

At higher levels. At 5th level, you can target 1 additional creature. At 6th level, you can target 2 additional creatures. At 7th level, you can target 3 additional creatures. At 8th level, you can target 4 additional creatures. At 9th level, you can target 5 additional creatures.

Freeze

Level 4 Water-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON · Not Restrained.

Ice climbs one creature you can see within range from the feet up and sets hard. The target makes a Constitution saving throw or is Restrained for the duration. It can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the target takes fire or plasma damage, it has advantage on its next saving throw against the spell. A creature Restrained this way while swimming sinks.

At higher levels. Slot level 5: You can target one additional creature for each slot level above 4th.

Freezing Sphere

Level 6 Evocation

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (a miniature crystal sphere)
Duration: Instantaneous
Saving throw: CON · half damage

A frigid globe streaks from you to a point of your choice within range, where it explodes in a 60-foot-radius sphere. Each creature in that area makes a Constitution saving throw, taking 10d6 cold damage on a failed save or half as much damage on a successful one. If the globe strikes a body of water, it freezes the water to a depth of 6 inches over an area 30 feet square. This ice lasts for 1 minute. Creatures that were swimming on the surface of frozen water are trapped in the ice and have the Restrained condition. A trapped creature can take an action to make a Strength (Athletics) check against your spell save DC to break free. You can refrain from firing the globe after completing the spell's casting. If you do so, a globe about the size of a sling bullet, cool to the touch, appears in your hand. At any time, you or a creature you give the globe to can throw the globe (to a range of 40 feet) or hurl it with a sling (to the sling's normal range). It shatters on impact, with the same effect as a normal casting of the spell. You can also set the globe down without shattering it. After 1 minute, if the globe hasn't already shattered, it explodes.

At higher levels. The damage increases by 1d6 for each spell slot level above 6.

Frost

Level 2 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · Half damage and speed not halved.

The temperature in a 15-foot cube you choose within range drops in an instant. Each creature in the cube makes a Constitution saving throw, taking 4d6 cold damage on a failed save or half as much on a successful one. On a failed save a creature's speed is also halved until the end of its next turn. Standing water in the area freezes into a thin sheet that is difficult terrain for 1 round.

At higher levels. When cast using a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Furnace

Level 9 Molten-Rifting

Casting time: 1 action
Range: Long · 1,000 feet
Components: V, S, F
Duration: Concentration, up to 10 minutes
Saving throw: CON · Half damage.

You open a Rift-tap to a stellar core and bind its output into a sphere. Each creature in the 60-foot-radius sphere when the furnace forms makes a Constitution saving throw, taking 20d6 fire damage on a failed save or half as much on a successful one. A creature that starts its turn in the area takes 8d6 fire damage with no saving throw. Non-magical metal in the area softens and warps, and non-magical wood, cloth, and flesh ignite. Tier IV armor begins to fail after 1 minute of exposure.

At higher levels. Slot level 10: Cast as a ritual, the furnace persists for 1 hour without concentration and its radius is 120 feet.

Gale

Level 2 Ether-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Not pushed.

A strong wind blows from you in a line 60 feet long and 10 feet wide for the duration. A creature that starts its turn in the line, or enters it, makes a Strength saving throw or is pushed 15 feet along the wind. Moving against the wind costs 2 feet of movement for every foot moved. The line disperses gas and fog, puts out unprotected flames, and gives ranged weapon attacks made through it disadvantage. As a bonus action you can change the direction the wind blows.

Gaseous Form

Level 3 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a bit of gauze)
Duration: Concentration, up to 1 hour

A willing creature you touch shape-shifts, along with the equipment it's wearing and carrying, into a misty cloud for the duration. The spell ends on the target if it drops to 0 hit points or if it takes an action to end the spell. While in this form, the target's only method of movement is a fly speed of 10 feet, and it can hover. The target can enter and occupy the space of another creature. The target has resistance to bludgeoning, piercing, and slashing damage, immunity to the Prone condition, and advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through narrow openings, but it treats liquids as though they were solid surfaces. The target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. The target can't attack or cast spells.

At higher levels. At 4th level and above, you can target one additional creature. At 5th level and above, you can target two additional creatures. At 6th level and above, you can target three additional creatures. At 7th level and above, you can target four additional creatures. At 8th level and above, you can target five additional creatures. At 9th level and above, you can target six additional creatures.

Gate

Level 9 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a diamond worth 5,000+ gm)
Duration: Concentration, up to 1 minute

You conjure a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration, and the portal's destination is visible through it. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. Deities and other planar rulers can prevent portals created by this spell from opening in their presence or anywhere within their domains. When you cast this spell, you can speak the name of a specific creature (a pseudonym, title, or nickname doesn't work). If that creature is on a plane other than the one you are on, the portal opens next to the named creature and transports it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and the GM decides how it acts. It can leave, attack you, or help you.

Geas

Level 5 Enchantment

Casting time: 1 minute
Range: Medium · 60 feet
Components: V
Duration: 30 days
Saving throw: WIS

You give a verbal command to a creature that you can see within range, ordering it to carry out some service or refrain from an action or a course of activity as you decide. The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration. The target automatically succeeds if it can't understand your command. While Charmed, the creature takes 5d10 psychic damage if it acts in a manner directly counter to your command. It takes this damage no more than once each day. You can issue any command you choose, short of an activity that would result in certain death. Should you issue a suicidal command, the spell ends. A Remove Curse, Greater Restoration, or Wish spell ends this spell.

At higher levels. Slot level 7: The duration is 365 days. Slot level 8: The duration is 365 days. Slot level 9: The spell lasts until Remove Curse, Greater Restoration, or Wish ends it.

Gentle Repose

Level 2 Necromancy (ritual)

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (2 Copper Pieces, which the spell consumes)
Duration: 10 days

You touch a corpse or other remains. For the duration, the target is protected from decay and can't become undead. The spell also effectively extends the time limit on raising the target from the dead, since days spent under the influence of this spell don't count against the time limit of spells such as Raise Dead.

Giant Insect

Level 4 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You summon a giant centipede, spider, or wasp, chosen when you cast the spell, into an unoccupied space you can see within range. It is an ally to you and your allies, shares your initiative count, and takes its turn immediately after yours. It obeys your spoken commands, which cost you no action, and it takes the Dodge action and moves to avoid danger if you give none. It disappears when it drops to 0 hit points or when the spell ends.

The insect has AC 11 plus the spell's level and 30 hit points plus 10 for each level of the spell above 4th. Its speed is 40 feet, with a climb speed of 40 feet, and a wasp has a fly speed of 40 feet instead. Its bite uses your spell attack modifier with a reach of 5 feet and deals 1d6 plus the spell's level in piercing damage plus 1d4 poison damage. A centipede can also spew venom as a bonus action at one creature within 15 feet. The target makes a Constitution saving throw against your spell save DC or is Poisoned until the end of its next turn. A spider's web restrains one Large or smaller creature within 30 feet on a failed Dexterity saving throw against your spell save DC.

At higher levels. Use the spell slot's level for the spell's level in the stat block.

Glacier

Level 7 Water-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON · Half damage and not Restrained.

A column of glacier ice surges up around one creature you can see within range. The target makes a Constitution saving throw, taking 12d8 cold damage and being Restrained on a failed save, or half as much damage and not Restrained on a successful one. A Restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The ice has AC 15 and 60 hit points, and shattering it frees the target.

At higher levels. Slot level 8: The damage increases to 13d8. Slot level 9: The damage increases to 14d8.

Glare

Sun-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous
Saving throw: CON · No effect.

You catch a creature's eyes with a flash of hard light. One creature you can see within range makes a Constitution saving throw. On a failure it has disadvantage on the next attack roll it makes before the end of its next turn. A creature that cannot see is unaffected.

At 5th level the range increases to 60 feet. At 11th level a target that fails is also Blinded until the start of its next turn.

Gleam

Level 1 Sun-Rifting

Casting time: 1 bonus action
Range: Close · 30 feet
Components: V
Duration: Concentration, up to 1 minute

You mark one creature you can see within range with a thin line of light. For the duration, the target adds 1d4 to its AC and to its saving throws. The mark is visible at any distance and in any light.

At higher levels. At 3rd level and above the die becomes a d6. At 5th level and above you can mark one additional creature.

Glibness

Level 8 Enchantment

Casting time: 1 action
Range: Melee · Self
Components: V
Duration: 1 hour

Until the spell ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, magic that would determine if you are telling the truth indicates that you are being truthful.

Glimmer

Sun-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: 1 hour

You set a steady point of light into an object you touch that is no larger than you can hold. It sheds bright light in a 20-foot radius and dim light for 20 feet beyond that, in a color you choose when you cast it. The light gives off no heat. Covering the object blocks the light, and you can end the spell as a bonus action.

At 11th level the bright light radius increases to 40 feet, and you can move the light to another object you touch as a bonus action.

Globe of Invulnerability

Level 6 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a glass bead)
Duration: Concentration, up to 1 minute

An immobile, shimmering barrier appears in a 10-foot emanation around you and remains for the duration. Any spell of level 5 or lower cast from outside the barrier can't affect anything within it. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from areas of effect created by such spells.

At higher levels. The barrier blocks spells of 1 level higher for each spell slot level above 6.

Glyph of Warding

Level 3 Abjuration

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (powdered diamond worth 200+ gm, which the spell consumes)
Duration: Until dispelled or triggered
Saving throw: DEX · half damage

You inscribe a glyph that later produces a magical effect. You inscribe it either on a surface (such as a table or a section of floor) or within an object that can be closed (such as a book or chest) to conceal the glyph. The glyph can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice. When you inscribe the glyph, you set its trigger and choose whether it's an explosive rune or a spell glyph, as explained below. Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph. Once a glyph is triggered, this spell ends. You can refine the trigger so that only creatures of certain types activate it (for example, the glyph can be set to affect aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. Explosive Rune. When triggered, the glyph erupts with magical energy in a 20-foot-radius sphere centered on the glyph. Each creature in the area makes a Dexterity saving throw. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage (your choice when you create the glyph) on a failed save or half as much damage on a successful one. Spell Glyph. You can store a prepared spell of level 3 or lower in the glyph by casting it as part of creating the glyph. The spell must target a single creature or an area. The spell being stored has no immediate effect when cast in this way. When the glyph is triggered, the stored spell takes effect. If the spell has a target, it targets the creature that triggered the glyph. If the spell affects an area, the area is centered on that creature. If the spell summons hostile creatures or creates harmful objects or traps, they appear as close as possible to the intruder and attack it. If the spell requires concentration, it lasts until the end of its full duration.

At higher levels. The damage of an explosive rune increases by 1d8 for each spell slot level above 3. If you create a spell glyph, you can store any spell of up to the same level as the spell slot you use for the Glyph of Warding.

Goodberry

Level 1 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a sprig of mistletoe)
Duration: 24 hours

Ten berries appear in your hand and are infused with magic for the duration. A creature can take a bonus action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. Uneaten berries disappear when the spell ends.

Grasp

Ether-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 minute

A hand of compressed Ether forms at a point you choose within range. As an action you can direct the hand to lift, carry, or move an unattended object weighing up to 10 pounds, open an unlocked door or container, or pour out a vial. The hand cannot attack, cannot activate a magic item, and vanishes if it moves more than 30 feet from you.

At 5th level the hand carries up to 25 pounds and its range is 60 feet. At 11th level the hand carries up to 50 pounds and its range is 90 feet. At 17th level the hand carries up to 100 pounds and its range is 120 feet.

Grease

Level 1 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a bit of pork rind or butter)
Duration: 1 minute
Saving throw: DEX

Nonflammable grease covers the ground in a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When the grease appears, each creature standing in its area must succeed on a Dexterity saving throw or have the Prone condition. A creature that enters the area or ends its turn there must also succeed on that save or fall Prone.

Greater Invisibility

Level 4 Illusion

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute

A creature you touch has the Invisible condition until the spell ends.

Greater Restoration

Level 5 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (diamond dust worth 100+ gm, which the spell consumes)
Duration: Instantaneous

You touch a creature and strip one lasting affliction out of it. Choose one of the following and end it on the target: one level of exhaustion, the Charmed condition, the Petrified condition, one curse (including attunement to a cursed item), one reduction to an ability score, or one reduction to its hit point maximum.

Gridlock

Level 8 Arc-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You hold a saturated charge across an area within range. Ranged attacks that pass into or through the field have disadvantage. A creature that enters the field or starts its turn in it takes 8d8 lightning damage and has its speed halved until the start of its next turn. Powered equipment inside the field operates at half effect. The field affects you too if you are inside it.

Groundswell

Level 7 Enchantment

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: WIS · The creature is unaffected and knows why.

Choose a point within range. Every creature within 60 feet of that point that can hear you and has an Intelligence of 4 or higher makes a Wisdom saving throw. On a failed save, a creature adopts an emotion you name when you cast the spell: calm, fury, grief, or terror. An affected creature acts on that emotion toward a target you name and does not attack you while the effect holds. Damaging an affected creature ends the effect on it. A creature that succeeds is unaffected and knows someone is working on the crowd.

Guardian of Faith

Level 4 Conjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V
Duration: 8 hours
Saving throw: DEX · half damage

A Large spectral guardian appears and hovers for the duration in an unoccupied space that you can see within range. The guardian occupies that space and is invulnerable, and it appears in a form appropriate for your deity or pantheon. Any enemy that moves to a space within 10 feet of the guardian for the first time on a turn or starts its turn there makes a Dexterity saving throw, taking 20 radiant damage on a failed save or half as much damage on a successful one. The guardian vanishes when it has dealt a total of 60 damage.

Guards and Wards

Level 6 Abjuration

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (a silver rod worth 10+ gm)
Duration: 24 hours

You create a ward over up to 2,500 square feet of floor space, up to 20 feet tall, shaped as one 50-foot square, one hundred contiguous 5-foot squares, or twenty-five contiguous 10-foot squares. When you cast the spell you name the individuals it does not affect, and you can set a password that makes any speaker within 5 feet of the area immune to its effects.

The ward creates four effects. Dispel Magic cannot end the ward as a whole, but it can end any one of the four, and the ward ends when all four are gone. If you cast this spell on the same area every day for 365 days, it lasts until all four effects are dispelled.

Corridors. Fog fills every warded corridor, making it heavily obscured. At each intersection or branching passage, there is a 50 percent chance that a creature other than you believes it is going the opposite way from the one it chose.

Doors. Every door in the area is locked as though sealed by Arcane Lock, and you can disguise up to ten of them as blank wall.

Stairs. Webs fill every stair from top to bottom, as the Web spell. Strands destroyed while the ward holds regrow in 10 minutes.

One other effect. Place one of the following in the area: Dancing Lights in four corridors, on a simple pattern the lights repeat for the duration; Magic Mouth in two places; Stinking Cloud in two places, whose vapors return 10 minutes after they are dispersed; Gust of Wind blowing continuously in one corridor or room; or Suggestion in one 5-foot square, delivered to the mind of any creature that enters it.

Guidance

Divination cantrip

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a willing creature and choose a skill. Until the spell ends, the creature adds 1d4 to any ability check using the chosen skill.

Guiding Bolt

Level 1 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: 1 round

You hurl a bolt of light toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 4d6 radiant damage, and the next attack roll made against it before the end of your next turn has advantage.

At higher levels. The damage increases by 1d6 for each spell slot level above 1.

Guise

Level 1 Ether-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 hour

You lay a false surface over yourself: a different face, a different build within a foot of your own height, different clothing and insignia. The illusion holds against sight and a casual scan, and touch reveals it. A creature that has reason to doubt what it sees can use its action to make an Intelligence (Investigation) check against your spell save DC, seeing through the illusion on a success. Recorded footage shows the illusion, and Rift-sensitive equipment shows both.

At higher levels. At 2nd level the duration increases to 8 hours. At 3rd level and above you can also disguise one willing creature you touch.

Gust of Wind

Level 2 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a legume seed)
Duration: Concentration, up to 1 minute
Saving throw: STR

A line of strong wind 60 feet long and 10 feet wide blasts from you in a direction you choose for the duration. Each creature in the line must succeed on a Strength saving throw or be pushed 15 feet away from you in a direction following the line. A creature that ends its turn in the line must make the same save. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to you. The gust disperses gas or vapor, and it extinguishes candles and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on your later turns, you can change the direction in which the line blasts from you.

Hail

Level 3 Water-Rifting

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

Ice the size of fists falls on a 20-foot-radius cylinder 40 feet high centered on a point you choose within range. Each creature in the area makes a Dexterity saving throw, taking 3d8 bludgeoning damage and 2d8 cold damage on a failed save, or half as much on a successful one. The ground in the area is difficult terrain until the end of your next turn.

At higher levels. When cast using a slot of 4th level or higher, the bludgeoning damage increases by 1d8 for each slot level above 3rd.

Hallow

Level 5 Abjuration

Casting time: 24 hours
Range: Melee · Touch
Components: V, S, M (incense worth 1,000+ gm, which the spell consumes)
Duration: Until dispelled

You touch a point and infuse an area around it with holy or unholy power. The area can have a radius up to 60 feet, and the spell fails if the radius includes an area already under the effect of Hallow. The affected area has the following effects. Hallowed Ward. Choose any of these creature types: aberration, celestial, elemental, fey, fiend, or undead. Creatures of the chosen types can't willingly enter the area, and any creature that is Possessed by or that has the Charmed or Frightened condition from such creatures isn't Possessed, Charmed, or Frightened by them while in the area. Extra Effect. You bind an extra effect to the area from the list below: Courage. Creatures of any types you choose can't gain the Frightened condition while in the area. Darkness. Darkness fills the area. Normal light, as well as magical light created by spells of a level lower than this spell, can't illuminate the area. Daylight. Bright light fills the area. Magical darkness created by spells of a level lower than this spell can't extinguish the light. Peaceful Rest. Dead bodies interred in the area can't be turned into undead. Extradimensional Interference. Creatures of any types you choose can't enter or exit the area using teleportation or interplanar travel. Fear. Creatures of any types you choose have the Frightened condition while in the area. Resistance. Creatures of any types you choose have resistance to one damage type of your choice while in the area. Silence. No sound can emanate from within the area, and no sound can reach into it. Tongues. Creatures of any types you choose can communicate with any other creature in the area even if they don't share a common language. Vulnerability. Creatures of any types you choose have vulnerability to one damage type of your choice while in the area.

Hallucinatory Terrain

Level 4 Illusion

Casting time: 10 minutes
Range: Long · 300 feet
Components: V, S, M (a mushroom)
Duration: 24 hours

You make natural terrain in a 150-foot cube in range look, sound, and smell like another sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to notice the illusion. If the difference isn't obvious by touch, a creature examining the illusion can take the Study action to make an Intelligence (Investigation) check against your spell save DC to disbelieve it. If a creature discerns that the terrain is illusory, the creature sees a vague image superimposed on the real terrain.

Halo

Level 3 Sun-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: CHA · The creature can enter the radius this turn.

A ring of hard light stands around you at head height. For the duration, undead, fiends, and aberrations have disadvantage on attack rolls against any creature inside a 10-foot radius of you. A creature of those types cannot willingly enter the radius unless it succeeds on a Charisma saving throw at the start of its turn. Attacks and spells from outside the radius pass through it.

At higher levels. Slot level 4: The radius increases by 10 feet for each slot level above 3rd.

Harden

Level 3 Earth-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a pinch of granite dust)
Duration: Concentration, up to 1 hour

A creature's skin takes on the grain and weight of stone. For the duration the target has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and it has a +1 bonus to AC. Its speed is reduced by 5 feet, and it sinks in water.

At higher levels. At 5th level and above the resistance also applies to magical weapons.

Harm

Level 6 Necromancy

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

You inflict virulent magic on a creature you can see within range. The target makes a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, and its hit point maximum is reduced by an amount equal to the necrotic damage it took. On a successful save, it takes half as much damage only. This spell can't reduce a target's hit point maximum below 1.

Harpoon

Level 3 Water-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You condense water out of the Rift into a barbed shaft of ice and throw it. Make a ranged spell attack against one creature within range. On a hit, the target takes 4d8 cold damage and 2d8 piercing damage, and you can pull it up to 10 feet toward you. The shaft shatters, leaving a 5-foot square of frost that is difficult terrain for 1 round.

At higher levels. When cast using a slot of 4th level or higher, the cold damage increases by 1d8 for each slot level above 3rd.

Haste

Level 3 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a shaving of licorice root)
Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is doubled, it gains a +2 bonus to Armor Class, it has advantage on Dexterity saving throws, and it gains an additional action on each of its turns. That action can be used to take only the Attack (one attack only), Dash, Disengage, Hide, or Use an Object action. When the spell ends, the target is Incapacitated and has a speed of 0 until the end of its next turn, as a wave of lethargy washes over it.

Heal

Level 6 Abjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

Choose a creature that you can see within range. Positive energy washes through the target, restoring 70 hit points. This spell also ends the Blinded, Deafened, and Poisoned conditions on the target.

At higher levels. The healing increases by 10 for each spell slot level above 6.

Healing Word

Level 1 Abjuration

Casting time: 1 bonus action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous

A creature of your choice that you can see within range regains hit points equal to 2d4 plus your spellcasting ability modifier.

At higher levels. The healing increases by 2d4 for each spell slot level above 1.

Hearth

Molten-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Up to 1 hour

You move heat from one place to another and hold it where you put it. You can warm or chill an object you touch, no larger than a person, by up to 40 degrees, hold a forge at working temperature without fuel, keep a meal hot, or make a metal handle too hot to touch for a short time. The heat must come from a nearby source, and that source becomes correspondingly colder.

Heat Metal

Level 2 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a piece of iron and a flame)
Duration: Concentration, up to 1 minute
Saving throw: CON

Choose a manufactured metal object, such as a metal weapon or a suit of Heavy or Medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d8 fire damage when you cast the spell. Until the spell ends, you can take a bonus action on each of your later turns to deal this damage again if the object is within range. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At higher levels. The damage increases by 1d8 for each spell slot level above 2.

Heat Shroud

Level 1 Molten-Rifting

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: Concentration, up to 10 minutes

A thin layer of superheated air surrounds your skin. You gain resistance to cold damage, and you are unaffected by extreme cold and frigid water. A creature that hits you with a melee attack from within 5 feet takes 1d6 fire damage. The shroud gives off visible heat and shows up on thermal sensors.

At higher levels. The retaliatory damage increases by 1d6 for each two slot levels above 1.

Heat Sink

Level 4 Molten-Rifting

Casting time: 1 reaction (when you take fire, plasma or cold damage)
Range: Melee · Self
Components: S
Duration: 1 round

You absorb the incoming energy and store it. You have immunity to the triggering damage type until the start of your next turn. The next melee attack you make before the end of your next turn deals an additional 4d6 damage of the absorbed type. If you make no melee attack, the stored energy vents harmlessly with a loud noise.

At higher levels. The stored damage increases by 1d6 for each slot level above 4.

Hellish Rebuke

Level 1 Evocation

Casting time: 1 reaction (which you take in response to taking damage from a creature that you can see within 60 feet of yourself)
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

The creature that damaged you is momentarily surrounded by green flames. It makes a Dexterity saving throw, taking 2d10 fire damage on a failed save or half as much damage on a successful one.

At higher levels. The damage increases by 1d10 for each spell slot level above 1.

Heroes' Feast

Level 6 Conjuration

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (a gem-encrusted bowl worth 1,000+ gm, which the spell consumes)
Duration: Instantaneous

You conjure a feast that appears on a surface in an unoccupied 10-foot cube next to you. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to twelve creatures can partake of the feast. A creature that partakes gains several benefits, which last for 24 hours. The creature has resistance to poison damage, and it has immunity to the Frightened and Poisoned conditions. Its hit point maximum also increases by 2d10, and it gains the same number of hit points.

Heroism

Level 1 Enchantment

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute

A willing creature you touch is imbued with bravery. Until the spell ends, the creature is immune to the Frightened condition and gains temporary hit points equal to your spellcasting ability modifier at the start of each of its turns.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Hex

Level 1 Enchantment

Casting time: 1 bonus action
Range: Medium · 90 feet
Components: V, S, M (the petrified eye of a newt)
Duration: Concentration, up to 1 hour

You place a curse on a creature that you can see within range. Until the spell ends, you deal an extra 1d6 necrotic damage to the target whenever you hit it with an attack roll. Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. If the target drops to 0 hit points before this spell ends, you can take a bonus action on a later turn to curse a new creature.

At higher levels. Your concentration can last longer with a spell slot of level 2 (up to 4 hours), 3 to 4 (up to 8 hours), or 5+ (24 hours).

Hideous Laughter

Level 1 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a tart and a feather)
Duration: Concentration, up to 1 minute
Saving throw: WIS

One creature of your choice that you can see within range makes a Wisdom saving throw. On a failed save, it has the Prone and Incapacitated conditions for the duration. During that time, it laughs uncontrollably if it's capable of laughter, and it can't end the Prone condition on itself. At the end of each of its turns and each time it takes damage, it makes another Wisdom saving throw. The target has advantage on the save if the save is triggered by damage. On a successful save, the spell ends.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Hold Monster

Level 5 Enchantment

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a straight piece of iron)
Duration: Concentration, up to 1 minute
Saving throw: WIS

Choose a creature that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

At higher levels. At 6th level and above, you can target one additional creature. At 7th level and above, you can target two additional creatures. At 8th level and above, you can target three additional creatures. At 9th level and above, you can target four additional creatures.

Hold Person

Level 2 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a straight piece of iron)
Duration: Concentration, up to 1 minute
Saving throw: WIS

Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or have the Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

At higher levels. At 3rd level and above, you can target one additional humanoid. At 4th level and above, you can target two additional humanoids. At 5th level and above, you can target three additional humanoids. At 6th level and above, you can target four additional humanoids. At 7th level and above, you can target five additional humanoids. At 8th level and above, you can target six additional humanoids. At 9th level and above, you can target seven additional humanoids.

Holy Aura

Level 8 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a reliquary worth 1,000+ gm)
Duration: Concentration, up to 1 minute
Saving throw: CON

For the duration, you emit an aura in a 30-foot emanation. While in the aura, creatures of your choice have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them. In addition, when a fiend or an undead hits an affected creature with a melee attack roll, the attacker must succeed on a Constitution saving throw or have the Blinded condition until the end of its next turn.

Hunter's Mark

Level 1 Divination

Casting time: 1 bonus action
Range: Medium · 90 feet
Components: V
Duration: Concentration, up to 1 hour

You magically mark one creature you can see within range as your quarry. Until the spell ends, you deal an extra 1d6 force damage to the target whenever you hit it with an attack roll. You also have advantage on any Wisdom (Perception or Survival) check you make to find it. If the target drops to 0 hit points before this spell ends, you can take a bonus action to move the mark to a new creature you can see within range.

At higher levels. Your concentration can last longer with a spell slot of level 3 to 4 (up to 8 hours) or 5+ (up to 24 hours).

Hurricane

Level 8 Ether-Rifting

Casting time: 1 minute
Range: Extreme · 1 mile
Components: V, S, M (a vial of air from the upper atmosphere)
Duration: Concentration, up to 1 hour
Saving throw: STR · Half damage, not thrown, and not knocked Prone.

A storm builds over a point you can see within range and settles into a cylinder 1,000 feet in radius and 1,000 feet high. For the duration the area is heavily obscured, ranged attacks inside it fail, and unprotected flames go out. At the start of each of your turns, each creature in the area makes a Strength saving throw, taking 6d8 bludgeoning damage and being thrown 30 feet in a direction of your choice and knocked Prone on a failed save, or taking half as much damage and staying in place on a successful one. A flying creature that fails is thrown 60 feet instead. Structures in the area take 30 bludgeoning damage each round, and vehicles lighter than 10 tons are thrown with the creatures.

Hush

Enchantment cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 round
Saving throw: WIS · The creature can speak normally.

You put a finger to your lips. One creature you can see within range makes a Wisdom saving throw. On a failure it cannot speak or make a vocal sound until the end of its next turn, and it cannot cast a spell with a verbal component during that time. The creature knows you did this. A creature that does not communicate by sound is unaffected.

Hypnotic Pattern

Level 3 Illusion

Casting time: 1 action
Range: Medium · 120 feet
Components: S, M (a pinch of confetti)
Duration: Concentration, up to 1 minute
Saving throw: WIS

You create a twisting pattern of colors in a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who can see the pattern must succeed on a Wisdom saving throw or have the Charmed condition for the duration. While Charmed, the creature has the Incapacitated condition and a speed of 0. The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Ice Knife

Level 1 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: S, M (a drop of water or a piece of ice)
Duration: Instantaneous
Saving throw: DEX

You create a shard of ice and fling it at one creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

At higher levels. The cold damage increases by 1d6 for each spell slot level above 1.

Ice Storm

Level 4 Evocation

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (a mitten)
Duration: Instantaneous
Saving throw: DEX · half damage

Hail falls in a 20-foot-radius, 40-foot-high cylinder centered on a point within range. Each creature in the cylinder makes a Dexterity saving throw. A creature takes 2d10 bludgeoning damage and 4d6 cold damage on a failed save or half as much damage on a successful one. Hailstones turn ground in the cylinder into difficult terrain until the end of your next turn.

At higher levels. The bludgeoning damage increases by 1d10 for each spell slot level above 4.

Icicle

Level 1 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A shaft of supercooled water condenses in front of you and flies at a target. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 cold damage, and its speed is reduced by 10 feet until the end of its next turn.

At higher levels. When cast using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Identify

Level 1 Divination (ritual)

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (a pearl worth 100+ gm)
Duration: Instantaneous

You touch an object throughout the spell's casting. If the object is a magic item or some other magical object, you learn its properties and how to use them, whether it requires attunement, and how many charges it has, if any. You learn whether any ongoing spells are affecting the item and what they are. If the item was created by a spell, you learn that spell's name. If you instead touch a creature throughout the casting, you learn which ongoing spells, if any, are currently affecting it.

Ignite

Molten-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You force a sliver of Rift-bound heat into a small flammable object within range, such as a torch, a rag, or a fuse, and it catches instantly. Alternatively, you can hurl a focused thermal lance at a creature within range. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage. This spell's damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Illusory Script

Level 1 Illusion (ritual)

Casting time: 1 minute
Range: Melee · Touch
Components: S, M (ink worth 10+ gm, which the spell consumes)
Duration: 10 days

You write on parchment, paper, or another suitable material and lay an illusion on it that lasts for the duration. To you and any creatures you designate when you cast the spell, the writing appears normal, seems to be written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or magical script that is unintelligible. Alternatively, the illusion can alter the meaning, handwriting, and language of the text, though the language must be one you know. If the spell is dispelled, the original script and the illusion both disappear. A creature that has truesight can read the hidden message.

Immolation

Level 10 Sun-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · 10 miles
Components: V, S, M (a sun-forge focus and three Tier V relic catalysts, all consumed)
Duration: Permanent

Through an hour-long rite you draw a thread of stellar core through the Rift and collapse it onto a region you have surveyed. When the rite completes, an area up to 1 mile in radius is destroyed: every structure in it is reduced to slag and ash, and every unshielded creature in it dies. The site emits lethal radiant Rift energy for years afterward, and shielding of Tier IV or lower does not survive prolonged exposure. The rite is visible from orbit while it runs, and it always draws a response.

Imprisonment

Level 9 Abjuration

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a statuette of the target worth 5,000+ gm)
Duration: Until dispelled
Saving throw: WIS

You create a magical restraint to hold a creature that you can see within range. The target must make a Wisdom saving throw. On a successful save, the target is unaffected, and it is immune to this spell for the next 24 hours. On a failed save, the target is imprisoned. While imprisoned, the target doesn't need to breathe, eat, or drink, and it doesn't age. Divination spells can't locate or perceive the imprisoned target, and the target can't teleport. Until the spell ends, the target is also affected by one of the following effects of your choice: Burial. The target is entombed beneath the earth in a hollow globe of magical force that is just large enough to contain the target. Nothing can pass into or out of the globe. Chaining. Chains firmly rooted in the ground hold the target in place. The target has the Restrained condition and can't be moved by any means. Hedged Prison. The target is trapped in a demiplane that is warded against teleportation and planar travel. The demiplane is your choice of a labyrinth, a cage, a tower, or the like. Minimus Containment. The target becomes 1 inch tall and is trapped inside an indestructible gemstone or a similar object. Light can pass through the gemstone (allowing the target to see out and other creatures to see in), but nothing else can pass through by any means. Slumber. The target has the Unconscious condition and can't be awoken. Ending the Spell. When you cast the spell, specify a trigger that will end it. The trigger can be as simple or as elaborate as you choose, but the GM must agree that it has a high likelihood of happening within the next decade. The trigger must be an observable action, such as someone making a particular offering at the temple of your god, saving your true love, or defeating a specific monster. A Dispel Magic spell can end the spell only if it is cast with a level 9 spell slot, targeting either the prison or the component used to create it.

Incendiary Cloud

Level 8 Conjuration

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

A swirling cloud of embers and smoke fills a 20-foot-radius sphere centered on a point within range. The cloud's area is heavily obscured. It lasts for the duration or until a strong wind (like that created by Gust of Wind) disperses it. When the cloud appears, each creature in it makes a Dexterity saving throw, taking 10d8 fire damage on a failed save or half as much damage on a successful one. A creature must also make this save when the sphere moves into its space and when it enters the sphere or ends its turn there. A creature makes this save only once per turn. The cloud moves 10 feet away from you in a direction you choose at the start of each of your turns.

Inflict Wounds

Level 1 Necromancy

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

A creature you touch makes a Constitution saving throw, taking 2d10 necrotic damage on a failed save or half as much damage on a successful one.

At higher levels. The damage increases by 1d10 for each spell slot level above 1.

Insect Plague

Level 5 Conjuration

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (a locust)
Duration: Concentration, up to 10 minutes
Saving throw: CON · half damage

Swarming locusts fill a 20-foot-radius sphere centered on a point you choose within range. The sphere remains for the duration, and its area is lightly obscured and difficult terrain. When the swarm appears, each creature in it makes a Constitution saving throw, taking 4d10 piercing damage on a failed save or half as much damage on a successful one. A creature also makes this save when it enters the spell's area for the first time on a turn or ends its turn there. A creature makes this save only once per turn.

At higher levels. The damage increases by 1d10 for each spell slot level above 5.

Instant Summons

Level 6 Conjuration (ritual)

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (a sapphire worth 1,000+ gm)
Duration: Until dispelled

You touch the sapphire used in the casting and an object weighing 10 pounds or less whose longest dimension is 6 feet or less. The spell leaves an invisible mark on that object and invisibly inscribes the object's name on the sapphire. Each time you cast this spell, you must use a different sapphire. Thereafter, you can take an action to speak the object's name and crush the sapphire. The object instantly appears in your hand regardless of physical or planar distances, and the spell ends. If another creature is holding or carrying the object, crushing the sapphire doesn't transport it, but instead you learn who that creature is and where that creature is currently located.

Interdict

Level 10 Abjuration (apex)

Casting time: 1 hour
Range: Extreme · 1 mile
Components: V, S, M (a foundation stone from a building that never fell, consumed)
Duration: 1 year

You ward a place for 1 year. Within a 1-mile radius, no spell of 9th level or lower functions unless its caster is a creature you named when you cast the spell. No creature can teleport or travel between planes into or out of the area, and no divination effect can perceive the interior. Creatures inside have immunity to the Charmed and Frightened conditions. The ward has 500 hit points against dedicated attack and is otherwise indestructible. You cannot cast Interdict again until this one ends, and it ends if you die.

Inundation

Level 10 Water-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · 20 miles
Components: V, S, M (a tide-stone keyed to the target coast and two Tier V tidal relics, all consumed)
Duration: Permanent

Over an hour you anchor a rift to deep ocean and let it bleed. Seawater pours through in a sustained wall that drowns the lowlands of the targeted region under tens of feet of water. Coastal cities are inundated, rivers run backward, and low valleys become inland seas. The new shoreline does not recede. Inhabitants who have not evacuated when the rite completes are lost.

Invisibility

Level 2 Illusion

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (an eyelash in gum arabic)
Duration: Concentration, up to 1 hour

A creature you touch has the Invisible condition until the spell ends. The spell ends early immediately after the target makes an attack roll, deals damage, or casts a spell.

At higher levels. At 3rd level and above, you can target one additional creature. At 4th level and above, you can target two additional creatures. At 5th level and above, you can target three additional creatures. At 6th level and above, you can target four additional creatures. At 7th level and above, you can target five additional creatures. At 8th level and above, you can target six additional creatures. At 9th level and above, you can target seven additional creatures.

Ion Curtain

Level 6 Arc-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

You charge a column of atmosphere into an ionized field with a 60-foot radius. The cylinder is heavily obscured and is difficult terrain for non-flying creatures. When a creature enters the field for the first time on a turn or starts its turn there, it makes a Dexterity saving throw, taking 6d8 lightning damage on a failed save or half as much on a successful one. Ranged attacks that pass through the field have disadvantage.

At higher levels. When cast using a slot of 7th level or higher, recurring damage increases by 1d8 per slot level above 6th.

Iron Crown

Level 9 Metal-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a circlet of pure iron worth at least 10,000 gm, consumed)
Duration: 1 hour

You conjure a great helm, full plate, and two weapons, one melee and one ranged, around a willing creature you touch, who can be yourself. For the duration, the crowned creature gains 100 temporary hit points, replacing any temporary hit points from another source if those are lower. Its AC becomes 22 if it is lower. It has a +3 bonus to attack rolls with the conjured weapons, using its existing proficiency. It has advantage on saving throws against being Charmed, Frightened, or compelled. When the duration ends, the regalia turns to inert filings. You can crown only one creature at a time. If you cast this spell again, the previous Iron Crown ends.

At higher levels. Slot level 10: Cast as a capstone, the duration is 24 hours and the crowned creature gains 200 temporary hit points.

Iron Skin

Level 2 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

Filaments of conjured alloy weave through your skin and harden into flexible plating that moves with you. For the duration, your AC increases by 2 and you have resistance to slashing damage from non-magical sources. The plating is visible and gives your skin a dull metallic sheen, and a creature that can sense Rift-active material identifies the effect on sight. The plating dissolves into fine inert flakes if you are reduced to 0 hit points or your concentration ends.

At higher levels. Slot level 4: You also have resistance to piercing damage from non-magical sources. Slot level 5: You also have resistance to piercing damage from non-magical sources. Slot level 6: You also have resistance to piercing and bludgeoning damage from non-magical sources. Slot level 7: You also have resistance to piercing and bludgeoning damage from non-magical sources. Slot level 8: You also have resistance to piercing and bludgeoning damage from non-magical sources. Slot level 9: You also have resistance to piercing and bludgeoning damage from non-magical sources.

Iron Storm

Level 6 Metal-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a handful of nails, ball bearings, or scrap)
Duration: Instantaneous
Saving throw: DEX · Half damage.

You hurl a fistful of scrap into the air above a point you can see within range. The Rift multiplies it into a thousand metal fragments that fly outward in a spherical storm. Each creature within a 30-foot-radius sphere centered on that point makes a Dexterity saving throw, taking 10d8 piercing damage on a failed save or half as much on a successful one. Unsecured cloth, paper, and brittle materials in the area are shredded. The ground in the sphere is left covered in metal slivers and is difficult terrain until cleared.

At higher levels. Slot level 7: The damage increases to 11d8. Slot level 8: The damage increases to 12d8 and the radius increases by 10 feet. Slot level 9: The damage increases to 13d8.

Irresistible Dance

Level 6 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V
Duration: Concentration, up to 1 minute
Saving throw: WIS

One creature that you can see within range must make a Wisdom saving throw. On a successful save, the target dances comically until the end of its next turn, during which it must spend all its movement to dance in place. On a failed save, the target has the Charmed condition for the duration. While Charmed, the target dances comically, must use all its movement to dance in place, and has disadvantage on Dexterity saving throws and attack rolls, and other creatures have advantage on attack rolls against it. On each of its turns, the target can take an action to collect itself and repeat the save, ending the spell on itself on a success.

Jet

Level 2 Water-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: STR · Half damage and not pushed.

You compress water into a stream and release it in a line 30 feet long and 5 feet wide. Each creature in the line makes a Strength saving throw, taking 3d8 bludgeoning damage and being pushed 10 feet away from you on a failed save, or half as much damage and not pushed on a successful one. The jet puts out fires smaller than a bonfire along its length.

At higher levels. When cast using a slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Jump

Level 1 Transmutation

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a willing creature. Once on each of its turns until the spell ends, that creature can jump up to 30 feet by spending 10 feet of movement.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Kindle

Level 4 Sun-Rifting

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute

You wrap yourself in sunlight. For the duration you shed bright light in a 30-foot radius, you have resistance to fire and cold damage, and your weapon attacks deal an extra 2d6 fire damage on a hit. Allies within 10 feet of you have advantage on saving throws against being Frightened. You cannot hide while the spell lasts.

At higher levels. At 6th level and above the extra damage becomes 3d6.

Knock

Level 2 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If the target is held shut by Arcane Lock, that spell is suppressed for 10 minutes, during which time the target can be opened and closed. When you cast the spell, a loud knock, audible up to 300 feet away, emanates from the target.

Lance

Level 5 Sun-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

You discharge a column of stellar plasma from your palm in a line 100 feet long and 5 feet wide. Each creature in the line must make a Dexterity saving throw, taking 6d6 fire damage and 4d6 radiant damage on a failed save or half as much on a successful one. The line ignites unattended flammable objects and cuts a groove 1 foot deep in stone.

At higher levels. When cast using a slot of 6th level or higher, the fire damage increases by 1d6 for each slot level above 5th.

Latch

Level 4 Metal-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 hour
Saving throw: DEX · weapons not jammed

You reach into a mechanism and fix it in position. Seal or open one door, hatch, lock, restraint, or weapon action within range for the duration. A sealed mechanism has AC 20 and 60 hit points against attempts to force it, and overriding it takes a DC 20 Technology check. Alternatively, you can jam every firearm on one creature you can see. That creature makes a Dexterity saving throw to prevent this, and clearing the jam takes an action per weapon.

At higher levels. Slot level 5: You can affect one additional mechanism or creature for each slot level above 4th.

Lava Field

Level 8 Molten-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, M (a crucible shard)
Duration: Concentration, up to 10 minutes
Saving throw: DEX · The creature is not Restrained.

The ground across a 60-foot radius softens to slag. The area is difficult terrain, and a creature that starts its turn in it takes 4d10 fire damage. A creature that enters the area for the first time on a turn makes a Dexterity saving throw or sinks to its knees and is Restrained until it escapes with a DC 15 Strength check. Nonmagical metal left in the slag for a full round is ruined. When the spell ends, the slag cools over 1 minute into rough stone, and a creature still Restrained in it when it sets remains held until the stone is broken.

Legend Lore

Level 5 Divination

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (incense worth 250+ gm, which the spell consumes, and four ivory strips worth 50+ gm each)
Duration: Instantaneous

Name or describe a famous person, place, or object. The spell brings to your mind a brief summary of the significant lore about that famous thing, as described by the GM. The lore can consist of important details, amusing revelations, or even secret lore that has never been widely known. The more information you already know about the thing, the more detailed the information you receive is. That information is accurate but can be couched in figurative language or poetry, as determined by the GM. If the famous thing you chose isn't actually famous, you hear sad musical notes played on a trombone, and the spell fails.

Lesser Restoration

Level 2 Abjuration

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You touch a creature and end one condition on it: Blinded, Deafened, Paralyzed, or Poisoned.

Levitate

Level 2 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a metal spring)
Duration: Concentration, up to 10 minutes
Saving throw: CON

One creature or loose object of your choice that you can see within range rises vertically up to 20 feet and remains suspended there for the duration. The spell can levitate an object that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected. The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can take an action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

Light

Evocation cantrip

Casting time: 1 action
Range: Melee · Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one Large or smaller object that isn't being worn or carried by someone else. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Covering the object with something opaque blocks the light. The spell ends if you cast it again.

Lightning Bolt

Level 3 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a bit of fur and a crystal rod)
Duration: Instantaneous
Saving throw: DEX · half damage

A stroke of lightning forming a 100-foot-long, 5-foot-wide line blasts out from you in a direction you choose. Each creature in the line makes a Dexterity saving throw, taking 8d6 lightning damage on a failed save or half as much damage on a successful one.

At higher levels. The damage increases by 1d6 for each spell slot level above 3.

Locate Animals or Plants

Level 2 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (fur from a bloodhound)
Duration: Instantaneous

Describe or name a specific kind of beast, plant creature, or nonmagical plant. You learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature

Level 4 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (fur from a bloodhound)
Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location if that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement. The spell can locate a specific creature known to you or the nearest creature of a specific kind (such as a human or a unicorn) if you have seen such a creature up close, within 30 feet, at least once. If the creature you described or named is in a different form, such as under the effects of a Flesh to Stone or Polymorph spell, this spell doesn't locate the creature. This spell can't locate a creature if any thickness of lead blocks a direct path between you and the creature.

Locate Object

Level 2 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a forked twig)
Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location if that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The spell can locate a specific object known to you if you have seen it up close, within 30 feet, at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This spell can't locate an object if any thickness of lead blocks a direct path between you and the object.

Lodestone

Level 7 Metal-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Speed halved; no damage; not restrained.

You fill a 60-foot-radius sphere centered on a point you can see within range with a Rift-anchored magnetic field. For the duration, each creature wearing medium or heavy metal armor in the sphere makes a Strength saving throw at the start of its turn. On a failed save, the creature is Restrained until the start of its next turn, because its armor is pinned to the nearest large ferrous surface. On a successful save, its speed is halved until the start of its next turn. Unsecured ferrous objects in the sphere weighing up to 1,000 pounds, including most ground vehicles and small craft, are pulled toward its center at 60 feet per round. A piloted vehicle can resist the pull by winning a contested vehicle-handling check, made at disadvantage. A creature that failed its save also takes 12d8 bludgeoning damage from the field's torsion the first time it enters the area on a turn or starts its turn there.

At higher levels. Slot level 8: The damage increases to 13d8 and the weight limit doubles. Slot level 9: The damage increases to 14d8.

Longstrider

Level 1 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At higher levels. At 2nd level and above, you can target one additional creature. At 3rd level and above, you can target two additional creatures. At 4th level and above, you can target three additional creatures. At 5th level and above, you can target four additional creatures. At 6th level and above, you can target five additional creatures. At 7th level and above, you can target six additional creatures. At 8th level and above, you can target seven additional creatures. At 9th level and above, you can target eight additional creatures.

Maelstrom

Level 9 Water-Rifting

Casting time: 1 action
Range: Long · 1,000 feet
Components: V, S, M (an iron compass needle, which the spell consumes)
Duration: Concentration, up to 1 minute
Saving throw: STR · Half damage and not pulled.

A vortex of black seawater 60 feet across opens at a point you choose within range and drags the battlefield inward. When the vortex appears and at the start of each of your turns, each creature in the area makes a Strength saving throw, taking 20d6 bludgeoning damage, being pulled 20 feet toward the center, and being knocked Prone on a failed save, or taking half as much damage and staying in place on a successful one. A creature pulled into the center is submerged and begins Suffocating. The area is difficult terrain.

Mage Armor

Level 1 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a piece of cured leather)
Duration: 8 hours

You touch a willing creature who isn't wearing armor. Until the spell ends, the target's base AC becomes 13 plus its Dexterity modifier. The spell ends early if the target dons armor.

Mage Hand

Conjuration cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 minute

A spectral, floating hand appears at a point you choose within range. The hand lasts for the duration. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. When you cast the spell, you can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. As an action on your later turns, you can control the hand in this way again. As part of that action, you can move the hand up to 30 feet. The hand can't attack, activate magic items, or carry more than 10 pounds.

Magic Circle

Level 3 Abjuration

Casting time: 1 minute
Range: Close · 10 feet
Components: V, S, M (salt and powdered silver worth 100+ gm, which the spell consumes)
Duration: 1 hour
Saving throw: CHA

You create a 10-foot-radius, 20-foot-tall cylinder of magical energy centered on a point on the ground that you can see within range. Glowing runes appear wherever the cylinder intersects with the floor or other surface. Choose one or more of the following types of creatures: celestials, elementals, fey, fiends, or undead. The circle affects a creature of the chosen type in the following ways: The creature can't willingly enter the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a Charisma saving throw. The creature has disadvantage on attack rolls against targets within the cylinder. Targets within the cylinder can't be Possessed by or gain the Charmed or Frightened condition from the creature. Each time you cast this spell, you can cause its magic to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At higher levels. The duration increases by 1 hour for each spell slot level above 3.

Magic Jar

Level 6 Necromancy

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (a gem, crystal, or reliquary worth 500+ gm)
Duration: Until dispelled
Saving throw: CHA

Your body falls into a catatonic state as your soul leaves it and enters the container you used for the spell's Material component. While your soul inhabits the container, you are aware of your surroundings as if you were in the container's space. You can't move or take reactions. The only action you can take is to project your soul up to 100 feet out of the container, either returning to your living body (and ending the spell) or attempting to possess a humanoid's body. You can attempt to possess any humanoid within 100 feet of you that you can see (creatures warded by a Protection from Evil and Good or Magic Circle spell cannot be Possessed). The target makes a Charisma saving throw. On a failed save, your soul enters the target's body, and the target's soul becomes trapped in the container. On a successful save, the target resists your efforts to possess it, and you can't attempt to possess it again for 24 hours. Once you possess a creature's body, you control it. Your hit points, hit point dice, Strength, Dexterity, Constitution, speed, and senses are replaced by the creature's. You otherwise keep your game statistics. Meanwhile, the Possessed creature's soul can perceive from the container using its own senses, but it can't move and it is Incapacitated. While possessing a body, you can take an action to return from the host body to the container if it is within 100 feet of you, returning the host creature's soul to its body. If the host body dies while you're in it, the creature dies, and you make a Charisma saving throw against your own spell save DC. On a success, you return to the container if it is within 100 feet of you. Otherwise, you die. If the container is destroyed or the spell ends, your soul returns to your body. If your body is more than 100 feet away from you or if your body is dead, you die. If another creature's soul is in the container when it is destroyed, the creature's soul returns to its body if the body is alive and within 100 feet. Otherwise, that creature dies. When the spell ends, the container is destroyed.

Magic Missile

Level 1 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You create three glowing darts of magical force. Each dart strikes a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

At higher levels. The spell creates one more dart for each spell slot level above 1.

Magic Mouth

Level 2 Illusion (ritual)

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (jade dust worth 10+ gm, which the spell consumes)
Duration: Until dispelled

You implant a message in an object within range. The object speaks the message when a trigger you set is met. Choose an object that you can see and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or fewer, though it can be delivered over as long as 10 minutes. Finally, determine the circumstance that will trigger the spell to deliver your message. When that trigger occurs, a magical mouth appears on the object and recites the message in your voice and at the same volume you spoke. If the object you chose has a mouth or something that looks like a mouth (for example, the mouth of a statue), the magical mouth appears there, so the words appear to come from the object's mouth. When you cast this spell, you can have the spell end after it delivers its message, or it can remain and repeat its message whenever the trigger occurs. The trigger can be as general or as detailed as you like, though it must be based on visual or audible conditions that occur within 30 feet of the object. For example, you can instruct the mouth to speak when any creature moves within 30 feet of the object or when a silver bell rings within 30 feet of it.

Magic Weapon

Level 2 Transmutation

Casting time: 1 bonus action
Range: Melee · Touch
Components: V, S
Duration: 1 hour

You touch a nonmagical weapon. Until the spell ends, that weapon becomes a magic weapon with a +1 bonus to attack rolls and damage rolls. The spell ends early if you cast it again.

At higher levels. The bonus increases to +2 with a spell slot of level 3 to 5. The bonus increases to +3 with a spell slot of level 6 or higher.

Magnificent Mansion

Level 7 Conjuration

Casting time: 1 minute
Range: Long · 300 feet
Components: V, S, M (a miniature door worth 15+ gm)
Duration: 24 hours

You conjure a shimmering door in range that lasts for the duration. The door leads to an extradimensional dwelling and is 5 feet wide and 10 feet tall. You and any creature you designate when you cast the spell can enter the extradimensional dwelling as long as the door remains open. You can open or close it (no action required) if you are within 30 feet of it. While closed, the door is imperceptible. Beyond the door is a magnificent foyer with numerous chambers. The dwelling's atmosphere is clean, fresh, and warm. You can create any floor plan you like for the dwelling, but it can't exceed 50 contiguous 10-foot cubes. The place is furnished and decorated as you choose. It contains sufficient food to serve a nine-course banquet for up to 100 people. Furnishings and other objects created by this spell dissipate into smoke if removed from it. A staff of 100 near-transparent servants attends all who enter. You determine the appearance of these servants and their attire. They are invulnerable and obey your commands. Each servant can perform tasks that a human can perform, but they can't attack or take any action that would directly harm another creature. Thus the servants can fetch things, clean, mend, fold clothes, light fires, serve food, pour wine, and so on. The servants can't leave the dwelling. When the spell ends, any creatures or objects left inside the extradimensional space are expelled into the unoccupied spaces nearest to the entrance.

Major Image

Level 3 Illusion

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems real, including sounds, smells, and temperature appropriate to the thing depicted, but it can't deal damage or cause conditions. If you are within range of the illusion, you can take an action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, for things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

At higher levels. The spell lasts until dispelled, without requiring concentration, if cast with a level 4+ spell slot.

Mantle

Level 10 Molten-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · Special
Components: V, S, F, M (A Tier V Molten-class core, a quantity of refined Rift-iron equal to the caster's weight, and a willing creature's lifelong vocation surrendered as catalyst.)
Duration: Permanent (years)

You graft a planet's mantle to a Rift-tap and force the wound open. A region of up to fifty square miles becomes a permanent molten zone. Surface temperatures kill unshielded life, magma fields and slag plains replace the prior landscape, and any settlement in the area is destroyed. The zone stays active for years and can be sealed only by an equal-tier ritual. The local biome does not return within a generation. Your skin permanently bears a heat mark from the working, and you take ongoing fire damage if you enter the zone.

Martyrdom

Level 9 Evocation

Casting time: 1 reaction, which you take when you are reduced to 0 hit points
Range: Close · 30 feet
Components: V
Duration: Instantaneous
Saving throw: CON · Half damage.

You release what is left of your life as a wave of force. Each creature of your choice within range makes a Constitution saving throw, taking 16d8 force damage on a failed save or half as much on a successful one. A creature reduced to 0 hit points by this spell dies. You then die, and your body is consumed. You cannot be restored to life by any means short of a Wish or a Tier V working. Any lesser attempt to restore you fails, and the creature making it learns that you cannot be returned.

Mass Cure Wounds

Level 5 Abjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A wave of healing energy washes out from a point you can see within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 5d8 plus your spellcasting ability modifier.

At higher levels. The healing increases by 1d8 for each spell slot level above 5.

Mass Heal

Level 9 Abjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A flood of healing energy flows from you into creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this spell also have the Blinded, Deafened, and Poisoned conditions removed from them.

Mass Healing Word

Level 3 Abjuration

Casting time: 1 bonus action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous

Up to six creatures of your choice that you can see within range regain hit points equal to 2d4 plus your spellcasting ability modifier.

At higher levels. The healing increases by 1d4 for each spell slot level above 3.

Mass Suggestion

Level 6 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, M (a snake's tongue)
Duration: 24 hours
Saving throw: WIS

You suggest a course of activity, described in no more than 25 words, to twelve or fewer creatures you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to any of the targets or their allies. For example, you can say, "Walk to the village down that road, and help the villagers there harvest crops until sunset." Or you can say, "Now is not the time for violence. Drop your weapons, and dance! Stop in an hour." Each target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. Each Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for a target upon completing it.

At higher levels. The duration is longer with a spell slot of level 7 (10 days), 8 (30 days), or 9 (366 days).

Maze

Level 8 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You banish a creature that you can see within range into a labyrinthine demiplane. The target remains there for the duration or until it escapes the maze. The target can take a Study action to try to escape. When it does so, it makes a DC 20 Intelligence (Investigation) check. If it succeeds, it escapes, and the spell ends. When the spell ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space.

Meld into Stone

Level 3 Transmutation (ritual)

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 8 hours

You step into a stone object or surface large enough to fully contain your body, merging yourself and your equipment with the stone for the duration. You must touch the stone to do so. No part of you remains visible or otherwise detectable by nonmagical senses. While merged with the stone, you can't see what occurs outside it, and any Wisdom (Perception) checks you make to hear sounds outside it are made with disadvantage. You remain aware of the passage of time and can cast spells on yourself while merged in the stone. You can use 5 feet of movement to leave the stone where you entered it, which ends the spell. You otherwise can't move. Minor physical damage to the stone doesn't harm you, but its partial destruction or a change in its shape (to the extent that you no longer fit within it) expels you and deals 6d6 force damage to you. The stone's complete destruction (or transmutation into a different substance) expels you and deals 50 force damage to you. If expelled, you move into an unoccupied space closest to where you first entered and have the Prone condition.

Mending

Transmutation cantrip

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (two lodestones)
Duration: Instantaneous

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item, but it can't restore magic to such an object.

Message

Transmutation cantrip

Casting time: 1 action
Range: Medium · 120 feet
Components: S, M (a copper wire)
Duration: 1 round

You point toward a creature within range and whisper a message. The target (and only the target) hears the message and can reply in a whisper that only you can hear. You can cast this spell through solid objects if you are familiar with the target and know it is beyond the barrier. The spell is blocked by magical silence, by 1 foot of stone, metal, or wood, or by a thin sheet of lead.

Meteor Swarm

Level 9 Evocation

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each of those points makes a Dexterity saving throw. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save or half as much damage on a successful one. A creature in the area of more than one fiery sphere is affected only once. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area, and the object starts burning if it's flammable.

Millpond

Level 9 Water-Rifting

Casting time: 1 action
Range: Long · 1,000 feet
Components: V, S, M (a vial of water from three different seas)
Duration: Concentration, up to 1 hour

You hold a body of water still. Choose a volume of water up to 1,000 feet across within range. For the duration it does not flow, wave, or drain, and it bears weight as though it were solid ground, so creatures and vehicles cross its surface at normal speed. As a bonus action you can shape the held water into walls, stairs, or channels, and each shape holds until you change it. A creature submerged when the spell is cast is Restrained and begins Suffocating unless it can breathe water. When the spell ends the water moves again at once, and anything it was holding up falls.

Mind Blank

Level 8 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 24 hours

Until the spell ends, one willing creature you touch has immunity to psychic damage and the Charmed condition. The target is also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell, Wish included, can gather information about the target, observe it remotely, or control its mind.

Mind Bond

Level 2 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Concentration, up to 1 hour

You open a two-way link between yourself and one willing creature you touch. For the duration you can exchange words and images at any distance on the same plane, without speaking and without being overheard. Neither of you can read anything the other does not send. If either of you falls Unconscious, the other feels the link stop.

At higher levels. Slot level 3: You can link one additional willing creature for each slot level above 2nd.

Mind Spike

Level 2 Divination

Casting time: 1 action
Range: Medium · 120 feet
Components: S
Duration: Concentration, up to 1 hour
Saving throw: WIS · half damage

You drive a spike of psionic energy into the mind of one creature you can see within range. The target makes a Wisdom saving throw, taking 3d8 psychic damage on a failed save or half as much damage on a successful one. On a failed save, you also always know the target's location until the spell ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it has the Invisible condition, it gains no benefit from that condition against you.

At higher levels. At 3rd level and above, the damage increases to 4d8. At 4th level and above, the damage increases to 5d8. At 5th level and above, the damage increases to 6d8. At 6th level and above, the damage increases to 7d8. At 7th level and above, the damage increases to 8d8. At 8th level and above, the damage increases to 9d8. At 9th level and above, the damage increases to 10d8.

Minor Illusion

Illusion cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S, M (a bit of fleece)
Duration: 1 minute

You create a sound or an image of an object within range that lasts for the duration. See the descriptions below for the effects of each. The illusion ends if you cast this spell again. If a creature takes a Study action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature. Sound. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the spell ends. Image. If you create an image of an object, such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, since things can pass through it.

Mirage Arcane

Level 7 Illusion

Casting time: 10 minutes
Range: Extreme · Sight
Components: V, S
Duration: 10 days

You make terrain in an area up to 1 mile square look, sound, smell, and even feel like some other sort of terrain. Open fields or a road can be made to resemble a swamp, hill, crevasse, or some other rough or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Similarly, you can alter the appearance of structures or add them where none are present. The spell doesn't disguise, conceal, or add creatures. The illusion includes audible, visual, tactile, and olfactory elements, so it can turn clear ground into difficult terrain (or vice versa) or otherwise impede movement through the area. Any piece of the illusory terrain (such as a rock or stick) that is removed from the spell's area disappears immediately. Creatures with truesight can see through the illusion to the terrain's true form. All other elements of the illusion remain, so while the creature is aware of the illusion's presence, it can still physically interact with the illusion.

Mire

Level 1 Earth-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: 1 minute
Saving throw: STR · The creature can move normally this turn.

The ground in a 20-foot square you choose within range turns to deep mud. The area is difficult terrain. A creature that enters the area or starts its turn there makes a Strength saving throw. On a failure its speed is 0 until the start of its next turn. When the spell ends the ground sets again, and a creature still in it is Restrained until it succeeds on a Strength (Athletics) check against your spell save DC. The spell has no effect on metal decking or stone floor.

At higher levels. Slot level 2: The square grows by 10 feet on a side for each slot level above 1st.

Mirror Image

Level 2 Illusion

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 minute

Three illusory duplicates of yourself appear in your space. Until the spell ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. Each time a creature hits you with an attack roll during the spell's duration, roll a d6 for each of your remaining duplicates. If any of the d6s rolls a 3 or higher, one of the duplicates is hit instead of you, and the duplicate is destroyed. The duplicates otherwise ignore all other damage and effects. The spell ends when all three duplicates are destroyed. A creature is unaffected by this spell if it has the Blinded condition, blindsight, or truesight.

Mislead

Level 5 Illusion

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: Concentration, up to 1 hour

You gain the Invisible condition at the same time that an illusory double of you appears where you are standing. The double lasts for the duration, but the invisibility ends immediately after you make an attack roll, deal damage, or cast a spell. As an action, you can move the illusory double up to twice your speed and make it gesture, speak, and behave in whatever way you choose. It is intangible and invulnerable. You can see through its eyes and hear through its ears as if you were located where it is.

Mist

Water-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 minute

You condense the moisture in the air into a low, drifting fog. A 10-foot-radius sphere of mist forms at a point you can see within range. The area is lightly obscured. Wind of 10 miles per hour or more disperses the mist in 1 round.

Level 5: The radius increases to 15 feet. Level 11: The radius increases to 20 feet. Level 17: The radius increases to 25 feet.

Misty Step

Level 2 Conjuration

Casting time: 1 bonus action
Range: Melee · Self
Components: V
Duration: Instantaneous

Briefly surrounded by silvery mist, you teleport up to 30 feet to an unoccupied space you can see.

Modify Memory

Level 5 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS

You attempt to reshape another creature's memories. One creature that you can see within range makes a Wisdom saving throw. If you are fighting the creature, it has advantage on the save. On a failed save, the target has the Charmed condition for the duration. While Charmed in this way, the target also has the Incapacitated condition and is unaware of its surroundings, though it can hear you. If it takes any damage or is targeted by another spell, this spell ends, and no memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity, change its memory of the event's details, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified memories to take root. Its mind fills in any gaps in the details of your description. If the spell ends before you finish describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the spell ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as a false memory of how much the creature enjoyed swimming in acid, is dismissed as a bad dream. The GM can deem a modified memory too nonsensical to affect a creature. A Remove Curse or Greater Restoration spell cast on the target restores the creature's true memory.

At higher levels. Slot level 6: You can alter the target's memories of an event that took place up to 7 days ago. Slot level 7: You can alter the target's memories of an event that took place up to 30 days ago. Slot level 8: You can alter the target's memories of an event that took place up to 365 days ago. Slot level 9: You can alter the target's memories of an event that took place at any time in the creature's past.

Moonbeam

Level 2 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a moonseed leaf)
Duration: Concentration, up to 1 minute
Saving throw: CON · half damage

A silvery beam of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the spell ends, dim light fills the cylinder, and you can take an action on later turns to move the cylinder up to 60 feet. When the cylinder appears, each creature in it makes a Constitution saving throw. On a failed save, a creature takes 2d10 radiant damage, and if the creature is shape-shifted (as a result of the Polymorph spell, for example), it reverts to its true form and can't shape-shift until it leaves the cylinder. On a successful save, a creature takes half as much damage only. A creature also makes this save when the spell's area moves into its space and when it enters the spell's area or ends its turn there. A creature makes this save only once per turn.

At higher levels. The damage increases by 1d10 for each spell slot level above 2.

Mortar

Earth-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

You shape a small amount of stone or dust into a form it would not otherwise hold. Seal a hairline crack, fuse a handful of gravel into one lump, mark a surface with a line that does not weather, or set a piton into rock without hammering it. No object you make this way bears more than 50 pounds.

Move Earth

Level 6 Transmutation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a miniature shovel)
Duration: Concentration, up to 2 hours

Choose an area of terrain no larger than 40 feet on a side within range. You can reshape dirt, sand, or clay in the area in any manner you choose for the duration. You can raise or lower the area's elevation, create or fill in a trench, erect or flatten a wall, or form a pillar. The extent of any such changes can't exceed half the area's largest dimension. For example, if you affect a 40-foot square, you can create a pillar up to 20 feet high, raise or lower the square's elevation by up to 20 feet, dig a trench up to 20 feet deep, and so on. It takes 10 minutes for these changes to complete. Because the terrain's transformation occurs slowly, creatures in the area can't usually be trapped or injured by the ground's movement. At the end of every 10 minutes you spend concentrating on the spell, you can choose a new area of terrain to affect within range. This spell can't manipulate natural stone or stone construction. Rocks and structures shift to accommodate the new terrain. If the way you shape the terrain would make a structure unstable, it can collapse. Similarly, this spell doesn't directly affect plant growth, and plants on the moved earth move with it.

Mutiny

Level 3 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS · The creature is unaffected.

One creature you can see within range makes a Wisdom saving throw. On a failed save, it treats the ally nearest to it as an enemy and you as that ally's commander, and it must use its action on each of its turns to attack that ally if it can. It repeats the save at the end of each of its turns and whenever it takes damage from a source other than the ally it is attacking, ending the spell on itself on a success. When the spell ends, the creature knows what was done to it and who did it.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other.

Nimbus

Level 4 Arc-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

You condense a charged cloud at a point within range. The cloud fills a 20-foot-radius sphere, and the area inside it is lightly obscured. When a creature enters the cloud for the first time on a turn, or starts its turn there, it makes a Dexterity saving throw, taking 4d8 lightning damage on a failed save or half as much on a successful one. As a bonus action on a later turn, you can move the cloud up to 30 feet.

At higher levels. When cast using a slot of 5th level or higher, recurring damage increases by 1d8 per slot level above 4th.

Nondetection

Level 3 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a pinch of diamond dust worth 25+ gm, which the spell consumes)
Duration: 8 hours

For the duration, you hide a target that you touch from Divination spells. The target can be a willing creature, or it can be a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any Divination spell or perceived through magical scrying sensors.

Noon

Level 4 Sun-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You raise a hard, flat light in a 30-foot radius centered on a point you choose within range. Within the light, illusions of 3rd level or lower are suppressed, Invisible creatures are visible, and shapechanged creatures appear in their true form. Creatures in the light have disadvantage on Deception checks. Undead and creatures with sunlight sensitivity take 3d8 radiant damage when the light rises and at the start of each of their turns inside it.

At higher levels. Slot level 5: The radius increases by 10 feet for each slot level above 4th.

Nova

Level 9 Sun-Rifting

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S, M (a meteorite shard worth at least 1,000 gm, which the spell consumes)
Duration: Instantaneous
Saving throw: DEX · Half damage.

You tear a piece from a dying star and bring it down on a point you can see or accurately designate within range. Each creature within 40 feet of the impact makes a Dexterity saving throw, taking 12d6 fire damage and 8d6 force damage on a failed save or half as much on a successful one. Structures in the area that are not warded against orbital energy take maximum damage. The crater glows for 24 hours and is difficult terrain.

Oath

Level 7 Enchantment

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a coin the target has handled, which blackens)
Duration: 30 days
Saving throw: WIS · The creature acts freely for one day.

You bind one willing or Charmed creature to a single instruction that you state in no more than twenty words. The creature knows it is bound and by whom. At the end of each day, the creature makes a Wisdom saving throw. On a failed save, it spends that day pursuing the instruction as well as it understands it. On a successful save, it acts freely that day and the spell does not end. The instruction cannot require the creature to harm itself. If the creature finds the instruction abhorrent, it has advantage on each save.

Omen

Level 4 Ether-Rifting (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, F
Duration: Instantaneous

You put a question to the field and take what comes back. Ask one question about a specific course of action you intend to take within the next hour. The GM replies with one of: favorable, unfavorable, both, or nothing. A result of nothing means the Ether gave no answer and tells you nothing about whether the action is safe. If you cast this spell again before you finish a long rest, there is a cumulative 25 percent chance for each additional casting that the answer is random, and you are not told when it is.

Oracle

Level 8 Divination

Casting time: 1 hour
Range: Melee · Self
Components: V, S, M (incense and a bowl of still water worth 250 gm, consumed)
Duration: Instantaneous

You ask a question about a specific course of action to be taken within the next 30 days and receive a truthful answer. The answer names the most likely outcome and one condition that would change it. The GM gives the answer in plain language. If you cast Oracle more than once before finishing a long rest, each casting after the first has a cumulative 25 percent chance of returning an answer that was true when you asked the Rift and is no longer true, with no sign that it has gone stale.

Overload

Level 2 Arc-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous
Saving throw: CON · no effect on carried or installed systems

You push more current into a device than it was built to carry. Choose one machine, weapon, augment, or powered system you can see within range. If it is unattended, it is disabled for 1 minute with no saving throw. If a creature is carrying it or has it installed, that creature makes a Constitution saving throw, and the effect is prevented on a successful one. Constructs and creatures with installed cybernetics that fail the save also take 3d8 lightning damage and gain the Overcharged condition.

At higher levels. The damage increases by 1d8 for each slot level above 2.

Panoply

Level 7 Metal-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

You conjure a suit of plate around each of up to three willing creatures within range. A creature wearing it has AC 19 if its AC is lower, resistance to one damage type of its choice made at casting, and no proficiency requirement or Stealth penalty. The plate is featureless and identical on every wearer, so the creatures wearing it cannot be told apart by their gear.

At higher levels. Slot level 8: You can equip one additional creature for each slot level above 7th.

Partition

Level 7 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You stand a sheet of compacted Ether on edge within range, up to 60 feet long and 20 feet high. The wall is transparent and immobile. Matter, spells, and line of effect do not cross it in either direction. It has no hit points and cannot be attacked. It ends when your concentration ends, or when Sever or a comparable effect of 7th level or higher is used on it. A creature in the wall's space when it forms is pushed to the side you choose.

Pass without Trace

Level 2 Abjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (ashes from burned mistletoe)
Duration: Concentration, up to 1 hour

You radiate a concealing aura in a 30-foot emanation for the duration. While in the aura, you and each creature you choose have a +10 bonus to Dexterity (Stealth) checks and leave no tracks.

Passwall

Level 5 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a pinch of sesame seeds)
Duration: 1 hour

A passage appears at a point that you can see on a wooden, plaster, or stone surface (such as a wall, ceiling, or floor) within range and lasts for the duration. You choose the opening's dimensions: up to 5 feet wide, 8 feet tall, and 20 feet deep. The passage creates no instability in a structure surrounding it. When the opening disappears, any creatures or objects still in the passage created by the spell are safely ejected to an unoccupied space nearest to the surface on which you cast the spell.

Patch

Level 2 Metal-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: S, F
Duration: Instantaneous

You reach into a damaged mechanism, such as a rifle, a door, or a person built in a foundry, and put its structure back where it was. A construct, a Riftwork, or an installed cybernetic regains 3d8 + your spell ability modifier hit points. Alternatively, you can repair one broken non-magical object no larger than 10 feet in any dimension, or restore one damaged cybernetic augment to working order.

At higher levels. The healing increases by 1d8 for each slot level above 2.

Pebble

Earth-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous

You pull a fist-sized stone from the ground or the matter around you and snap it at a target. Make a ranged spell attack against one creature or object within range. On a hit, the target takes 1d6 bludgeoning damage. You can instead use the spell to shape loose stone or soil within reach into a simple object no larger than 1 cubic foot, such as a cup, a wedge, or a handle.

The damage increases to 2d6 at level 5, 3d6 at level 11 and 4d6 at level 17.

Permafrost

Level 7 Water-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · Half damage and not Restrained.

You take the heat out of a 30-foot-radius sphere centered on a point you choose within range, all at once. Each creature in the area makes a Constitution saving throw, taking 10d8 cold damage and being Restrained in ice on a failed save, or half as much damage and not Restrained on a successful one. A Restrained creature, or an ally adjacent to it, can use an action to make a Strength (Athletics) check against DC 18 to break it free. Standing water in the area freezes solid to a depth of 3 feet, and unsealed machinery seizes.

At higher levels. Slot level 8: The damage increases to 11d8. Slot level 9: The damage increases to 12d8.

Phantasm

Level 3 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You create an illusion inside a 20-foot cube within range: a squad, a bulkhead, a fire, or a drop where the floor is solid. The image includes sound, smell, and temperature, and as a bonus action you can move it within the cube. Anything that touches the image passes through it. A creature that uses its action to examine the image makes an Intelligence (Investigation) check against your spell save DC, and on a success it sees the illusion for what it is and thereafter sees faintly through it.

At higher levels. Slot level 4: The cube grows by 10 feet on a side for each slot level above 3rd. At 6th level and above the illusion no longer requires concentration and lasts 1 hour.

Phantasmal Force

Level 2 Illusion

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 1 minute
Saving throw: INT

You attempt to craft an illusion in the mind of a creature you can see within range. The target makes an Intelligence saving throw. On a failed save, you create a phantasmal object, creature, or other phenomenon that is no larger than a 10-foot cube and that is perceivable only to the target for the duration. The phantasm includes sound, temperature, and other stimuli. The target can take a Study action to examine the phantasm with an Intelligence (Investigation) check against your spell save DC. If the check succeeds, the target realizes that the phantasm is an illusion, and the spell ends. While affected by the spell, the target treats the phantasm as if it were real and rationalizes any illogical outcomes from interacting with it. For example, if the target steps through a phantasmal bridge and survives the fall, it believes the bridge exists and something else caused it to fall. An affected target can even take damage from the illusion if the phantasm represents a dangerous creature or hazard. On each of your turns, such a phantasm can deal 2d8 psychic damage to the target if it is in the phantasm's area or within 5 feet of the phantasm. The target perceives the damage as a type appropriate to the illusion.

Phantasmal Killer

Level 4 Illusion

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS · half damage

You tap into the nightmares of a creature you can see within range and create an illusion of its deepest fears, visible only to that creature. The target makes a Wisdom saving throw. On a failed save, the target takes 4d10 psychic damage and has disadvantage on ability checks and attack rolls for the duration. On a successful save, the target takes half as much damage, and the spell ends. For the duration, the target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes the psychic damage again. On a successful save, the spell ends.

At higher levels. The damage increases by 1d10 for each spell slot level above 4.

Phantom Steed

Level 3 Illusion (ritual)

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

A Large, quasi-real, horselike creature appears on the ground in an unoccupied space of your choice within range. You decide the creature's appearance, and it is equipped with a saddle, bit, and bridle. Any of the equipment created by the spell vanishes in a puff of smoke if it is carried more than 10 feet away from the steed. For the duration, you or a creature you choose can ride the steed. The steed uses the Riding Horse stat block (see its entry under Creatures), except it has a speed of 100 feet and can travel 13 miles in an hour. When the spell ends, the steed gradually fades, giving the rider 1 minute to dismount. The spell ends early if the steed takes any damage.

Pillar

Level 8 Arc-Rifting

Casting time: 1 action
Range: Long · 1,000 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

You pull a vertical column of charge from the upper atmosphere down onto a single point. Choose a primary target within range. The primary target must make a Dexterity saving throw, taking 12d10 lightning damage on a failed save or half as much on a successful one. Each other creature within 20 feet of the primary target must make the same save, taking 8d8 lightning damage on a failed save or half as much on a successful one. Unprotected structures in the impact area are destroyed.

At higher levels. Slot level 9: The damage increases to 13d10.

Planar Ally

Level 6 Conjuration

Casting time: 10 minutes
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

You beseech an otherworldly entity for aid. The being must be known to you: a god, a demon prince, or some other being of cosmic power. That entity sends a celestial, an elemental, or a fiend loyal to it to aid you, making the creature appear in an unoccupied space within range. If you know a specific creature's name, you can speak that name when you cast this spell to request that creature, though the GM can send a different creature anyway. When the creature appears, it is under no compulsion to behave a particular way. You can ask it to perform a service in exchange for payment, but it isn't obliged to do so. The requested task can range from simple (fly us across the chasm, or help us fight a battle) to complex (spy on our enemies, or protect us during our foray into the dungeon). You must be able to communicate with the creature to bargain for its services. Payment can take a variety of forms. A celestial can require a sizable donation of gold or magic items to an allied temple, while a fiend can demand a living sacrifice or a gift of treasure. Some creatures exchange their service for a quest undertaken by you. A task that can be measured in minutes requires a payment worth 100 gm per minute. A task measured in hours requires 1,000 gm per hour. And a task measured in days (up to 10 days) requires 10,000 gm per day. The GM can adjust these payments based on the circumstances under which you cast the spell. If the task is aligned with the creature's ethos, the payment can be halved or even waived. Nonhazardous tasks require only half the suggested payment, while especially dangerous tasks can require a greater gift. Creatures rarely accept tasks that seem suicidal. After the creature completes the task, or when the agreed-upon duration of service expires, the creature returns to its home plane after reporting back to you if possible. If you are unable to agree on a price for the creature's service, the creature immediately returns to its home plane.

Planar Binding

Level 5 Abjuration

Casting time: 1 hour
Range: Medium · 60 feet
Components: V, S, M (a jewel worth 1,000+ gm, which the spell consumes)
Duration: 24 hours
Saving throw: CHA

You attempt to bind a celestial, an elemental, a fey, or a fiend to your service. The creature must be within range for the entire casting of the spell. (A common method is to summon the creature into the center of the inverted version of the Magic Circle spell to trap it while this spell is cast.) At the completion of the casting, the target must succeed on a Charisma saving throw or be bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell. A bound creature must follow your commands to the best of its ability. You can command the creature to accompany you on an adventure, to guard a location, or to deliver a message. If the creature is Hostile, it strives to twist your commands to achieve its own objectives. If the creature completes your commands before the spell ends, it travels to you to report this fact if you are on the same plane of existence. If you are on a different plane, it returns to the place where you bound it and remains there until the spell ends.

At higher levels. The duration increases with a spell slot of level 6 (10 days), 7 (30 days), 8 (180 days), and 9 (366 days).

Plane Shift

Level 7 Conjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a forked, metal rod worth 250+ gm and attuned to a plane of existence)
Duration: Instantaneous

You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence. You can specify a target destination in general terms, such as a specific city on the Plane of Ignis or palace on the second level of the Nine Hells, and you appear in or near that destination, as determined by the GM. Alternatively, if you know the sigil sequence of a teleportation circle on another plane of existence, this spell can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle.

Plant Growth

Level 3 Transmutation

Casting time: Action (Overgrowth) or 8 hours (Enrichment)
Range: Medium · 150 feet
Components: V, S
Duration: Instantaneous

This spell fills plants with vitality. The casting time you use determines whether the spell has the Overgrowth or the Enrichment effect below. Overgrowth. All normal plants in a 100-foot-radius sphere centered on a point within range become thick and overgrown. A creature moving through that area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the spell's area from being affected. Enrichment. All plants in a half-mile radius centered on a point within range become enriched for 365 days. The plants yield twice the normal amount of food when harvested. They can benefit from only one Plant Growth per year.

Plasma Bolt

Level 1 Molten-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

You compress a sliver of superheated Rift matter into a narrow lance and hurl it at a target. Make a ranged spell attack. On a hit, the target takes 3d8 plasma damage, and any unprotected flammable material it is wearing or carrying ignites.

At higher levels. When cast using a slot of 2nd level or higher, damage increases by 1d8 per slot level above 1st.

Plasmoid

Level 7 Molten-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

You ignite a cell of unstable plasma at a point within range. The cell fills a cylinder with a 40-foot radius. Each creature in the area when it forms makes a Dexterity saving throw, taking 12d8 plasma damage on a failed save or half as much on a successful one. On each of your later turns, you can use a bonus action to force every creature in the area to repeat the save, taking 6d8 plasma damage on a failed save or half as much on a successful one.

At higher levels. Slot level 8: The damage increases to 13d8. Slot level 9: The damage increases to 14d8.

Poison Spray

Necromancy cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You spray toxic mist at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 poison damage.

The damage increases to 2d12 at level 5, 3d12 at level 11 and 4d12 at level 17.

Polish

Metal-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

You lay a hand on a metal object no larger than a longsword and send a small pulse of Metal-Rifting into it. Choose one effect: restore the object to a mirror polish (removing tarnish, soot, and surface grime), smooth out a single dent or burr up to a quarter inch deep, or briefly raise a buried marking, such as a serial number, a maker's stamp, or an erased inscription, back to legibility for one minute. The spell does not repair structural damage, change the alloy, or work on objects under active magical concealment.

At 5th level and above, you can affect an object up to the size of a breastplate. At 11th level and above, you can affect an object up to the size of a small vehicle hull panel. At 17th level and above, the legibility effect for raised markings becomes permanent.

Polymorph

Level 4 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a caterpillar cocoon)
Duration: Concentration, up to 1 hour
Saving throw: WIS

You attempt to transform a creature that you can see within range into a beast. The target must succeed on a Wisdom saving throw or shape-shift into a beast form for the duration. That form can be any beast you choose that has a Power Rating equal to or less than the target's (or the target's level if it doesn't have a Power Rating). The target's game statistics are replaced by the stat block of the chosen beast, but the target retains its alignment, personality, creature type, hit points, and hit point Dice. See the beast entries under Creatures for sample stat blocks. The target gains a number of temporary hit points equal to the hit points of the beast form. These temporary hit points vanish if any remain when the spell ends. The spell ends early on the target if it has no temporary hit points left. The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment.

Portal

Level 10 Conjuration (apex)

Casting time: 1 hour
Range: Close · 30 feet
Components: V, S, M (a key that has opened something it should not have, consumed)
Duration: Permanent

You cut a permanent doorway between the point you touch and a location you have visited on any plane. The door is 10 feet wide and 20 feet tall, opens on both sides, and admits anything that fits. It appears on both ends as an arch of still air. You name up to twenty creatures that can pass through it, and anyone else who tries is stopped as though by a wall. Closing the door permanently requires the same casting at either end. Eventually something comes through the door unbidden, and the GM decides what it is.

Power Word Heal

Level 9 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous

A wave of healing energy washes over one creature you can see within range. The target regains all its hit points. If the creature has the Charmed, Frightened, Paralyzed, Poisoned, or Stunned condition, the condition ends. If the creature has the Prone condition, it can use its reaction to stand up.

Power Word Kill

Level 9 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous

You compel one creature you can see within range to die. If the target has 100 hit points or fewer, it dies. Otherwise, it takes 12d12 psychic damage.

Power Word Stun

Level 8 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous
Saving throw: CON

You overwhelm the mind of one creature you can see within range. If the target has 150 hit points or fewer, it has the Stunned condition. Otherwise, its speed is 0 until the start of your next turn. The Stunned target makes a Constitution saving throw at the end of each of its turns, ending the condition on itself on a success.

Prayer of Healing

Level 2 Abjuration

Casting time: 10 minutes
Range: Close · 30 feet
Components: V
Duration: Instantaneous

Up to five creatures of your choice who remain within range for the spell's entire casting gain the benefits of a short rest and also regain 2d8 hit points. A creature can't be affected by this spell again until that creature finishes a long rest.

At higher levels. The healing increases by 1d8 for each spell slot level above 2.

Prescience

Level 9 Ether-Rifting

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (an unbroken hour of your own memory, given up permanently)
Duration: 8 hours

You extend your perception a few seconds forward. For the duration you cannot be surprised, you have advantage on attack rolls, ability checks, and saving throws, and other creatures have disadvantage on attack rolls against you. Casting the spell costs you one hour of memory that does not come back. You know that the hour is missing but not what it held. Casting this spell again before you finish a long rest ends the earlier casting.

Presence

Level 4 Ether-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: WIS · Not Charmed.

You become the focus of attention in a space. Each creature of your choice within 30 feet of you makes a Wisdom saving throw or is Charmed by you for the duration, and regards you as someone whose presence there is expected. If you or your allies attack a Charmed creature, the spell ends for all of them. The spell does not make anyone forget what they saw afterward.

At higher levels. At 6th level and above the spell no longer requires concentration and lasts 1 hour.

Prestidigitation

Transmutation cantrip

Casting time: 1 action
Range: Close · 10 feet
Components: V, S
Duration: Up to 1 hour

You create a magical effect within range. Choose the effect from the options below. If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time. Sensory Effect. You create an instantaneous, harmless sensory effect, such as a shower of sparks, a puff of wind, faint musical notes, or an odd odor. Fire Play. You instantaneously light or snuff out a candle, a torch, or a small campfire. Clean or Soil. You instantaneously clean or soil an object no larger than 1 cubic foot. Minor Sensation. You chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. Magic Mark. You make a color, a small mark, or a symbol appear on an object or a surface for 1 hour. Minor Creation. You create a nonmagical trinket or an illusory image that can fit in your hand. It lasts until the end of your next turn. A trinket can deal no damage and has no monetary worth.

Prismatic Spray

Level 7 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: DEX · half damage

Eight rays of light flash from you in a 60-foot cone. Each creature in the cone makes a Dexterity saving throw. For each target, roll 1d8 and consult the Prismatic Rays table to determine which color ray affects it.

Prismatic Rays

1d8	Ray
1	Red. Failed save: 12d6 fire damage. Successful save: half as much damage.
2	Orange. Failed save: 12d6 acid damage. Successful save: half as much damage.
3	Yellow. Failed save: 12d6 lightning damage. Successful save: half as much damage.
4	Green. Failed save: 12d6 poison damage. Successful save: half as much damage.
5	Blue. Failed save: 12d6 cold damage. Successful save: half as much damage.
6	Indigo. Failed save: the target has the Restrained condition and makes a Constitution saving throw at the end of each of its turns. If it successfully saves three times, the condition ends. If it fails three times, it has the Petrified condition until it is freed by an effect like the Greater Restoration spell. The successes and failures needn't be consecutive. Keep track of both until the target collects three of a kind.
7	Violet. Failed save: the target has the Blinded condition and makes a Wisdom saving throw at the start of your next turn. On a successful save, the condition ends. On a failed save, the condition ends, and the creature teleports to another plane of existence (GM's choice).
8	Special. The target is struck by two rays. Roll twice, rerolling any 8.

Prismatic Wall

Level 9 Abjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: 10 minutes
Saving throw: CON · half damage

A wall of layered light forms on a point within range, up to 90 feet long, 30 feet high, and 1 inch thick, or shaped as a globe up to 30 feet across. If the wall would appear in a space a creature occupies, the spell fails. It sheds bright light out to 100 feet and dim light for 100 feet beyond that. You and creatures you name when you cast the spell pass through it and stand beside it unharmed.

A creature that can see the wall and moves within 20 feet of it, or starts its turn there, makes a Constitution saving throw or is Blinded for 1 minute. A creature that reaches into or passes through the wall crosses every layer in order, and each layer forces a Dexterity saving throw against the effect listed on the Prismatic Layers table.

The wall has AC 10 and is destroyed one layer at a time, red first and violet last, each by the means its row names. A destroyed layer does not return. Antimagic Field has no effect on the wall, and Dispel Magic affects only the violet layer.

PRISMATIC LAYERS

Layer	Failed save	Successful save	Destroyed by
Red	12d6 fire damage	Half damage	25 cold damage. Nonmagical ranged attacks cannot pass this layer.
Orange	12d6 acid damage	Half damage	A strong wind, such as Gust of Wind. Magical ranged attacks cannot pass this layer.
Yellow	12d6 lightning damage	Half damage	60 force damage.
Green	12d6 poison damage	Half damage	Passwall, or another spell of equal or higher level that opens a portal in a solid surface.
Blue	12d6 cold damage	Half damage	25 fire damage.
Indigo	Restrained, then a Constitution saving throw at the end of each of its turns. Three successes end the condition; three failures leave it Petrified until an effect such as Greater Restoration frees it. The successes and failures need not be consecutive.	No effect	Bright light shed by Daylight. Spells cannot be cast through this layer.

Layer	Failed save	Successful save	Destroyed by
Violet	Blinded, then a Wisdom saving throw at the start of your next turn. On a success the condition ends. On a failure the condition ends and the creature is teleported to another plane chosen by the GM.	No effect	Dispel Magic.

Private Sanctum

Level 4 Abjuration

Casting time: 10 minutes
Range: Medium · 120 feet
Components: V, S, M (a thin sheet of lead)
Duration: 24 hours

You make an area within range magically secure. The area is a cube that can be as small as 5 feet to as large as 100 feet on each side. The spell lasts for the duration. When you cast the spell, you decide what sort of security the spell provides, choosing any of the following properties: Sound can't pass through the barrier at the edge of the warded area. The barrier of the warded area appears dark and foggy, preventing vision (including darkvision) through it. Sensors created by Divination spells can't appear inside the protected area or pass through the barrier at its perimeter. Creatures in the area can't be targeted by Divination spells. Nothing can teleport into or out of the warded area. Planar travel is blocked within the warded area. Casting this spell on the same spot every day for 365 days makes the spell last until dispelled.

At higher levels. You can increase the size of the cube by 100 feet for each spell slot level above 4.

Produce Flame

Conjuration cantrip

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S
Duration: 10 minutes

A flickering flame appears in your hand and remains there for the duration. While there, the flame emits no heat and ignites nothing, and it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The spell ends if you cast it again. Until the spell ends, you can take an action to hurl fire at a creature or an object within 60 feet of you. Make a ranged spell attack. On a hit, the target takes 1d8 fire damage.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Programmed Illusion

Level 6 Illusion

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (jade dust worth 25+ gm)
Duration: Until dispelled

You create an illusion of an object, a creature, or some other visible phenomenon within range that activates when a specific trigger occurs. The illusion is imperceptible until then. It must be no larger than a 30-foot cube, and you decide when you cast the spell how the illusion behaves and what sounds it makes. This scripted performance can last up to 5 minutes. When the trigger you specify occurs, the illusion springs into existence and performs in the manner you described. Once the illusion finishes performing, it disappears and remains dormant for 10 minutes, after which the illusion can be activated again. The trigger can be as general or as detailed as you like, though it must be based on visual or audible phenomena that occur within 30 feet of the area. For example, you can create an illusion of yourself to appear and warn off others who attempt to open a trapped door. Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Project Image

Level 7 Illusion

Casting time: 1 action
Range: Extreme · 500 miles
Components: V, S, M (a statuette of yourself worth 5+ gm)
Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you, but it is intangible. If the illusion takes any damage, it disappears, and the spell ends. You can see through the illusion's eyes and hear through its ears as if you were in its space. As an action, you can move it up to 60 feet and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly. Physical interaction with the image reveals it to be illusory, since things can pass through it. A creature that takes the Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

Protection from Energy

Level 3 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 hour

For the duration, the willing creature you touch has resistance to one damage type of your choice: acid, cold, fire, lightning, or thunder.

Protection from Evil and Good

Level 1 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a flask of Holy Water worth 25+ gm, which the spell consumes)
Duration: Concentration up to 10 minutes

Until the spell ends, one willing creature you touch is protected against creatures that are aberrations, celestials, elementals, fey, fiends, or undead. The protection grants several benefits. Creatures of those types have disadvantage on attack rolls against the target. The target also can't be Possessed by or gain the Charmed or Frightened conditions from them. If the target is already Possessed, Charmed, or Frightened by such a creature, the target has advantage on any new saving throw against the relevant effect.

Protection from Poison

Level 2 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: 1 hour

You touch a creature and end the Poisoned condition on it. For the duration, the target has advantage on saving throws to avoid or end the Poisoned condition, and it has resistance to poison damage.

Provision

Level 3 Water-Rifting (ritual)

Casting time: 10 minutes
Range: Close · 30 feet
Components: V, S
Duration: 24 hours

You condense clean water and dense nutrient mass out of the surrounding environment. The spell creates enough food and water to feed twelve people for one day. It keeps for 24 hours and then spoils within an hour.

At higher levels. Slot level 4: The quantity doubles for each slot level above 3rd.

Purge

Level 6 Sun-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

Light passes through a creature you touch and drives out what does not belong in it. Choose one of the following and end it on the target: a curse, a disease, the Petrified condition, the Possessed condition, one reduction to an ability score, or one reduction to its hit point maximum. A possessing entity driven out this way appears in the nearest unoccupied space and takes 6d8 radiant damage.

Purify Food and Drink

Level 1 Transmutation (ritual)

Casting time: 1 action
Range: Close · 10 feet
Components: V, S
Duration: Instantaneous

You remove poison and rot from nonmagical food and drink in a 5-foot-radius sphere centered on a point within range.

Pyre

Level 6 Sun-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a fragment of charred wood)
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

A sphere of solar fire 5 feet across forms at a point you choose within range. A creature that ends its turn within 10 feet of the sphere, or that moves through its space, must make a Dexterity saving throw, taking 10d8 fire damage on a failed save or half as much on a successful one. As a bonus action you can move the sphere up to 30 feet in any direction, and it passes through any opening the size of a fist.

At higher levels. When cast using a slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Quake

Level 6 Earth-Rifting

Casting time: 1 action
Range: Long · 500 feet
Components: V, S, M (a pinch of dirt, a piece of rock, and a clump of clay)
Duration: Concentration, up to 1 minute
Saving throw: STR · No damage and not knocked Prone.

The ground in a 100-foot radius centered on a point you choose within range lurches and cracks. When you cast the spell and at the start of each of your turns, each creature on the ground in the area makes a Strength saving throw, taking 3d6 bludgeoning damage from falling debris and being knocked Prone on a failed save, or taking no damage and staying on its feet on a successful one. A structure in the area takes 50 bludgeoning damage at the start of each of your turns, and a structure reduced to 0 hit points collapses, dealing 8d6 bludgeoning damage to each creature beneath it. When the spell ends, the area is fissured difficult terrain.

Quench

Level 2 Molten-Rifting

Casting time: 1 reaction (when a creature you can see takes fire or plasma damage)
Range: Close · 30 feet
Components: S
Duration: Instantaneous

You pull the heat out of a burn before it finishes. The triggering creature takes half damage from the effect, ends the Burning condition if it has it, and regains 1d6 hit points. Steam rises from the target for a round afterward.

At higher levels. The healing increases by 1d6 for each slot level above 2.

Quicken

Level 1 Arc-Rifting

Casting time: 1 bonus action
Range: Melee · Touch
Components: S
Duration: Concentration, up to 1 minute

You run a low current through a creature's nerves so that it reacts faster. For the duration, the target's speed increases by 10 feet and it has advantage on initiative rolls and Dexterity saving throws. When the effect ends, the target's speed is reduced by 10 feet until the end of its next turn.

At higher levels. Slot level 3: The speed increase becomes 20 feet at 3rd level and above.

Quicksand

Level 4 Earth-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Not Restrained, and the creature can move out of the area at half speed.

The ground in a 20-foot-radius circle you choose within range turns to loose sand. Each creature in the area when the spell is cast, and each creature that enters it, makes a Dexterity saving throw or sinks to the chest and is Restrained. At the start of each of its turns a Restrained creature sinks further and must hold its breath or begin Suffocating. A creature can use its action to make a Strength (Athletics) check against your spell save DC to pull free or to pull an adjacent creature free. The spell fails on stone or metal floor.

Radiance

Level 5 Sun-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

Light falls across a stretch of ground. Choose up to six creatures you can see within range. Each regains 4d8 + your spellcasting ability modifier hit points. This spell has no effect on constructs or undead.

At higher levels. Slot level 6: The healing increases to 5d8. Slot level 7: The healing increases to 6d8. At 8th level and above the healing is 7d8 and you can choose up to eight creatures. Slot level 9: The healing increases to 8d8.

Raise Dead

Level 5 Necromancy

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (a diamond worth 500+ gm, which the spell consumes)
Duration: Instantaneous

With a touch, you revive a dead creature if it has been dead no longer than 10 days and it wasn't undead when it died. The creature returns to life with 1 hit point. This spell also neutralizes any poisons that affected the creature at the time of death. This spell closes all mortal wounds, but it doesn't restore missing body parts. The spell fails if the creature is missing a body part or organ it cannot survive without, its head for instance. Coming back from the dead is an ordeal. The target takes a -4 penalty to d20 rolls. Every time the target finishes a long rest, the penalty is reduced by 1 until it becomes 0.

Rampart

Level 4 Earth-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: S, M (a chip of granite)
Duration: Concentration, up to 10 minutes

A wall of solid stone rises within range, made of up to ten panels each 10 feet square and 6 inches thick, arranged in any shape in which each panel touches another. The wall blocks line of sight, and each panel has AC 15 and 30 hit points. The wall must rest on an existing surface. If you concentrate for the full duration, the wall becomes permanent. Otherwise it crumbles to rubble when the spell ends.

At higher levels. Slot level 5: You can form one additional panel for each slot level above 4th.

Rapport

Level 1 Ether-Rifting

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S
Duration: 1 hour
Saving throw: WIS · Attitude unchanged, and the target knows you tried.

You soften a creature's attitude toward you. One creature you can see within range makes a Wisdom saving throw, with advantage if you or your companions are visibly armed or have threatened it in the last hour. On a failure its attitude toward you shifts one step toward friendly for the duration. It does not obey you and it does not act against its own interests. When the spell ends the target knows its mood was altered.

At higher levels. Slot level 2: You can target one additional creature for each slot level above 1st.

Ray of Enfeeblement

Level 2 Necromancy

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON

A beam of enervating energy shoots from you toward a creature within range. The target must make a Constitution saving throw. On a successful save, the target has disadvantage on the next attack roll it makes until the start of your next turn. On a failed save, the target has disadvantage on Strength-based d20 rolls for the duration. During that time, it also subtracts 1d8 from all its damage rolls. The target repeats the save at the end of each of its turns, ending the spell on a success.

Ray of Frost

Evocation cantrip

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Ray of Sickness

Level 1 Necromancy

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

You shoot a greenish ray at a creature within range. Make a ranged spell attack against the target. On a hit, the target takes 2d8 poison damage and has the Poisoned condition until the end of your next turn.

At higher levels. The damage increases by 1d8 for each spell slot level above 1.

Rebuild

Level 5 Metal-Rifting

Casting time: 10 minutes
Range: Melee · Touch
Components: S, F, M (salvage of comparable mass to whatever is missing)
Duration: Instantaneous

You strip a wrecked mechanism down to its working parts and rebuild it from those and whatever other parts you have with you. A construct or Riftwork regains all its hit points, and any destroyed component, limb, or subsystem is replaced. If the target was destroyed within the last 24 hours and at least half its mass is present, it is restored to functioning with 1 hit point instead.

Recharge

Arc-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

You run a small, measured charge into something that needs one. You can recharge a depleted power cell enough for one further use, start a cold engine, trip a simple electrical latch, or wake a dormant console. A target with a security interlock, a Tier IV or higher power system, or an active ward is unaffected, and the backlash deals 1 lightning damage to you.

Recoil

Level 5 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 10 minutes

Thin alloy plating covers your body and moves to meet incoming blows. Your AC increases by 3. When a creature within 5 feet hits you with a melee attack, the plating strikes back as a reaction: the attacker takes 2d8 kinetic damage, and you can push it 10 feet directly away from you. The plating reacts at most once per round and does so automatically.

At higher levels. The reactive damage increases by 1d8 for each slot level above 5.

Redoubt

Level 8 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 1 hour
Saving throw: STR · not restrained

Your plating thickens and locks you to the ground you stand on. Your AC becomes 20 if it is lower, and you gain immunity to bludgeoning, piercing, and slashing damage from non-magical sources. The space within 10 feet of you is difficult terrain for creatures hostile to you, and a hostile creature that starts its turn there makes a Strength saving throw or is Restrained until the start of its next turn. Your speed is 0 while this holds.

Reforge

Level 8 Molten-Rifting

Casting time: 1 action
Range: Long · 500 feet
Components: V, S, F
Duration: Instantaneous (permanent terrain change)
Saving throw: DEX · Half damage.

You reshape the terrain within a 100-foot radius of a point you can see within range. You can convert open ground to molten rock, collapse a stone wall into rubble, fuse loose metal into a barricade, or harden magma into cooled glass. Any creature in an affected square makes a Dexterity saving throw, taking 14d6 collateral damage (fire or bludgeoning, as appropriate) on a failed save or half as much on a successful one. The terrain change is permanent.

At higher levels. Slot level 9: The radius doubles and the damage increases to 15d6.

Regenerate

Level 7 Transmutation

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (a prayer wheel)
Duration: 1 hour

A creature you touch regains 4d8 + 15 hit points. For the duration, the target regains 1 hit point at the start of each of its turns, and any severed body parts regrow after 2 minutes.

Reincarnate

Level 5 Necromancy

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (rare oils worth 1,000+ gm, which the spell consumes)
Duration: Instantaneous

You touch a dead humanoid or a piece of one. If the creature has been dead no longer than 10 days, the spell forms a new body for it and calls the soul to enter that body. Roll 1d10 and consult the Reincarnation table to determine the body's ancestry, or the GM chooses another playable ancestry. The reincarnated creature makes any choices that an ancestry's description offers, and the creature recalls its former life. It retains the capabilities it had in its original form, except it loses the traits of its previous ancestry and gains the traits of its new one.

REINCARNATION

1d10	Ancestry
1	Dragonborn
2	Dwarf
3	Elf
4	Gnome
5	Goliath
6	Halfling
7	Human
8	Orc
9	Fiendling
10	Roll again.

Relay

Level 3 Ether-Rifting

Casting time: 1 action
Range: Extreme · Unlimited on the same plane
Components: V, S, M (a fragment of something the recipient once owned)
Duration: 1 round

You send a message of twenty-five words or fewer to a creature you are familiar with, anywhere on the same plane. It hears the message and can reply with twenty-five words of its own. Distance does not degrade the message. A message sent across a planar boundary has a 5 percent chance of reaching the wrong recipient. If the creature you messaged declines to reply, you cannot tell that from the message not arriving.

Remaking

Level 10 Transmutation (apex)

Casting time: 1 hour
Range: Long · 300 feet
Components: V, S, M (a sample of what you intend to make, consumed)
Duration: Permanent

You transform the matter in a 500-foot radius. You can alter the terrain, the material of any structure, the climate of the area, or the biome, and the change is permanent. For example, stone becomes water, desert becomes forest, or a fortress becomes glass. Living creatures in the area aren't transformed, and each is moved to the nearest safe space. The spell can't create a substance you have never touched, can't make anything worth more than 50,000 gm, and can't undo another casting of this spell. Once this spell reshapes a place, no casting of this spell can reshape that place again for a year.

Remote Viewing

Level 3 Ether-Rifting

Casting time: 10 minutes
Range: Extreme · 1 mile
Components: V, S, F
Duration: Concentration, up to 10 minutes

You set a fixed point of your own perception somewhere you have been before and look out of it. You see and hear from that point in a 30-foot radius as if you were standing there, and you cannot move it once placed. Your body stays where it is and is Blinded and Deafened for the duration. A creature at the far end that can sense Rift activity can make a Wisdom (Perception) check against your spell save DC to notice it is being watched.

At higher levels. At 5th level and above the range extends to any point on the same planet. At 7th level and above you can move the viewpoint up to 30 feet on each of your turns.

Remove Curse

Level 3 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

At your touch, all curses affecting one creature or object end. If the object is a cursed magic item, its curse remains, but the spell breaks its owner's attunement to the object so it can be removed or discarded.

Resilient Sphere

Level 4 Abjuration

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a glass sphere)
Duration: Concentration, up to 1 minute
Saving throw: DEX

A shimmering sphere encloses a Large or smaller creature or object within range. An unwilling creature must succeed on a Dexterity saving throw or be enclosed for the duration. No object, energy, or other spell effect passes through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it. The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can take an action to push against the sphere's walls to roll the sphere at up to half the creature's speed. Similarly, the sphere can be picked up and moved by other creatures. A Disintegrate spell targeting the sphere destroys it without harming anything inside.

Resistance

Abjuration cantrip

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute

You touch a willing creature and choose a damage type: acid, bludgeoning, cold, fire, lightning, necrotic, piercing, poison, radiant, slashing, or thunder. When the creature takes damage of the chosen type before the spell ends, the creature reduces the total damage taken by 1d4. A creature can benefit from this spell only once per turn.

Resurrection

Level 7 Necromancy

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (a diamond worth 1,000+ gm, which the spell consumes)
Duration: Instantaneous

With a touch, you revive a dead creature that has been dead for no more than a century, didn't die of old age, and wasn't undead when it died. The creature returns to life with all its hit points. This spell also neutralizes any poisons that affected the creature at the time of death. This spell closes all mortal wounds and restores any missing body parts. Coming back from the dead is an ordeal. The target takes a -4 penalty to d20 rolls. Every time the target finishes a long rest, the penalty is reduced by 1 until it becomes 0. Casting this spell to revive a creature that has been dead for 365 days or longer taxes you. Until you finish a long rest, you can't cast spells again, and you have disadvantage on d20 rolls.

Reveille

Level 10 Necromancy (apex)

Casting time: 24 hours
Range: Close · 30 feet
Components: V, S, M (a possession of each of the dead, and a year of the caster's life)
Duration: Instantaneous

You call up to twelve dead creatures back to life. Name each one: it must have died within the last hundred years, and you must have gathered its remains or a possession of it. Each named creature returns to life at 1 hit point with its memories intact, in a body restored to the condition it held one day before death. A creature that does not wish to return stays dead, and you learn that it declined. You permanently lose one year of life for each creature returned, and you cannot cast this spell again. The GM decides what a creature brings back with it from where it was.

Reverse Gravity

Level 7 Transmutation

Casting time: 1 action
Range: Medium · 100 feet
Components: V, S, M (a lodestone and iron filings)
Duration: Concentration, up to 1 minute
Saving throw: DEX

This spell reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects in that area that aren't anchored to the ground fall upward and reach the top of the cylinder. A creature can make a Dexterity saving throw to grab a fixed object it can reach, thus avoiding the fall upward. If a ceiling or an anchored object is encountered in this upward fall, creatures and objects strike it just as they would during a downward fall. If an affected creature or object reaches the cylinder's top without striking anything, it hovers there for the duration. When the spell ends, affected objects and creatures fall downward.

Revision

Level 10 Illusion (apex)

Casting time: 1 hour
Range: Extreme · 1 mile
Components: V, S, M (a witness who consents to be forgotten, and is)
Duration: Permanent

You rewrite the memories and records of one event. Choose one event within the last year that occurred within range, and state in no more than fifty words what happened instead. Every creature that witnessed the event now remembers your version, and every record of the event reads your version. The change cannot make the dead alive, undo damage to a structure, or return a spent resource. A creature with immunity to the Charmed condition, and any creature that was warded against divination at the time, remembers what happened and knows the other accounts were changed.

Revivify

Level 3 Necromancy

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a diamond worth 300+ gm, which the spell consumes)
Duration: Instantaneous

You touch a creature that has died within the last minute. That creature revives with 1 hit point. This spell can't revive a creature that has died of old age, nor does it restore any missing body parts.

Rewrite

Level 9 Ether-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S, F
Duration: Instantaneous

You reach into the local Rift substrate and edit one fact about the immediate scene. Add or remove one small object, change what a creature within range just said or did, replace the contents of a container, or shift one minor detail of the environment. The change must be plausible within the scene, and it cannot kill a creature, restore a creature to full hit points, or undo a death. The GM decides the limits of the edit. You gain one level of exhaustion, and you cannot cast this spell again until you finish a long rest.

Rime

Level 1 Water-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 minute
Saving throw: DEX · Not knocked Prone.

You freeze the moisture on a 10-foot square of ground you can see within range into a sheet of rough, clear ice. The area is difficult terrain. A creature that enters the area or starts its turn there makes a Dexterity saving throw or falls Prone. The ice is real. It melts at the rate the local temperature allows, in under a minute in a warm room and not at all in vacuum.

At higher levels. Slot level 2: The square grows by 10 feet on a side for each slot level above 1st.

Rope Trick

Level 2 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a segment of rope)
Duration: 1 hour

You touch a rope. One end of it hovers upward until the rope hangs perpendicular to the ground or the rope reaches a ceiling. At the rope's upper end, an Invisible 3-foot-by-5-foot portal opens to an extradimensional space that lasts until the spell ends. That space can be reached by climbing the rope, which can be pulled into or dropped out of it. The space can hold up to eight Medium or smaller creatures. Attacks, spells, and other effects can't pass into or out of the space, but creatures inside it can see through the portal. Anything inside the space drops out when the spell ends.

Sacred Flame

Evocation cantrip

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX

Flame-like radiance descends on a creature that you can see within range. The target must succeed on a Dexterity saving throw or take 1d8 radiant damage. The target gains no benefit from half cover or three-quarters cover for this save.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Sanctuary

Level 1 Abjuration

Casting time: 1 bonus action
Range: Close · 30 feet
Components: V, S, M (a shard of glass from a mirror)
Duration: 1 minute
Saving throw: WIS

You ward a creature within range. Until the spell ends, any creature who targets the warded creature with an attack roll or a damaging spell must succeed on a Wisdom saving throw or either choose a new target or lose the attack or spell. This spell doesn't protect the warded creature from areas of effect. The spell ends if the warded creature makes an attack roll, casts a spell, or deals damage.

Scorching Ray

Level 2 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You hurl three fiery rays. You can hurl them at one target within range or at several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

At higher levels. You create one additional ray for each spell slot level above 2.

Scrying

Level 5 Divination

Casting time: 10 minutes
Range: Melee · Self
Components: V, S, M (a focus worth 1,000+ gm, such as a crystal ball, mirror, or water-filled font)
Duration: Concentration, up to 10 minutes
Saving throw: WIS

You can see and hear a creature you choose that is on the same plane of existence as you. The target makes a Wisdom saving throw, which is modified by how well you know the target and by what physical connection you have to it. The target doesn't know what it is making the save against, only that it feels uneasy. Your knowledge of the target modifies the save by +5 if it is secondhand (you have heard of the target), +0 if it is firsthand (you have met the target), or -5 if it is extensive (you know the target well). Your connection to the target modifies the save by -2 if you have a picture or other likeness of it, -4 if you have a garment or other possession of it, or -10 if you have a body part, lock of hair, or bit of nail from it. On a successful save, the target isn't affected, and you can't use this spell on it again for 24 hours. On a failed save, the spell creates an Invisible, intangible sensor within 10 feet of the target. You can see and hear through the sensor as if you were there. The sensor moves with the target, remaining within 10 feet of it for the duration. If something can see the sensor, it appears as a luminous orb about the size of your fist. Instead of targeting a creature, you can target a location you have seen. When you do so, the sensor appears at that location and doesn't move.

Sculpt

Level 1 Earth-Rifting (ritual)

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

Stone goes soft under your hands while you work it and sets again when you stop. Reshape a volume of stone, concrete, or rockcrete no larger than 5 feet in any dimension: open a crawlspace, close a doorway, cut handholds up a wall, or form a rough object. The result looks hand-made. The spell has no effect on worked alloy or on anything that is load-bearing above your own weight.

At higher levels. Slot level 3: The volume increases by 5 feet in each dimension for every two slot levels above 1st.

Searing Smite

Level 1 Evocation

Casting time: 1 bonus action (which you take immediately after hitting a target with a Melee weapon or an Unarmed Strike)
Range: Melee · Self
Components: V
Duration: 1 minute
Saving throw: CON

As you hit the target, it takes an extra 1d6 fire damage from the attack. At the start of each of its turns until the spell ends, the target takes 1d6 fire damage and then makes a Constitution saving throw. On a failed save, the spell continues. On a successful save, the spell ends.

At higher levels. All the damage increases by 1d6 for each spell slot level above 1.

Secret Chest

Level 4 Conjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a chest, 3 feet by 2 feet by 2 feet, constructed from rare materials worth 5,000+ gm, and a Tiny replica of the chest made from the same materials worth 50+ gm)
Duration: Until dispelled

You hide a chest and all its contents on the Spirit Plane. You must touch the chest and the miniature replica that serve as material components for the spell. The chest can contain up to 12 cubic feet of nonliving material (3 feet by 2 feet by 2 feet). While the chest remains on the Spirit Plane, you can take an action and touch the replica to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back to the Spirit Plane by taking an action to touch the chest and the replica. After 60 days, there is a cumulative 5 percent chance at the end of each day that the spell ends. The spell also ends if you cast this spell again or if the Tiny replica chest is destroyed. If the spell ends and the larger chest is on the Spirit Plane, the chest remains there for you or someone else to find.

See Invisibility

Level 2 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a pinch of talc)
Duration: 1 hour

For the duration, you see creatures and objects that have the Invisible condition as if they were visible, and you can see into the Spirit Plane. Creatures and objects there appear ghostly.

Seeming

Level 5 Illusion

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 8 hours
Saving throw: CHA

You give an illusory appearance to each creature of your choice that you can see within range. An unwilling target can make a Charisma saving throw, and if it succeeds, it is unaffected by this spell. You can give the same appearance or different ones to the targets. The spell can change the appearance of the targets' bodies and equipment. You can make each creature seem 1 foot shorter or taller and appear heavier or lighter. A target's new appearance must have the same basic arrangement of limbs as the target, but the extent of the illusion is otherwise up to you. The spell lasts for the duration. The changes wrought by this spell fail to hold up to physical inspection. For example, if you use this spell to add a hat to a creature's outfit, objects pass through the hat. A creature that takes the Study action to examine a target can make an Intelligence (Investigation) check against your spell save DC. If it succeeds, it becomes aware that the target is disguised.

Sending

Level 3 Divination

Casting time: 1 action
Range: Extreme · Unlimited
Components: V, S, M (a copper wire)
Duration: Instantaneous

You send a short message of 25 words or fewer to a creature you have met or a creature described to you by someone who has met it. The target hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The spell enables targets to understand the meaning of your message. You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive. You know if the delivery fails. Upon receiving your message, a creature can block your ability to reach it again with this spell for 8 hours. If you try to send another message during that time, you learn that you are blocked, and the spell fails.

Sequester

Level 7 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (gem dust worth 5,000+ gm, which the spell consumes)
Duration: Until dispelled

With a touch, you magically sequester an object or a willing creature. For the duration, the target has the Invisible condition and can't be targeted by Divination spells, detected by magic, or viewed remotely with magic. If the target is a creature, it enters a state of suspended animation. It has the Unconscious condition, doesn't age, and doesn't need food, water, or air. You can set a condition for the spell to end early. The condition can be anything you choose, but it must occur or be visible within 1 mile of the target. Examples include "after 1,000 years" or "when the tarrasque awakens." This spell also ends if the target takes any damage.

Servo

Level 4 Metal-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a working hinge, gear, or rivet)
Duration: Concentration, up to 10 minutes

You animate a small unattended metal or stone object within range, such as a wrench, a candlestick, a fist-sized shard of casing, or a length of pipe, as a minor construct ally under your command. The object becomes a Tier I construct with AC 14, 20 hit points, a walking speed of 30 feet (or a climb speed of 20 feet if it has no legs), and one melee attack with a +5 attack bonus. The attack deals 1d8 bludgeoning, piercing, or slashing damage, depending on the object's shape. The construct acts on your initiative count and takes the actions you direct mentally. Directing it costs you no action. It falls inert if you lose concentration or it is reduced to 0 hit points.

At higher levels. At 5th level and above, you can animate 1 additional small object, and each construct has 25 hit points. At 6th level and above, you can animate 2 additional small objects, and each construct has 30 hit points. At 7th level and above, you can animate 3 additional small objects, and each construct has 35 hit points. At 8th level and above, you can animate 3 additional small objects, and each construct has 40 hit points. At 9th level and above, you can animate 3 additional small objects, and each construct has 45 hit points.

Sever

Level 6 Ether-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous

You find the thread holding an effect in place and cut it. End one spell, ward, curse, possession, summoning, or ongoing Rift effect of 5th level or lower on a creature, object, or area you can see within range. If the effect is of a higher level, make an ability check using your spellcasting ability against a DC of 10 + the effect's level, ending it on a success. Ending a binding releases whatever it held, in the state it was in.

At higher levels. Slot level 7: The level of effect you can end automatically rises by one for each slot level above 6th.

Shapechange

Level 9 Transmutation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a jade circlet worth 1,500+ gm)
Duration: Concentration, up to 1 hour

You shape-shift into another creature for the duration or until you take an action to shape-shift into a different eligible form. The new form must be of a creature that has a Power Rating no higher than your level or Power Rating. You must have seen a creature of that kind before, and it can't be a construct or an undead. When you cast the spell, you gain a number of temporary hit points equal to the hit points of the first form into which you shape-shift. These temporary hit points vanish if any remain when the spell ends. Your game statistics are replaced by the stat block of the chosen form, but you retain your creature type, alignment, personality, hit points, hit point dice, proficiencies, ability to communicate, and Intelligence, Wisdom, and Charisma scores. If you have the Spellcasting feature, you retain it too. Upon shape-shifting, you determine whether your equipment drops to the ground or changes in size and shape to fit the new form while you're in it.

Shatter

Level 2 Evocation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a chip of mica)
Duration: Instantaneous
Saving throw: CON · half damage

A loud noise erupts from a point of your choice within range. Each creature in a 10-foot-radius sphere centered there makes a Constitution saving throw, taking 3d8 thunder damage on a failed save or half as much damage on a successful one. A construct has disadvantage on the save. A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

At higher levels. The damage increases by 1d8 for each spell slot level above 2.

Shear

Level 1 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Instantaneous

You fold air into an edge and throw it. Make a ranged spell attack against one creature within range. On a hit, the target takes 3d8 slashing damage. The edge cannot be seen, and a creature that cannot see you does not know where the attack came from.

At higher levels. When cast using a slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Shield

Level 1 Abjuration

Casting time: 1 reaction (which you take when you are hit by an attack roll or targeted by the Magic Missile spell)
Range: Melee · Self
Components: V, S
Duration: 1 round

An imperceptible barrier of magical force protects you. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack, and you take no damage from Magic Missile.

Shield of Faith

Level 1 Abjuration

Casting time: 1 bonus action
Range: Medium · 60 feet
Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 10 minutes

A shimmering field surrounds a creature of your choice within range, granting it a +2 bonus to AC for the duration.

Shift

Level 5 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You collapse the distance between two points in local space. You, and one willing creature you touch, teleport up to 500 feet to a location you can clearly picture from having been there. The destination must be on the same plane and not sealed inside Rift shielding. If the space you picture is occupied, you arrive in the nearest unoccupied space.

At higher levels. Slot level 6: You can bring one additional willing creature for each slot level above 5th.

Shillelagh

Transmutation cantrip

Casting time: 1 bonus action
Range: Melee · Self
Components: V, S, M (mistletoe)
Duration: 1 minute

A Club or Quarterstaff you are holding is infused with nature's power. For the duration, you can use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. If the attack deals damage, it can be force damage or the weapon's normal damage type (your choice). The spell ends early if you cast it again or if you let go of the weapon.

Level 5: The weapon's damage die becomes a d10.
Level 11: The weapon's damage die becomes a d12.
Level 17: The weapon's damage die becomes 2d6.

Shining Smite

Level 2 Transmutation

Casting time: 1 bonus action (which you take immediately after hitting a creature with a Melee weapon or an Unarmed Strike)
Range: Melee · Self
Components: V
Duration: Concentration, up to 1 minute

The target hit by the strike takes an extra 2d6 radiant damage from the attack. Until the spell ends, the target sheds bright light in a 5-foot radius, attack rolls against it have advantage, and it can't benefit from the Invisible condition.

At higher levels. The damage increases by 1d6 for each spell slot level above 2.

Shocking Grasp

Evocation cantrip

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

Lightning springs from you to a creature that you try to touch. Make a melee spell attack against the target. On a hit, the target takes 1d8 lightning damage, and it can't make opportunity attacks until the start of its next turn.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Shrapnel Burst

Level 3 Metal-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous
Saving throw: DEX · half damage

You throw a handful of scrap, and all of it bursts outward at once. Each creature in a 15-foot cone makes a Dexterity saving throw, taking 5d6 piercing damage on a failed save or half as much on a successful one. Any unattended loose metal in the area is consumed and adds 1d6 to the damage, to a maximum of three additional dice.

At higher levels. The damage increases by 1d6 for each slot level above 3.

Shunt

Level 4 Arc-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: S, F
Duration: Concentration, up to 10 minutes

You run a discharge path from a creature within range into the nearest mass that can absorb it. For the duration, the target has immunity to lightning damage and resistance to thunder and force damage, and it cannot gain the Overcharged condition. Each time the line carries a discharge, it leaves a scorched track on the ground from the target to where the discharge ended. The track marks where the target was standing.

At higher levels. At 6th level and above, you can protect one additional creature within range.

Silence

Level 2 Illusion (ritual)

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 10 minutes

For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere has immunity to thunder damage, and creatures have the Deafened condition while entirely inside it. Casting a spell that includes a Verbal component is impossible there.

Silent Image

Level 1 Illusion

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a bit of fleece)
Duration: Concentration, up to 10 minutes

You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The image appears at a spot within range and lasts for the duration. The image is purely visual. It isn't accompanied by sound, smell, or other sensory effects. As an action, you can cause the image to move to any spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Physical interaction with the image reveals it to be an illusion, since things can pass through it. A creature that takes a Study action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Simulacrum

Level 7 Illusion

Casting time: 12 hours
Range: Melee · Touch
Components: V, S, M (powdered ruby worth 1,500+ gm, which the spell consumes)
Duration: Until dispelled

You create a simulacrum of one beast or humanoid that is within 10 feet of you for the entire casting of the spell. You finish the casting by touching both the creature and a pile of ice or snow that is the same size as that creature, and the pile turns into the simulacrum, which is a creature. It uses the game statistics of the original creature at the time of casting, except it is a construct, its hit point maximum is half as much, and it can't cast this spell. The simulacrum is friendly to you and creatures you designate. It obeys your commands and acts on your turn in combat. The simulacrum can't gain levels, and it can't take short or long rests. If the simulacrum takes damage, the only way to restore its hit points is to repair it as you take a long rest, during which you expend components worth 100 gm per hit point restored. The simulacrum must stay within 5 feet of you for the repair. The simulacrum lasts until it drops to 0 hit points, at which point it reverts to snow and melts away. If you cast this spell again, any simulacrum you created with this spell is instantly destroyed.

Siphon

Water-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous

You pull free water out of a place it is not wanted and let it fall somewhere else. Remove up to 5 gallons of water, condensation, blood, or slush from a surface, a compartment, or a set of clothing within range, or condense the same amount out of humid air into a container. In vacuum or dry air the spell has no effect.

At 11th level the volume increases to 20 gallons.

Skewer

Level 3 Metal-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

You conjure a tapered alloy spike longer than a forearm and hurl it at a creature you can see within range. Make a ranged spell attack. On a hit, the target takes 5d8 piercing damage, and the spike lodges in its body and reduces its speed by 10 feet until the spike is removed. Removing it takes an action from the target or an adjacent creature. If the spike is removed on the target's turn, the extraction deals an additional 1d8 piercing damage. A target with no significant tissue, such as an animated construct, an undead skeleton, or a stone-bodied creature, takes the damage but its speed is not reduced.

At higher levels. Slot level 4: The damage increases to 6d8. Slot level 5: The damage increases to 7d8. Slot level 6: The damage increases to 8d8 and the speed reduction increases to 20 feet. Slot level 7: The damage increases to 9d8. Slot level 8: The damage increases to 10d8. Slot level 9: The damage increases to 11d8.

Skim

Level 2 Water-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

You tension the surface of a liquid so that it bears weight. Up to three willing creatures you can see within range can move across water, mud, slurry, coolant, or any comparable liquid as though it were solid ground for the duration. The effect holds at the surface, so a creature standing on a wave rides up and down with it.

At higher levels. Slot level 3: You can affect two additional creatures for each slot level above 2nd.

Slag Burst

Level 4 Molten-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: 1 minute
Saving throw: DEX · Half damage.

You hurl a compressed Rift-charge that detonates into a spray of molten metal at a point within range. Each creature in the area must make a Dexterity saving throw, taking 8d6 fire damage on a failed save or half as much on a successful one. The area is coated in cooling slag and is difficult terrain for the duration. A creature that starts its turn in the slag takes 1d6 fire damage.

At higher levels. When cast using a slot of 5th level or higher, initial damage increases by 1d6 per slot level above 4th.

Sleep

Level 1 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a pinch of sand or rose petals)
Duration: Concentration, up to 1 minute
Saving throw: WIS

Each creature of your choice in a 5-foot-radius sphere centered on a point within range must succeed on a Wisdom saving throw or have the Incapacitated condition until the end of its next turn, at which point it must repeat the save. If the target fails the second save, the target has the Unconscious condition for the duration. The spell ends on a target if it takes damage or someone within 5 feet of it takes an action to shake it out of the spell's effect. Creatures that don't sleep, such as elves, or that have immunity to the Exhausted condition automatically succeed on saves against this spell.

Sleet Storm

Level 3 Conjuration

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a miniature umbrella)
Duration: Concentration, up to 1 minute
Saving throw: DEX

Until the spell ends, sleet falls in a 40-foot-tall, 20-foot-radius cylinder centered on a point you choose within range. The area is heavily obscured, and exposed flames in the area are doused. Ground in the cylinder is difficult terrain. When a creature enters the cylinder for the first time on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Prone condition and lose concentration.

Slip

Level 2 Ether-Rifting

Casting time: 1 bonus action
Range: Close · 30 feet
Components: S
Duration: Instantaneous

You drop out of the local field and reappear in an unoccupied space you can see within 30 feet. You arrive facing any direction you choose and without momentum, which matters if you were falling. A sealed hull or warded ground blocks the spell entirely.

At higher levels. Slot level 3: The distance increases by 15 feet for each slot level above 2nd. At 5th level and above you can bring one willing creature you are touching.

Slow

Level 3 Transmutation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a drop of molasses)
Duration: Concentration, up to 1 minute
Saving throw: WIS

You alter time around up to six creatures of your choice in a 40-foot cube within range. Each target must succeed on a Wisdom saving throw or be affected by this spell for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't take reactions. On its turns, it can take either an action or a bonus action, not both, and it can make only one attack if it takes the Attack action. If it casts a spell with a Somatic component, there is a 25 percent chance the spell fails as a result of the target making the spell's gestures too slowly. An affected target repeats the save at the end of each of its turns. On a success, the spell ends on it.

Smithing

Level 1 Metal-Rifting

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: 1 hour

You pull a simple tool or weapon out of ambient matter and hold it together by will. Create one non-magical metal object no more than 3 feet in any dimension and no heavier than 10 pounds, such as a crowbar, a blade, a key blank, a length of chain, or a set of picks. It works as the ordinary item for the duration, then comes apart into gray dust. An object with a moving mechanism is crude and stiff.

At higher levels. At 4th level and above, the object can be up to 6 feet in any dimension and 50 pounds, and the duration becomes 8 hours.

Solstice

Level 10 Evocation (apex)

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S, M (a shard of the moment the Rift opened, consumed)
Duration: Instantaneous
Saving throw: CON · Half damage.

You call the first light, which fills a 500-foot-radius sphere centered on a point you can see within range. Each creature in the area makes a Constitution saving throw, taking 20d10 radiant damage on a failed save or half as much on a successful one. A creature reduced to 0 hit points by this damage is destroyed and leaves a shadow burned into whatever it stood against. Every illusion, invisibility, shapechange, and concealment effect in the area ends. The area is bright as noon for a year, and nothing grows there.

Sorcerous Burst

Evocation cantrip

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Instantaneous

You cast sorcerous energy at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 damage of a type you choose: acid, cold, fire, lightning, poison, psychic, or thunder. If you roll an 8 on a d8 for this spell, you can roll another d8, and add it to the damage. When you cast this spell, the maximum number of these d8s you can add to the spell's damage equals your spellcasting ability modifier.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Sounding

Level 4 Earth-Rifting

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: Concentration, up to 1 hour

You focus on the ground and sense what moves on it. For the duration you have tremorsense out to 120 feet through any connected solid surface: rock, soil, decking, or hull. You know the position and rough mass of every creature and object in contact with that surface, including things behind walls. Creatures that are flying, swimming, or holding still are not detected.

Spare the Dying

Necromancy cantrip

Casting time: 1 action
Range: Close · 15 feet
Components: V, S
Duration: Instantaneous

Choose a creature within range that has 0 hit points and isn't dead. The creature becomes Stable.

Level 5: The range doubles to 30 feet. Level 11: The range doubles to 60 feet. Level 17: The range doubles to 120 feet.

Spark Bolt

Level 1 Arc-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A narrow lance of charged current snaps from your hand toward a target within range. Make a ranged spell attack. On a hit, the target takes 3d8 lightning damage and cannot take reactions until the start of your next turn.

At higher levels. When cast using a slot of 2nd level or higher, damage increases by 1d8 per slot level above 1st.

Speak with Animals

Level 1 Divination (ritual)

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 10 minutes

For the duration, you can comprehend and verbally communicate with beasts, and you can use any of the Influence action's skill options with them. Most beasts have little to say about topics that don't pertain to survival or companionship, but at minimum, a beast can give you information about nearby locations and monsters, including whatever it has perceived within the past day.

Speak with Dead

Level 3 Necromancy

Casting time: 1 action
Range: Close · 10 feet
Components: V, S, M (burning incense)
Duration: 10 minutes

You grant the semblance of life to a corpse of your choice within range, allowing it to answer questions you pose. The corpse must have a mouth, and this spell fails if the deceased creature was undead when it died. The spell also fails if the corpse was the target of this spell within the past 10 days. Until the spell ends, you can ask the corpse up to five questions. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive, and the corpse is under no compulsion to offer a truthful answer if you are antagonistic toward it or it recognizes you as an enemy. This spell doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events.

Speak with Plants

Level 3 Transmutation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: 10 minutes

You give plants in an immobile 30-foot emanation limited sentience and animation, letting them communicate with you and follow your simple commands. You can question plants about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances. You can also turn difficult terrain caused by plant growth (such as thickets and undergrowth) into ordinary terrain that lasts for the duration. Or you can turn ordinary terrain where plants are present into difficult terrain that lasts for the duration. The spell doesn't enable plants to uproot and move about, but they can move their branches, tendrils, and stalks for you. If a plant creature is in the area, you can communicate with it as if you shared a common language.

Spider Climb

Level 2 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a drop of bitumen and a spider)
Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and along ceilings, while leaving its hands free. The target also gains a climb speed equal to its speed.

At higher levels. At 3rd level and above, you can target one additional creature. At 4th level and above, you can target two additional creatures. At 5th level and above, you can target three additional creatures. At 6th level and above, you can target four additional creatures. At 7th level and above, you can target five additional creatures. At 8th level and above, you can target six additional creatures. At 9th level and above, you can target seven additional creatures.

Spike Growth

Level 2 Transmutation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (seven thorns)
Duration: Concentration, up to 10 minutes

The ground in a 20-foot-radius sphere centered on a point within range sprouts hard spikes and thorns. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. The transformation of the ground is camouflaged to look natural. Any creature that can't see the area when the spell is cast must take a Search action and succeed on a Wisdom (Perception or Survival) check against your spell save DC to recognize the terrain as hazardous before entering it.

Spire

Level 2 Earth-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: S
Duration: Instantaneous
Saving throw: DEX · Half damage and not knocked Prone.

A column of stone erupts from a solid surface beneath one creature you can see within range. The target makes a Dexterity saving throw, taking 4d6 piercing damage and being knocked Prone on a failed save, or half as much damage and staying on its feet on a successful one. The column retracts and leaves a 5-foot square of broken stone that is difficult terrain until cleared.

At higher levels. When cast using a slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Spirit Guardians

Level 3 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a prayer scroll)
Duration: Concentration, up to 10 minutes
Saving throw: WIS · half damage

Protective spirits flit around you in a 15-foot emanation for the duration. If you are good or neutral, their spectral form appears angelic or fey (your choice). If you are evil, they appear fiendish. When you cast this spell, you can designate creatures to be unaffected by it. Any other creature's speed is halved in the emanation, and whenever the emanation enters a creature's space and whenever a creature enters the emanation or ends its turn there, the creature must make a Wisdom saving throw. On a failed save, the creature takes 3d8 radiant damage (if you are good or neutral) or 3d8 necrotic damage (if you are evil). On a successful save, the creature takes half as much damage. A creature makes this save only once per turn.

At higher levels. The damage increases by 1d8 for each spell slot level above 3.

Spiritual Weapon

Level 2 Evocation

Casting time: 1 bonus action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You create a floating, spectral force that resembles a weapon of your choice and lasts for the duration. The force appears within range in a space of your choice, and you can immediately make one melee spell attack against one creature within 5 feet of the force. On a hit, the target takes force damage equal to 1d8 plus your spellcasting ability modifier. As a bonus action on your later turns, you can move the force up to 20 feet and repeat the attack against a creature within 5 feet of it.

At higher levels. The damage increases by 1d8 for every slot level above 2.

Squall

Ether-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: Instantaneous

You compress a fist of air and drive it into a creature. Make a ranged spell attack against one creature within range. On a hit, the target takes 1d8 bludgeoning damage and is pushed 5 feet away from you.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Stage Fright

Level 3 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V
Duration: Concentration, up to 1 minute
Saving throw: CHA · The creature is unaffected.

Each creature of your choice in a 15-foot cube within range that you can see makes a Charisma saving throw. On a failed save, a creature becomes convinced it is being watched and judged. It has disadvantage on attack rolls and ability checks and cannot take the Hide action. A creature that fails by 5 or more also cannot speak above a whisper. A creature immune to the Frightened condition is unaffected. At the end of each of its turns, an affected creature repeats the save, ending the effect on itself on a success.

At higher levels. When you cast this spell using a spell slot of 4th level or higher, the cube's size increases by 5 feet for each slot level above 3rd.

Starry Wisp

Evocation cantrip

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

You launch a mote of light at one creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage, and until the end of your next turn, it emits dim light in a 10-foot radius and can't benefit from the Invisible condition.

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Static

Arc-Rifting cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: Instantaneous

A tight pulse of static discharges through a creature you touch. Make a melee spell attack. On a hit, the target takes 1d8 lightning damage, and any Tier IV or lower electronic device worn or carried by the target briefly seizes: a single function (sensor, weapon, or comm) shorts out until the start of your next turn. This spell's damage increases by 1d8 at 5th level (2d8), 11th level (3d8), and 17th level (4d8).

The damage increases to 2d8 at level 5, 3d8 at level 11 and 4d8 at level 17.

Stinking Cloud

Level 3 Conjuration

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S, M (a rotten egg)
Duration: Concentration, up to 1 minute
Saving throw: CON

You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud is heavily obscured. The cloud lingers in the air for the duration or until a strong wind (such as the one created by Gust of Wind) disperses it. Each creature that starts its turn in the sphere must succeed on a Constitution saving throw or have the Poisoned condition until the end of the current turn. While Poisoned in this way, the creature can't take an action or a bonus action.

Stone Shape

Level 4 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (soft clay)
Duration: Instantaneous

You touch a stone object of Medium size or smaller or a section of stone no more than 5 feet in any dimension and form it into any shape you like. For example, you can shape a large rock into a weapon, statue, or coffer, or you can make a small passage through a wall that is 5 feet thick. You can also shape a stone door or its frame to seal the door shut. The object you create can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Stoneskin

Level 4 Transmutation

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (diamond dust worth 100+ gm, which the spell consumes)
Duration: Concentration, up to 1 hour

Until the spell ends, one willing creature you touch has resistance to bludgeoning, piercing, and slashing damage.

Storm of Vengeance

Level 9 Conjuration

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON · half damage

A churning storm cloud forms for the duration, centered on a point within range and spreading to a radius of 300 feet. Each creature under the cloud when it appears must succeed on a Constitution saving throw or take 2d6 thunder damage and have the Deafened condition for the duration. At the start of each of your later turns, the storm produces different effects, as detailed below. Turn 2. Acidic rain falls. Each creature and object under the cloud takes 4d6 acid damage. Turn 3. You call six bolts of lightning from the cloud to strike six different creatures or objects beneath it. Each target makes a Dexterity saving throw, taking 10d6 lightning damage on a failed save or half as much damage on a successful one. Turn 4. Hailstones rain down. Each creature under the cloud takes 2d6 bludgeoning damage. Turns 5 to 10. Gusts and freezing rain assail the area under the cloud. Each creature there takes 1d6 cold damage. Until the spell ends, the area is difficult terrain and heavily obscured, ranged attacks with weapons are impossible there, and strong wind blows through the area.

Stun Shot

Level 2 Arc-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Instantaneous
Saving throw: CON · Half damage, not Incapacitated.

You fire a tuned arc beam at a creature within range. The target must make a Constitution saving throw, taking 3d8 lightning damage on a failed save or half as much on a successful one. On a failed save, the target is also Incapacitated until the end of its next turn.

At higher levels. When cast using a slot of 3rd level or higher, damage increases by 1d8 per slot level above 2nd.

Suggestion

Level 2 Enchantment

Casting time: 1 action
Range: Close · 30 feet
Components: V, M (a drop of honey)
Duration: Concentration, up to 8 hours
Saving throw: WIS

You suggest a course of activity, described in no more than 25 words, to one creature you can see within range that can hear and understand you. The suggestion must sound achievable and not involve anything that would obviously deal damage to the target or its allies. For example, you can say, "Fetch the key to the cult's treasure vault, and give the key to me." Or you can say, "Stop fighting, leave this library peacefully, and don't return." The target must succeed on a Wisdom saving throw or have the Charmed condition for the duration or until you or your allies deal damage to the target. The Charmed target pursues the suggestion to the best of its ability. The suggested activity can continue for the entire duration, but if the suggested activity can be completed in a shorter time, the spell ends for the target upon completing it.

Summon Dragon

Level 5 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (an object with the image of a dragon engraved on it worth 500+ gm)
Duration: Concentration, up to 1 hour

You call a draconic spirit into an unoccupied space you can see within range. It is an ally to you and your allies, shares your initiative count, and takes its turn immediately after yours. It obeys your spoken commands, which cost you no action, and it takes the Dodge action and moves to avoid danger if you give none. It disappears when it drops to 0 hit points or when the spell ends.

The spirit has AC 14 plus the spell's level and 50 hit points plus 10 for each level of the spell above 5th. Its speed is 30 feet, with a fly speed of 60 feet and a swim speed of 30 feet. It has resistance to acid, cold, fire, lightning, and poison damage, is immune to the Charmed, Frightened, and Poisoned conditions, and has blindsight out to 30 feet and darkvision out to 60 feet. When you summon it, choose one of its resistances: you have resistance to that damage type until the spell ends.

On its turn it makes a number of rend attacks equal to half the spell's level, rounded down, and uses its breath weapon. A rend attack uses your spell attack modifier with a reach of 10 feet and deals 1d6 + 4 plus the spell's level in piercing damage. Its breath weapon is a 30-foot cone: each creature in the cone makes a Dexterity saving throw against your spell save DC, taking 2d6 damage on a failed save or half as much on a successful one. The damage type is one the spirit has resistance to, chosen by you when you cast the spell.

At higher levels. Use the spell slot's level for the spell's level in the stat block.

Sunbeam

Level 6 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a magnifying glass)
Duration: Concentration, up to 1 minute
Saving throw: CON · half damage

You launch a sunbeam in a 5-foot-wide, 60-foot-long line. Each creature in the line makes a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and has the Blinded condition until the start of your next turn. On a successful save, it takes half as much damage only. Until the spell ends, you can take an action to create a new line of radiance. For the duration, a mote of brilliant radiance shines above you. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

Sunburst

Level 8 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a piece of sunstone)
Duration: Instantaneous
Saving throw: CON · half damage

Brilliant sunlight flashes in a 60-foot-radius sphere centered on a point you choose within range. Each creature in the sphere makes a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and has the Blinded condition for 1 minute. On a successful save, it takes half as much damage only. A creature Blinded by this spell makes another Constitution saving throw at the end of each of its turns, ending the effect on a success. This spell dispels Darkness in its area that was created by any spell.

Sunder

Level 10 Earth-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · 50 miles
Components: V, S, M (three Tier V geomantic relics and a vial of seafloor magma, all consumed)
Duration: Permanent

In an hour-long rite, you draw on the deep crust through the Rift and split a landmass. The rite carves a permanent fissure up to 50 miles long and several miles wide that reaches the mantle. Coastlines change, rivers reroute, and settlements on the fracture line are destroyed.

Surge

Level 10 Arc-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · Special
Components: V, S, F, M (A Tier V Arc-class conductor lattice and the calibrated weather signature of the target region.)
Duration: Permanent (years of aftermath)

You gather a planet's atmospheric charge and release it at a single point. A storm covering the target region forms and discharges for hours. Tier IV power grids in the region are crippled. Substations, fusion taps, and orbital tethers within range fail and need years of work to replace. Every Tier III or lower vehicle, sensor, and weapon in the region is rendered inoperable. The local weather is permanently destabilized and produces storms for at least a decade. You cannot cast Arc spells or use any other Arc effect for one year afterward.

Swallow

Level 7 Earth-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · The creature moves to the nearest space outside the area.

The ground in a 20-foot radius centered on a point you choose within range opens, takes what is standing there, and closes. Each creature in the area makes a Dexterity saving throw. On a failure it falls 30 feet into a sealed pocket, takes 10d6 bludgeoning damage, and is Restrained under the surface, able to breathe but not to move. On a success it moves to the nearest space outside the area. A buried creature, or an ally digging from above, can free it with a Strength (Athletics) check against DC 20 that takes 1 minute. On decking the spell cracks the plating and has no other effect.

Symbol

Level 7 Abjuration

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (powdered diamond worth 1,000+ gm, which the spell consumes)
Duration: Until dispelled or triggered
Saving throw: CON · half damage

You inscribe a harmful glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place. If it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered. The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice. When you inscribe the glyph, you set its trigger and choose which of the following effects the symbol bears: Death, Discord, Fear, Pain, Sleep, or Stunning. Set the Trigger. You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph. You can refine the trigger so that only creatures of certain types activate it (for example, the glyph can be set to affect aberrations). You can also set conditions for creatures that don't trigger the glyph, such as those who say a certain password. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn. Death. Each target makes a Constitution saving throw, taking 10d10 necrotic damage on a failed save or half as much damage on a successful save. Discord. Each target makes a Wisdom saving throw. On a failed save, a target argues with other creatures for 1 minute. During this time, it is incapable of meaningful communication

and has disadvantage on attack rolls and ability checks. Fear. Each target must succeed on a Wisdom saving throw or have the Frightened condition for 1 minute. While Frightened, the target must move at least 30 feet away from the glyph on each of its turns, if able. Pain. Each target must succeed on a Constitution saving throw or have the Incapacitated condition for 1 minute. Sleep. Each target must succeed on a Wisdom saving throw or have the Unconscious condition for 10 minutes. A creature awakens if it takes damage or if someone takes an action to shake it awake. Stunning. Each target must succeed on a Wisdom saving throw or have the Stunned condition for 1 minute.

Taproot

Level 5 Earth-Rifting

Casting time: 1 minute
Range: Melee · Touch
Components: V, S, M (a handful of soil from where the target was born, or from where they intend to be buried)
Duration: Instantaneous

You hold a creature in contact with the ground for the full casting time, and the earth restores it. The target regains 60 hit points, and you end one of the following on it: one level of exhaustion, one curse, the Petrified condition, all levels of the Wounded condition, or one reduction to its hit point maximum. The soil is consumed.

Telekinesis

Level 5 Transmutation

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 10 minutes
Saving throw: STR

You gain the ability to move creatures and objects by thought. When you cast the spell, and as an action on each later turn before it ends, you exert your will on one creature or object you can see within range. You can hold the same target from turn to turn or take a new one, and a target you let go is no longer affected.

Creature. You can try to move a Huge or smaller creature. The target makes a Strength saving throw. On a failure you move it up to 30 feet in any direction within range, and until the end of your next turn it is Restrained and, if you lifted it, hangs in the air. It falls at the end of your next turn unless you use this option on it again and it fails the save.

Object. You can try to move a Huge or smaller object. An object that is not worn or carried moves up to 30 feet in any direction within range. If a creature is wearing or carrying it, that creature makes a Strength saving throw, and on a failure you pull the object away and move it the same distance. You can also use this power for fine work, such as turning a key, opening a container, or handling a simple tool.

Telepathic Bond

Level 5 Divination (ritual)

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (two eggs)
Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range, psychically linking each creature to all the others for the duration. Creatures that can't communicate in any languages aren't affected by this spell. Until the spell ends, the targets can communicate telepathically through the bond whether or not they share a language. The communication is possible over any distance, though it can't extend to other planes of existence.

Teleport

Level 7 Conjuration

Casting time: 1 action
Range: Close · 10 feet
Components: V
Duration: Instantaneous

This spell instantly transports you and up to eight willing creatures that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be Large or smaller, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you. Your familiarity with the destination determines whether you arrive there successfully. The GM rolls 1d100 and consults the Teleportation Outcome table and the explanations after it. Familiarity. Here are the meanings of the terms in the table's Familiarity column: "Permanent circle" means a permanent teleportation circle whose sigil sequence you know. "Linked object" means you possess an object taken from the desired destination within the last six months, such as a book from a wizard's library. "Very familiar" is a place you have visited often, a place you have carefully studied, or a place you can see when you cast the spell. "Seen casually" is a place you have seen more than once but with which you aren't very familiar. "Viewed once or described" is a place you have seen once, possibly using magic, or a place you know through someone else's description, such as from a map. "False destination" is a place that doesn't exist. For example, you tried to scry an enemy's sanctum but instead viewed an illusion, or you are attempting to teleport to a location that no longer exists. Mishap. The spell's unpredictable magic results in a difficult journey. Each teleporting creature (or the target object) takes 3d10 force damage, and the GM rerolls on the table to see where you wind up (multiple mishaps can occur, dealing damage each time). Similar Area. You and your group (or the target object) appear in a different area that's visually or thematically similar to the target area. You appear in the closest similar place. If you are heading for your home laboratory, for example, you appear in another person's laboratory in the same city. Off Target. You and your group (or the target object) appear 2d12 miles away from the destination in a random direction. Roll 1d8 for the direction: 1, east; 2, southeast; 3, south; 4, southwest; 5, west; 6, northwest; 7, north; or 8, northeast. On Target. You and your group (or the target object) appear where you intended.

TELEPORTATION OUTCOME

Familiarity	Mishap	Similar Area	Off Target	On Target
Permanent circle	—	—	—	01–00
Linked object	—	—	—	01–00
Very familiar	01–05	06–13	14–24	25–00
Seen casually	01–33	34–43	44–53	54–00
Viewed once or described	01–43	44–53	54–73	74–00
False destination	01–50	51–00	—	—

Teleportation Circle

Level 5 Conjuration

Casting time: 1 minute
Range: Close · 10 feet
Components: V, M (rare inks worth 50+ gm, which the spell consumes)
Duration: 1 round

As you cast the spell, you draw a 5-foot-radius circle on the ground inscribed with sigils that link your location to a permanent teleportation circle of your choice whose sigil sequence you know and that is on the same plane of existence as you. A shimmering portal opens within the circle you drew and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. Many major temples, guildhalls, and other important places have permanent teleportation circles. Each circle has a unique sigil sequence: a string of runes in a particular pattern. When you first gain the ability to cast this spell, you learn the sigil sequences for two destinations on the Prime Plane, determined by the GM. You can learn additional sigil sequences during your adventures. You can commit a new sigil sequence to memory after studying it for 1 minute. You can create a permanent teleportation circle by casting this spell in the same location every day for 365 days.

Tempering

Level 6 Molten-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: 1 hour

You heat and cool the bodies of up to three creatures you can see within range until they are hardened against extremes. Each gains resistance to fire, cold, and plasma damage, immunity to the Burning condition, and advantage on saving throws against exhaustion from heat or cold. While tempered, a creature that drops to 0 hit points is stabilized at 0 hit points instead of dying. A faint heat-blued sheen appears on skin and plate and fades after a week.

At higher levels. Slot level 7: You can temper one additional creature for each slot level above 6th.

Tempest

Level 9 Arc-Rifting

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S, F
Duration: Concentration, up to 10 minutes
Saving throw: DEX · Half damage.

You tear open the upper atmosphere and bind a storm over a point you choose within range. The storm fills a cylinder with a 200-foot radius that is heavily obscured and is difficult terrain, and ranged attacks cannot cross it. Each creature in the area when the storm forms makes a Dexterity saving throw, taking 20d6 lightning damage on a failed save or half as much on a successful one. On each of your later turns, you can use a bonus action to call a lightning strike on a creature in the area. That creature makes a Dexterity saving throw, taking 8d8 lightning damage on a failed save or half as much on a successful one.

At higher levels. Slot level 10: Cast as a ritual, the storm lasts 1 hour without concentration and expands to a 1-mile radius.

Tendril

Level 3 Arc-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

A high-voltage arc strikes one creature within range and jumps to nearby conductors. The primary target must make a Dexterity saving throw, taking 5d8 lightning damage on a failed save or half as much on a successful one. The arc then leaps to up to two additional creatures within 30 feet of the primary target. Each of them makes its own save, taking 2d8 lightning damage on a failed save or half as much on a successful one.

At higher levels. Slot level 4: The damage increases to 6d8. Slot level 5: The damage increases to 7d8 and the arc can jump to one additional creature. Slot level 6: The damage increases to 8d8. Slot level 7: The damage increases to 9d8 and the arc can jump to two additional creatures. Slot level 8: The damage increases to 10d8. Slot level 9: The damage increases to 11d8 and the arc can jump to three additional creatures.

Thaumaturgy

Transmutation cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: V
Duration: Up to 1 minute

You create one of the following minor effects within range. If you cast this spell multiple times, you can have up to three of its 1-minute effects active at a time. Altered Eyes. You alter the appearance of your eyes for 1 minute. Booming Voice. Your voice booms up to three times as loud as normal for 1 minute. For the duration, you have advantage on Charisma (Intimidation) checks. Fire Play. You cause flames to flicker, brighten, dim, or change color for 1 minute. Invisible Hand. You instantaneously cause an unlocked door or window to fly open or slam shut. Phantom Sound. You create an instantaneous sound that originates from a point of your choice within range, such as a rumble of thunder, the cry of a raven, or ominous whispers. Tremors. You cause harmless tremors in the ground for 1 minute.

Thunderbolt

Level 5 Arc-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

You compress a column of air and call down a single bolt on one target you can see within range. The target must make a Dexterity saving throw, taking 10d8 lightning damage and 2d8 thunder damage on a failed save or half as much on a successful one. The thunderclap is audible for up to a mile.

At higher levels. When cast using a slot of 6th level or higher, lightning damage increases by 1d8 per slot level above 5th.

Thunderhead

Level 9 Arc-Rifting

Casting time: 1 action
Range: Extreme · 1,200 feet
Components: V, S, M (a rod of fulgurite)
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

A storm cell forms above a point you can see within range and stays there. The area beneath it, a 300-foot radius, is heavily obscured by rain and is difficult terrain. At the start of each of your turns, three bolts fall. Choose three creatures in the area, or choose one creature to take all three. Each bolt forces a Dexterity saving throw, dealing 6d10 lightning damage on a failed save or half as much on a successful one. A creature wearing metal armor or carrying a metal weapon has disadvantage on the save. Flying creatures in the area also have disadvantage on the save and fall 60 feet on a failed save.

Thunderwave

Level 1 Evocation

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Instantaneous
Saving throw: CON · half damage

You send out a wave of thunderous energy. Each creature in a 15-foot cube originating from you makes a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, a creature takes half as much damage only. In addition, unsecured objects that are entirely within the cube are pushed 10 feet away from you, and a thunderous boom is audible within 300 feet.

At higher levels. The damage increases by 1d8 for each spell slot level above 1.

Tide

Level 4 Water-Rifting

Casting time: 1 action
Range: Long · 300 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You take hold of the water in a cube up to 100 feet on a side within range and move it. Choose one effect when you cast the spell, and change it as an action on later turns: raise the water level by up to 20 feet, part it to leave a dry channel across the area, redirect a current in any direction at up to 30 feet per round, or flood a dry area with 3 feet of water that is difficult terrain. A vehicle on the water moves with the water. Fires in a flooded area go out.

Time Stop

Level 9 Transmutation

Casting time: 1 action
Range: Melee · Self
Components: V
Duration: Instantaneous

You briefly stop the flow of time for all other creatures. No time passes for them while you take 1d4 + 1 turns in a row, during which you can use actions and move as normal. This spell ends if one of the actions you use during this period, or any effects that you create during it, affects a creature other than you or an object being worn or carried by someone other than you. In addition, the spell ends if you move to a place more than 1,000 feet from the location where you cast it.

Tiny Hut

Level 3 Evocation (ritual)

Casting time: 1 minute
Range: Melee · Self
Components: V, S, M (a crystal bead)
Duration: 8 hours

A 10-foot emanation springs into existence around you and remains stationary for the duration. The spell fails when you cast it if the emanation isn't big enough to fully encapsulate all creatures in its area. Creatures and objects within the emanation when you cast the spell can move through it freely. All other creatures and objects are barred from passing through it. Spells of level 3 or lower can't be cast through it, and the effects of such spells can't extend into it. The atmosphere inside the emanation is comfortable and dry, regardless of the weather outside. Until the spell ends, you can command the interior to have dim light or Darkness (no action required). The emanation is opaque from the outside and of any color you choose, but it's transparent from the inside. The spell ends early if you leave the emanation or if you cast it again.

Tongues

Level 3 Divination

Casting time: 1 action
Range: Melee · Touch
Components: V, M (a miniature ziggurat)
Duration: 1 hour

This spell grants the creature you touch the ability to understand any spoken or signed language that it hears or sees. Moreover, when the target communicates by speaking or signing, any creature that knows at least one language can understand it if that creature can hear the speech or see the signing.

Transfusion

Level 4 Necromancy

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous
Saving throw: CON · Half damage.

You draw vitality out of one creature and give it to another. Touch a willing creature or one you have Grappled. The target makes a Constitution saving throw, taking 6d8 necrotic damage on a failed save or half as much on a successful one. Its hit point maximum is reduced by the damage taken until it finishes a long rest. Choose a second creature within 5 feet of you. That creature regains hit points equal to the damage dealt, and if it was at 0 hit points it becomes stable and conscious with at least 1 hit point. A creature that is not living can't be either target.

At higher levels. The damage increases by 2d8 for each spell slot level above 4.

Transport via Plants

Level 6 Conjuration

Casting time: 1 action
Range: Close · 10 feet
Components: V, S
Duration: 1 minute

This spell creates a magical link between a Large or larger inanimate plant within range and another plant, at any distance, on the same plane of existence. You must have seen or touched the destination plant at least once before. For the duration, any creature can step into the target plant and exit from the destination plant by using 5 feet of movement.

Traverse

Level 8 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S, F
Duration: Instantaneous

You open a corridor through the Rift and step through it. You and up to eight willing creatures in physical contact with you travel to a destination you can clearly picture: a place on another plane, a charted system, or a location you have been before. The corridor closes behind you. If the destination is warded against planar travel, you arrive at the nearest unwarded point.

At higher levels. Slot level 9: You can bring one additional willing creature for each slot level above 8th, and with a tuned focus the destination need not be known to you.

Tree Stride

Level 5 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute

You gain the ability to enter a tree and move from inside it to inside another tree of the same kind within 500 feet. Both trees must be living and at least the same size as you. You must use 5 feet of movement to enter a tree. You instantly know the location of all other trees of the same kind within 500 feet and, as part of the move used to enter the tree, can either pass into one of those trees or step out of the tree you're in. You appear in a spot of your choice within 5 feet of the destination tree, using another 5 feet of movement. If you have no movement left, you appear within 5 feet of the tree you entered. You can use this transportation ability only once on each of your turns. You must end each turn outside a tree.

Tremor

Level 3 Earth-Rifting

Casting time: 1 action
Range: Melee · Self
Components: S
Duration: Instantaneous
Saving throw: STR · Half damage and not knocked Prone.

You drive a pulse of seismic force through the ground in every direction. Each creature other than you that is on the ground within 20 feet of you makes a Strength saving throw, taking 4d6 bludgeoning damage and being knocked Prone on a failed save, or half as much damage and staying on its feet on a successful one. The ground in the area becomes difficult terrain until cleared.

At higher levels. When cast using a slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

True Polymorph

Level 9 Transmutation

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a drop of mercury, a dollop of gum arabic, and a wisp of smoke)
Duration: Concentration, up to 1 hour
Saving throw: WIS

Choose one creature or nonmagical object that you can see within range. The creature shape-shifts into a different creature or a nonmagical object, or the object shape-shifts into a creature (the object must be neither worn nor carried). The transformation lasts for the duration or until the target dies or is destroyed, but if you maintain concentration on this spell for the full duration, the spell lasts until dispelled. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. Creature into Creature. If you turn a creature into another kind of creature, the new form can be any kind you choose that has a Power Rating equal to or less than the target's Power Rating or level. The target's game statistics are replaced by the stat block of the new form, but it retains its hit points, hit point dice, alignment, and personality. The target gains a number of temporary hit points equal to the hit points of the new form. These temporary hit points vanish if any remain when the spell ends. The target is limited in the actions it can perform by the anatomy of its new form, and it can't speak or cast spells. The target's gear melds into the new form. The creature can't use or otherwise benefit from any of that equipment. Object into Creature. You can turn an object into any kind of creature, as long as the creature's size is no larger than the object's size and the creature has a Power Rating of 9 or lower. The creature is friendly to you and your allies. In combat, it takes its turns immediately after yours, and it obeys your commands. If the spell lasts more than an hour, you no longer control the creature. Whether it remains friendly to you depends on how you have treated it. Creature into Object. If you turn a creature into an object, it transforms along with whatever it is wearing and carrying into that form, as long as the object's size is no larger than the creature's size. The creature's statistics become those of the object, and the creature has no memory of time spent in this form after the spell ends and it returns to normal.

True Resurrection

Level 9 Necromancy

Casting time: 1 hour
Range: Melee · Touch
Components: V, S, M (diamonds worth 25,000+ gm, which the spell consumes)
Duration: Instantaneous

You touch a creature that has been dead for no longer than 200 years and that died for any reason except old age. The creature is revived with all its hit points. This spell closes all wounds, neutralizes any poison, cures all magical contagions, and lifts any curses affecting the creature when it died. The spell replaces damaged or missing organs and limbs. If the creature was undead, it is restored to its non-undead form. The spell can provide a new body if the original no longer exists, in which case you must speak the creature's name. The creature then appears in an unoccupied space you choose within 10 feet of you.

True Seeing

Level 6 Divination

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (mushroom powder worth 25+ gm, which the spell consumes)
Duration: 1 hour

For the duration, the willing creature you touch has truesight with a range of 120 feet.

True Strike

Divination cantrip

Casting time: 1 action
Range: Melee · Self
Components: S, M (a weapon with which you have proficiency and that is worth 1+ CP)
Duration: Instantaneous

Guided by a flash of magical insight, you make one attack with the weapon used in the spell's casting. The attack uses your spellcasting ability for the attack and damage rolls instead of using Strength or Dexterity. If the attack deals damage, it can be radiant damage or the weapon's normal damage type (your choice).

At 5th level and above, the attack deals an extra 1d6 radiant damage. At 11th level and above, the attack deals an extra 2d6 radiant damage. At 17th level and above, the attack deals an extra 3d6 radiant damage.

Tsunami

Level 8 Conjuration

Casting time: 1 minute
Range: Extreme · 1 mile
Components: V, S
Duration: Concentration, up to 6 rounds
Saving throw: STR · half damage

A wall of water springs into existence at a point you choose within range. You can make the wall up to 300 feet long, 300 feet high, and 50 feet thick. The wall lasts for the duration. When the wall appears, each creature in its area makes a Strength saving throw, taking 6d10 bludgeoning damage on a failed save or half as much damage on a successful one. At the start of each of your turns after the wall appears, the wall, along with any creatures in it, moves 50 feet away from you. Any Huge or smaller creature inside the wall or whose space the wall enters when it moves must succeed on a Strength saving throw or take 5d10 bludgeoning damage. A creature can take this damage only once per round. At the end of the turn, the wall's height is reduced by 50 feet, and the damage the wall deals on later rounds is reduced by 1d10. When the wall reaches 0 feet in height, the spell ends. A creature caught in the wall can move by swimming. Because of the wave's force, though, the creature must succeed on a Strength (Athletics) check against your spell save DC to move at all. If it fails the check, it can't move. A creature that moves out of the wall falls to the ground.

Tug

Level 1 Metal-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Instantaneous
Saving throw: STR · Not pulled; no damage.

You exert a sharp pull on ferrous metal within range. Choose one target: an unsecured or loosely held metal object weighing up to 25 pounds, or a creature wearing significant metal armor or carrying significant metal gear. The object flies directly into your free hand or to a point you choose within 5 feet of you. The creature makes a Strength saving throw and, on a failed save, is pulled 10 feet directly toward you in a straight line. The pull ends if the creature strikes a solid obstacle, and a creature pulled into a solid surface takes 2d8 bludgeoning damage from the impact.

At higher levels. When you cast this spell using a spell slot of 2nd level or higher, the weight limit and pull distance both double for each slot level above 1st (50 pounds and 20 feet at 2nd level, 100 pounds and 40 feet at 3rd level, and so on). The impact damage increases by 1d8 for each slot level above 1st.

Tunnel

Level 5 Earth-Rifting

Casting time: 1 minute
Range: Melee · Touch
Components: S
Duration: Permanent

You open a passage through stone, earth, or masonry that you touch. The tunnel is 5 feet wide, 8 feet high, and up to 60 feet long, with smooth, stable walls, and it is permanent. The spell stops at the first worked alloy or warded surface it meets.

At higher levels. Slot level 6: The tunnel's length increases by 30 feet for each slot level above 5th.

Twin

Level 8 Illusion

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a drop of your own blood)
Duration: Concentration, up to 1 hour

You create a solid duplicate of yourself that speaks in your voice and knows what you know up to the moment of casting. The double has your AC and saving throws and 1 hit point, and it acts on your initiative. You decide its actions as a free action on your turn. Divination magic of 7th level or lower reports the double as you, and a creature that has never touched you has no way to tell the two of you apart. The double cannot cast spells. When it is reduced to 0 hit points, it vanishes and the spell ends.

Unbreaking

Level 9 Metal-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a bar of Halcyion steel worth 500 gm, not consumed)
Duration: 8 hours

You touch a suit of armor, a shield, a vehicle, or a structure no larger than 60 feet in any dimension. For the duration, it cannot be damaged by nonmagical means and its AC increases by 3. It automatically succeeds on saving throws against effects that would break, corrode, or disable it. Once before the spell ends, when the warded object, or the creature wearing it, would take damage that reduces it to 0 hit points, the object takes the damage instead and the spell ends. A creature wearing warded armor has advantage on saving throws against effects that would move it, and no effect can disarm a creature of a warded shield.

Undertow

Level 5 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Not pushed.

You open a running current along a line 60 feet long and 10 feet wide within range, flowing in a direction you choose. A creature moving with the current along the line doubles its speed. A creature moving against it treats the line as difficult terrain and, when it enters the line, makes a Strength saving throw or is pushed 20 feet back along the current and knocked Prone. The current runs in air as well as in water, and in air it is visible only through what it drags.

Unmake

Level 10 Ether-Rifting (ritual) (apex)

Casting time: 1 hour (ritual)
Range: Extreme · 1 mile
Components: V, S, F, M (a Tier V Ether relic and a sacrifice of personal significance: a memory, a relationship, or a name)
Duration: Permanent

You reach past surface reality and unravel one thing from the Rift weave. Choose one target. A single building or vessel is erased, and the space around it forgets it ever stood. A named individual's lineage is edited out of recorded history, and only those who witnessed the rite remember it. A city's name is forgotten by every mind that is not speaking it at that moment. The effect is permanent and can be reversed only by a rite of equal scale. Your maximum level of exhaustion is permanently reduced by 1d4, and Ether-sensitive creatures recognize you on sight for the rest of your life.

Unseen

Level 2 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 hour

You fold a creature's visible signature into the Ether. One willing creature you touch has the Invisible condition for the duration, along with anything it is wearing or carrying. The spell ends early if the target attacks or casts a spell. It does not silence footsteps, hide heat, or fool anything that finds people by means other than light.

At higher levels. Slot level 3: You can target one additional creature for each slot level above 2nd. At 5th level and above, attacking or casting a spell no longer ends the effect.

Unseen Servant

Level 1 Conjuration (ritual)

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a bit of string and of wood)
Duration: 1 hour

This spell creates an Invisible, mindless, shapeless, Medium force that performs simple tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, and a Strength of 2, and it can't attack. If it drops to 0 hit points, the spell ends. Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The servant can perform simple tasks that a human can do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring drinks. Once you give the command, the servant performs the task to the best of its ability until it completes the task, then waits for your next command. If you command the servant to perform a task that would move it more than 60 feet away from you, the spell ends.

Unthread

Level 8 Ether-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous
Saving throw: CHA · The caster is not locked out.

You pull one thread out of a working and let the rest fall slack. Choose one spell effect of 7th level or lower within range, or one magical effect with a duration. It ends, and the creature that created it makes a Charisma saving throw. On a failure it cannot cast a spell of that effect's level or higher until the end of its next turn. If the effect was created by a spell of 8th level or higher, make an ability check using your spellcasting ability against a DC of 10 + that spell's level, ending the effect on a success. The spell cannot end an effect that is permanent or a property of an artifact.

Updraft

Level 3 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 10 minutes

You hang a standing column of moving air under a creature and let it ride. One willing creature you touch gains a fly speed of 40 feet for the duration. If your concentration ends while the target is airborne, it descends 60 feet per round for 1 round before the air releases it. The spell fails in vacuum.

At higher levels. Slot level 4: You can target one additional creature for each slot level above 3rd.

Upheaval

Level 8 Earth-Rifting

Casting time: 1 minute
Range: Long · 1,000 feet
Components: V, S, M (a fistful of soil from the targeted region)
Duration: Instantaneous
Saving throw: DEX · Half damage and not buried.

Over a minute you reshape the ground within a 500-foot radius of a point you can see. Raise or sink the terrain by up to 60 feet in any contour you describe: lift a ridge, open a moat, drop a road, or take a building's foundation out from under it. A structure on shifted ground takes 12d10 bludgeoning damage. Each creature on shifted ground makes a Dexterity saving throw, taking 8d10 bludgeoning damage and being buried on a failed save, or half as much damage and not buried on a successful one. A buried creature is Restrained until it digs out with a Strength (Athletics) check against DC 20. The change is permanent.

Vacancy

Level 8 Illusion

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 10 minutes

You hide a space up to 40 feet in each dimension, along with every creature and object inside it. To a creature outside, the space looks and sounds empty, and the creature sees the far wall when it looks in. Creatures inside see each other normally. A creature that enters the space is hidden with it. A creature outside that has reason to suspect the space is occupied can make an Intelligence (Investigation) check against your spell save DC once per minute, seeing through the illusion on a success. Attacking from inside the space ends the spell.

Vacuum

Level 6 Ether-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: CON · Half damage.

You pull the air out of a 20-foot-radius sphere centered on a point you choose within range and hold it out. Each creature in the sphere when it forms makes a Constitution saving throw, taking 8d8 bludgeoning damage on a failed save or half as much on a successful one, as the pressure leaves it. A creature that starts its turn in the sphere is Suffocating. Sound does not travel inside the sphere, and no fire burns there. A creature that does not need to breathe is unaffected by the suffocation. When the spell ends the air returns with a crack that can be heard for a mile.

At higher levels. When cast using a slot of 7th level or higher, the damage increases by 1d8 for each slot level above 6th.

Vampiric Touch

Level 3 Necromancy

Casting time: 1 action
Range: Melee · Self
Components: V, S
Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against one creature within reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action, targeting the same creature or a different one.

At higher levels. The damage increases by 1d6 for each spell slot level above 3.

Vantage

Level 9 Divination

Casting time: 1 action
Range: Melee · Self
Components: V, S, M (a lens ground from a single crystal, which shatters)
Duration: Concentration, up to 10 minutes

For the duration, you know the position, health, and current intent of every creature within 1 mile that is hostile to you. You cannot be surprised, you have advantage on attack rolls, ability checks, and saving throws, and attack rolls against you have disadvantage. When the spell ends, you have the Exhausted condition and cannot cast a spell of 6th level or higher until you finish a long rest. If you cast this spell again before finishing a long rest, your Exhaustion increases by one further level.

Veil

Level 2 Ether-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Concentration, up to 1 minute

You wrap a willing creature in a fold of Ether and smear its signature across the local field. For the duration the target is heavily obscured to sight, to scrying, and to sensor sweeps. Touch, an area effect, and a Tier IV or better field analyzer still find it.

At higher levels. Slot level 3: You can veil one additional creature for each slot level above 2nd.

Vicious Mockery

Enchantment cantrip

Casting time: 1 action
Range: Medium · 60 feet
Components: V
Duration: Instantaneous
Saving throw: WIS

You direct a string of insults laced with subtle enchantments at one creature you can see or hear within range. The target must succeed on a Wisdom saving throw or take 1d6 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At 5th level and above, the damage increases to 2d6. At 11th level and above, the damage increases to 3d6. At 17th level and above, the damage increases to 4d6.

Vigil

Level 3 Sun-Rifting

Casting time: 1 action
Range: Close · 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You hang a slow band of light around one creature you can see within range. At the start of each of the target's turns it regains 1d6 hit points. If the target would drop to 0 hit points or below while the band holds, it drops to 1 hit point instead, and the spell ends.

At higher levels. The recurring healing increases by 1d6 for each slot level above 3rd.

Vise

Level 7 Earth-Rifting

Casting time: 1 action
Range: Medium · 90 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: STR · Half damage and not Restrained.

Stone fingers as thick as siege beams surge from a solid surface to seize one creature you can see within range. The target makes a Strength saving throw, taking 12d8 bludgeoning damage and being Restrained on a failed save, or half as much damage and not Restrained on a successful one. A Restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. The stone has AC 17 and 80 hit points, and destroying it frees the target.

At higher levels. Slot level 8: The damage increases to 13d8. Slot level 9: The damage increases to 14d8.

Vitriolic Sphere

Level 4 Evocation

Casting time: 1 action
Range: Medium · 150 feet
Components: V, S, M (a drop of bile)
Duration: Instantaneous
Saving throw: DEX

You point at a location within range, and a glowing, 1-foot-diameter ball of acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area makes a Dexterity saving throw. On a failed save, a creature takes 10d4 acid damage and another 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage only.

At higher levels. The initial damage increases by 2d4 for each spell slot level above 4.

Wager

Level 7 Divination

Casting time: 1 minute
Range: Melee · Self
Components: V, M (a set of counting stones worth 100 gm)
Duration: 8 hours

For the duration, when you or a creature you can see within 60 feet is about to make an attack roll, ability check, or saving throw, you can use your reaction to call the result before it is rolled: high or low. If the roll matches your call, the roller takes the better of two d20 rolls. If it does not, the roller takes the worse. You can use this reaction a number of times equal to your spellcasting ability modifier (minimum once), and the spell ends when you use the last one.

Wall of Fire

Level 4 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a piece of charcoal)
Duration: Concentration, up to 1 minute
Saving throw: DEX · half damage

You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature in its area makes a Dexterity saving throw, taking 5d8 fire damage on a failed save or half as much damage on a successful one. One side of the wall, selected by you when you cast this spell, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At higher levels. The damage increases by 1d8 for each spell slot level above 4.

Wall of Flame

Level 4 Sun-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a pinch of phosphor)
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage from the initial burst.

You raise a curtain of fire on a solid surface within range, up to 60 feet long, 20 feet high, and 1 foot thick. When the wall appears, each creature in its space makes a Dexterity saving throw, taking 6d8 fire damage on a failed save or half as much on a successful one. Choose one side of the wall when you cast it. A creature that ends its turn within 10 feet of that side, or that enters the wall for the first time on a turn, takes 5d8 fire damage. The wall blocks line of sight.

At higher levels. When cast using a slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Wall of Force

Level 5 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a shard of glass)
Duration: Concentration, up to 10 minutes

An Invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). Nothing can physically pass through the wall. It is immune to all damage and can't be dispelled by Dispel Magic. A Disintegrate spell destroys the wall instantly, however. The wall also extends into the Spirit Plane and blocks travel through the wall by way of the Spirit Plane.

Wall of Ice

Level 4 Water-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a sliver of clear quartz)
Duration: Concentration, up to 10 minutes
Saving throw: DEX · Half damage.

You raise a wall of dense ice up to 60 feet long, 10 feet high, and 1 foot thick on a solid surface within range. Each creature in the wall's space when it appears makes a Dexterity saving throw, taking 6d8 cold damage on a failed save or half as much on a successful one. Each 10-foot section of the wall has AC 12 and 30 hit points. When a section is reduced to 0 hit points it shatters into a 5-foot-wide field of jagged ice, and a creature that enters or starts its turn in that field takes 2d6 cold damage.

At higher levels. When cast using a slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Wall of Ice

Level 6 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a piece of quartz)
Duration: Concentration, up to 10 minutes
Saving throw: DEX · half damage

You create a wall of ice on a solid surface within range. You can form it into a hemispherical dome or a globe with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-square panels. Each panel must be contiguous with another panel. In any form, the wall is 1 foot thick and lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side) and makes a Dexterity saving throw, taking 10d6 cold damage on a failed save or half as much damage on a successful one. The wall is an object that can be damaged and thus breached. It has AC 12 and 30 hit points per 10-foot section, and it has immunity to cold, poison, and psychic damage and vulnerability to fire damage. Reducing a 10-foot section of wall to 0 hit points destroys it and leaves behind a sheet of frigid air in the space the wall occupied. A creature moving through the sheet of frigid air for the first time on a turn makes a Constitution saving throw, taking 5d6 cold damage on a failed save or half as much damage on a successful one.

At higher levels. The damage the wall deals when it appears increases by 2d6 and the damage from passing through the sheet of frigid air increases by 1d6 for each spell slot level above 6.

Wall of Plasma

Level 5 Molten-Rifting

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: DEX · Half damage.

A wall of contained plasma rises from a solid surface within range. The wall is up to 60 feet long, 20 feet high, and 1 foot thick, and it blocks line of sight. When a creature enters the wall's space for the first time on a turn, or starts its turn there, it makes a Dexterity saving throw, taking 8d8 plasma damage on a failed save or half as much on a successful one. A creature that ends its turn within 10 feet of the far side of the wall takes 5d8 plasma damage.

At higher levels. When cast using a slot of 6th level or higher, damage on entry increases by 1d8 per slot level above 5th.

Wall of Stone

Level 5 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a cube of granite)
Duration: Concentration, up to 10 minutes
Saving throw: DEX

A nonmagical wall of solid stone 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 another 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 (you choose which side). 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 a firm foundation. It must, however, merge with and be solidly supported by existing stone. 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 battlements and the like. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness, and it has immunity to poison and psychic damage. Reducing a panel to 0 hit points destroys it, and the GM decides whether connected panels collapse. If you maintain your concentration on this spell for its full duration, the wall becomes permanent and can't be dispelled. Otherwise, the wall disappears when the spell ends.

Wall of Thorns

Level 6 Conjuration

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a handful of thorns)
Duration: Concentration, up to 10 minutes
Saving throw: DEX · half damage

You create a wall of tangled brush bristling with needle-sharp thorns. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature in its area makes a Dexterity saving throw, taking 7d8 piercing damage on a failed save or half as much damage on a successful one. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters a space in the wall on a turn or ends its turn there, the creature makes a Dexterity saving throw, taking 7d8 slashing damage on a failed save or half as much damage on a successful one. A creature makes this save only once per turn.

At higher levels. Both types of damage increase by 1d8 for each spell slot level above 6.

Ward Sign

Abjuration cantrip

Casting time: 1 action
Range: Melee · Touch
Components: S
Duration: 1 hour

You draw a sign on a door, lid, or seam. While the sign holds, you know when the thing it marks is opened, and you know who opened it if that creature is within your line of sight. The sign is visible to any creature that looks for it, and wiping it away takes an action and ends the spell. You can have one ward sign active at a time, and drawing a second ends the first.

Warding Bond

Level 2 Abjuration

Casting time: 1 action
Range: Melee · Touch
Components: V, S, M (a pair of platinum rings worth 50+ gm each, which you and the target must wear for the duration)
Duration: 1 hour

You touch another creature that is willing and create a mystic connection between you and the target until the spell ends. While the target is within 60 feet of you, it gains a +1 bonus to AC and saving throws, and it has resistance to all damage. Also, each time it takes damage, you take the same amount of damage. The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either of the connected creatures.

Warmth

Level 1 Sun-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You lay a hand on a creature and sunlight passes through the contact. The target regains 1d8 + your spellcasting ability modifier hit points. This spell has no effect on constructs or undead.

At higher levels. The healing increases by 1d8 for each slot level above 1st.

Wash

Level 1 Water-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You put a hand on a creature and run a slow tide through it. The target regains 1d8 + your spellcasting ability modifier hit points. If the target is at half its hit point maximum or lower when you cast the spell, it regains 2 additional hit points. The skin under your hand stays cold for a minute.

At higher levels. The healing increases by 1d8 for each slot level above 1st.

Water Breathing

Level 3 Transmutation (ritual)

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a short reed)
Duration: 24 hours

This spell grants up to ten willing creatures of your choice within range the ability to breathe underwater until the spell ends, and they also retain their normal mode of respiration.

Water Walk

Level 3 Transmutation (ritual)

Casting time: 1 action
Range: Close · 30 feet
Components: V, S, M (a piece of cork)
Duration: 1 hour

This spell grants the ability to move across any liquid surface, such as water, acid, mud, snow, quicksand, or lava, as if it were solid ground (creatures crossing molten lava can still take damage from the heat). Up to ten willing creatures of your choice within range gain this ability for the duration. An affected target must take a bonus action to pass from the liquid's surface into the liquid and back, but if the target falls into the liquid, the target passes through the surface into the liquid below.

Web

Level 2 Conjuration

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S, M (a bit of spiderweb)
Duration: Concentration, up to 1 hour
Saving throw: DEX

You conjure a mass of sticky webbing at a point within range. The webs fill a 20-foot cube there for the duration. The webs are difficult terrain, and the area within them is lightly obscured. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the web collapses, and the spell ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. The first time a creature enters the webs on a turn or starts its turn there, it must succeed on a Dexterity saving throw or have the Restrained condition while in the webs or until it breaks free. A creature Restrained by the webs can take an action to make a Strength (Athletics) check against your spell save DC. If it succeeds, it is no longer Restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Weird

Level 9 Illusion

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S
Duration: Concentration, up to 1 minute
Saving throw: WIS · half damage

You try to create illusory terrors in others' minds. Each creature of your choice in a 30-foot-radius sphere centered on a point within range makes a Wisdom saving throw. On a failed save, a target takes 10d10 psychic damage and has the Frightened condition for the duration. On a successful save, a target takes half as much damage only. A Frightened target makes a Wisdom saving throw at the end of each of its turns. On a failed save, it takes 5d10 psychic damage. On a successful save, the spell ends on that target.

Weld

Level 4 Molten-Rifting

Casting time: 1 action
Range: Melee · Touch
Components: V, S
Duration: Instantaneous

You drive heat through a creature's body until it returns to the shape it held before. The target regains 6d8 hit points, and one severed or ruined limb is reformed, provided the original limb is present or the target has enough mass to spare. The process takes a full round of sustained contact. The target has disadvantage on attack rolls and ability checks until the end of its next turn.

At higher levels. The healing increases by 1d8 for each slot level above 4.

Wellspring

Level 6 Water-Rifting

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: Instantaneous

A standing wave of Rift-charged water breaks over a 30-foot-radius sphere centered on a point you can see within range. Each creature of your choice in the area regains 5d8 hit points and stops Burning. Unprotected paper, powder, and open electronics in the area are ruined.

At higher levels. The healing increases by 1d8 for each slot level above 6th.

Whisper

Ether-Rifting cantrip

Casting time: 1 action
Range: Close · 30 feet
Components: S
Duration: 1 round

You push a sentence of no more than ten words into the mind of one creature you can see within range. It arrives in your voice, and the target knows it came from you. The target can reply the same way on its turn. The message compels no action, and the spell works through vacuum, hull plating, and comm blackout.

At 5th level the range increases to 60 feet and the limit to twenty words. At 11th level you no longer need to see the target, only to know it and be within range. At 17th level the range increases to 300 feet.

Wind Walk

Level 6 Transmutation

Casting time: 1 minute
Range: Close · 30 feet
Components: V, S, M (a candle)
Duration: 8 hours

You and up to ten willing creatures of your choice within range assume gaseous forms for the duration, appearing as wisps of cloud. While in this cloud form, a target has a fly speed of 300 feet and can hover, has immunity to the Prone condition, and has resistance to bludgeoning, piercing, and slashing damage. The only actions a target can take in this form are the Dash action or an action to begin reverting to its normal form. Reverting takes 1 minute, during which the target has the Stunned condition. Until the spell ends, the target can revert to cloud form, which also requires an action followed by a 1-minute transformation. If a target is in cloud form and flying when the effect ends, the target descends 60 feet per round for 1 minute until it lands, which it does safely. If it can't land after 1 minute, it falls the remaining distance.

Wind Wall

Level 3 Evocation

Casting time: 1 action
Range: Medium · 120 feet
Components: V, S, M (a fan and a feather)
Duration: Concentration, up to 1 minute
Saving throw: STR · half damage

A wall of strong wind rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose so long as it makes one continuous path along the ground. The wall lasts for the duration. When the wall appears, each creature in its area makes a Strength saving throw, taking 4d8 bludgeoning damage on a failed save or half as much damage on a successful one. The strong wind keeps fog, smoke, and other gases at bay. Small or smaller flying creatures or objects can't pass through the wall. Loose, lightweight materials brought into the wall fly upward. Arrows, bolts, and other ordinary projectiles launched at targets behind the wall are deflected upward and miss automatically. Boulders hurled by giants or siege engines, and similar projectiles, are unaffected. Creatures in gaseous form can't pass through it.

Wish

Level 9 Conjuration

Casting time: 1 action
Range: Melee · Self
Components: V
Duration: Instantaneous

Wish is the mightiest spell a mortal can cast. By speaking aloud, you can alter reality. The basic use of this spell is to duplicate any other spell of level 8 or lower. If you use it this way, you don't need to meet any requirements to cast that spell, including costly components. The spell simply takes effect. Alternatively, you can create one of the following effects of your choice: Object Creation. You create one object of up to 25,000 gm in value that isn't a magic item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space that you can see on the ground. Instant Health. You allow yourself and up to twenty creatures that you can see to regain all hit points, and you end all effects on them listed in the Greater Restoration spell. Resistance. You grant up to ten creatures that you can see resistance to one damage type that you choose. This resistance is permanent. Spell Immunity. You grant up to ten creatures you can see immunity to a single spell or other magical effect for 8 hours. Sudden Learning. You replace one of your feats with another feat for which you are eligible. You lose all the benefits of the old feat and gain the benefits of the new one. You can't replace a feat that is a prerequisite for any of your other feats or features. Roll Redo. You undo a single recent event by forcing a reroll of any die roll made within the last round (including your last turn). Reality reshapes to accommodate the new result. For example, a Wish spell can undo an ally's failed saving throw or a foe's critical hit. You can force the reroll to be made with advantage or disadvantage, and you choose whether to use the reroll or the original roll. Reshape Reality. You can wish for something not included in any of the other effects. To do so, state your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance. The greater the wish, the greater the likelihood that something goes wrong. The spell can fail, the effect you desire can be achieved only in part, or the way you worded the wish can bring you an unforeseen consequence. For example, wishing that a villain were dead can propel you forward in time to a period when that villain is no longer alive, effectively removing you from the game. Similarly, wishing for a legendary magic item or an artifact can instantly transport you to the presence of the item's current owner. If your wish is granted and its effects have consequences for a whole community, region, or world, you are likely to attract powerful foes. If your wish would affect a god, the god's divine servants can instantly intervene to prevent it or to encourage you to craft the wish in a particular way. If your wish would undo the multiverse, your wish fails. The stress of casting Wish to produce any effect other than duplicating another spell weakens you. After enduring that stress, each time you cast a spell until you finish a long rest, you take 1d10 necrotic damage per level of that spell. This damage can't be reduced or prevented in any way. In addition, your Strength score becomes 3 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days. Finally, there is a 33 percent chance that you are unable to cast Wish ever again if you suffer this stress.

Witness

Level 7 Divination

Casting time: 10 minutes
Range: Melee · Touch
Components: V, S, M (an unbroken mirror, which cracks when the spell ends)
Duration: Concentration, up to 10 minutes

You touch a place or object and watch what happened to it. Name a span of time within the last 30 days. You see and hear events that occurred within 30 feet of the touched point during that span, played forward at a speed you set, as an observer that cannot be perceived and cannot interact. You cannot see into a space that was warded against divination at the time, and such gaps appear as unlit silence, so you know a gap is there. You keep what you saw as ordinary memory.

Word of Recall

Level 6 Conjuration

Casting time: 1 action
Range: Melee · 5 feet
Components: V
Duration: Instantaneous

You and up to five willing creatures within 5 feet of you instantly teleport to a previously designated sanctuary. You and any creatures that teleport with you appear in the nearest unoccupied space to the spot you designated when you prepared your sanctuary (see below). If you cast this spell without first preparing a sanctuary, the spell has no effect. You must designate a location, such as a temple, as a sanctuary by casting this spell there.

Zenith

Level 8 Sun-Rifting

Casting time: 1 action
Range: Extreme · 1 mile
Components: V, S
Duration: Instantaneous
Saving throw: DEX · Half damage.

You draw a narrow measure of light from the nearest star. At the start of your next turn, a column of light 10 feet wide falls on a point you can see or accurately designate within range. Each creature in the column makes a Dexterity saving throw, taking 12d6 radiant damage and 12d6 fire damage on a failed save or half as much on a successful one. Objects in the column that are not worn or carried ignite, and structures take double damage. The column is visible from orbit, and a creature that sees it coming can move before it lands.

Zone of Truth

Level 2 Enchantment

Casting time: 1 action
Range: Medium · 60 feet
Components: V, S
Duration: 10 minutes
Saving throw: CHA

You create a zone against deception in a 15-foot-radius sphere centered on a point within range. A creature that enters the sphere for the first time on a turn, or starts its turn there, makes a Charisma saving throw. On a failed save, it cannot speak a deliberate lie while it is in the sphere. You know whether each creature succeeded or failed. An affected creature knows it is affected. It can refuse to answer a question it would otherwise answer with a lie, and it can be evasive but must be truthful.

PART IV

Appendices

Conditions and progression tables for use during play and advancement.

10 Conditions

A condition is a state a creature is in until something ends it. Each entry lists what the condition does, one effect per line. 27 conditions.

Bleeding

A wound that will not close on its own. Whatever runs in you, blood, coolant or sap, is leaving faster than your body replaces it.

- At the start of each of your turns you take 1d4 damage of the type that caused the wound. Bleeding from more than one source stacks, and each source is tracked separately.
- You have disadvantage on Constitution saving throws made to maintain concentration on a spell.
- If you are dying while Bleeding, you start with one failed death saving throw.

Triggers. Critical hits with piercing or slashing weapons, some Metal-Rifting spells, hull debris driven through a suit, and creature attacks that say so. A construct or an undead with no circulatory system is immune unless the source says otherwise.

Removal. A successful DC 12 Wisdom (Medicine) check made as an action, any healing that restores hit points, or a short rest. Sealing a breached vacuum suit ends Bleeding caused by decompression.

Blinded

You cannot see.

- You automatically fail any ability check that requires sight.
- Attack rolls against you have advantage.
- Your attack rolls have disadvantage.

Triggers. Flashbangs, spells that blind, smoke or dust that fully obscures the area, and a severed or disabled optical implant.

Removal. Ends when the cause is removed: the flash fades, the spell ends, the implant is repaired. Some sources allow a Constitution or Wisdom saving throw at the end of each of your turns to end it early, and say so. Lesser Restoration ends it.

Burning

Fire or plasma has set you alight and keeps burning. In a sealed compartment it also consumes the air.

- At the start of each of your turns you take 1d6 fire damage. If the source was plasma, you take 1d6 plasma damage instead.
- You have disadvantage on ability checks that require a steady hand and on Constitution saving throws made to maintain concentration on a spell.
- If you are in a sealed compartment or a vacuum suit, you also become Decompressed at the start of your third turn of Burning, as the seal fails or the air is consumed.

Triggers. Incendiary ammunition, spells that say so such as Burning Hands, a critical hit with a plasma weapon, a ruptured fuel line, and reentry without shielding.

Removal. Use an action to drop Prone and smother the flames, submerge yourself in water, or take cold damage from any source. A fire-suppression system ends Burning without an action.

Charmed

A creature has taken hold of your friendly regard, and you see it as an ally regardless of prior judgment.

- You cannot attack the charmer or target it with a harmful ability or spell.
- The charmer has advantage on ability checks to interact with you socially.

Triggers. Spells that say so, such as Charm Person and Dominate Person, and creature abilities such as a vampire's gaze.

Removal. Ends when the source effect ends or its duration expires. Most sources also end it if the charmer or its allies harm you, and say so. Greater Restoration ends it.

Deafened

You cannot hear.

- You automatically fail any ability check that requires hearing.
- An effect that requires you to hear it cannot affect you.

Triggers. Explosions, sonic weapons, spells that deafen, and a severed or disabled auditory implant.

Removal. Ends when the cause is removed. Some sources allow a Constitution or Wisdom saving throw at the end of each of your turns to end it early, and say so. Lesser Restoration ends it.

Decompressed

You are exposed to vacuum or to an atmosphere your body cannot use. Your tissues are losing pressure, oxygen, or both.

- At the start of each of your turns you make a Constitution saving throw. The DC is 10 plus the number of full rounds you have been exposed. On a failure you take 1d6 bludgeoning damage plus 1 for each round of exposure. On a success you take half.
- You have disadvantage on Constitution checks and on attack rolls.
- You cannot cast a spell that has a verbal component.
- If you are dying while Decompressed, you cannot regain hit points or be stabilized until you are in a breathable atmosphere.

Triggers. Exposure to vacuum through a breached hull, an open airlock or a torn suit, and hostile atmospheres such as a chlorine vent or a toxin cloud that your equipment cannot filter.

Removal. Reaching a sealed environment with a breathable atmosphere ends the condition. Damage already taken must be healed normally.

Saving throw. CON · DC 10 plus the number of full rounds of exposure · At the start of each of your turns.

Dehydrated

You have gone without enough water for at least a day.

- You need 1 gallon of water per day, or 2 in extreme heat. On half rations you make a DC 15 Constitution saving throw at the end of the day. On a failure you gain one level of exhaustion.
- Each day with less than half rations gives you one level of exhaustion.
- Exhaustion gained from thirst cannot be removed by resting until you drink enough water.

Triggers. Going without water. Vacuum and recycled-atmosphere environments speed it up, and a sealed suit with a working reclaimer prevents it.

Removal. Drink a full day's water. The levels of exhaustion then clear on long rests at the normal rate.

Saving throw. CON · DC 15 · At the end of each day spent on half water rations.

Emboldened

A surge of confidence steadies your aim and your nerve.

- You have a +1 bonus to attack rolls.
- You have advantage on saving throws against being Charmed.
- You cannot be Frightened.

Triggers. Bardic performance, a commander's rally, spells such as Heroism, and some stimulants.

Removal. Ends when its duration expires or when you drop to 0 hit points or below.

Enraged

You are past the point of judgment, and the nearest enemy is the only thing that exists.

- You have advantage on Strength checks and Strength saving throws.
- You have a +2 bonus to melee weapon damage rolls.
- You have disadvantage on Intelligence, Wisdom, and Charisma checks.
- On your turn you must move toward the nearest creature you can see that you consider hostile and attack it if you can. If no such creature is within your reach or range, you act freely.
- You cannot cast a spell or concentrate on one.

Triggers. Barbarian features, Rift feedback, some toxins, effects that provoke, and a few cursed items.

Removal. Ends after 1 minute, when you have not seen a hostile creature for a full round, or when you drop to 0 hit points or below.

Exhausted

Fatigue from exertion, thirst, hunger, lost sleep or strain, tracked in levels from 1 to 6.

- Level 1: disadvantage on ability checks.
- Level 2: speed halved.
- Level 3: disadvantage on attack rolls and saving throws.
- Level 4: hit point maximum halved.
- Level 5: speed reduced to 0.
- Level 6: death.

Triggers. Going without sleep, food or water, extreme heat or cold, and features and spells that impose a level of exhaustion as a cost.

Removal. Finishing a long rest with adequate food and water removes one level. Greater Restoration and Taproot remove one level each.

Frightened

You are gripped by terror of the source of your fear.

- You have disadvantage on ability checks and attack rolls while you can see the source of your fear.
- You cannot willingly move closer to the source of your fear.

Triggers. Spells such as Fear, creature abilities such as a dragon's Frightful Presence, and features that say so.

Removal. Ends when the source effect ends, when its duration expires, or when you succeed on the saving throw the source allows.

Grappled

You are held in another creature's grip.

- Your speed is 0, and you cannot benefit from any bonus to your speed.
- The condition ends if the grappler is Incapacitated or if an effect moves you out of the grappler's reach.

Triggers. A creature that grapples you with an Athletics check, and spells or features that say they grapple.

Removal. Use your action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the grappler's Strength (Athletics) check. On a success you escape. The condition also ends if the grappler is Incapacitated or if you are moved out of its reach.

Incapacitated

You cannot act.

- You cannot take actions, bonus actions or reactions.
- You can still move and speak unless another condition prevents it.

Triggers. Stunned, Paralyzed, Petrified, Possessed and Unconscious all include Incapacitated, and some spells and features impose it on its own.

Removal. Ends when the effect that imposed it ends.

Invisible

You cannot be seen without magical, technological or Rift-based detection.

- For the purpose of hiding, you are heavily obscured to any creature that cannot see you. Your location can still be found by noise, tracks, and anything else you leave behind.
- Attack rolls against you have disadvantage.
- Your attack rolls have advantage.

Triggers. The Invisibility and Greater Invisibility spells, a Cloak of Invisibility, cloaking fields, and optical-stealth suits.

Removal. Ends when the source effect ends. Invisibility ends early when you attack, deal damage or cast a spell. Greater Invisibility does not. Truesight, See Invisibility and active scanners let a creature see you without ending the condition.

Malnourished

You have gone without enough food for longer than your body can cover.

- You can go without food for a number of days equal to 3 plus your Constitution modifier, minimum 1, before this begins. A day on half rations counts as half a day without food.
- Each day beyond that limit gives you one level of exhaustion.
- Exhaustion gained from hunger cannot be removed by resting until you eat.

Triggers. Going without food on long transits, in sieges, and on frontier travel without provisions.

Removal. Eat a full day's food. The levels of exhaustion then clear on long rests at the normal rate.

Overcharged

Excess Rift energy from equipment failure, overchanneling or hostile feedback is surging through you and your gear.

- Before the start of your next turn, you have advantage on your next spell attack roll or Rift-augmented weapon attack roll. If you instead cast a spell that forces a saving throw in that time, the target has disadvantage on it.
- You have disadvantage on saving throws until the end of your next turn.
- If you are holding a Rift-augmented weapon when you become Overcharged, its next damage roll is a critical hit. After that roll the weapon's special modes are locked until you spend an action to vent it.

Triggers. Overcharging a weapon's special mode, a critical hit from a Rift damage source, a failing Rift-powered device, and class features that spend Overcharged as a resource.

Removal. Ends at the start of the turn after your next one. It runs through one full turn of yours.

Paralyzed

You are conscious but cannot move or act.

- You are Incapacitated.
- You cannot move or speak.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.
- Any attack that hits you is a critical hit if the attacker is within 5 feet of you.

Triggers. The Hold Person and Hold Monster spells, paralytic venoms, and creature abilities that say so.

Removal. Ends when the source effect ends. Most sources allow a Constitution saving throw at the end of each of your turns, and say so. Lesser Restoration ends it.

Petrified

You and all the gear you are wearing or carrying are turned into solid, inanimate stone or a similar substance.

- You are Incapacitated, cannot move or speak, and are unaware of your surroundings.
- Your weight increases tenfold and you stop aging.
- Attack rolls against you have advantage.
- You automatically fail Strength and Dexterity saving throws.
- You have resistance to all damage.

Triggers. The Flesh to Stone spell, a basilisk's or medusa's gaze, and Mythar relics that say so.

Removal. Greater Restoration, Taproot, or the end of the effect that caused it.

Poisoned

A toxin has compromised your body.

- You have disadvantage on attack rolls and ability checks.

Triggers. Venomous creatures, poisoned weapons, toxic atmospheres, and spells that say so. A hostile atmosphere can leave you Decompressed and Poisoned at once.

Removal. Ends when the source's duration expires or when you succeed on the saving throw it allows. Lesser Restoration and a successful DC 12 Wisdom (Medicine) check made as an action end it early.

Possessed

Another entity controls your body while you stay awake and aware but cannot act.

- You cannot take actions, bonus actions or reactions of your own, and you cannot move of your own accord.
- The possessing entity controls your movement and actions on your turn, using your statistics, proficiencies and known spells.
- You remain aware of your surroundings and remember what is done with your body.
- Damage dealt to you is dealt to you, not to the possessing entity.

Triggers. Possession spells, some undead and fiends, Rift parasites, and a small number of artifacts.

Removal. Succeed on the saving throw the source allows, or end the effect that caused it. A Potion of Clear Mind ends it. Ending the Charmed condition does not end Possessed.

Saving throw. CHA · At the end of each of your turns, where the source allows a repeat save.

Prone

You are lying flat on the ground. In zero gravity you drift instead, with no surface to push against.

- Your only movement option is to crawl, at half speed, unless you stand up. Standing up costs half your movement.
- You have disadvantage on attack rolls.
- An attack roll against you has advantage if the attacker is within 5 feet of you, and disadvantage otherwise.
- In zero gravity you drift at half speed instead of crawling, and standing up means anchoring to a surface. That costs half your movement and a successful DC 12 Dexterity check, or a magnetic tether.

Triggers. Being knocked down by a shove or by a spell such as Tremor, falling, or dropping Prone on your turn at no cost.

Removal. Spend half your movement to stand up. Some spells and features pull a creature to its feet without costing it movement.

Restrained

You are held in place by chains, mag-locks, energy bindings, grasping vines or similar restraints.

- Your speed is 0, and you cannot benefit from any bonus to your speed.
- Attack rolls against you have advantage.
- Your attack rolls have disadvantage.
- You have disadvantage on Dexterity saving throws.

Triggers. Spells such as Entangle and Web, a net, manacles applied to a creature that cannot resist, and containment-field projectors.

Removal. Use your action to make a Strength (Athletics) check against the DC set by the source, or have the restraint removed or destroyed.

Stunned

A concussion, a stunning toxin or a psionic shock has stopped you from acting.

- You are Incapacitated.
- You cannot move, and you can speak only falteringly.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.

Triggers. Tasers and stun batons, psionic disruption, and creature attacks that say so.

Removal. Ends when the source's duration expires. Most sources allow a Constitution saving throw at the end of each of your turns, and say so.

Suffocating

You have no air to breathe.

- You can hold your breath for a number of minutes equal to 1 plus your Constitution modifier, minimum 30 seconds.
- When you run out of breath or start choking, you can survive for a number of rounds equal to your Constitution modifier, minimum 1.
- At the start of your next turn after that, your hit points drop to -1, unless they are already lower, and you are dying. You cannot regain hit points or be stabilized until you can breathe again.

Triggers. Vacuum, flooding, smoke, atmosphere failure, drowning, strangulation, and airless compartments.

Removal. Breathing. A sealed suit, a rebreather, an air pocket, or a spell such as Water Breathing ends it.

Surveilled

An external system, electronic, arcane or both, is tracking your movements, communications and biometric signature.

- You have disadvantage on Stealth and Deception checks against the surveilling entity and against anything that shares its data.
- The surveilling entity has advantage on Investigation and Insight checks to learn your location, intent or weaknesses.
- Any spell you cast with a verbal or somatic component, or with a focus, is observed as you cast it, at any distance and through walls, while the link is active.

Triggers. A hostile system locking onto your transponder or biometric signature, a tracking spell, or a security cordon that fingerprints you. Echelon Corporation surveillance grids, Halcyion Federation security services and Black Meridian Syndicate informant networks all impose it.

Removal. Succeed on a Technology check against the DC set by the source, or DC 15 if none is given, to spoof, jam or scrub the trace. Against purely physical surveillance a Stealth check at the same DC does the same.

Saving throw. INT · DC Set by the source. If none is given, DC 15. · Once per scene, or whenever you actively try to break the trace.

Unconscious

You are unaware of your surroundings and cannot move or speak.

- You are Incapacitated.
- You drop whatever you are holding and fall Prone.
- You automatically fail Strength and Dexterity saving throws.
- Attack rolls against you have advantage.
- Any attack that hits you is a critical hit if the attacker is within 5 feet of you.

Triggers. Dropping to 0 hit points or below without dying, the Sleep spell, a nonlethal knockout blow, and other effects that say so.

Removal. If hit point loss caused it, regaining enough hit points to be above 0 wakes you. If a spell or effect caused it, you wake when the effect ends or when its own wake condition is met.

Wounded

A lasting injury that ordinary recovery has not closed. Each level lowers your hit point maximum.

- Wounded is graded from 1 to 5, and its effects are cumulative.
- Your hit point maximum is reduced by 5 for each level of Wounded.
- You cannot regain hit points above the reduced maximum.
- At Wounded 3 or higher you have disadvantage on Constitution saving throws.
- At Wounded 5, dropping to exactly 0 hit points leaves you dying instead of stable, and dropping to 0 or below gives you one level of exhaustion.

Triggers. Dropping to 0 hit points or below and being revived, critical hits from some weapons, untreated Bleeding, and some diseases.

Removal. A long rest with medical attention removes one level, as does Greater Restoration. Taproot removes all levels.

11 Progression Tables

Use these tables to find your proficiency bonus and the experience each level needs, your Rift Affinity, and the resources your class gains as it advances. 14 tables.

Character Advancement

Experience thresholds and proficiency bonus by character level. A table using milestone advancement ignores the Experience column and levels up when the GM says so. The proficiency bonus column applies either way.

Level	Proficiency Bonus	Experience Points
L1	2	0
L2	2	300
L3	2	900
L4	2	2,700
L5	3	6,500
L6	3	14,000
L7	3	23,000
L8	3	34,000
L9	4	48,000
L10	4	64,000
L11	4	85,000
L12	4	100,000
L13	5	120,000
L14	5	140,000
L15	5	165,000
L16	5	195,000
L17	6	225,000
L18	6	265,000
L19	6	305,000
L20	6	355,000

Engineer Apparatus Charges

Apparatus Charges for the Engineer by class level, and the highest spell level the Engineer can cast. Charges power spells cast through your Apparatus and fuel your Field Engineering abilities. Your pool is your Engineer level plus your Intelligence modifier, minimum 1: the table gives the level portion, and you add the modifier. The pool refreshes on a long rest, and from level 10 Apparatus Guard returns 1 Charge at the end of each short rest.

Level	Charges	Max Spell Level	Regained on a Short Rest
L1	1	1	—
L2	2	1	—
L3	3	2	—
L4	4	2	—
L5	5	3	—
L6	6	3	—
L7	7	4	—
L8	8	4	—
L9	9	5	—
L10	10	5	1
L11	11	6	1
L12	12	6	1
L13	13	6	1
L14	14	7	1
L15	15	7	1
L16	16	7	1
L17	17	8	1
L18	18	8	1
L19	19	8	1
L20	20	9	1

Full Channeler Slot Progression

Per-level spell slots for the full-channeler classes: Bard, Cleric, Druid and Wizard. Slot levels run from 1 to 9, with one 10th-level slot at level 20 for an apex spell. The Psion, the Sorcerer and the Warlock are full channelers on the Rift Affinity curve and do not use this table. The Psion and the Sorcerer spend points and the Warlock spends pact slots, each from its own table.

	Spell Slots per Slot Level									
Level	**1st**	**2nd**	**3rd**	**4th**	**5th**	**6th**	**7th**	**8th**	**9th**	**10th**
L1	2	—	—	—	—	—	—	—	—	—
L2	3	—	—	—	—	—	—	—	—	—
L3	4	2	—	—	—	—	—	—	—	—
L4	4	3	—	—	—	—	—	—	—	—
L5	4	3	2	—	—	—	—	—	—	—
L6	4	3	3	—	—	—	—	—	—	—
L7	4	3	3	1	—	—	—	—	—	—
L8	4	3	3	2	—	—	—	—	—	—
L9	4	3	3	3	1	—	—	—	—	—
L10	4	3	3	3	2	—	—	—	—	—
L11–12	4	3	3	3	2	1	—	—	—	—
L13–14	4	3	3	3	2	1	1	—	—	—
L15–16	4	3	3	3	2	1	1	1	—	—
L17	4	3	3	3	2	1	1	1	1	—
L18	4	3	3	3	3	1	1	1	1	—
L19	4	3	3	3	3	2	1	1	1	—
L20	4	3	3	3	3	2	2	1	1	1

Half Channeler Slot Progression

Per-level spell slots for the half-channeler classes, Paladin and Ranger. Spells begin at class level 2, and the maximum slot level reaches 5 by level 17.

	Spell Slots per Slot Level				
Level	**1st**	**2nd**	**3rd**	**4th**	**5th**
L1	—	—	—	—	—
L2	2	—	—	—	—
L3–4	3	—	—	—	—
L5–6	4	2	—	—	—
L7–8	4	3	—	—	—
L9–10	4	3	2	—	—
L11–12	4	3	3	—	—
L13–14	4	3	3	1	—
L15–16	4	3	3	2	—
L17–18	4	3	3	3	1
L19–20	4	3	3	3	2

Monk Ki Pool

Ki Points for the Monk by class level. Ki is Rift Energy channeled through body and breath. It fuels Flurry of Blows, Patient Defense, Step of the Wind and Stunning Strike, and the tradition features that spend it, such as the Way of Enlightenment's Astral Step and the Way of the Mantra's spells. The Monk has no Ki at level 1 and gains the feature at 2. The pool refreshes on a short or a long rest, so the Monk is the class most affected by how many rests the party takes. At level 20, Perfect Self adds your Wisdom modifier (minimum +1) to your maximum.

Level	Ki Points
L1	0
L2	2
L3	3
L4	4
L5	5
L6	6
L7	7
L8	8
L9	9
L10	10
L11	11
L12	12
L13	13
L14	14
L15	15
L16	16
L17	17
L18	18
L19	19
L20	20

Way of the Mantra Spells

The highest Mantra spell a Way of the Mantra monk can cast at each Monk level. A Mantra spell costs Ki from your Ki pool: 2 Ki for a 1st-level spell, 3 Ki for a 2nd-level spell and 4 Ki for a 3rd-level spell. You cast 1st-level spells from level 3, 2nd-level spells from level 7 and 3rd-level spells from level 13.

Level	Max Spell Level
L3–6	1
L7–12	2
L13–20	3

Warlock Pact Slots

Per-level Pact Slots for the Warlock. A Warlock has few slots, and all of them are cast at the highest slot level the Warlock can currently cast. They recover on a short rest, unlike full-channeler slots, which recover on a long rest. The slot level caps at 5 by class level 9. Higher-level spells come from the Mystic Arcanum class feature, which grants 6th, 7th, 8th and 9th-level spells at class levels 11, 13, 15 and 17 and a 10th-level apex spell at 20, each usable once per long rest and independent of Pact Slots.

Level	Mystic Arcanum	Slots	Slot Level
L1	—	1	1
L2	—	2	1
L3–4	—	2	2
L5–6	—	2	3
L7–8	—	2	4
L9–10	—	2	5
L11–12	6	3	5
L13–14	7	3	5
L15–16	8	3	5
L17–19	9	4	5
L20	10	4	5

Psion Psionic Points

Psionic Points for the Psion by class level, and the highest spell level the Psion can cast. Casting a spell costs points equal to its level; cantrips cost none. The Psion casts only with points, from a larger pool than the Sorcerer's. From level 17, Mind Surge regains points equal to half your Psion level, rounded up, once per long rest. At level 20, Mind Unbound adds your spellcasting ability modifier to your maximum. At level 20 you can cast an apex spell for 10 Psionic Points, under the Apex spells rules.

Level	Max Spell Level	Points
L1	1	4
L2	1	6
L3	2	9
L4	2	12
L5	3	15
L6	3	18
L7	4	21
L8	4	24
L9	5	27
L10	5	30
L11	6	33
L12	6	36
L13	7	39
L14	7	42
L15	8	45
L16	8	48
L17	9	51
L18	9	54
L19	9	57
L20	10	60

Rift Affinity Curve: Full Channeler

Base Rift Affinity by class level for the full channeler classes: Bard, Cleric, Druid, Psion, Sorcerer, Warlock and Wizard.

Level	Base Rift Affinity
L1–10	3
L11–20	4

Rift Affinity Curve: Half Channeler

Base Rift Affinity by class level for the half channeler classes: Paladin and Ranger.

Level	Base Rift Affinity
L1–20	2

Rift Affinity Curve: Ki / Charges

Base Rift Affinity by class level for the ki and charges classes: Engineer and Monk.

Level	Base Rift Affinity
L1–20	2

Rift Affinity Curve: Non-Channeler

Base Rift Affinity by class level for the non-channeler classes: Barbarian, Gunslinger, Pilot, Rogue and Warrior.

Level	Base Rift Affinity
L1–20	1

Sorcerer Spell Points

This table gives your base Spell Points and the maximum spell level you can cast at each Sorcerer level. Casting a spell costs points equal to its level; cantrips cost none. From level 5, Surge Pool adds your Charisma modifier to your maximum. From level 10, Sorcerous Restoration lets you regain points equal to half your Sorcerer level, rounded up, once per short rest. At level 20 you can cast an apex spell for 10 Spell Points, under the Apex spells rules.

Level	Max Spell Level	Points	Regained on a Short Rest
L1	1	2	—
L2	1	4	—
L3	2	6	—
L4	2	8	—
L5	3	10	—
L6	3	12	—
L7	4	14	—
L8	4	16	—
L9	5	18	—
L10	5	20	5
L11	6	22	6
L12	6	24	6
L13	7	26	7
L14	7	28	7
L15	8	30	8
L16	8	32	8
L17	9	36	9
L18	9	38	9
L19	9	40	10
L20	10	42	10

Third Channeler Slot Progression

Spell slots for the subclasses that add spellcasting to a class without it: the Rogue's Shadowstalker and the Warrior's Arcane Knight. Slots begin at level 3, when both subclasses are chosen, and the highest slot level reaches 4 at level 19. It has fewer slots and a lower ceiling than the half-channeler table.

	Spell Slots per Slot Level			
Level	**1st**	**2nd**	**3rd**	**4th**
L3	2	—	—	—
L4–6	3	—	—	—
L7–9	4	2	—	—
L10–12	4	3	—	—
L13–15	4	3	2	—
L16–18	4	3	3	—
L19–20	4	3	3	1

12 Equipment Index

Every item described in this book, by name, with the page its entry is on.
1032 entries.

A

Ablative Plating 448
Adrenal Stimulant 403
Alchemist's Supplies 396
Alien Artifact 538
Alien Brain 538
Almoner-class Transport 422
Ambit-class Patrol 422
Ammunition Crate 381
Ammunition of Slaying 463
Amulet of Health 463
Amulet of Proof against Detection and Location 463
Amulet of the Planes 464
Animal Fat 538
Animated Shield 464
Anti-Personnel Mine 285
Antibiotics 403
Antler Crown 333
Antlered Skull 538
Antlers 538
Anvil 381
Apex-class Capital 423
Apples 538
Arc Carbine 285
Arc Cell 381
Arc Warhammer 285
Argo Powered Armor 333
Argo Powered Boots 333
Argo Powered Gloves 334
Argo Powered Helmet 334
Argo Powered Pants 334
Armet Helm 334
Armor of Invulnerability 464
Armor of Resistance 465
Armor of Vulnerability 465
Armor-Piercing Rounds (10) 381
Arrows (20) 382
Assault Corvette 423
Assault Rifle 286
Atmospheric Skiff 416
Aureate-class Frigate 423
Aurel Militarum Boots 335
Aurel Militarum Carbine 286
Aurel Militarum Chestplate 335
Aurel Militarum Combat Shield 367
Aurel Militarum Gloves 335
Aurel Militarum Helmet 335
Aurel Militarum Ion Shield 367
Aurel Militarum Pants 336
Aurel Militarum Rifle 287
Axis Lien Tag 396

B

Backpack 382
Bag of Devouring 465
Bag of Holding 466
Bag of Tricks 466
Ball Bearings (1000) 382
Ballistic Body Armor 336
Ballistic Magazine (30) 382
Ballistic Shield 367
Ballistic Turret Emplacement, Mark I 448
Ballistic Turret Emplacement, Mark II 448
Ballistic Turret Emplacement, Mark III 448
Ballistic Vest 336
Bamboo 538
Bananas 538
Bane-class Battleship 423
Barbute Helm 336
Barrow-class Carrier 424
Bascinet Helm 337
Basilica-class Capital 424
Bastion-class Battleship 424
Battery 539
Battery Backpack 382
Battleaxe 287
Battlecruiser 424
Bead of Force 403
Bead of Nourishment 403
Beak 539
Bearer-class Transport 425
Bedroll 382
Belt of Dwarvenkind 467
Belt of Giant Strength 467
Berserker Axe 468
Binoculars 382
Bird Skull 539
Black Star Hyperfuel 416
Black Star Mining Charge 287
Blood Bag 404
Blue Amethyst 539
Blue Fur 539
Blueberries 539
Blunderbuss 288
Bolt Bow 468
Bolt-Action Rifle 288
Bolt-class Fighter 425
Bone 539
Bone Belt 337
Bone Boots 337
Bone Breastplate 337
Bone Cleaver 288
Bone Gloves 338
Bone Key 468
Bone Pants 338
Bone Shield 367
Boomerang 289
Boots of Elvenkind 468
Boots of Flying 469
Boots of Levitation 469
Boots of Speed 469
Boots of Striding and Springing 469
Boots of the Winterlands 469
Box of Matches 382
Bracers of Archery 469
Bracers of Defense 469
Brain 539
Brass-and-Leather Cuirass 338
Breaching Charge 289
Bread 539
Breastplate 338
Broadside Battery 449
Broken Egg 540
Bronze Bar 540
Bronze Nugget 540
Brooch of Shielding 470
Broom of Flying 470
Brown Fur 540
Buckler 368
Bulk Hauler 425
Bulwark-class Battlecruiser 425

C

C4 289
Cairn-class Light Cruiser 426
Caltrops (20) 383
Candle 383
Candle of Invocation 470
Canine Pelt 540
Canine Skull Helm 339
Canteen 383
Cape of the Mountebank 470
Capital Battleship 426
Capital Command Ship 426
Capital Flagship 426
Carbide Lamp 383
Cargo Expansion 449
Carpenter's Tools 396
Carpet of Flying 471
Carrots 540
Cartographer's Tools 396
Cauldron 383
Celestial Bow 471
Censer-class Snub 427
Cessation Projector 290

Chain Mail Coif 339
Chain Mail Gloves 339
Chainblade 290
Chainmail 339
Chainsaw 396
Channeler's Focus 383
Charter-class Shuttle 427
Cherries 540
Chimera-class Carrier 427
Chitin 540
Cinder-class Corvette 427
Cinerary-class Battlecruiser 428
Circlet of Blasting 471
Clay 541
Clay Brick 541
Claymore 290
Cleaver 291
Climbing Harness 383
Cloak of Displacement 471
Cloak of Elvenkind 471
Cloak of Invisibility 471
Cloak of Protection 471
Cloak of the Bat 472
Cloak of the Manta Ray 472
Cloth 541
Cloth Cap 340
Club 291
Coach Gun 291
Coal 541
Codex of the Unburied 472
Cog 541
Coil-Rifle 292
Colony Ark 428
Combat Boots 340
Combat Gloves 340
Combat Helmet 340
Combat Knife 292
Combat Pants 341
Combat Respirator 383
Combat Shotgun 293
Communication System 449
Compass 383
Composite Armor Belt 449
Composite Bow 293
Computer Chip 541
Consul-class Corvette 428
Continuum Anchor 384
Continuum Blade 293
Continuum Shard 473
Cook's Utensils 396
Copper Bar 541
Copper Nugget 541
Copper Ore 542
Copper Wire 542
Corinthian Helm 341
Corn 542
Corsair-class Corvette 428
Courier Snub 429
Cracked Data Pad 542
Creed Culler 294
Crossbow Bolts (20) 384
Crowbar 397
Crown of the Tyrant 473
Crustacean Claw 542
Cryopod 449
Crystal 542
Crystal Ball 473
Crystal Ball of Mind Reading 473
Crystal Ball of Telepathy 474
Crystal Ball of True Seeing 474
Cube of Force 474
Cubic Gate 474
Cured Leather 542
Custodian-class Corvette 429
Customs Cutter 429
Cybernetic Adrenal Augment 373
Cybernetic AI Augment 373
Cybernetic Cardiovascular Augment 374
Cybernetic Facial Augment 374
Cybernetic Limb Augment 374
Cybernetic Modular Limb 375
Cybernetic Monitor 375
Cybernetic Muscular Augment 376
Cybernetic Neural Interface 376
Cybernetic Optical Augment 376
Cybernetic Reflex Augment 377
Cybernetic Respiratory Augment 377
Cybernetic Rift Conduit 377
Cybernetic Spinal Cortex MK-I 377
Cybernetic Spinal Cortex MK-II 378
Cybernetic Subdermal Augment 378

D

Dagger 294
Dagger of Venom 475
Dancing Sword 475
Dart 294
Data Pad 384
Data Stick 384
Data Terminal 384
Decanter of Endless Water 475
Deep Scan Array 449
Deflector Array 450
Demon Armor 475
Demon Helm 476
Diamond 542
Diesel 384
Dimensional Shackles 476
Dirge-class Destroyer 429
Discovery-class Light Cruiser 430
Disguise Kit 397
Dragon Belt 341
Dragon Eye 542
Dragon Helm 476
Dragon Orb 476
Dragon Scale 543
Dragon Scale Boots 476
Dragon Scale Cuirass 477
Dragon Scale Gauntlets 477
Dragon Scale Greaves 477
Dragon Scale Shield 477
Dragon Slayer 477
Dragonfruit 543
Dreadnought 430
Drum 397
Dust of Disappearance 404
Dust of Dryness 404
Dwarven Helm 478
Dwarven Plate 478
Dwarven Thrower 478
Dwarven Tower Shield 368

E

Efficient Quiver 478
Efreeti Bottle 478
Eggplant 543
Electric Battery 384
Elemental Gem 404
Elixir of Health 405
Elven Chain 479
Elysian Fold 479
Emerald 543
Emerald Ore 543
EMP Grenade 295
Empyrean-class Dreadnought 430
Enchanted Plate Sabatons 482
Encrypted Communicator 397
Energy Bow 296
Envoy-class Transport 430
ESC Combat Boots 341
ESC Combat Gloves 342
ESC Combat Helmet 342
ESC Combat Pants 342
ESC Combat Vest 342
ESC Interdiction Carbine 295
ESC Vibro-Sword 296
Escort Carrier 431
Escort Destroyer 431
EVA Combat Boots 343
EVA Combat Gloves 343
EVA Combat Helmet 343
EVA Combat Pants 343
EVA Combat Suit 344
EVA Suit 344
Exarch-class Heavy Cruiser 431
Eye 543

F

Fangs 543
Fast Battlecruiser 431
Feather 543
Feather Token 405
Field-Bandage Pack 406
Figurine of Wondrous Power 483
Fire Crossbow 483
Fish 544
Fish Bones 544
Fish Scales 544
Flail 297
Flame Tongue 484
Flamethrower 297
Flare 385
Flashbang 297
Fleet Carrier 432
Flintlock Pistol 298

Focusing Crystal 385
Folding Boat 484
Foreign Egg 544
Forgery Kit 397
Frag Grenade 298
Frontier Truck 417
Frost Brand 484
Full Plate Cuirass 344
Fur Belt 345
Fur Cap 345
Fur Cape 345
Fur Mittens 345
Fur Pants 346

G

Gantry-class Transport 432
Gas Mask 385
Gas Power Generator 385
Gasoline 385
Gem of Brightness 484
Gem of Seeing 485
Generation Hulk 432
Geode 544
Ghost Boots 346
Ghost Gloves 346
Ghost Helmet 346
Ghost Pants 347
Ghost Suit 347
Giant Slayer 485
Glaive 298
Glamoured Studded Leather Cuirass 485
Glass 544
Gloves of Missile Snaring 485
Gloves of Thievery 485
Gold Bar 544
Gold Dust 544
Gold Nugget 545
Gold Ore 545
Grand Dreadnought 432
Grapes 545
Grappling Hook 385
Gravity Manipulator 386
Great Helm 347
Greataxe 298
Greatclub 299
Greater Potion of Clear Mind 406
Greater Potion of Health 406
Greater Potion of Jumping 406
Greater Potion of Regeneration 407
Greater Potion of Strength 407
Greatsword 299
Green Amethyst 545
Green Peppers 545
Grenade Launcher 299
Grenade Rounds (6) 386
Gunsmith's Tools 397

H

Hacker's Deck 386
Halberd 302
Half Plate Cuirass 349
Halo-class Battlecruiser 433
Hammer 398
Hammer of Thunderbolts 486
Hammer-class Destroyer 433
Hand Crossbow 302
Handaxe 302
Handgun Magazine (15) 387
Handy Haversack 486
Hardlight Shield 368
Harp 398
Hat of Disguise 486
Hat of Many Spells 487
Hazmat Suit 387
HDF Carbine 300
HDF Combat Boots 347
HDF Combat Gloves 348
HDF Combat Helmet 348
HDF Combat Pants 348
HDF Combat Shield 368
HDF Combat Shotgun 300
HDF Combat Vest 348
HDF Handgun 301
HDF Interoperability Harness 386
HDF Power Gauntlets 301
HDF Rifle 302
Headband of Intellect 488
Healer's Kit 387
Heart 545
Heavy Crossbow 303
Heavy Cruiser 433
Heavy Fighter 433
Heavy Shuttle 434
Heliarch-class Capital 434
Helionic Talisman 488
Helios Artifact 488
Helm of Brilliance 489
Helm of Comprehending Languages 489
Helm of Telepathy 489
Helm of Teleportation 489
Helm of Valor 489
Herb 545
Herbal Ointment 407
Herbalism Kit 398
Hide Boots 349
Hide Pants 349
Hide Vest 349
Holo Projector 387
Holy Avenger 490
Holy Water 407
Hood of Intellect 490
Hooded Lantern 387
Hooves 545
Hopper-class Snub 434
Horn 546
Horn of Blasting 490
Horn of Valhalla 490
Horned Spangen Helm 350
Horseshoes of a Zephyr 491
Horseshoes of Speed 490
Hull Scrap 546
Humanoid Skull 546
Hyperdrive Component 387
Hyperdrive, Class 1 450
Hyperdrive, Class 2 450
Hyperdrive, Class 3 450
Hyperlane Charts 450

I

Immovable Rod 491
Imperator-class Battleship 434
Incendiary Grenade 303
Indemnity-class Battlecruiser 435
Industrial Hauler 435
Ink 546
Insect Wings 546
Instant Fortress 491
Ion Shield 369
Ion Shield Array 450
Ion Shield Generator 388
Ioun Stone 492
Iron Bands 492
Iron Bar 546
Iron Chain 546
Iron Flask 493
Iron Nugget 546
Iron Ore 546
Iron Safe 388
Istryxian Bio-Bow 303
Istryxian Bio-Lance 304
Istryxian Impaler 304
Istryxian Impaler Carbine 305

J

Javelin 305
Javelin of Lightning 493
Jetpack 388
Juggernaut Boots 350
Juggernaut Gloves 350
Juggernaut Helmet 350
Juggernaut Pants 351
Juggernaut Rig 351

K

Keelboat 417
Kettle Helm 351
Khopesh 305
Kidney 547
Kinetic Pike 306
Kite Shield 369
Kiwi 547

L

Lance 306
Lancet-class Fighter 435
Lantern of Revealing 493
Lava Shield 493
Leather 547
Leather Belt 351
Leather Boots 352
Leather Brigandine 352
Leather Cap 352

Leather Cuirass 352
Leather Gloves 353
Leather Hood 353
Leather Pants 353
Leatherworker's Tools 398
Leathery Wing 547
Legion Powered Armor 354
Legion Powered Boots 354
Legion Powered Gloves 354
Legion Powered Helmet 355
Legion Powered Pants 355
Leisure Yacht 435
Lemons 547
Lesser Potion of Health 407
Leviathan-class Dreadnought 436
Lifejacket 388
Light Corvette 436
Light Crossbow 306
Light Cruiser 436
Light Hammer 306
Light Walker Mech 417
Line Battleship 436
Line Destroyer 437
Line Frigate 437
Lion's-Mane Helm 494
Liquidator-class Destroyer 437
Lock 388
Lockpicks 398
Longbow 307
Longsword 307
Luck Blade 494
Lute 398
Luxury Yacht 437
Lyre 398

M

Mace 307
Mace of Disruption 494
Mace of Smiting 494
Mace of Terror 495
Machete 307
Machine Pistol 308
Mage Gloves 495
Mage's Hood 495
Magic Armor 495
Magic Gloves 495
Magic Shield 495
Magic Staff 308
Magic Weapon 495
Magnetic Boots 388
Manacles 388
Mantle of Spell Resistance 496
Manual of Bodily Health 496
Manual of Gainful Exercise 496
Manual of Golems 496
Manual of Quickness of Action 496
Marvelous Pigments 497
Mask of the Maker 497
Mason's Tools 399
Master Potion of Health 407
Maul 308
Medallion of Thoughts 497
Medical Bay 451
Medical Crate 389
Medkit 389
Medpack 389
Medstim 408
Memory Mark 378
Meridian Run Transponder 399
Mesh of Many Worlds 498
Metal Alloy 547
Metal Pipe 547
Meteorite 547
Mineral Deposit 548
Minigun 309
Mirror of Life Trapping 498
Mirror, Steel 389
Missile Launcher 309
Missile Turret Emplacement, Mark I 451
Missile Turret Emplacement, Mark II 451
Missile Turret Emplacement, Mark III 451
Molten Maul 499
Morningstar 309
Mortar 310
Mortar and Pestle 389
Mushroom 548
Musket 310
Mythar Relic 499
Mytharil Armor 499
Mytharil Belt 355
Mytharil Helm 355
Mytharil Pants 356
Mytharil Shield 499

N

Nanite Injector 408
Nasal Helm 356
Navicomputer 451
Navigator's Tools 399
Necklace of Adaptation 499
Necklace of Fireballs 500
Necklace of Prayer Beads 500
Net 311
Night-Vision Optics 389
Nimbus-class Snub 438
Nine Lives Stealer 501
Nuts 548

O

Oathbow 501
Oil 548
Oil of Etherealness 408
Oil of Sharpness 408
Oil of Slipperiness 408
Oil, Flask 389
Old Book 548
Onboard Intelligence System 452
Optical Scope 390
Oranges 548
Orb of Air Elementals 501
Orb of Earth Elementals 502
Orb of Fire Elementals 502
Orb of the Afterlife 503
Orb of Water Elementals 503
Ossuary-class Dreadnought 438

P

Pack of Smokes 548
Padded Boots 356
Padded Gloves 356
Padded Pants 357
Padded Vest 357
Pain Pills 408
Palisade-class Frigate 438
Pan Flute 399
Paper 548
Paper Cartridges (20) 390
Parallax Freighter 438
Parallax Long-Haul Hyperdrive 452
Parallax Sublight Drive 452
Particle Rifle 311
Passenger Liner 439
Patrol Frigate 439
Pearl 549
Pearl of Power 503
Pears 549
Peas 549
Periapt of Health 503
Periapt of Proof against Poison 504
Periapt of Wound Closure 504
Philter of Love 409
Phoenix Lance 312
Phoenix Plasma Sword 312
Pike 313
Pilgrim-class Shuttle 439
Pineapple 549
Pipe Bomb 313
Pitons (10) 390
Plant Fiber 549
Plasma Armblade 313
Plasma Axe 314
Plasma Cannon 314
Plasma Cell 390
Plasma Cutting Torch 399
Plasma Drill 399
Plasma Glaive 315
Plasma Greatsword 315
Plasma Grenade 316
Plasma Knife 316
Plasma Pistol 316
Plasma Poleaxe 317
Plasma Repeater 317
Plasma Rifle 318
Plasma Saw 399
Plasma Sword 318
Plasma Thrower 319
Plasma Turret Emplacement, Mark I 452
Plasma Turret Emplacement, Mark II 452
Plasma Turret Emplacement, Mark III 453

Plasma Whip 319
Plate Belt 357
Plate Gauntlets 357
Plate Greaves 358
Plate Sabatons 358
Poisoner's Kit 400
Police Baton 320
Portable Charger 390
Portable Radio 390
Potion Lab 400
Potion of Animal Friendship 409
Potion of Clairvoyance 409
Potion of Clear Mind 409
Potion of Climbing 409
Potion of Cold Affinity 409
Potion of Diminution 410
Potion of Divine Insight 410
Potion of Earth Affinity 410
Potion of Fire Affinity 410
Potion of Flying 410
Potion of Gaseous Form 410
Potion of Giant Strength 411
Potion of Growth 411
Potion of Health 411
Potion of Heroism 411
Potion of Invisibility 411
Potion of Invulnerability 411
Potion of Jumping 412
Potion of Longevity 412
Potion of Mind Reading 412
Potion of Molten Movement 412
Potion of Poison 412
Potion of Regeneration 412
Potion of Resistance 413
Potion of Speed 413
Potion of Strength 413
Potion of the Dragon 414
Potion of the Phoenix 414
Potion of Vitality 413
Potion of Water Affinity 413
Potion of Water Breathing 414
Pouch 390
Power Cooling Coils, Mark I 453
Power Cooling Coils, Mark II 453
Power Cooling Coils, Mark III 453
Power Drill 400
Pump-Action Shotgun 320
Pumpkin 549

Q

Quarterstaff 320

R

Radiation Gauge 391
Radiation Kit 391
Radiation Pills 414
Radio 391
Radioactive Isotope 549
Rail Cannon Emplacement, Mark I 453
Rail Cannon Emplacement, Mark II 453
Rail Cannon Emplacement, Mark III 454
Rail Lance 321
Railgun 504
Rapier 321
Raspberries 549
Rations (1 day) 391
Raw Hide 549
Raw Meat 550
Raw Steak 550
Rebreather 391
Recon Drone 391
Red Amethyst 550
Red Fur 550
Red Peppers 550
Reinforced Ballistic Shield 369
Reinforced Hull Plating, Mark I 454
Reinforced Hull Plating, Mark II 454
Reinforced Hull Plating, Mark III 454
Reinforced Light Mesh Vest 358
Reinforced Wooden Shield 369
Reliquary Plating 358
Reliquary-class Capital 439
Revolver 321
Rib Bones 550
Rib Meat 550
Ribs 550
Rictus-class Frigate 440
Rifle Magazine (30) 391
Rift Barrier Projector 454
Rift Battery 392
Rift Distillate 414
Rift Energy Cell 392
Rift Lance 321
Rift Residue 550
Rift Thrower 322
Rift Translation Drive 454
Ring of Animal Influence 504
Ring of Djinni Summoning 504
Ring of Elemental Command 505
Ring of Evasion 505
Ring of Feather Falling 505
Ring of Free Action 505
Ring of Invisibility 505
Ring of Jumping 506
Ring of Luck 506
Ring of Mind Shielding 506
Ring of Protection 506
Ring of Regeneration 506
Ring of Resistance 506
Ring of Shooting Stars 507
Ring of Spell Storing 507
Ring of Spell Turning 507
Ring of Swimming 507
Ring of Telekinesis 508
Ring of the Ruler 508
Ring of Three Wishes 508
Ring of Warmth 508
Ring of Water Command 508
Ring of Water Walking 508
Ring of X-ray Vision 508
Riot Plate Vest 359
Riveted Plate Cuirass 359
Robe of Eyes 509
Robe of Scintillating Colors 509
Robe of Stars 509
Robe of the Archmagi 510
Robe of Useful Items 510
Robes of the Archmagi 510
Rocket-Propelled Grenade 322
Rod of Absorption 511
Rod of Alertness 511
Rod of Lordly Might 512
Rod of Resurrection 512
Rod of Rulership 513
Rod of Security 513
Rogue's Hood 513
Root Vegetable 551
Rope of Climbing 513
Rope of Entanglement 514
Rope, Hempen (50 feet) 392
Rope, Silk (50 feet) 392
Rowboat 417
Rubber 551
Ruby 551
Ruby Ore 551
Runestone 551
Rusted Metal 551

S

Sack 392
Sallet Helm 359
Salt 551
Salvaged Optics 551
Sanctum-class Carrier 440
Sandstone 551
Sap 552
Savage Greatsword 322
Scale Mail 359
Scale Mail Belt 360
Scale Mail Boots 360
Scale Mail Gloves 360
Scale of Judgement 514
Scales 552
Scarab of Protection 515
Scimitar 322
Scimitar of Speed 515
Scorpion Tail 552
Scout Cruiser 440
Scrap Metal 552
Scythe 323
Scythe-class Heavy Cruiser 440
Sedative 414
Semi-Automatic Pistol 323
Semiconductor 552
Sending Stones 515
Sensor Suite, Mark I 455
Sensor Suite, Mark II 455
Sensor Suite, Mark III 455
Sentinel Shield 515
Shield of Missile Attraction 515
Shield of Reflection 515
Shield of the Cavalier 516
Shortbow 323
Shortsword 324
Shotgun Shells (12) 392
Shovel 400

Shroud-class Patrol 441
Sickle 324
Sickle-class Fighter 441
Siege Cruiser 441
Signal Whistle 392
Silver Bar 552
Silver Nugget 552
Silver Ore 552
Skin 552
Sling Balls (20) 392
Sling Shot 324
Small Battery 552
Smith's Tools 400
Smoke Grenade 324
Smuggling Compartment 455
Sniper Rifle 325
Sniper Rounds (10) 393
Snub Interceptor 441
Soap 393
Sol-class Carrier 442
Solar Panel 553
Solstice-class Destroyer 442
Sovereign Glue 516
Spear 325
Spectre Boots 360
Spectre Gloves 361
Spectre Helmet 361
Spectre Pants 361
Spectre Suit 361
Spell Amplifier 393
Spell Scroll 415
Spellbook 393
Spellguard Shield 516
Spent Rounds 553
Sphere of Annihilation 517
Spice Crate 553
Spiked Steel Shield 370
Splint Boots 362
Splint Cuirass 362
Splint Gloves 362
Splint Greaves 362
Splinter-class Snub 442
Spring 553
Spyglass 393
Staff of Fire 517
Staff of Frost 518
Staff of Healing 518
Staff of Power 519
Staff of Storms 520
Staff of Striking 520
Staff of the Magi 521
Staff of the Tides 521
Staff of the Void 522
Staff of the Woodlands 522
Staff of Withering 520
Steel Shield 370
Steroids 415
Sticks 553
Stone 553
Stone Gargoyle 523
Stone of Good Luck (Luckstone) 523
Strawberries 553
Strike Fighter 442
Studded Leather Cuirass 363
Studded Leather Cuirass Boots 363
Studded Leather Cuirass Cap 363
Studded Leather Cuirass Gloves 363
Submachine Gun 325
Sun Blade 523
Sundial 393
Survival Machete 326
Sword of Life Stealing 523
Sword of Sharpness 524
Sword of Wounding 524
System Patrol Boat 443
System Shuttle 443

T

Tactical Combat Vest 364
Tactical Light 393
Talisman of Heroism 524
Talisman of Pure Good 524
Talisman of the Canine 525
Talisman of the Dragon 525
Talisman of the Hawk 525
Talisman of the Moon 526
Talisman of the Sphere 526
Talisman of the Star 526
Talisman of Ultimate Evil 525
Talons 553
Tanned Leather 554
Targeting Array 455
Taser 326
Tent, Two-Person 393
Tentacle 554
Terminus-class Battleship 443
The All-Key 526
Thermite Grenade 327
Thieves' Tools 400
Thunderous Greatclub 527
Thuulean Steel Boots 364
Thuulean Steel Gloves 364
Thuulean Steel Maul 327
Thuulean Steel Pants 364
Thuulean Steel Plate 365
Tin Ore 554
Tinderbox 393
Tinkerer's Tools 400
Tomatoes 554
Tome of Clear Thought 527
Tome of Leadership and Influence 527
Tome of Understanding 527
Torch 394
Totem of the Sphinx 528
Tower Shield 370
Trained Beast Mount 418
Trauma Kit 394
Trauma Patch 415
Trident 327
Trident of Fish Command 528
Troop Transport 443
Turret Mount 455
Turtle Shell 554
Turtle Shell Shield 370
Twine 554
Two-Way Radio 394

U

Unicorn Horn 554
Unity-class Light Cruiser 444
Universal Solvent 528
Ursine Claw 554
Ursine Claw Gauntlets 365
Ursine Skull 554
Ursine Skull Helm 365
Ursine-Pelt Cloak 365

V

Vaunt-class Light Cruiser 444
Venom Sac 555
Vibro-Cleaver 327
Vibro-Glaive 328
Vibro-Knife 328
Vibro-Shield 371
Vibro-Sword 328
Vigil-class Patrol 444
Vorpal Sword 528

W

Wagon 418
Wand of Binding 529
Wand of Enemy Detection 529
Wand of Fear 529
Wand of Fireballs 529
Wand of Lightning Bolts 529
Wand of Magic Detection 529
Wand of Magic Missiles 530
Wand of Paralysis 530
Wand of Polymorph 530
Wand of Secrets 530
Wand of the War Mage 532
Wand of Web 530
Wand of Wonder 531
War Pick 328
Warden-class Heavy Cruiser 444
Warhammer 329
Warrant-class Fighter 445
Warrant-class Patrol 445
Water Bottle 555
Watermelon 555
Waterskin 394
Weapon of Warning 532
Wheat 555
Whetstone 394
Whip 329
White Fur 555
Wind Fan 533
Winged Boots 533
Wings of Flying 533
Wires 555
Wood Board 555
Wood Logs 555
Wood Plank 556
Wooden Shield 371
Wooden Wheel 556
Wrench 556

Wrist Watch 394

Z

Zenith-class Heavy Cruiser 445

Zyrrakian Cloak 394
Zyrrakian Vibro-Shield 371

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