

MYSTARA

Player's Handbook



MYSTARA

<i>Places and Times</i>	3
<i>Nations</i>	4
<i>Cities</i>	6
<i>Crime and Punishment</i>	7
<i>Calendar and Holidays</i>	9
<i>Money of Mystara</i>	18
<i>Races, Heros and Feats</i>	19
<i>Races of Mystara</i>	20
<i>Classes of Mystara</i>	38
<i>Backgrounds</i>	50
<i>Feats</i>	52
<i>Immortals and Priests</i>	54
<i>Immortals</i>	56
<i>Domains of the Spheres</i>	58
<i>Spells and Runes</i>	57
<i>Secret Crafts of Glantri</i>	64
<i>Nordic Runes</i>	72
<i>New Spells</i>	75
<i>Goods and Services</i>	85
<i>Captain Quinn's Nautical Emporium</i>	87
<i>Tarla's Epicurean Delights</i>	92

This work is not a challenge to any copyright or trademarks held by any individual or company. This is a conversion from BECMI Dungeons and Dragons to 5th Edition Dungeons and Dragons. This handbook is free for any who wish to download it. Many thanks to Bruce Heard and the other authors of Mystara for giving us the greatest setting for our adventures. All art is filler except works by Mischa Jones, I will replace it as she finishes. This is a fan work and is not for sale.

Writing and Layout: Glen Welch

Illustrations: Mischa Jones <https://www.facebook.com/tehphr33k>

Special Thanks To: Glen Butcher, W'raa Butler, Daniele Cuocci, David Finch, Giuliano Michelon, Giovanni Paniccia, Pieter Spealman, Sam Stockdale

If anybody can help out fund new art please go here: <http://www.gofundme.com/Mystara>



Places and Times

Nations and Peoples of Mystara

Kingdom of Alfheim

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

Language: Elven

Empire of Alphatia

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

Language: Alphatian, Nithian

Atruaghin Clans

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

Language: Atruaghin

Republic of Darokin

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

Language: Darokin

Ethengar Khanates

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

Language: Ethengar

Five Shires

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

Language: Hin

Principalities of Glantri

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

Languages: Thyatis, Alphatian, Belcadiz, Elven, Averoine, Flaemish, Ethengar, Klantyre

Kingdom of Ierendi

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

Languages: Makai

Grand Duchy of Karameikos

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

Languages: Traladaran, Thyatian

Minrothad Guilds

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

Language: Patois

Cities of Mystara

Alfheim City set up in the middle of the Canolbarth forest as a trading outpost, this unofficial capitol of Alfheim is what most people see when they visit the elven kingdom. While little governing is done here, this is where other nations set up their embassies.

City of Stars is the largest city of the Shadow Elves. Unknown to outsiders, the entire city is built in a pocket of reverse gravity on the roof of a cavern. Surrounded by hostile environments and creatures, it is a testament to the Shadow Elves will to survive.

Darokin City is the largest trade city on the mainland. Home to the Merchant's Guild Hall, there is nothing you cannot buy in Darokin City. The largest financiers also reside here, making this city an unrivaled economic powerhouse.

Dengar is two cities in one. On the surface is where the dwarves meet with other races. But below ground is where everything happens. Built by dwarves for dwarves just the size of it makes it intimidating for other races.

Glantri City is the heart of the fractious Glantri, comprised of canals for streets and bickering wizards for citizens. Magic is the norm here, where even the most mundane tasks are accomplished through sorcery.

Ierendi is the scenic capitol of the island nation of the same name. Like the nation around it, it is a scenic marvel filled with resorts and entertainments. Everything happens at a leisurely pace, exactly as its people like it.

Minrothad is the nautical trading powerhouse. Set in a caldera, its protected position allowed it to flourish as a trading port. The city is filled with shops of all types, and it is one of the largest shipbuilders in the Known World.

Norvikk is the pride of Vestland. It represents the nation's attempt to become a modern state. Now merchants have replaced warriors as the most common sight, and new buildings are being erected on a regular basis.

Serraine is rarely seen but often talked about. A magical flying city built by the Sky Gnomes, it travels the continent engaging in mad experiments and trading exotic materials with the nations below them.

Shireton is the heart of hin culture. Here you find a city with little bustle, no great intrigues and a people who are content with life. Most find the spread out city boring, but the hin would not have it any other way.

Soderfjord is a poor town, reflecting its nations fortunes. It is a sprawling mess of poorly constructed buildings with little organization. Its reputation for being a dangerous place to be after dark is very well deserved.

Specularum is the capitol of Karamaikos. It is a blending of two cities and peoples. The older Traladaran culture is slowly being replaced by the newer Thyatian settlers. It is a fascinating place to watch the cultures clash and merge.

Thyatis City is the largest city on the mainland and is the busiest as well. Everything in Thyatis is bigger, from the slums to the mansions. Constantly in motion, there is nothing and no one you cannot find here.

Sundsvall is the magical capitol of Alphatia. Here the marvelous is mundane, as skyships fill the air. Buildings float above the ground, reachable only with magic. It is a city built by wizards for wizards.

Ylaruam is a relatively new city compared to the world. Built by Al-Kalim, Ylaruam is a oddity of a nomadic culture in one place. Famed for its markets and temples, it is not often friendly to outsiders.

Zeaburg, the capitol of Ostland is comprised of very rich nobles and very poor peasants. The city is more of a place for the army to camp than for people to live. Only the presence of the King and his court keeps the city from being impoverished.



Centers of Learning

College of Wizardry is not as impressive as it sounds. Shadow Elf shaman do not allow wizards any formal education, this small school in the City of Stars is in the back of a magic supply shop.

Collegium Arcanum is the official school of magic in Thyatis. While not as impressive as others of its type, it is still one of the largest.

Darokin Diplomatic Corps run a series of colleges to teach its new officers how to negotiate with outsiders. It focuses heavily on languages, business and foreign culture. It also teaches Aurumancers spells related to finance.

Great School of Magic in Glantri City is possibly the most famous school in the Known World. Filled with wizards of all sorts, from apprentices to archmages, with rumors of hidden lore everywhere.

Ierendi Public School is the where the islanders go for a basic education. It is the only public school for the entire nation, but more than adequate for the entire population.

Mealidor Library Tree is an actual tree, filled with scrolls and books dating back thousands of years. Exclusive to Clan Mealidor, few outside elves and even fewer humans are allowed entry.

School of Art in Ierendi is the largest bardic school in the Known World. While it teaches other arts, it is the main source for classically trained bards. Painters, writers and sculptors also flock to the school as well.

Thyatis Great Library is the largest collection of books and scrolls known. While not a magical school, all things mundane and historical can be learned here. It is open to the nobles of Thyatis and those with enough coin to gain entry.

Tutorial Guild is the largest school in Minrothad. While it teaches many nautical trades, it is most famous for being the source of many Aurumancer spells related to nautical trade.

University of Sundsvall at twenty city blocks is the unquestionably the largest university known. Every wizard in Alphatia receives their training here, with entire wings devoted to magical research.

Crimes and Punishment

Nation	Assault	Inciting Riot	Fraud	Murder	Slander	Tax Evasion	Theft	Rape	Treason
Alfheim	Fine	Fine	Fine	Exile	Fine	Exile	Fine	Exile	Exile
Alphatia	Fine	Slavery	Fine	Fine or Death	Fine	Fine or Slavery	Fine or Slavery	Fine or Death	Death or Cursed
Atruaghin	Censure	Not a Crime	Censure	Exile or Death	Censure	Not a Crime	Not a Crime	Exile	Exile or Death
Darokin	Fine	Fine	Fine	Death	Fine	Fine	Fine	Death	Death
Ethengar	Caning	Death	Caning	Murder	Caning	Death	Caning	Death	Death
Five Shires	Quest	Quest	Quest	Quest or death	Quest	Quest	Quest	Quest or Death	Quest or Death
Glantri	Maiming	Maiming	Maiming	Death	Public Flogging	Up to ten years	Maiming	Sex Change	Death
Ierendi	Up to 3 years	Up to 3 years	Up to 4 years	Up to 30 years	Up to 4 years	Up to 4 years	Up to 4 years	Up to 30 years	Up to 30 years
Karameikos	Up to 1 year	Up to 1 year	Up to 6 years	1 year up to death	Up to 6 months	Up to 6 years	Up to 6 years	1 year up to death	Death
Minrothad	Loss of hand	Loss of tongue	Up to 20 years	Death	Pilloried	Flogging	Loss of Hand	Death	Death
Ostland	Slavery	Slavery	Slavery	Slavery or Death	Beating	Slavery or Beating	Slavery or Beating	Slavery or death	Death
Rockhome	Exile	Exile	Exile	Life, Exile or Death	Inactivity	Inactivity	Inactivity	Life, Exile or Death	Life, Exile or Death
Soderfjord	Beating	Beating or Conscript	Beating	Beating or Death	Beating	Beating or death	Beating	Beating or Death	Death
Thyatis	Public Flogging	1 month up to death	Public Flogging	1 month up to death	Public Flogging	1 month up to death	Public Flogging	Public Flogging	Death
Vestland	Fine or Conscript	Fine or Conscript	Fine	Death or Conscript	Public Flogging	Public Flogging	Fine or Conscript	Death or Flogging	Death
Ylaruam	Public Flogging	Censure or death	Censure	Death	Censure	Death	Public Flogging	Death	Death

Mystara Calendar

Nuwmont (Nyxmir)

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

1 Nuwmont- Various New Years, Glantri Good Sprite Day

Vatermont (Amphimir)

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

1 Vatermont- Alphatia New Year, Ethengar Winter Festival

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

Thaumont (Alphamir)

1 See Below	2	3	4	5	6	7Alphatia Landfall Day
8	9	10 Glantri Spring Break	11	12	13	14
15 See Below	16	17 Rockhome Caravan Day	18	19	20	21
22	23	24	25 Glantri Arcanum	26	27	28 Karameikos Day of the Dead

1 Thaumont- First Day of Spring, Ylaruam Independence Day, Shadow Elves Discovery Day, Ierendi Rebirth

15 Thaumont- Alphatia Opening Day, Ethengar White Horse Ceremony

Flaurmont (Sulamir)

<i>Lunadain</i>	<i>Gromdain</i>	<i>Tserdain</i>	<i>Moldain</i>	<i>Nytdain</i>	<i>Loshdain</i>	<i>Soladain</i>
1 Various Day of Adulthood	2	3 Glantri Parliament Day	4	5	6	7 Rockhome Arrangement Day
8	9	10 Minrothad Merchant Prince Day	11	12	13 Alphatia Eriadna's Birthday	14
15 Ethengar Day of Blessings	16 Shires First Flowering	17	18	19	20 Glantri Parade Day	21 Darokin Masked Ball
22 Thyatis Emperor's Birthday	23	24	25	26	27	28

16 Flaurmont- Shires First Flowering, Ethengar Day of Partings

Yarthmont (Sudmir)

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

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

Klarmont (Vertmir)

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

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

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

27 Klarmont- Ylaruam Lailat al Miraj, Minrothad Minroth Day

28 Klarmont- Glantri, Karameikos Night of Fire

Felmont (Islamir)

<i>Lunadain</i>	<i>Gromdain</i>	<i>Tserdain</i>	<i>Moldain</i>	<i>Nytdain</i>	<i>Loshdain</i>	<i>Soladain</i>
1 Karameikos Beast's Day	2	3	4	5	6 Hattias Vanya's Dance	7
8	9	10	11	12	13	14 See Below
15 See Below	16 Rockhome Battle of Sardal Pass	17	18	19	20	21
22	23	24	25 Glantri Beggar's Hope	26	27 See Below	28 Minrothad Day of Silence

1 Felmont- Karameikos Beast Day, Ierendi The Rebirth

14 Felmont- Glantri Feria de Toros, Shadow Elves Cornerstone Day

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

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

Fyrmont (Andrumir)

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

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

Ambyrmont (Cyrpimir)

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

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

Sviftmont (Hastmir)

<i>Lunadain</i>	<i>Gromdain</i>	<i>Tserdain</i>	<i>Moldain</i>	<i>Nytdain</i>	<i>Loshdain</i>	<i>Soladain</i>
1	2	3	4	5	6 See Below	7
8 See Below	9	10	11	12	13 Shadow Elves Tarasfir Birthday	14 Glantri Raising of the Walls
15 Darokin Great Reckoning	16	17	18	19	20	21
22	23 Ethengar Day of Counting	24 Ethengar Day of Naming	25	26	27	28 Karameikos Stefan's Birthday

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

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

Eirmont (Eimir)

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

22 Eirmont- Five Shires The Reaping, Thyatis Protius' Day

Kaldmont (Burymir)

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

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

27 Kaldmont- Glantri Alexander Day, Ethengar Day of Law

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

Calendars of Other Nations

Ethengar	Five Shires	Rockhome	Ylaruam
Amai	Clabbas*	Wharlin	Muharram
Hiskmai	Vuuldir	Morlin	Safar
Yalmai	Maehin	Hralin*	Rabi al Awwal
Haimai	Odelin	Hwyrlyn	Rabi al Thani*
Kevamai	Gondulrim	Styrlin	Jumada'l Awwal
Seimai	Mithintle	Bahrlin	Jumada'l Thani
Lingmai	Goldaun	Buhrlin	Rajab
Tringmai	Fyrtal	Klntlin	Shaban
Demai	Aumbyr	Birrlin	Ramadan
Chagai*	Ssantiir	Biflin	Shawwal
Rinpoch	Tembiir	Jhyrlin	Dhu'l-Qadah
Komai	Dauntil	Kudlin	Dhu'l-Hijjah

*Indicates start of year.

Days of the Week

Thyatis	Alphatia	Ethengar	Five Shires	Rockhome	Ylaruam
Lunadain	Majhur	Xingqiri	Lunadain	Syhardan	Yaum al-ahad
Gromdain	Tijhur	Xingqiyi	Gromdain	Thradan	Yaum
Tserdain	Wojur	Xingqier	Tserdain	Evedan	Yaum at-talit
Nytdain	Flajhur	Xingqisi	Nytdain	Duldan	Yaum al-hamis
Loshdain	Sejhur	Xingqiwu	Loshdain	Sythdan	Yaum
Soladain	Lahjur	Xingqiliu	Soladain	Fildan	Yaum as-sabt



Minrothad Calendar

The Minrothad Guilds use the Thyatian calendar for trade purposes, but that their own calendar for national date reckoning. They divide their year into 11 months of 30 days, each with five six-day weeks. To balance the year, they add a special six day week to the end. The current year is 311 by Minrothad Dating.

- Onmun (Nuwmont 1-Vatermont 2)
- Tomun (Vatermont 3-Thaumont 4)
- Dreimun (Thaumont 5-Flaurmont 6)
- Firmun (Flaurmont 7-Yarthmont 8)
- Birmun (Yarthmont 9-Klarmont 10)
- Sagmun (Klarmont 11-Felmont 12)
- Sebmun (Felmont 13-Fyrmont 14)
- Oxmun (Fyrmont 15-Ambyrmont 16)
- Nomun (Ambyrmont 17-Sviftmont 18)
- Decmun (Sviftmont 19-Eirmont 20)
- Elfmun (Eirmont 21-Kaldmont 22)
- Mitwok (Kaldmont 23-28)



Shadow Elves Calendar

The shadow elves divide their year into 14 months of 24 days each. Each month takes its name from a verse of the Refuge of Stone, an important historical text. There are no weeks, and days are not named. The shadow elves' current year is 2116.

- Gathering (Nuwmont 1-24)
- Name (Nuwmont 25-Vatermont 20)
- Refuge (Vatermont 21-Thaumont 16)
- Shaman (Thaumont 17-Flaurmont 12)
- Crystal (Flaurmont 13-Yarthmont 8)
- Birth (Yarthmont 9-Klarmont 4)
- Wanderers (Klarmont 4-28)
- Temple (Felmont 1-24)
- Food (Felmont 25-Fyrmont 20)
- Days (Fyrmont 21-Ambyrmont 16)
- Army (Ambyrmont 17-Sviftmont 12)
- King (Sviftmont 13-Eirmont 8)
- Others (Eirmont 9-Kaldmont 4)
- Bounty (Kaldmont 5-28)

Holidays of the Known World



Alexander Day. Glantrians hold an hour of silence then gather looking for a good omen.

All's Reckless Day. Minrothad celebrates the end of tax day with a no holds barred party.

Ancestor's Day. Alphatians set aside a table setting for dead ancestors and visit graves.

Arcanium. Four day fair in Glantri to learn new spells, buy new magic items and mingle.

Arrangements Day. Dwarves propose marriage traditionally on this day.

Ashura' Shi'a. The Ylari lose their restrained nature and cut loose, alcohol is even tolerated.

Bask Day. A day of laziness, no one in Minrothad works.

Battle of Sardal Pass. Dwarves relive their most famous battle with military celebrations.

Beasts Day. Traladarans dress up in costume to remember defeating the beastmen of old.

Beggar's Hope. For one day beggars in Glantri are allowed on the city streets unharrassed.

Bells of Fate. Glantrians ring bells all night to ward away even spirits.

Best Wishes of Krondahar. Native Ethengar in Glantri celebrate the new year.

Birthday of Tarasfir. Shadow elves celebrate thier first king with feasts and revels.

Birthday of Thincol I. Imperial family hosts games and parades and throw coins to the poor.

Blessing of the Golden Khan. The Ethengar host games at the winter camp of their khan.

Boldavian Procession. Peasants march the streets till dawn holding torches and garlic.

Caravan Day. Caravans leave Rockhome, those left behind feast and toast the merchants.

Celebration of the Sea. Ierendi tie their boats together into a flotilla to host a massive party.

Chancellor's Day. Working holiday in celebration of Darokin's first Chancellor.

Clerics Forum. Priests of Kagyar meet to discuss problems and changes to their order.

Closing Day. Alphatians schools close, and the children return home.

Cretia's Day. Ethengar play harmless pranks on each other all day.

Darokin Day. Darokin closes all shops and celebrates the birthday of its founder.

Darokin Masked Ball. Annual ball is held in the capitol, with proceeds going to charity.

Day of Adulthood. Children reaching the age of majority are presented as adults.

Day of Birth Blessings. The shaman pray to the White Horse to watch over the birth of the foals.

Day of Blessings. Tribal khans divide up their wealth among their followers.

Day of Counting. Ethengar count their herds to gain favor with the khan.

Day of Heroes. Hin spend the entire day cleaning up war memorials and battlefields.

Day of Law. Ethengar recite their laws given by Tubok, all crime is punishable by death.

Day of Magic. Alpathia celebrates with magical displays for the crowds, most businesses close.

Day of Naming and Welcoming. Ethengar present present children and get engaged.

Day of Partings. Ethengar tribes split up and go their own ways.

Day of Silence. Silence is mandated in Minrothad for one full day under legal penalty.

Day of the Dead. Traladarans clean their houses, then feast merrily at night.

Day of the Hoof. Kerendas host a week of equestrian events.

Day of the Stray Man. Traladarans burn little straw men in effigy to absolve their sins.

Day of Valerias. Followers of Valerias get engaged, marry or otherwise engage in trysts.

Days of Right. Tradition Ierendi day of engagements and marriage.

Doggerel Days. Alpathian schools celebrate drama, music and other arts in a sponsored fair.

Empress Eriadna's Birthday. Nobles give gifts to the Empress or a coin to beggars in her name.

Feast of the Silver Purge. Minrothaddians tell scary stories and are grateful for good luck.

Feria de Toros. Belcadiz elves release bulls in their streets and run alongside them.

First Day of Riding. Ethengar children receive their first horse.

First Flowering. Hin gather up seeds to be planted in the fall.

Footman's Games. Week long celebration of weaponsmithing and war games.

Freedom Day/Crown Tourney. Ierendi elects a new King and Queen with much fanfare.

Gondola Games. Gondoliers host mock jousts all day, no business is done.

Good Sprite Day. Glantrians play harmless pranks on each other all day.

Great Horse Fair. For a week Ethengar warriors trade horses and shaman convene.

Harvest Day. Darokinians dress up like farmers and celebrate the harvest.

High Summer. For two weeks the Hin feast and perform dramas, burning a dead orc for luck.

Howling Day. Alpathians run wild, having just one huge party.

Ice Games. Glantri City shuts down for three days of winter games and balls.

'Id al Adha. Somber day of remembrance and sacrifice to the Immortals.

'Id al Fitr. A children's holiday of giftgiving and generally merry making.

Ilsundal Day. Celebrating Ilsundal's ascension, each elf tribe holds a different celebration.

Independence Day. A day of remembrance of those martyred driving out foreign invaders.

King Stefan's Birthday. A day of parades and military games, with petty crimes pardoned.

Lailat al Miraj. Holy day at the temple celebrating Al-Kalim's immortality.

Lailat al Qadr. Ylari pray at their homes hoping to be blessed with good fortune.

Landfall Day. Solemn celebration of Alphatian arrival in new world.

Laylat Al-Baraa. Dinners are held where past slights are forgiven.

Mawlid an Nabi. Clerics spend the day telling crowds about Al-Kalim's teaching.

Merchant Prince Day. Wizards create magical fireworks while parents throw out old clothes.

Midwinter Festival. Minrothaddians celebrate with gift giving and merry making.

Minrothad Day. Election day, celebrated with regattas and picnics.

Monsters' Fair. Monsters are paraded through Glantri City on the way to the auction block.

Mustering Day. Shadow Elves take a census and perform military demonstrations.

Necromantia. Klantyre celebrates its fallen heroes, cleaning up graves and battlefields.

New Years. Typically celebrates around the continent with gift giving, parades and festivals.

Night of Fire. Traladarans everywhere go looking for lost treasure.

Night of Spirits. Ethengar fast as the boundary between the spirit world weakens for a day.

Night of the Red Moon. Glantri wizards celebrate a red full moon.

Opening Day. Alphatian universities have their first day of class.

Parade Day. Glantri army marches in parades and hosts mock games.

Parliament Day. Glantri politicians take a day off work.

Protius' Day. Celebrated with clerical rituals and quiet feasts.

Raising the Walls. Glantrian wizards try to one up each other creating defenses for their city.

Showing Day. Dwarves get together to show off new wares and discuss new techniques.

Spring Break. Glantri students cut loose and use spells to blow up ice in the canals.

The Cornerstone. Shadow Elves celebrate creation of their temple by starting new repairs.

The Discovery. Shadow Elves celebrate discovery of their home with songs and food.

The Drowning. Pearl Islanders launch toy canoes with candles to appease the sea.

The Fast and the Feast. For twelve days hin first fast for six days then feast for six days.

The Gathering. Ethengar celebrate summer by decorating camp with garlands.

The Reaping. Last hin holiday of the year with feasting, romance and rest.

The Rebirth. Week long holiday in Ierendi alongside planting of new crops.

The Rejection. Shadow Elves fast to reflect on their betrayal by Alfheim.

The Thing. Soderfjord Jarls meet to enact new laws and settle old scores.

The Unsheathing. The Shires remember the Thyatian invasion by arming themselves.

Vanya's Dance. Hattians and Heldannic Knights perform ritual dances in full armor.

Vanya's Day. Thyatis celebrates victory by Vanya with good natured duels and feasts.

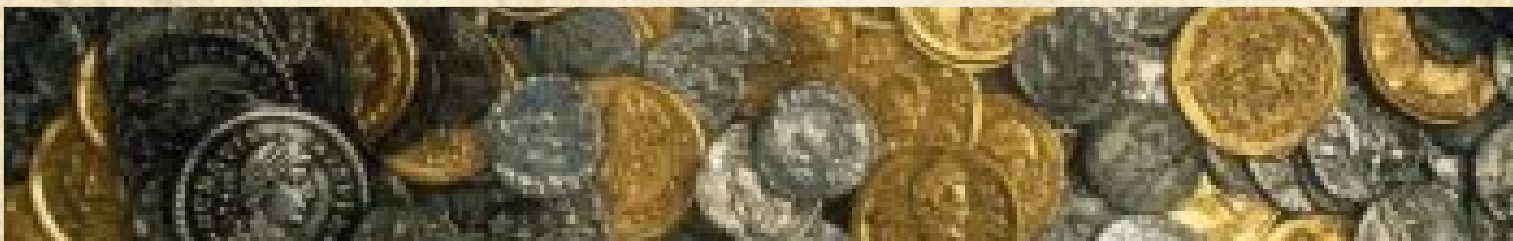
Vyonnese Carnival. New Averoigne celebrates with bright costumes and loud noises.

Weddings Day. The most popular day for dwarves to marry.

White Horse Ceremony. Shamans sacrifice a white horse to protect herds in the new year.

Wine Festivals. A week long wine festival with contests and tastings.

Winter Festival. For a week the Ethengar compete and feast.



Coins of the Known World

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

Special Currencies

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

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

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

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

Races, Heroes and Feats





Races of Mystara

Dwarves

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

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

Surface Dwarves and Clan Wyrwarf use the Hill Dwarf subrace.

Dwarven Resistance (replaces dwarven Resilience)

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

Elves

Elves in Mystara are greatly varied, being from two different origins. The Southern elves emigrated from Evergrun before the Great Rain of Fire. The shadow elves traveled underground to escape the disaster and settled in large caverns underneath the continent. Another group of elves, the Belcadiz came from another land far over the ocean. They are further broken down by where they settled.

There are no Drow in Mystara.

All Elves in Mystara lose the Trance ability.

Sylvan Elves

Located in Alfheim, Glantri and Karamaikos mainly, Sylvan elves are by far the most numerous. Sylvan elf males tend to grow long white beards late in life. They use the default Wood Elf Subrace.

Belcadiz Elves

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

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

Shadow Elves

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

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

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

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

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

Sea Elves

The Sea Elves are a tribe of elves native to the Minrothad Guilds. They are known for their uncanny sense of direction, ingrained from years at sea. They are an adventurous people, spending more of their time at sea than on land. There is some minor distrust among Sylvan elves for a resemblance to Shadow Elves, but the similarity is purely coincidental.

Ability Score Increase: Your intelligence score raises by 1.

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

Bonus Tool Proficiency: You are proficient with sailing vessels.

Bonus Feat: You gain the Keen Mind feat.

Vyalia Elves

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

Ability Score Increase: Your intelligence score

raises by 1.

Bonus Proficiency. You have proficiency with the Nature skill.

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

Hin

The hin of Mystara are a stout and proud race. They value freedom and family more than anything else. Located primarily in the Five Shires, with a large presence in Minrothad, the hin are on friendly terms most nations and races save Glantri. They do possess on occasion the ability to counter magic, based entirely on their relationship with the land of the Shires. Shires and Minrothad hin use the Stout subrace. Lightfoot halfings are not found in Mystara.

Gnomes

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

Hill Gnomes: Use Forest Gnome subrace

Sky Gnomes: Use Rock Gnome subrace

Half Races

In Mystara there are no half races. In the case of a mixed couple, the race of the child is the race of the same sex parent. Humans and demihumans can interbreed, as can humans and orcs. Some races need magical assistance to have children though, like humans and hin.

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

Human Ethnicities

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

Alphatians are found in the Empire of Alpathia. Extremely magical, their land is ruled by wizards. They have two distinct ethnic make ups, the commoners have coppery colored skin and hair ranging from red, and black. Noble Alphatians have black hair and blue toned skin. Native language is Alpathian

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

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

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

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

Flaemish were the original settlers of Glantri,



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

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

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

and pale skin. Their native language is Heldan.

Hinterlanders relish life, where they are fighting or carousing. Their lands are at war with the Thyatian Empire, though some of them have changed sides. Hinterlanders value individual achievement over all else.

Hinterlanders tend to be larger than others, with fair skin and hair that ranges from light to red. Native language is Thyatian.

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

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

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

Makistani are the largest ethnic group in Ylaruam. A deeply religious people, they are considered stern and unforgiving by other cultures. They were largely nomadic until recently, when they began to form cities. They hold honor above all, and have strict sex roles. Makistani have brown skin and black hair and tend to have a lot of hair. Their native language is Ylari.

Thothians come from the Isle of Dawn, unlike other people native to the island, Thothians have dark skin and hair. Though they share the

same language as the reclusive Nithians of Ylaruam, their culture is vastly different. Native language is Nithian.

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

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

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

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

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

Lupin



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

Stout and Rugged

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

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

Loyal to a Fault

Lupin packs are well known and welcomed in most nations of the Known World. They live off the land, trading for what they need with the furs and food they gather in their travels. While they are not allied with any nation, lupin will not think twice about protecting innocents under attack. The lupin packs are not associated with each other, but when they meet it is a time of celebration. Many betrothals are created this way to keep the pack's blood fresh.

There is no glory to be had alone cub, true glory comes from the pack. Together we hunt, together we prosper. All lupin know their roles, from the our swiftest scouts to our strongest warriors to our wiliest trackers. You cannot fault another for being bigger, nor can he fault you for being small of frame. Remember you can rely on his strength to aid you as much as he must rely on your speed to aid him. Differences are only weaknesses if you do not work towards the same goal. Together we are stronger than alone. That is the way of the lupin.

-Horr the Scarred, lupin Elder

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

Lone Wolves

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

Lupin Traits

Ability Score Increase. Your Constitution score increases by 2.

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

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

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

Speed: Your base speed is 30 feet.

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

Darkvision: Lupin can see in the dark 60'

Keen Senses: Lupin gain proficiency in the Perception skill.

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

Bull Lupin

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

Ability Score Increase. Your strength increases by 1.

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

Hound Lupin

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

Ability Score Increase. Your wisdom increases by 1.

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

Hunter Lupin

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

Ability Score Increase. Your Dexterity increases by 1.

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



Despite what you think I'm not a normally a burglar. But if you want me in on your little heist, I want double. Plus I get first pick of the loot and top billing on the wanted poster if the guard starts looking for us.

Neulla Marta- Acquisitions Specialist

Rakasta

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

Lithe and Agile

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

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

Fickle Creatures

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

Rakasta are known for their fine craftsmanship, when they are not at war they turn to making high quality works of art. Many merchants seek them out for trade, bringing weapons in exchange for valuable furs, jewelry and tapestries. Rakasta prefer to trade rather than steal, there is no honor for them in robbery.

Highly Adaptable

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

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

Highly Curious

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

Rakasta Abilities

Ability Score Increase. Your Dexterity score increases by 2.

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

Alignment: Most rakasta are neutral in alignment.

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

Speed. Your base speed is 35 feet.

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

Darkvision. Rakasta can see in the dark 90'

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

Catfall. Rakasta have resistance to falling damage.

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

Weapon Proficiency. Rakasta have proficiency in the Kasas, a form of short sword they wear as

claws. See weapons on page 86.

Greater Rakasta

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

Ability Score Increase. Your Strength increases by 1.

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

Wild Rakasta

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

Ability Score Increase. Your Constitution increases by 1.

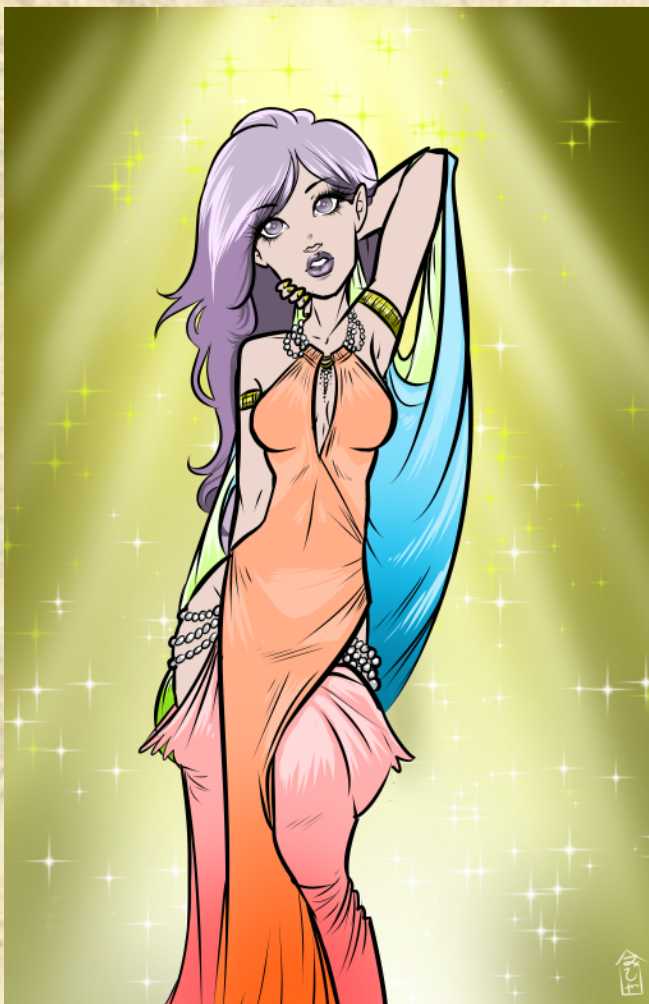
Pounce. When jumping you double the distance jumped. You have advantage on all tests when jumping over obstacles or seeing if you land on your feet.

Domestic Rakasta

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

Ability Score Increase. Your Charisma increases by 1.

Nine Lives. You have advantage on death saving throws.



Look at it! The light reflects off it so perfectly! Have you ever seen something so shiny? To think this was made by nature, no craftsman shaped it, no one designed it, it happened naturally. Just left alone in this cave undisturbed until the dragon made its lair right beside it. I call this for my first share of the treasure, this pebble.

-Aurora Stargrove, sidhe Bard

Sidhe

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

Ethereal and Timeless

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

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

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

Stranger in a Strange Land

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

To outsiders the sidhe seem overly generous but foolish. They don't understand the inhuman motivations of the sidhe. They are immortal, they have no need for riches or power. When they return to the Good Kingdom their stories are their currency. The fey memory is coin and excitement it's own reward.

Eldritch Origins

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

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

Exploring the new world

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

Sidhe Traits

Ability Score Increase. Your Charisma score increases by 2.

Age. Sidhe have no concept of age as they are effectively immortal, reincarnating back in their native land after death. The average sidhe

appears fully grown after 20 years.

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

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

Speed. Your base speed is 30 feet.

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

Forsaken by the Immortals. Due to a schism with the Immortals over the creation of the world, fey cannot beseech the Immortals for favors. Sidhe are prohibited from the cleric, druid, ranger and paladin classes.

Fey Magic. Starting at level 2 and every other level after that, you may select a spell from the Enchantment or Illusion schools. The spell level must be half the sidhe's level. you may cast that spell once without needing components. You regain the ability to cast the spell after a short rest.

Invisible to Mortals. The sidhe may become invisible exactly like the invisibility spell to living, non-fey creatures. The sidhe cannot use the ability again until they have had a short rest.

Water Breathing. The sidhe can breathe water as well as it can breathe air.

Iron Allergy. Sidhe cannot stand the touch of iron. Sidhe cannot cast spells while wearing or touching metal weapons or armor. Items with a +2 enchantment or better are not considered to be made of iron. The sidhe has damage vulnerability against iron weapons.

True Fey. The sidhe are immune to nonmagical diseases, can see other fey that are invisible and take damage from holy water as if they were undead. As they reincarnate into a new form, spells that raise them from the dead do not work unless cast within ten minutes of the sidhe's death.

Turtle



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

Slow and Ponderous

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

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

This is the life I tell you. No worries, no fretting. Just fishing all day and lounging around in the sun. This is how a turtle is meant to live, leave all the running around and worrying to the other races. Here we live in peace and harmony with all other things. Just fishing and sunning. That's the life. Of course if you feel obliged to take up arms and go live a short brutal life before some orc pries open your shell and eats you, that's up to you. I won't stop you, who know maybe the change of scenery might do you some good. They are looking up at that keep for somebody to clean out some caves of goblins. You grab a club and go head over there and sign up. Maybe you should do that, because if I catch you with my niece again, I'm gonna throw you in the ocean.

-Flash Yellowbeard, concerned uncle

Bound by Tradition

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

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

Coastal Creatures

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

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

Natural Born Guardian

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

Turtle Traits

Ability Score Increase. Your Strength score

increases by 2.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Tortles reach maturity around 5 years old. They are a short lived race, only reaching 50 years old on average.

Alignment. Almost all tortles are lawful in alignment.

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

Speed. Your base speed is 20 feet.

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

Natural Armor. Tortles have a hardened shell that gives them great protection and counts as armor for all purposes. The older the tortle the stronger its shell. You add your proficiency bonus to your armor class. You cannot wear other armor, as nothing fits over your shell.

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

Increased Lung Capacity. You can hold his breath for 2 hours.

Clumsy. You have disadvantage on Acrobatics tests.



Classes of Mystara

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

Class/Archetype	Regional Restrictions	Racial Restrictions
Barbarian/Berserker	Unknown outside of Northern Reaches	No hin
Barbarian/Totem Warrior	Unknown outside of Ethengar/Atruaghin	No hin
Bard/Any	No Restrictions	No Dwarves
Cleric/Any	Illegal in Glantri, Regional Archetypes available.	No sidhe. Regional Archetypes have their own restrictions.
Druid/Any	Illegal in Glantri, Regional	No sidhe
Fighter/Eldritch Knight	Glantri or Thyatian Human only if human	Elf or sidhe only otherwise
Monk/Open Hand or Shadow	Very rare outside Ochalea	Very rare outside humans.
Monk of the Open Fist	Very rare outside of Glantri	Human, elf or sidhe only
Paladin/Any	Illegal in Glantri, Regional Archetypes available	No sidhe
Ranger	Illegal in Glantri	No sidhe
Rogue/Arcane Trickster	Glantri or Thyatian Human only if human	Elf or sidhe only otherwise
Sorcerer/Draconic or Wild	Not available in Mystara	Not Available in Mystara
Sorcerer/Disciple of Radiance	Glantri or Shadow Elves only	Human or Elf only
Warlock/Any	Illegal in most nations	No dwarves or sidhe
Wizard/Any	No Restrictions, Regional Archetypes available	No dwarves

Any class or archetype not listed has no restrictions at all.

New Mystara Archetypes



Go around? Do you have any idea how much time we would lose going around the storm? I will not be beaten to market by some random Thyatian flea market reject because of a little rain. Fetch me my spell books, we will see about this so called storm.

-Emil Pavous, Minrothad Aurumancer

Aurumancer

Wizard Archetype

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

While other wizards consider the Aurumancer not true wizards, the Aurumancer comfort themselves with the finest luxuries money can buy.

Restrictions. Character must be native of Minrothad or Darokin

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

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

Bonus Spell. At 6th level you can cast the spell *Evaluate* at will.

Preferred Customer. At 10th level you get a 25% discount on all spell components and copying spells.

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

Dervish

Druid Archetype

Your mastery of the sands of Ylaruam give you powerful advantages in the deserts of your homeland.

The Dervish is found only in the desert sands of Ylaruam, though some maybe found to the West in Sind. The Dervish gives up many of his possessions for unparalleled movement and elemental control.

Restriction: Native of Ylaruam only.

Ylaruam Resilience. When you become a Dervish at second level you only need half as much water a day to survive, and gains advantage on extreme heat checks.

Path of the Desert. At second level you gain proficiency in unarmed attack and add your proficiency bonus to your armor class if not wearing armor.

Step Through Sand. At 6th level you may cast Misty Step a number of times up to your Wisdom bonus before needing a long or short rest. When using Step Through Sand you must be in desert terrain, and leaves any metal you were holding or wearing behind.

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

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



You can go that way if you wish ajaniib, I will not be held responsible for your passing, but I will offer a prayer in your memory. If you wish to pass through the great sands and live, I recommend you acquire the services of a Dervish. Only the hardest of Ylari can live in this blasted desert, only the Dervish thrive in it.

-Aljari Al-Kaz, Ylari porter



I understand your concern sir, and believe me it is quite and unusual request. However I might that there is a lot of money riding on this trade deal so I suggest you take it to avoid losing face or status in the guild. You will provide Mr. Oktarki here the grain and clothing requested, in exchange you will receive the agreed upon amount, as well as a bonus of four horses and the betrothal of his middle daughter. I suggest you take his generous offer, sir.

Corwin Beltiar, Darokin Diplomatic Corps

Diplomat

Rogue Archetype

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

Restriction: Native of Darokin only.

Diplomatic Training.

At 3rd level you can use Insight, Perception or Investigation as a bonus action to gain cursory knowledge about a person they are talking to. This includes their mood, any insignias they are wearing, or a resemblance to another person present. The more obscure the detail the more difficult the test.

Lingua Franca.

At 9th level you learn two additional languages, and learning new languages only takes 100 days of downtime instead of 250.

Eidetic Mind.

At 13th level you gain the Keen Mind and Observant Feats

Master Negotiator.

At 17th level you gain advantage on Deception or Persuasion tests.





Power? You call that power? I am no mere mage! You learn your spells through rote memorization and study, they came naturally to me! I command magic like no other! You struggle with your words while with a wave of my hand I command the air to burn or your lungs to become ash. Speak no more to me of gaining power old man. I am power.

Seamus McClantyre, Disciple of the Radiance

Disciple of the Radiance

Sorcerer Archetype

In the magic steeped land of Glantri and in the subterranean hall of the Shadow Elves lies a strange power called the Radiance. The elves believe it a gift from the Immortals, while the atheist wizards of Glantri view it as just another tool. What is known is that exposure to it over the years has caused a new breed of mage to appear, one that can create spells without memorizing them and can alter magic at will.

Restrictions. Radiance Adept is restricted to natives of Glantri and Shadow Elves.

Arcane Vision.

At 1st level you have begun to understand the ways of magic and can see its effect. You can cast Detect Magic at will.

Control Flow.

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

Control Flux.

At 14th level you can subtly control the flow of magic, optimize the damage yield as the spell is released. When you roll for damage on a spell you can reroll the dice one.

Control Fate.

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



Forester

Ranger Archetype

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

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

Phantom Warriors.

You double your proficiency bonus when making Stealth tests inside a forest.

Eldritch Magics.

At 7th level you can use wizard spells from the school of illusion as Ranger spells.

Treewalker.

At 11th level while inside a forest you can move across the tree tops and branches as if it were normal terrain.

Seven League Striders.

At 15th level you can teleport from from location to any part in the forest. This is treated as a Tree Stride spell, except the range is increased to any location inside the forest. You must take a long rest before using this feature again.

Orcs. A full raiding party at least four dozen judging by the tracks. Look to be heading to Karameikos from the way they are heading. Go on ahead and warn the others, we will need reinforcements for this. Tell everyone the ambush is at the Crooked Tree Crossroads in two hours. You know your place and you know your position. Don't start firing until I do, and no flashy magic to give away your location. We can't risk them crossing the border and this become an bigger problem.

Septimus Altari, Thyatian Forester



Save your bluster for someone who cares burgomaster. Either oppose me or surrender, I am not here to entertain idle threats. You have neither the will nor the strength to oppose me and deception will avail you not. Vanya requires only victory, your survival is not her concern.

Gunter Wulfson, Heldannic Knight

Heldannic Knight

Paladin Archetype

The sworn religious order of the Immortal Vanya, the Heldannic Knights are known for their prowess at arms and their extreme militancy. The Knights are at constant war, whether with the humanoid that plague the north lands, the Ethengar nomads or even their fellow north landers, it is the will of Vanya her knights seek out conflict.

Restrictions: Must be human of Heldannic descent and worship Vanya.

Tenets of Vanya.

Heldannic Knights crave battle in the name of their patron Immortal. They never show fear or accept less than total surrender. They are a highly structured order, each Knight knows his

place.

Victory. Do not stop until you are victorious or dead.

Loyalty. Never betray those that fight alongside you.

Prowess. War is life, be prepared at all times.

Stoicism. Do not let others know of your troubles.

Channel Divinity

When you take this oath at 3rd level, you gain the following to Channel Divinity options.

Will of Vanya. As an action you can invoke the name of Vanya to remove Frightened conditions from all allies in 30'.

Aegis of Victory. As a bonus action you can challenge a foe withing 60', using your Channel Divinity. For 1 minute your foe's attacks against you have Disadvantage.

Aura of Victory

When you reach 7th level if at any time you are at a quarter of your hit points or below, you have advantage on all your attacks.

Blessed of Vanya

At 15th level Vanya charges you with leading her followers into battle and to greatness. You are always under the effect of a crusader's mantle spell.

Eternal Champion

At 20th level even death will not stop you from fulfilling your vows. When you reach 0 hit points in combat, you are immediately healed to full hit points similar to a true resurrection spell. You must wait seven days before you can use this ability again.

Heldannic Knight Spells

Level	Spells
3rd	<i>Command, Compelled Duel</i>
5th	<i>Branding Smite, Magic Weapon</i>
9th	<i>Blinding Smite, Elemental Weapon</i>
13th	<i>Death Ward, Staggering Smite</i>
17th	<i>Destructive Smite, Banishing Smite</i>



It's good to the raspberries are coming in good this year! Bodes well for the Brandypot's ales. So how is the missus? Got another one on the way? That's fantastic, what's that, number eight now? Mother was worried you that were going to have a small family, just getting started late that's all.

Wait you smell that? Let me cast a spell real quick. As I suspected, gnolls over in the rolling hills. Sigh, fetch me my hand axe, the one that catches on fire by itself, yes that one. Keep the food warm for me, I don't want to miss supper.

Rose Cobblecreek, Hin Master

Hin Master

Cleric Archetype

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

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

Restriction. Cleric must be a hin from the Five Shires. You only recover spells of a level equal or less than half your Wisdom bonus outside the Shires.

Level	Hin Master Domain Spell
1st	<i>Locate Animals or Plants</i>
3rd	<i>Create Food and Water</i>
5th	<i>Commune with Nature</i>
7th	<i>Divine Word</i>
9th	<i>Mass Heal</i>

Master Sight.

At 2nd level you gain darkvision with a range equal to your level x10'

Extra Skill Proficiencies.

At 2nd level you gain proficiency in Nature and Medicine skills.

Enhanced Denial.

At 6th the you gain the denial feat (see page 52 of this handbook), and adds double your proficiency when using it.

High Master.

At 8th level you gain gain Evasion and can now regain spells normally outside the Shires.

Timeless Body.

At 17th level you only ages one year for every ten that pass.



Horse Warrior

Fighter Archetype

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

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

Born in the Saddle.

At 3rd level you gain the Mounted Combatant feat.

No Horse, No Man.

At 7th level you gain advantage on all Animal Handling and Survival Tests.

Steady Mount.

At 10th level you gain advantage with all attacks with a short bow while mounted.

Combat Rider.

At 15th level while you are mounted he gains +4AC.

Flurry of Death.

At 18th level you may split your attacks and your move up while mounted any number of times. You have 3 attacks at this level, you may ride 20', shoot with his bow, ride another 20' and shoot again, then finish your movement use bonus action to switch to his sword and attack a third foe.

Concentrate on your attack, for the Heldann, Glantrian and orc will not hesitate to kill you.

You must strike quickly then fade. Do not present your self as a target, pepper them with arrows and only then, when they are exhausted beyond all measure, only then do you close in and kill. Fight as if you and your horse are one.

Damotai, Ethengar Horse Warrior



You wish to threaten me mage? I am no mere peasant cowed by your feeble parlor trick. I am a servant of Kagyar the Stone Lord. The very creator of the dwarven race. He knew of your trickery and your spells and prepared his sons well. Cast your magics wizard. Cast them and die.

Rolf Dargez, Cleric of Kagyar

Kagyar Domain

Cleric Archetype

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

unprecedented.

Restriction: Only dwarves may take this archetype.

Level Kagyar Domain Spell

1st *Thunderous Smite*

3rd *Stone Skin*

5th *Stone Shape*

7th *Earthquake*

9th *Imprisonment*

Gift of Kagyar

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

Arms of Kagyar

At 2nd level you gain proficiency in Heavy Armor.

Aegis of Kagyar

At 6th level you gain advantage to saving throws made against magic.

Blessing of Kagyar

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

Champion of Kagyar

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



You think you can take this village gnoll? I will warn you that I alone stand vigil and will I draw breath not one of you will step foot inside. I possess the strength of Halav, the wisdom of Petra and endurance of Zirchev. All you have a paltry few dozen minions. Enough banter, lay on if you dare.

Aliana Illescu, Order of the Griffon

Order of the Griffon

Paladin Archetype

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

Restrictions. Character follow the Church of Karamaikos.

Tenets of the Griffon.

The Order of the Griffon are the sworn protectors of the Grand Duchy of Karamaikos, pledging their lives to defend their country. They are beloved in their homeland, emphasizing equality of all the people before

the eyes of the Immortals.

Selflessness. Protect the weak

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

Charity. Help the less fortunate with deeds

Succor. Heal the sick, and break foul magics.

Channel Divinity

When you take this oath at 3rd level, you gain the following to Channel Divinity options.

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

Fury of Halav. At 3rd level as an action you can use your holy symbol to call on your order's ancient enmity evil humanoids to send them fleeing from your sight. The paladin spends a Divine Channel use to turn evil humanoids. All the normal rules for turning applies.

Aura of Sanctity.

Starting at 7th level, you and friendly creatures within 10ft of you cannot be attacked by non-magical animals in Karamaikos, at 18th level this aura extends to 30ft.

Zirchev's Blessing.

At 15th level you have advantage on all saving throws.

Paragon of Traldar.

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

Level Order of the Griffon Spells

3rd *Compelled Duel, Goodberry*

5th *Lesser Restoration, Aid*

9th *Create Food and Water,*

13th *Locate Creature, Death Ward*

17th *Circle of Power, Greater*



There she is, 80 degrees of port. Lower the sails, hoist the Roger and more speed! She'll not escape us today, I want marines on deck and prepare boarders. A double share to the first sailor to set boots upon her! Mages and archers aloft, make sure the wind is ours. Tonight we shall adorn ourselves with the trappings of the Empress of Alphatia herself! Minroth, I love this job!

-Aleera Vass, Minrothad Privateer

Privateer

Fighter Archetype

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

Restrictions. Must be native of Minrothad Guilds

Sea Legs.

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

Boarders Away.

At 7th level if wearing light or no armor, while on board a ship you gain +2AC.

Steady As She Goes.

At 10th level if you are in command of a ship, all attack rolls using your ship's artillery have advantage. You need not be the one firing the artillery to gain this bonus.

Master Navigator.

At 15th level while you are in command of a ship, all Navigation, and Vehicle (water) tests on your ship have advantage.

Dread Pirate.

At 18th level all your attacks against a rival ship's captain have advantage.



You like it? It's a Belcadiz vintage, quite rare. I picked it up on a trade mission there during my stint in Darokin. Darokin? No I'm actually from Kerandas, the Emperor wanted me to negotiate trade pacts with those plutocrats. You would have been ashamed, their clothes were so last season. I see you are enjoying your wine. Darokin may have money but they have no taste for fashion. I see your robe is now on the floor.

Well in the name of international relations I accept your offer. On second thought that is your husband coming home early, instead I shall take my leave, through your window.

Agrippa Centauri, Thyatian Rake

Rake

Rogue Archetype

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

Courtly Indiscretion

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

Bonus Proficiency

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

Fighting Style

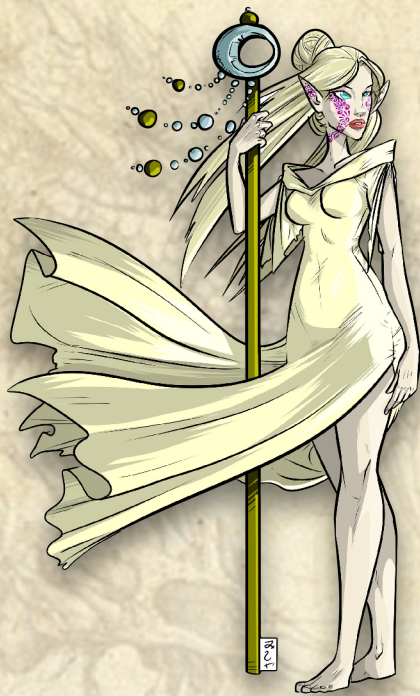
At 9th level you gain either the dueling or two weapon fighting style.

Extra Panache

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

Social Butterfly

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



We offer praise to the wise Rafiel, for without him we would be lost. We wait for him to give us the sign to return to the surface, to take what is ours and so bask in the glow of the sun once again. We offer ourselves as his vessel as he has chosen us to be his faithful. Though the Soul Stones are race grows strong, and soon we shall return to take our place among the nations above.

Taljaria, Life Shaman

Shadow Elf Shaman

Cleric Archetype

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

Restriction. Shadow elf only.

Level Shaman Domain Spells

1st *Guiding Bolt*

3rd *Speak With Dead*

5th *Commune*

7th *Resurrection*

9th *True Resurrection*

Marked Shaman.

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

Soul Stone Channelling.

At 2nd level you need a soulstone worth 100gp x spell level to cast a spell of that level. This counts as your divine focus. If lost or destroyed you cannot cast spells of that level.

Death Shaman.

At 6th level you gain the duties to take the dead and the dying away from the city. You gain advantage on Survival tests in an underground area.

Life Shaman.

At 8th level you gain the duties to care for the sick and injured. When you cast a healing spell, you may reroll any dice once and take the higher of the two rolls.

Colorless Shaman.

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



Wear this marking with pride young brave. For you are the chosen of our people. You will show courage! You will show ferocity! You will be victorious! The spirits of our tribe ride to war with you, let them guide you to your destiny. Trust the spirits, trust mighty Atruaghin, for he has never led us astray.

Tomas Fastclaw, Bear Shaman

Shamani

Cleric Archetype

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

Level *Shamani Domain Spell*

1st *Animal Friendship*

3rd *Conjure Animals*

5th *Commune With Nature*

7th *Regenerate*

9th *Wrath of Atruaghin*

Restriction. Atruaghin Clan only. Shamani cannot use Channel Divinity or archetype abilities wearing metal armor. Shamani cannot harm animals that are sacred to his tribe.

Sense Illness.

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

Nature's Touch.

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

Nature's Ally.

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

Spirit Ritual.

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

Spirit Master.

At 17th All rituals take half the time needed.



No now is not the time for war. Horse has told me of a harsh winter coming. He strong and he is fast, if he fears the coming snows then we must prepare for them and not waste energy on a war we cannot finish. In the Spring when the snows are melted, then Horse says we go to war. But first we must survive Winter.

Uktai the Swift, Spirit Shaman

Spirit Shaman

Druid Archetype

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

Spirit Guide.

At 2nd level the shaman picks a spirit guide, or the more precisely the spirit guide picks him. The Spirit Shaman chooses a guide from the list below, then raises the corresponding attribute

by 1. The spirit shaman can talk to the animals of his spirit guide's type at will.

(equivalents in parenthesis)

Strength. Horse (Draft), Eagle, Yak (Rhinceros)

Intelligence. (Hawk, Wolf, Snake (Constrictor)

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

Dexterity. Tiger, Cat, Monkey (Baboon)

Constitution. Camel, Goat, Bear (Black)

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

Invoke Spirit.

At 2nd level you tap into the teachings of your spirit animal. You lose the ability to shape change but can spend your wild shape as a bonus action to gain advantage on any test associated with your animal's attribute .

Rebuke the Spirits.

At 6th level the Spirit Shaman can force out unnatural creatures. The shaman can turn fiend, celestial and fey creatures as if he were a cleric of the same level. The shaman uses his wild shape uses to activate this ability. The Spirit Shaman can tell if creatures are fey, fiend or celestial as well just by looking at them.

Become the Guide.

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

Travel the Spirit Realms.

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



Kara-kara this close to Ierendi? Those inbred savages must be getting desperate to try and attack our ship. Let's give those waterlogged orcs a reminder on why no one attacks us. Master of the Marines, tell the Toa to start the Haka. Show those swine men the true meaning of savagery.

-Thana Koori, Ierendi Captain

Makai Toa

Fighter Archetype

Most Makai of the Ierendi island are content leading pastoral lives without worry or conflict on their native islands. A handful however long of the old days when the Makai were known for their warrior savagery. These heavily tattooed warriors, called Toa, embrace the ancient

fighting styles of their ancestors. The Toa are not mindless berserkers fuelled by rage, their prowess comes from ritual and training. Found most commonly among the marines of Ierendi ships, the Toa are terrifying foes in close quarters.

Haka.

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

Tribal Savagery.

At 7th level under the effects of the Haka the Toa now scores a critical hit on a roll of 18, 19 or 20.

Ta Moko.

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

Storm of Blows.

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

Skullcrusher.

At 18th level the Toa now does triple damage on critical hits.



Treekeeper

Wizard Archetype

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

Treewalker.

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

Magic of the Canolbarth.

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

Wise in the Old Ways:

At 6th level the Treekeeper gains advantage on all Animal Handling, Nature and Medicine tests.

Protector of the Woods:

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

One with Nature:

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

Friend squirrel please tell Maple Bark if she could move so we may plant a new Sentinel Tree? I know she is stubborn but that is the best place for the tree. Treants can move where they like, we can only build our fortresses where needed. Of course she will be cross, but tell her you are just my messenger. She can talk to me directly if she would like. Now go, I have to memorize my spells of the day.

Brightleaf, Treekeeper of Alfheim

Mixed Blood

You were born of two races, a rarity in Mystara. Though you only have the features of one of your parents, you have a bond with both of your cultures. You are accepted as the heritage of your appearance, but you surprise people with your knowledge of your other parentage.

Choose races for your heritage, human and elf are the most common but other combinations are not unheard of, with the help of magic even human and hin have happened. You have all the traits of one parent, you are considered their race for all purposes. You have some of the behavior traits of the other parent, a hin's hunger, an elf's patience or a dwarf's gruffness.

Skill Proficiencies: History, Insight

Language: Your other parent's language

Equipment: A piece of jewelry (a heirloom from your parents), 2 books about your races, set of common clothes, 5 sheets of paper, pen, ink.

Feature: Best of Both Worlds

As a half-breed you are afforded a bit more trust than people outside your race. While you might not be trusted completely by strangers, you are given the benefit of the doubt by members of both your races. A dwarven tavern might make your friends wait outside while you are permitted entrance, or you can enter a grove sacred to elves for a ritual because of your heritage.

Suggested Characteristics

Half breeds are caught between two worlds. Though they completely pass as one race, they will frequently carry mementos of their other race. Their flaws might be a preference of one race over another, or a denial of their hidden heritage all together.

d8 Personality Trait

- 1 I switch between my racial languages on accident when talking to friends.
- 2 I am obsessed with trivia about my hidden heritage.
- 3 I try not to mention the fact I am mixed race.
- 4 I dress like the members of my other race.
- 5 I go out of my way to make friends with people of my other race.
- 6 I cannot stand prejudice of any sort.
- 7 I can't stand it when people assume I know everything about both my cultures.
- 8 I want to see the lands of my parents.

d6 Ideals

- 1 **Curiosity:** The world is meant to be explored. (Chaotic)
- 2 **Harmony:** We must all live together as one people to thrive. (Good)
- 3 **Revenge:** I was never given my due for my heritage, now I will take it. (Evil)
- 4 **Isolation:** I never fit in either culture, I just want to be left alone. (Any)
- 5 **Friendship:** No reason you can't be a cheerful sort, after all, that's how your parents met! (Good)
- 6 **Bitter:** You never knew one parent, leaving you alone in a world that you didn't belong. (Evil)

d6 Bond

- 1 My friends are my family now.
- 2 I was accepted openly by my village, I will never forget that.
- 3 I was considered exotic, but there was one that liked me for who I was.
- 4 I never knew one parent, the one that raised me is my life.
- 5 Though we didn't share the same parents, it didn't matter to
- 6 I promised by family I would do them proud.

d6 Flaw

- 1 I hate one of my races.
- 2 My openness gets me into trouble.
- 3 I tend to become obsessed with relics of my ancestors.
- 4 I don't want people to know about my mixed blood.
- 5 I trust members of my secret race too easily.
- 6 I tend to be quite indecisive.

Slave

You were owned by another sentient being. Either in a land where slavery is allowed like Thyatis or Alphatia, or kidnapped by a criminal organization like the Iron Ring, or taken by humanoids, you only recently regained your freedom.

Choose who was your master, either a noble from a nation where slavery is allowed, a crime boss or a tribe of humanoids that held you prisoner. They may have been kind, but more than likely they were brutal. You know you will never give up your freedom again however. You are free now, and that is never going to change.

Skill Proficiencies: Deception and Survival

Tool Proficiencies: One type of Artisan's tools

Language: The language of your master.

Equipment: One set of poor clothes, broken manacles, a small personal heirloom blanket, sack, small pouch containing 10sp

Feature: Not a Number

As a slave you performed what ever task your master demanded of you. Now that you are free you have let it be known that you will not be controlled again. Because of your history there are quite a few that give you a lot of leeway. Thieves will not attempt to cross an escaped pit fighter, and many temples offer aid to those that have suffered such as yourself. You may not want their aid, but it yours for the asking.

Suggested Characteristics

Slaves tend to be either withdrawn or resentful of their past. Perhaps your master still lives and wants you returned. How you respond is up to you. Do you fight or do you flee? Does the sight of others in chains raise your ire?

D8 Personality Trait

- 1 I wake up in the middle of the night from bad dreams.
- 2 The sound of a whip makes me flinch.
- 3 My master was kind, but I will never admit that.
- 4 If I'm not told what to do I don't know how to act.
- 5 I don't like taking orders.
- 6 I hoard little things so they can't be taken from me.
- 7 If struck I fight back with all my might.
- 8 I don't like to be touched.

d6 Ideals

- 1 **Abolition.** I will free all that I find being held unjustly. (Good)
- 2 **Revenge.** Those that wronged me will pay in kind. (Evil)
- 3 **Liberty.** Now that I am free, I will live my life as I see fit. (Chaotic)
- 4 **Conformity.** I need someone giving me orders to motivate me. (Lawful)
- 5 **Forgiveness.** You will not let those who wronged you control
- 6 **Hedonism:** You were denied your wishes when you were in bondage, now you will live it up. (Chaotic)

d6 Bond

- 1 I owe my life to the person that liberated me.
- 2 My brothers that toiled alongside me get my undying loyalty.
- 3 There was a slave that taught me to read, I swear I will them and free them.
- 4 My master one day free me without explanation. I will never forget that.
- 5 I swore my devotion to the noble that saw my master brought to justice.
- 6 The only thing of value is the heirloom my mother left me, it never leaves my side.

d6 Flaw

- 1 Any attempt to hold me down will be met with force.
- 2 I am paranoid my former master is still after me.
- 3 I hate the people of my master's race.
- 4 I rarely get a good night's sleep.
- 5 My temper gets the best of my when I'm forced to do
- 6 I left behind people I could have saved when I escaped



Weapon Master (Skilled)

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

You have begun to train past the normal skill of most warriors. Select one of the following benefits, you may take this feat multiple times, each time choosing a different benefit:

- 1 Handed/Simple: Increase damage die to next level. (d4 becomes d6, d6 becomes d8)
- 2 Handed/Simple: Extra die of damage.
- Ranged/Simple: Can attack within 5' without penalty
- 1 Handed/Martial: Increase damage die to next level. (Includes Versatile)
- 2 Handed/Martial: Extra Die of Damage.
- Ranged/Martial: Increase damage die to next level.
- Net: Counts as shield if wielded in off hand.

Weapon Master (Expert)

Requirements: Level 8, Skilled level

You are recognized as a a deadly wielder of your favorite weapons. Select a weapon type that you have have already applied the Skilled level to:

- 1 Handed/Simple: If enemy is surprised or on a critical hit, ignore all damage resistance.
- 2 Handed/Simple: Increase damage die to next level.
- Ranged/Simple: Increase both ranges 50%
- 1 Handed/Martial: Extra die of damage.
- 2 Handed/Martial: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be knocked prone, enemies two sizes larger than character are immune.
- Ranged/Martial: Increase both ranges 50%
- Net: DC to escape net increases to 15.

Feats

Denial

Prerequisites: Hin only, 4th level.

You have a limited form of magic resistance tied to your homeland:

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

Weapon Master (Master)

Requirements: Level 12, Expert level

You are a full fledged weapon master, few who know your reputation dare to approach. Select a weapon type that you have already applied the Expert level to:

- 1 Handed/Simple: Extra die of damage.
- 2 Handed/Simple: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be stunned for one round.
- Ranged/Simple: Increase damage die to next level.
- 1 Handed/Martial: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus or be stunned for one round.
- 2 Handed/Martial: Extra die of damage.
- Ranged/Martial: Extra die of damage.
- Net: Any trying to escape has disadvantage

Weapon Master (Grand Master)

Requirements: Level 16, Mastery level

Now with unsurpassed levels of combat training, you can perform feats of carnage.

Select a weapon type that you have already applied the Mastery level to:

- 1 Handed/Simple: On a critical hit enemy must make a Strength save vs DC8 + Proficiency Bonus + Strength Bonus (or Dexterity for Finesse weapons) or be stunned. for one round.
- 2 Handed/Simple: Extra die of damage.
- Ranged/Simple: Extra die of damage.
- 1 Handed/Martial: Extra die of damage
- 2 Handed/Martial: Critical hits deal maximum damage and ignore damage resistance.
- Ranged/Martial: On a critical hit apply weapon damage to another enemy within 5' of original target.



Immortals and Priests



Immortals of Mystara

Mystara does not have actual gods like other settings, clerics venerate the Immortals instead. Immortals were once great adventurers that have epic quests and petitioning to past Immortals transcended their mortal form to take their place forever in the Outer Planes.

Each Immortal serves one of the five Spheres of Power, each Sphere represents one of the distinct components of the Multiverse. Clerics of Mystara can venerate a specific Immortal, and entire pantheon or just a Sphere of Power.

The Immortals hold each other in balance, none may actively interfere with the world without rebuke from others. Instead the Immortals secretly take mortal guise to walk the world unnoticed. While their power is greatly reduced when they do this, they are still creatures of immense power in their guise.

The primary role of the Immortals is to keep balance among the Spheres. Each Sphere must be kept in harmony with the others for the Multiverse to continue. An imbalance between the Spheres can have catastrophic results. The Sphere of Entropy stands apart from the others, trying to cause the end of the Multiverse to they can recreate the next world in their image.

The other purpose for Immortals is to sponsor mortals that wish to join them. It is not a easy task, for more perish than ever succeed. One cannot become an Immortal without the help of a sponsor, and there is no guarantee a mortal will ever gain a sponsor. Once a mortal has obtained a sponsor they must partake of a task to prove the mortal is indeed worthy.

The path of the Dynast is one of time. The hero must prove themselves worthy by building a dynasty worthy of an Immortal. This task requires the hero to establish a long lasting rule by the hero and descendants. The hero must populate the realm with sufficient people and build a capitol for the new realm.

The other challenge of the Dynast is they must travel in time to help their descendants retain the realm built by the hero. The hero must quest for an artifact to accomplish this, then they are worthy of immortality.

The Epic Hero must under go a series of quests, first to find a powerful artifact of Thought. Then to destroy an artifact of Entropy. Then the Epic Hero must create a great weapon, train a worthy successor and finally complete an epic quest taking no less than five years to accomplish.

The Paragon is a test of creation and conquest. The hero must find an artifact of Thought, then create an entirely unique magical item that requires at least one impossible component. Once those are finished the Paragon must train no fewer than half a dozen apprentices and see them rise in power. Finally the Paragon must challenge and defeat all wizards with 1,000 miles before they are eligible.

The Polymath demands its candidate partake a quest for an artifact that will force the hero to quest for it several times. Each time the hero attains the artifact the artifact resets the hero back to 1st level of a different class with no memories of the past lives. The hero must then find the artifact again with a party with at least four different classes, until the fourth time when all memories and levels are returned. Then the candidate must build an monument of their achievement.

Immortal	Influence	Sphere	Domain	Major Followings
Al-Khalim	Ylaruam	Energy/ Thought	War/ Knowledge	Ylaruam, Ierendi
Ahmanni	Turtle Clan	Time	Shamani	Atruaghin
Alphaks	Chaos	Entropy	Death	Alphatia, Thyatis
Atruaghin	Atruaghin	Matter	Shamani	Atruaghin
Atzanteotl	Sacrifice	Entropy	Death	Atruaghin, Tiger Clan Only
Asterius	Merchants	Thought	Knowledge	Thyatis, Darokin
Augrism	Excellence	Matter	Knowledge	Minrothad Dwarves
Cretia	Wind	Thought	Trickery	Ethengar
Dainrouw	Wood Elves	Time	Nature	Minrothad (Wood Elves)
Danel Tigerstripes	Tiger Clan	Entropy	Shamani	Atruaghin, Tiger Clan Only
Diamond	Lawful	Matter	Life	Lawful Dragons
Diulanna	Victory	Energy	War	Thyatis
Eiryndul	Alphatia Elves	Time	Nature	Alphatia
Elendaen	Sea Elves	Time	Tempest	Minrothad (Sea Elves)
Frey and Freya	Family	Matter	Life	Vestland, Ostland, Soderfjord
Garal	Gnomes	Matter	Trickery	Gnomes
Halav	War	Matter	War	Karameikos, Thyatis
Hattani	Bear Clan	Matter	Shamani	Atruaghin, Bear Clan
Hel	Death	Entropy	Death	Soderfjord
High Heroes	Hin Pantheon	Matter	Hin Master	Five Shires
Ilsundal	Elves	Thought	Uses Druid class	Elves Everywhere
Kagyar	Dwarves	Matter	Kagyar Archetype	Rockhome, Thyatis
Khoronus	History	Time	Knowledge	Darokin

Korotiku the	Trickery	Thought	Trickery	Thyatis, Pearl
Koryis	Peace	Time	Life	Thyatis, Alphatia
Loki	Mischief	Thought	Trickery	Vestland
Maeliden	Tree of Life	Time	Life	Alfheim
Mahmatti	Elf Clan	Energy	Shamani	Atruaghin
Minroth	Minrothad	Time	Life	Minrothad Guilds
Odin	Wisdom	Thought	Knowledge	Northern
Opal	Neutral Dragons	Time	Knowledge	Neutral Dragons
Ordana	Forests	Thought	Nature	Minrothad Guilds
Pearl	Chaotic Dragons	Energy	Tempest	Chaotic Dragons
People's Temple	Philosophy	Thought	Life	Ierendi
Petra	Healing	Time	Life	Karameikos, Thyatis
Protius, Old Man	Ocean	Time	Tempest	Thyatis
Rad	Radiance	Energy	Tempest	Glantri
Rafiel	Shadow Elves	Energy	Shadow Elf	City of Stars,
Rathanos	Fire	Energy	Tempest	Alphatia
Tahkati	Horse Clan	Thought	Shamani	Atruaghin
Tarastia	Justice	Matter	War	Thyatis
Thanatos	Evil	Entropy	Death	Nowhere
Thor	Thunder	Energy	Tempest	Northern Reaches, Thyatis
Tubak	Law	Thought	Light	Ethengar
Valeris	Love	Thought	Trickery	Thyatis
Vanya	War	Matter	War	Thyatis
Yamuga	Yurts	Matter	Life	Ethengar
Zirchev	Forest Folk	Thought	Knowledge	Karameikos,



Can you feel it? Chaos and change all around you. That is energy: motion, progress and power. If you want power, that is energy in all its forms. Through energy lies immortality, for being immortal is the greatest change of all.

Vandovar Allenas, Priest of Alpathia

Energy

Cleric Domain

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

Level Energy Domain Spells

1st *Continual Flame*

3rd *Fireball*

5th *Flamestrike*

7th *Reverse Gravity*

9th *Storm of Vengeance*

Reduced Rest

At 1st level you finish a long rest in 4 hours.

Bonus Cantrip

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

Alter Energy

Starting at 2nd level you can spend use Channel Divinity to change the energy type of a spell. When you cast a spell you invoke your devotion to the Immortals of Energy. If the spell has an energy damage type you can alter it to another type. The damage types that can be changed from or to are Cold, Fire, Lightning, and Thunder.

Energy Bleed

At 6th level the power you channel from the Sphere of Energy begins to overpower your spells. When you cast a damaging spell, you add 1 point of damage to each die you roll. A spell doing 5d6 damage would do an addition 5 points of damage.

Divine Strike

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

Overpowered

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



Life is pain, this is not to be disputed, as you live you will suffer. Every one suffers. People grow old and die, nations fall, races go extinct. But what if we could start anew? That is the promise of Entropy. This world is flawed, the Immortals that shaped it ruined it. We can be rid of them, we can be rid of everything. Watch the world burn, and build a perfect one from its ashes.

Sonya the One Eyed, Cleric of Hel

Entropy

Cleric Domain

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

Level Entropy Domain Spells

1st *Inflict Wounds*

3rd *Bestow Curse*

5th *Contagion*

7th *Finger of Death*

9th *Power Word Kill*

Bonus Proficiency

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

Disciple of Decay

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

Minor Hex

At 2nd level you can use your Channel Divinity to make others more susceptible to magic. As an action you present your holy symbol and select a target to be hexed. For 10 minutes the target has disadvantage on saving throws, this effect immediately ends if you use the ability again during the duration. A bless or remove curse spell ends this effect immediately.

Dissipate Energy

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

Divine Strike

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

Reduce Probability

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



For anything to persevere it must stand on its own. Change for its own sake is doomed to fail, life must have purpose. That is the reason for Matter. If everything has a place, everything knows its role. There is no more suffering, there is no more struggle, every one will do what is expected of them and as a whole our people will prosper.

Grund Rockroar, Minister of Minrithism

Matter

Cleric Domain

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

Level	Matter Domain Spells
1st	<i>Enlarge/Reduce</i>
3rd	<i>Stone Shape</i>
5th	<i>Stone Wall</i>
7th	<i>Earthquake</i>
9th	<i>Meteor Swarm</i>

Bonus Proficiency

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

Endurance

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

Steady as a Rock

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

Divine Strike

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

Implacable Defense

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



Level Thought Domain Spells

1st Detect Magic

3rd Clairvoyance

5th Dream

7th Mirage Arcane

9th Foresight

Bonus Proficiency

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

Bonus Cantrip

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

Deep Thinker

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

Divine Strike

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

Savant

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

Before it can be done it must be conceived.

Without Thought there is nothing, matter cannot be constructed, time cannot be measured, energy cannot be utilized. When you walk the path of Thought you show yourself to be the true visionary. Thought grows on its own, you just provide the spark. Your ideas will craft this world, your philosophies will spark debate and discussion and create more thoughts to be considered. Thought cannot be stopped as long as someone wonders why?

Petrov Romanov, disciple of Zirchov

Thought

Cleric Domain

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



Everything has its place, a time for its creation and a time for its end. If nothing is created and if nothing ends, the world will stagnate. Time is the judge of all things. Because of Time as things end new things are created to replace them, the cycle of life continues. There is no end to time, there is only the next moment.

Galtar von Breck, High Priest of Vanya

Time

Cleric Domain

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

Level Time Domain Spells

1st *Expeditious Retreat*

3rd *Haste*

5th *Legend Lore*

7th *Teleport*

9th *Time Stop*

Bonus Skill

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

Sense Time

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

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Divine Strike

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

Improved Reaction

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



Spells and Runes

Secret Magical Crafts of Glantri



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

Requirements:

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

Time and cost to learn each Circle:

First Circle: 7,000 gp/14 days

Second Circle: 28,000 gp/28 days

Third Circle: 63,000 gp/42 days

Fourth Circle: 112,000 gp/56 days

Fifth Circle: 175,000 gp/70 days

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

Critical Failure

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

Alchemy

1st Circle of Alchemy

Requirements: 4th level, Wizard or Sorcerer

- **Find Components:** You may make a DC10 Arcana check to know the required ingredients to replicate a potion. This destroys the potion in the process.
- **Alchemical Preparation:** You may create any common availability potion as a balm. This requires a DC15 Arcana test and 1 hour of work. The balm is good for 1d4 days afterwards it separates and is useless. If the the Arcana test is failed the ingredients are lost and the you will need to more ingredients to try again.

2nd Circle of Alchemy

Requirements: 8th level, 1st Circle of Alchemy

- **Find Magical Components:** You can identify magical potions on a DC15 Arcana test. In addition you can take a bonus action to identify the damage type of any magic item on a DC15 Perception test.
- **Magical Preparation:** You can now create any potion up to uncommon availability. These are created at half the time and speed it would take to make the potion normally, but only lasts 1d4 after it is created.

3rd Circle of Alchemy

Requirements: 2nd Circle of Alchemy, Level 12

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

Critical Failure: The transformation fails and everyone within 20' takes 1d6 points of damage

per pound of material being transmuted. The lab is automatically destroyed.

4th Circle of Alchemy

Requirements 3rd Circle of Alchemy, Level 16

- **Transcend Energy:** You can attempt to focus energy into matter to create one of the following effects:
- **Recharge an expended magic item.** Item is returned to it's normal status with its starting number of charges.
- **Reverse the aging process.** The recipient reversed 1 week of aging per level of the alchemist. You can use this process on yourself.
- **Animate a golem.** The golem had 1HD per level of the caster, cost to create the golem is the same as a rare magic item.
- **Raise the dead.** A corpse cannot be dead more than a number of days equal to the caster's level, it is treated as if it has received a raise dead spell. In order to use the process the alchemist must make a DC25 Arcana check, and needs to take the test in an area with a large energy outburst like a lightning storm. Alternatively you may expend spells that do a combined 60d6 points of damage.

Critical Failure: The lab explodes as above.

5th Circle of Alchemy

Requirements: 4th Circle of Alchemy, Level 20

- **Mutate Lifeform:** You can take on properties of another creature or material. You can change into another creature, or just adapt part of its physiology. You make a DC20 Arcana check as a bonus action and selects one of the following effects:
- **Gaseous Form:** As the spell, but cannot effect gear.
- **True Polymorph:** As the spell, but only creature to creature.
- **Stoneskin:** As the spell.

Dracology

1st Circle of Dragons

Requirements: 4th level, Wizard or Sorcerer

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

2nd Circle of Dragons

Requirements: 8th level, 1st Circle of Dragons

- **Dragon Tooth:** The character makes a DC20 arcana test. If successful he can manifest magical fangs that have a range of 10' and attack as a dragon bite attack of a dragon with the hit dice equal or lesser to the character's level. The effect lasts five rounds.
- **Dragon Eye:** The character makes a DC20 arcana test. For a number of rounds equal to his level, the wizard automatically detects invisible or polymorphed dragons.
- **Dragon Claw:** The character makes a DC20 arcana test, if successful his hands become claws and attack as a dragon of the same hit dice equal or lesser to his level. This effect lasts one round per level.

- **Dragon Scale:** The character makes a DC20 arcana test, if successful their natural armor class becomes equal to a dragon with equal or lesser hit dice than his level. This ability last one round per level of the caster.
- **Dragon Wing:** The caster makes a DC20 arcana test, if successful they manifest wings of the chosen type, and can fly at the speed of his chosen dragon, his carry weight is 100lbs per character level.

3rd Circle of Dragons

Requirements: 2nd Circle of Dragons, Level 12

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

4th Circle of Dragons

Requirements 3rd Circle of Dragons, Level 16

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

5th Circle of Dragons

Requirements: 4th Circle of Dragons, Level 20

- **High Master of Dragons:** You may make a DC25 arcana check, the caster polymorphs into a Great Wyrms variant of the chosen dragon. This effect lasts for 1d4 rounds.

Critical Failure: A Great Wyrms of your type appears in 1d6 turns and attacks. The Great Wyrms has maximum hit points.

Elementalism

1st Circle of Elements

Requirements: 4th level, Wizard or Sorcerer

Protection from Elements: Pick an elemental type as your Elemental focus. You gain the following benefits depending on element.

- Fire: Resistant to Fire damage, can walk over lava without harm for 90ft or 3 rounds, whichever comes first.
- Water: Resistant to Water damage, can walk over water for 90ft or 3 rounds, whichever comes first.
- Earth: Resistant to damage from Earth damage. Can walk over quicksand, mud or crumbling ledges for 90ft or 3 rounds, whichever comes first.
- Air: Resistant to damage from Air damage. Can walk on clouds or climb smoke up for 90ft or 3 rounds, whichever comes first.

2nd Circle of Elements

Requirements: 8th level, 1st Circle of Elements

- Minor Conjunction: You must make a DC15 arcane check. On a success you summon 1d4 minor elementals of your focus. The elementals have the minimum amount of hit points they could have. The elementals will perform one task, and disappear after finishing it. They also vanish after a number of days equal to your caster level.

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

3rd Circle of Elements

Requirements: 12th, 2nd Circle of Elements

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

Critical Failure: The creature arrives hostile towards you.

4th Circle of Elements

Requirements: 16th level, 3rd Circle of Elements

Elemental Mastery: You gain further abilities based on their focus.

- Full Elemental Control: You may make a D20 arcane check. If successful you can create an elemental out of appropriate materials on hand. The newly created elemental is completely under your control.
- Fire: You take no damage from heat, though still takes damage as normal from fire. You can change the size of a fire by 2ft per round at will.
- Water: You can make water be as still or rough as a storm equal to 3ft times your caster level. You can breathe water at will, and has advantage on all swimming checks, ignoring even currents and whirlpools.
- Earth: You can cast *move earth* at will. You can never be immobilized by being buried.
- Air: You can cast *gust of wind* at will. All missile attacks against you are at a disadvantage. You take no damage or can be moved by high winds.

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

5th Circle of Elements

Requirements: 20th level, 4th Circle of Elements

Metamorphosis: You must make an Arcana D25 test, if successful you become an elemental of your focus. You retain all spells and abilities. In addition you can travel to the elemental plane of your focus at will.

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

Illusion

1st Circle of Illusion

Requirements: 4th level, wizard or sorcerer.

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

Critical Failure: You are affected by the suggestion instead, with all the above restrictions.

2nd Circle of Illusion

Requirements: 8th Level, 1st Circle of Illusion

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

Critical Failure: The sleeping target wakes up with the knowledge of your identity.

3rd Circle of Illusion

Requirements: 12th Level, 2nd Circle of Illusion

- **Delirium Tremens:** You must makes a DC15 Arcana test, if successful a target within 120'

is attacked by an illusionary monster or monsters with a CR no greater than your level. The creatures exist only in the target's mind, but the damage dealt is real. The effect lasts until the illusionary monster is defeated, you end it, or breaks concentration. You regains this ability after a long rest.

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

4th Circle of Illusion

Requirements: 16th level, 3rd Circle of Illusion

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

Critical Failure: You are instead transported to the Dimension of Nightmares, where you must find your own way back to safety.

5th Circle of Illusion

Requirements: 20th level, 4th Circle of Illusion

- **Dreamlands:** You create an interdimensional stronghold in the Dimension of Nightmares. This is treated exactly like *Mordenkainen's Magnificent Mansion*, except the mansion does not expire. To entire the stronghold you must make a DC20 Arcana check.
- You can create shadow creatures with a CR up to your level and send them from stronghold on a mission. This requires a DC25 Arcana test. You can see through their eyes and hear what they hear. They will remain until the task is done or they are slain.

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

Necromancy

1st Circle of Necromancy

Requirements: 4th level, wizard or sorcerer

- **Protection from Undead:** You must make a DC10 Arcana test. While this is active a number of undead creatures with CR up to the your level cannot attack anyone within 10" of the your ritual. Creatures with lower CRs are affected first. This power lasts until the you move out of the circle, or someone in the circle attacks.

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

2nd Circle of Necromancy

Requirements: 8th level, 1st Circle of Necromancy

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

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

3rd Circle of Necromancy

Requirements: 12th level, 2nd Circle of Necromancy

- **Create Undead:** You can craft undead after a ritual. The ritual requires two weeks of research per challenge rating, and 1000gp per CR. Corporeal undead need a fresh corpse, incorporeal just a part of a corpse. The actual ritual requires 1 hour per CR and requires a Arcana DC15 test, at the end the undead is completely loyal to you, unlike Control Undead. Liches cannot be created.

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

4th Circle of Necromancy

Requirements: 16th level, 3rd Circle of Necromancy

- **Raise Dead:** You must make a DC20 Arcana test. If successful you can cast True Resurrection without spell components.

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

5th Circle of Necromancy

Requirements: 20th level, 4th Circle of Necromancy

Attain Lichdom

- The Necromancer undertakes a ritual that requires 20 weeks to complete, and costs 25,000gp. At the end of the ritual the Necromancer makes a DC25 Arcana test. If successful the caster immediately gains the following abilities from the Lich entry in the monster manual:
 - Damage Resistance: per lich
 - Damage Immunity: per lich
 - Condition Immunity: per lich
 - Truesight 120ft
 - Legendary Resistance 3/day
 - Rejuvenation
 - Paralyzing Touch
 - Turn Resistance
 - Undead

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

Cryptomancy

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

Critical Failure: First attempt that day: A storm occurs in a 24 mile area centered on you. No travel is possible. The storm lasts 1d12 hours.

Second attempt that day: A *earthquake* occurs like the spell. The earthquake has a 36 miles radius centered on the you. The earthquake lasts for one minute.

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

1st Circle of Runes

Requirement: 4th level, Wizard or Sorcerer

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

2nd Circle of Runes

Requirement: 8th level, 1st Circle of Runes

- **Rune of Life:** You learn the true name for a non-magical creature of animal intelligence or lower. Make a DC12 Arcana test, if successful can take control of the named creatures, with a combined CR equal to their level. You can see through their eyes and hear what they hear. The ability lasts for 1d10 turns. The animal's actions are limited

by its intelligence. To acquire a rune requires 2 weeks of study, 500gp in cost and a DC12 Investigation test.

3rd Circle of Runes

Requirement: 12th level, 2nd Circle of Runes

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

4th Circle of Runes

Requirement: 16th level, 3rd Circle of Runes

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

5th Circle of Runes

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

- **Truename:** You learn the true name of an intelligent creature. This acts exactly as a Rune of Life. You can replace spells the target has memorized with your own, and can cast the target's spells or inscribe them in your spell book. To acquire a rune requires 6 months of study, 5000gp in cost and a DC25 Investigation test.

Witchcraft

Penalties: After each feat is acquired the character loses 2 points of Charisma permanently, to a minimum of 3.

1st Circle of Witchcraft

Requirement: 4th level, Wizard or Sorcerer

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

Critical Failure: The potion has the opposite affect intended.

- **Silver Tongue:** Makes a DC10 Arcana check, if successful the you gain advantage on all persuasion rolls for one hour.

Critical Failure: You are incapable of falsehoods, including by omission for one hour.

2nd Circle of Witchcraft

Requirement: 8th level, 1st Circle of Witchcraft

- **Doll Curse:** You create a pair of dolls that look like your victim, the process taking two days per level of the victim, requiring you to place one doll in the victim's home. If the doll is destroyed all effects end. Each night you can perform one of the following actions by making a DC12 Arcana test.
- **Pain:** The victim takes 1d6 damage, not reduced by anything.
- **Sickness:** The victim become violently ill, no magic can cure the disease.
- **Madness:** The victim must make a Wisdom Save vs. your Spellcasting Ability or lose a point of Constitution. The only way to restore this loss is to find and destroy the doll.

Critical Failure: The doll is destroyed and the you suffer the effects of a *Bestow Curse* spell, effects up to the DM. The curse is dispelled normally.

Witches Charm: Makes a DC12 Arcana test, if successful the Charm restores all lost Charisma from the Witchcraft Circle for 24 hours.

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

3rd Circle of Witchcraft

Requirement: 12th level, 2nd Circle of Witchcraft

- **Spellbinding:** Make a DC15 Arcana test, if successful you conjures a number of creatures whose combined CR are equal to the your level. The creatures must be of the same alignment as you. The creatures are utterly loyal to you, and you can see through their eyes. The creatures last until slain or dismissed.

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

4th Circle of Witchcraft

Requirements: 16th level, 3rd Circle of Witchcraft

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

Critical Failure: You cannot return to normal form, the effect must be dispelled normally

5th Circle of Witchcraft

Requirements: 20th level, 4th Circle of Witchcraft

Ultimate Possession: On a DC25 Arcana test the Witch may Magic Jar into an unwilling victim as per the spell. The victim must be of equal or lower level but gets no save. You may stay in the victims body until you decides to relinquish control. The victim is fully aware of what is happening while possessed. The witch may cast her spells or use any of the victim's abilities while in possession.

Critical Failure: You possess the victim, but your body dies. If you release control or are forced out by a dispel magic spell or similar, you die.



Nordic Rune Magic

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

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

To perform the ritual you must worship of the Northern immortals (Odin, Thor, Frey/Freya, Loki or Hel) and must contact the Godric as

above. If you are able to convince the Godric helps you undergo a ritual suicide. This puts you at 0 hit points. Then you must make three death saves with no healing or help from others. Any non-magical ability to modify death saves is allowed. If you die then you cannot be resurrected. Otherwise you will awaken in nine days from your near death state. You then lose 1 point of Constitution permanently, but gain the knowledge of a rune. You must make a DC15 Charisma save, if successful you can pick the rune you have learned, otherwise it is determined at random.

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

Rune/Name	Effect	Effect	Effect	Effect
Fehu/Cattle	You detect greatest amount of treasure in 90ft.	Indicates direction to a specifically identified creature	Item of value is under effect of nondetection spell for one day	Permanently announces your ownership of an item
Urur/Auroch	Causes hostile wild animal to become placid unless a wisdom	Your strength becomes 18.	All attackers within 30' will only attack your character for duration	None
Thurs/Giant	Permanent advantage on persuasion tests against giantish creatures.	Hostile giant creature becomes stunned unless it can pass a saving throw at the start of each round	Character <i>enlarges</i> like the spell.	None
As/Immortals	Grants <i>True Sight</i> like spell	Centers a <i>Protection from Good and Evil</i> in a	You have advantage on all saving throws	None
Raidu/Journey	For next six hours automatically awaken if enemy or hostile	Can automatically determine which way is your destination	For the next six hours gain advantage on all Constitution tests due to	None
Kaunna/Fire	For two hours the rune will burn on an item like a torch, but not consume the item. Rune goes out if submerged.	The rune will burn on a weapon, dealing 3d4 extra fire damage. This will not harm the weapon.	None	None
Gefu/Giving	You gain advantage on any Persuasion tests to acquire assistance	You gain advantage on Persuasion tests to come to a peaceful	None	None
Wunju/Joy	You gain advantage on Perform tests in front of	You gain advantage on any Persuasion test to	Creatures in 20' must make Charisma saving	None
Hagla/Cruelty	Casts a <i>lightning bolt</i> like the spell, for 3d6 damage	Casts <i>sleet</i> storm centered on your self for 1 turn.	None	None
Isar/Ice	Freezes a 10x10 area of water into ice thick enough to hold your weight.	Casts <i>Ice Storm</i> within 60'. Damage is 3d6.	None	None
Jarn/Fruitful Nature	You detect poison of any type in food or drink	You detect spell components or alchemical ingredients	None	None
Ihwar/Hunter	You gain advantage to hit with missile weapons.	When using Survival skill to hunt, you can automatically capture animals alive.	You automatically pass any attempt to track a non-magical animal.	None

Rune/Name	Effect	Effect	Effect	Effect
Pethru/Unseen	You are ignored by those within 60' until effect ends or you attack.	Messages written while the rune is activated are invisible except to recipient	You knows of presence but cannot see invisible creatures within 60'	None
Algir/Elk	Your shield gains a +1 magical bonus.	You gain advantage on savings throws against magic.	You can cause one attack against him to miss automatically.	None
Sowelu/Sun	One healing effect used heals the maximum amount of damage. The rune then expires.	You can cast Revivify just like a cleric.	None	None
Tiwar/War	You can automatically do maximum damage when rolling, rune then expires.	You are immune to fear for duration of rune.	Enemies within 10' have disadvantage testing for fear.	None
Berkana/Birch	You cast <i>Barkskin</i> on yourself.	You have resistance against next source of damage	You can immediately use any available hit dice for healing.	None
Ehwar/Horse	You can see through your horse's eyes.	You automatically passes any Animal Handling tests with horses	Can summon specific horse within one mile if horse know character.	None
Mannar/Man	You immediately knows motivation of one stranger.	You can ask three questions to a person that must be answered in full and truthfully.	Instantly know the direction of the owner of an item.	None
Lagur/Water	You can cast <i>water breathing</i> .	You can float, regardless of weight, as well has hold up one person.	Invoking the rune on a ship keeps it from sinking for 1d10 turns.	Using the rune on a stick causes the stick to keep one person afloat for 24 hours.
Ingwar/Growth	Causes vegetation to grow rapidly in 15', creating difficult terrain.	Causes a single item made out of a plant material to become 5x larger.	Casts <i>enlarge</i> on a single animal.	None
Odala/Birthright	Another character immediately ignores one attack that would reduce their hit points to 0	You ignore the next attack that would reduce them to 0 hit points. This effect does not expire until attack is negated.	None	None
Dagar/Day	Rune becomes bright as day for 200'. Illumination is treated as direct sunlight.	Rune creates darkness within 120' of character.	Character can see perfectly in the dark for 120'	None

New Spells

Accounting

4th Level Divination (Wizard)

Casting Time: 1 Turn

Range: 10 feet.

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

Duration: Instantaneous

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

Bleach

Cantrip (Wizard)

Casting Time: 1 minute

Range: Touch

Components: S

Duration: Permanent

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

Careen

2nd level Transmutation (Wizard)

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (sand paper)

Duration: Permanent

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

Call upon Radiance

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

Casting Time: 1 minute

Range: Self

Components: V, M (soul crystal)

Duration: 1 turn per level

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

Check Caravan

4th level Divination (Wizard)

Casting Time: 1 hour

Range: 1 mile

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

Duration: Instantaneous

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

Check Load

2nd level Divination (Wizard)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Instantaneous

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

Clear Sight

1st level Divination (Wizard)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration

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

Climate

3rd level Transmutation (Wizard)

Casting Time: 1 hour

Range: 30 feet

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

Duration: 1 hour per level

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

Clothwall

4th level Conjuraction (Wizard)

Casting Time: 5 minutes

Range: Self

Components: V, S, M (silver needle)

Duration: Permanent

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

Color

1st level Transmutation (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: Permanent

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

Control Destiny

*7th Level Enchantment
(Wizard/Sorcerer/Radiance)*

Casting Time: 1 Minute

Range: Self

Components: V, S

Duration: 1 hour per level.

When you cast Control Destiny you gain a number of Destiny charges equal to your level. Until the spell expires or when you run out of charges when you have to make a saving throw you automatically pass the saving throw. Each saving throw costs one charge.

When the spell is cast the caster must make a Constitution save or become exhausted, the DC goes up by two for every time a Radiance

spell has been cast since a long rest. This spell is considered extremely rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Count Coins

Cantrip Divination (Wizard)

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

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

Create Air

3rd Level Conjuration (Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (grain of sea salt)

Duration: Permanent

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

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

Crowd Summoning

2nd Level Enchantment (Bard, Wizard)

Casting Time: 1 turn

Range: 120' feet

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

Duration: Concentration, up to 1 hour

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

Discharge

8th level Invocation (Wizard/Sorcerer/Radiance)

Casting Time: 1 Action

Range: 10' per charge

Components: V, S

Duration: Instantaneous

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

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

Douse Flame

1st Level Abjuration (Wizard)

Casting Time: 1 Action

Range: 10 feet

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

Duration: Permanent

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

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

Duel-Shield

8th Level Conjuration (Wizard)

Casting Time: 1 hour

Range: Self

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

Duration: 2 hours or death of wizard.

This spell requires two mages to cast, each must know the spell. This is a spell unknown outside Alphatia, when it is cast it can only end with the death of one of the wizards. It creates a dome 60' in diameter encompassing both wizards. Nothing short of a wish spell can bring this shield down once cast. Nothing can penetrate the shield from either direction.

The shield is used for duels to the death, as soon as one of the wizards is slain the shield ends. If neither of the wizards is dead at the end of two hours, the shield dissolves, disintegrating all trapped inside, no saves or magic resistance allowed. If wizards bring groups with them, all present must declare their loyalty. The spell ends when the last combatant of one side is dead.

Evaluate

1st Level Divination (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: Instantaneous

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

Embezzle

4th Level Illusion (Wizard)

Casting Time: 1 minute

Range: Touch

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

Duration: 1 Day

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

Eye of the Eagle

5th level Enchantment (Cleric/Druid)

Casting Time: 1 action

Range: Touch

Components: V, S, M (eagle feather)

Duration: 1 turn

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

Fabricate

4th level Conjuration (Wizard)

Casting Time: 1 turn

Range: 10 feet

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

Duration: Permanent

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

Firebow

3rd level Invocation (Cleric)

Casting Time: 1 action

Range: Touch

Components: V, S, M (hickory ash)

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

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

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

Fire Gate

5th level Conjuration (Cleric)

Casting Time: 1 round

Range: 10 feet

Components: V, S

Duration: Instantaneous

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

Hunting Paint

2nd level Enchantment (Cleric, Druid) ritual

Casting Time: 30 minutes

Range: touch

Components: V, S, M (face paints)

Duration: 1 day

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

Ignore Road

1st level Abjuration (Wizard)

Casting Time: 1 turn

Range: 100 feet

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

Duration: 1 day

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

Infusion

6th level Enchantment (Cleric)

Casting Time: 1 turn

Range: 10 feet

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

Duration: Permanent

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

Inventory

3rd level Divination (Wizard)

Casting Time: 1 turn

Range: Touch

Components: V, S, M (small abacus)

Duration: Instantaneous

You instantly know the contents and quantity of any container, wagon or vessel that you touch. You will know what is in it, but not anything more specific than what it is made of. You cannot detect if something is magical inside. You will know a chest contains a sword, but not if it is the king's sword. This spell is taught only by the Darokin Merchant's Guild and Minrothad Tutorial Guild.

Nightwatch

2nd level Enchantment (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: 1 night

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

Oilskin

1st level Transmutation (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: 2 turns

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

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

Orientation

Cantrip Divination (Wizard, Ranger)

Casting Time: 1 action

Range: Self

Components: S

Duration: Instantaneous

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

Precipitation

1st level Conjunction (Wizard, Druid)

Casting Time: 1 turn

Range: Self

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

Duration: 1 hour

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

Predict Weather

2nd level Divination (Wizard, Druid, Ranger)

Casting Time: 1 turn

Range: 10 miles

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

Duration: Instantaneous

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

Quicken Pace

2nd level Enchantment (Wizard)

Casting Time: 1 turn

Range: Self

Components: V, S, M (small whip)

Duration: 1 day

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

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

Retain Power

7th level Enchantment
(Wizard/Sorcerer/Radiance)

Casting Time: 1 action

Range: Self

Components: V, S, M (soul crystal)

Duration: Permanent

You can retain the charges from Radiance spells permanently by casting this spell. You can then spend the charges whenever you wish, storing them indefinitely. The more Radiance you store in your body the more difficult it becomes to cast spells. Every five charges of Radiance you have stored counts gives a +2 to the DC of any tests made to avoid fatigue from casting Radiance spells.

This spell is considered extremely rare, casting it in public, especially in Glantri or Alphatia will draw all sorts of unwanted attention.

Rot

2nd level Necromancy (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: Permanent

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

Savior Faire

2nd level Enchantment (Bard, Wizard)

Casting Time: 1 action

Range: Self

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

Duration: 1 hour

You instinctively know how not to embarrass yourself when in an unfamiliar setting. You

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

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

Sea Legs

1st level Enchantment (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: 1 hour

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

Silver Tongue

2nd level Enchantment (Bard, Wizard)

Casting Time: 1 action

Range: self

Components: V, S, M (silver piece)

Duration: 1 turn

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

Smuggling

3rd level Illusion (Wizard)

Casting Time: 1 turn

Range: Touch

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

Duration: 1 day

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

Talk to Sea Creatures

1st level Divination (Druid, Wizard) ritual

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 10 minutes

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

Tar

1st level Conjunction (Wizard)

Casting Time: 1 action

Range: Touch

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

Duration: Permanent

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

be set on fire as normal.

Thornspear

1st level Conjunction (Cleric, Druid)

Casting Time: 1 action

Range: Self

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

Duration: 1 minute

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

Thunderdrum

3rd level Invocation (Cleric)

Casting Time: 1 action

Range: 120'

Components: V, S, M (drum)

Duration: Instantaneous

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

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

Transcend Life Force

9th level Transmutation (Wizard, Sorcerer, Radiance) ritual

Casting Time: 2d12 hours

Range: Self

Components: V, S, M (lich's skull, nightwing's tongue, 12 ounces of phoenix ashes, pint of

fresh gremlin blood, two mandragoras, tooth from the Star Dragon, 2 malfera's eyes and 12 feathers from an Archon, all of which is consumed in the casting)

Duration: Permanent

The ultimate spell of the Radiance, this spell gives you a chance at becoming an Immortal. Just learning this spell should be the goal of an entire campaign. The only way to acquire the spell is to learn it from a Prince or Archduke of Glantri, be a member of the Brotherhood of the Radiance, and have the sponsorship of an Immortal of the Sphere of Energy.

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

If all the tests are passed, you find yourself on the other side of the door before an Immortal of the Sphere of Energy. The Immortal will explain everything that has just happened, and the meaning behind the Radiance. The Immortal will then explain the last test is a duel. You must fight an Empyrean loyal to the Sphere of Energy alone. If you succeed, you have become an Immortal, if you fail your life force is used to power the Radiance. Your character is removed from play to become a powerful force in the Known World.

Transmute Water to Ice

3rd level Transmutation (Wizard)

Casting Time: 1 minute

Range: 100 feet

Components: V, S

Duration: Permanent

You change all water in a 10x10x10 area to ice.

If cast at a river or ocean the spell will create an iceberg, which will be moved by currents as normal. The ice is non-magical, and is treated as rough terrain if on the ground.

Trust

1st level Enchantment (Wizard)

Casting Time: 1 action

Range: Self

Components: S, M (silver piece)

Duration: 1 round

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

Warp Wood

1st level Transmutation (Wizard, Druid)

Casting Time: 1 action

Range: Touch

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

Duration: Permanent

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

Watery Form

2nd level Transmutation (Wizard) ritual

Casting Time: 1 minute

Range: Self

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

Duration: Concentration

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

water you move along with the water at the speed of the current.

Wall of Wood

4th level Conjuration (Druid)

Casting Time: 1 action

Range: 120 feet

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

Duration: Concentration, up to 10 minutes

A nonmagical wall of solid wood springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10-foot-by-10-foot panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10-foot-by-20-foot panels that are only 3 inches thick.

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

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

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

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

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

Wrath of Atruaghin

9th level invocation (cleric)

Casting Time: 1 action

Range: 120 feet

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

Duration: Instantaneous

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



Goods and Services



Tools and Equipment

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

Item	Cost	Weight	Weapons			
Advocacy Books	75gp	10 lbs	Name	Cost	Damage	Wt. Properties
Armorer's Tools	35gp	70 lbs	Cestus	1gp	1d4 bludgeoning	1 lb. Finesse, Light
Barge Making Tools	35gp	7 lbs	Kasas	25gp	1d6 slashing	3 lb. Finesse, Light
Bowyer Tools	15gp	3 lbs	Whistling Arrow	3 sp	None	¼ lb. Signal noise only
Builder's Tools	50gp	20 lbs				
Cabinetmaker's	8gp	7 lbs				
Canvas Maker's	5gp	4 lbs				
Cart Maker's Tools	15gp	8 lbs				
Cooper's Tools	3gp	5 lbs				
Farmer's Tools	5gp	22 lbs				
Financier's Ledgers	50gp	8 lbs				
Fletcher's Tools	3gp	1 lb				
Lawyer's Books	100gp	15 lbs				
Lumberjack's Tools	25gp	30 lbs				
Mining Tools	10gp	25 lbs				
Net Maker's Tools	2gp	4 lbs				
Rope Maker's Tools	1gp	6 lbs				
Saddle Maker's	25gp	10 lbs				
Shepherd's Tools	10gp	10 lbs				
Shipwright's Tools	65gp	120 lbs				
Tailor's Tools	15gp	4 lbs				
Tool Maker's Tools	25gp	18 lbs				
Trap Maker's Tools	45gp	7 lbs				
Wagon Maker's	35gp	6 lbs				
Wheelwright's Tools	15gp	4 lbs				



Captain Quinn's Nautical Emporium

The pride of the Minrothad Islands is proud to offer these fine magical items acquired after a lifetime of adventure on the high seas. Each of these fine magic items will make any ship's captain's life so much easier, you'll wonder how you got along without them. Prices aren't listed, because if you have to ask, you can't afford it. Check us out in Harbortown, the Old Town side.

Amulet of Timekeeping. *For those you who know anything about navigation, the only real way to know where you are going east to west is by keeping accurate time. This beauty does exactly that. Use the command word and it will keep accurate time no matter what.*

While activated you know the exact time, and gain advantage on all Survival tests made on the open ocean for navigating. (Uncommon)

Balance of Conversion. *This beauty is a must for people trading in areas that don't accept coins, or for cashing in gems without having to pay the jeweler's fee. Simply put either coins or a gem on one side of the balance, say the magic word, and the balance will turn coins into a gem of equal value or the gem into coins of the gem's worth.*

When activated the balance will turn up to 1,000 coins (the balance only holds 100 coins if not in a bag) in a gem of equal value. If a gem is placed on the balance then the balance transforms it into local coins of equal value. The balance can be used up to three times a day. (Rare)

Bead of Dew. *This one you'll want to stock up on. Perfect when you have to stock up on your water supplies but your source of water is of a dubious nature. Just drop one of these into a barrel of water, and you've instantly got pure clean drinking water.*

The bead will purify up to 100 gallons of water when placed in the vessel containing the water. The effect is permanent, though the water may foul normally afterwards. This uses up the bead. (Common)

Cabinet of Security. *A must for captains who don't like people meddling in their affairs. The cabinet has several functions, and you'll use all of them. First only you can open it without magic. Second it can't be moved unless you want it to. Third, and most important, you can decide what drawers are visible when people are looking through it.*

The cabinet has three effects, all triggered with the command word. The first effect causes Arcane Lock to be cast on the cabinet. This lasts until its owner uses the command word to deactivate it. The second prevents the cabinet from being moved. The only way to move the cabinet is to take a section of the floor with it. The last effect allows the owner to create an illusion that any number of drawers appear as empty shelves. Any of the effects can be used as often as needed. (Rare)

Chalice of Detection. *This one is a true lifesaver. Nothing fancy about it, any kind of poison is put into the chalice and it turns it into a frothy foul smelling green liquid. You will instantly know that somebody is trying to drug you. Then all you have to do is use the cat of nine tails to figure out who.*

When a poison is placed in the chalice, the chalice transforms the liquid inside it to a green foul smelling fluid. While it does not neutralize the poison, it is impossible to miss the transformation. (Uncommon)

Desk of Studying. *For you Aurumancers or other wizardly types, you need this. The desk speeds up the time it takes to memorize spells from a few hours to just a few minutes. While the desk is too large to take adventuring, it's perfect in a captain's cabin.*

When a wizard sits at the desk to prepare spells, it only takes 1 turn to prepare all the spells instead of 1 minute per spell level. (Very Rare)

Earring of Seamanship. *So you've got a landlubber that don't know the jib from the head and you can't just throw him overboard. With this little gem you'll make a salt out of him yet. Just stick it in his lobe and he'll automatically know the difference between a rope and a line. If he ain't got his ears pierced yet, well, that's why they made knives.*

While wearing the Earring you gain proficiency in Vehicles (Water). (Uncommon)

Figurehead of Protection. *If you don't have one of these on your ship yer a damned fool. This beauty will keep your ship from harm, no matter what. Rocks, sea monsters, or ballista fire just scratches the paint. The only way your ship is going to the deep is through sorcery, nothing else will touch it.*

While attached to the bow of an ocean going ship, the ship gains Immunity (non-magic attacks). (Legendary)

Gaff of Docking. *The best way to make money on the seas is to leave nothing to chance. This item's effect isn't impressive, but the peace of mind it gives a ship's captain is worth the price. Just touch the gaff to the ship or mooring you are docking with and your ship will effortlessly slide along side it. Can also be used for boarding actions, but you didn't hear that from me.*

When touched to a dock or another ship, your ship will gently move along side it, no test needed. (Common)

Gavel of Authority. *While a Captain's Mast is rarely a pleasant thing, with the gavel at least they will listen to you. Just slam it down once and everyone present will be captivated by your every word. Great for stopping mutinies before they start.*

When activated your Charisma based tests have advantage for 1 turn. The Gavel can be used three times per day. (Uncommon)

Handkerchief of Flirting. *This one you will get a lot of use out of at parties and soirees. Just wave it in front of your face, say the magic word and for the next hour you will be the life of the ball. Ladies will find you irresistible, no matter how bad your jokes.*

When activated you have advantage on all Persuasion tests of a romantic nature against characters of the opposite sex for one hour. The Handkerchief of Flirting works once per day. (Uncommon)

Handkerchief of Lengths. *This is a discrete but effective lifesaver. Looks like an ordinary kerchief, but you say the command word and you can lengthen it out for a couple hundred feet. Great when you need to make a quick get away off a balcony or have to tie up some guard while you do a little ransacking.*

The Handkerchief will go from several inches long to up to 200 feet long when you pull on it as you use the command word. The weight will not change, and the handkerchief has the same toughness of silk rope. It will return to normal size if you use the command word again, untying itself on

the opposite end if necessary. (Uncommon)

Everful Inkwell. *If you're a penny pincher like myself, you'll love this magical creation. It never runs out of ink, ever! Write your memoirs knowing you've spent your last copper on ink. It won't even spill when tipped over! How can you beat that kind of value?*

The inkwell never runs out of ink when used with a pen. The ink is non-magical, and will only come out when a pen is dipped in it. (Common)

Irons of Imprisonment. *Sometimes you have to clap a man in irons. Knowing our business, that man will usually know his way around a lock or two. So what to do? Try these magical shackles. They work on command words, they don't even have a lock! One word locks them in place, another word frees them. Remember to take them off before you chuck the sorry bastard overboard.*

The irons when activated lock in place as an Arcane Lock until the other command word unlocks them. The irons cannot be damaged except by magic. (Uncommon)

Ladle of Drinking. *An absolute must for extending the life of your rum ration! Just say the magic word and the ladle will refill itself ten times with what ever beverage you just poured. Morale is much easier to maintain if they know the booze is safe.*

When activated the Ladle refills up to ten times with a non-magical beverage that was last in the ladle. The beverage is non-magical, but has all the same properties as the copied beverage. The copied beverage must be potable. The Ladle can be used once per day. (Uncommon)

Librum of Evaluation. *When you are tired or just being lazy, this book will turn the task of appraising your latest haul into a minor distraction. Just touch the gem or jewelry to the blank page on the left, and the librum will give you a description and monetary appraisal on the blank page on the right. Then just turn the page and start with the next bit of loot. When the book is full, close it up and start again the next day with all the pages pages magically wiped clean!*

A Librum of Evaluation comes with 80 + 2d20 pages. Touching a non-magical piece of jewelry or gem causes the librum to cast an evaluate spell on it, with the results magically written on the opposite page. When the book is full, it ceases to function for 24 hours afterwards the book is wiped clean and can be used again. (Uncommon)

Portable Mast. *You will want several of these, trust me. Say you lose a mast in a storm or to hostile action. Normally you are in dire straights, but with a portable mast replacing the lost sail is a breeze. Just clear the damaged one out of the way, place this pole and say the magic word. The pole will grow to replace the missing mast, complete with fully rigged sails!*

The portable mast only works on ships. When the command word is spoken the 10' pole grows to the size of the desired mast, and even produces sails and rigging of the appropriate type. Saying the command word again returns the sail back to its normal shape. (Rare)

Needle of Sewing. *Got this little treasure off an Ierendi captain in a game of cards, along with everything she was wearing but her socks. This one is a real time saver. Just touch it to what you need fixed, say the magic word and the needle will stitch back up! Not just cloth, I've seen this thing sew back splintered wood good a new. Your sailmaker will thank you for this one.*

The needle can be used to cast the *mending* cantrip at will. (Common)

Oar of Rowing. *Another fantastic piece of nautical magic, the Oar will row by itself with the strength of twenty men! Just put the business end in the water and say the magic word and off you go. Now unless you want to go in circles, you'll need twenty men on the other side of the boat as well. Or just buy two!*

When the paddle is placed in the water the oar will row by itself as if pulled by twenty men until the command word is spoken again. Unless an equal amount of rowers or another Oar of Rowing is on the opposite side of the ship, the ship will go in circles. (Rare)

Aromatic Pipe. *This is just a creature comfort, but a needed one. Place any combustible material in the pipe, from tobacco to paper, say the command word and the pipe will turn it into a lovely pipeweed with any flavor desired. Turn torn up paper into the finest Belcadiz tobacco, or go for more exotic smells like cherry wood or mint.*

When the command word is spoken the pipe produces a flavored smoke of the smoker's choice. (Common)

Pole of Angling. *If you need fresh fish for the crew, or you are fishing for bigger game, this gem here is what you be needing. Bait the hook, cast the line, and name your catch. As long as its near by you'll haul it without harm within a minute. Best part it as long as it lives in the sea, you can catch it! Giant crabs, sea serpents, merfolk, all can snatched from the sea with this beauty. Yeah don't expect the mermaid to be happy to see you if you reel her in with this.*

The user names a sea creature and casts the line. If the creature is within 1 mile they will swim to the line in 1d6 rounds. Once the target has taken the bait the pole will reel them in without harm. The pole will not work on creatures with 100hp or more, and any creature CR3 or higher can make a Strength save vs. DC10 to avoid the affects. The pole can be used three times a day, including failed attempts.

Quill of Forgery. *While I'm not suggesting you partake of any illegal activities, sometimes you need something authorized and the local authorities are asking for a tad more than the going price for the service. With this dandy item, just get a sample of their handwriting and you can make any form look perfectly legal!*

The Quill of Forgery requires a sample of the writing to be copied to be held in the off hand. When activated you can perfectly copy the handwriting of the sample well enough to pass any scrutiny. The Quill can write up to 100 words per day before needing to recharge for 24 hours. (Rare)

Rudder of Guidance. *Any captain that doesn't have one of these on his ship is a damned fool if you ask me. You put the rudder on your ship, say the command word and your destination and the rudder will steer straight to the destination, never once veering off course. If you have to take a detour, just say the command word again and the ship is yours. Cuts down on the need for a helmsman dramatically.*

The Rudder of Guidance has to be installed on a ship to work. Once activated the ship will not go off course, but will go the shortest way possible, even if that route takes the ship through inclement weather or dangerous areas. (Rare)

Soap of Washing. *You will thank me for this purchase later. Just put this bar of soap in a bucket of water and for the next hour and stain the water touches is instantly cleaned. Works on crew as well! Just line them up in a row and get to washing, your nose will appreciate it!*

Put the soap in a container of water, for the next hour any non-magical stain touched by the water is instantly cleaned. The soap is used up in the process. (Common)

Spoon of Medication. *So you've got a man down with an illness, before it spreads to the rest of the crew get him back to shipshape with this dandy charm. Just fill it with honey and shove the remedy down his throat, disease cured!*

To activate fill the spoon with honey and imbibe. The spoon will cure all non-magical diseases. The spoon can be used once per day. (Common)

Table of Plenty/Banquets. *This wonder is perfect for saving your ship's stores, especially if your steward isn't the greatest cook in the world. Simply say the command word and four meals will magically appear, complete with settings! The food is adequate fare, and can be summoned three times a day. Now if you have the gold, upgrade to the Table of Banquets to keep the entire ship happy. Now the table will expand to feed up to 40 people, just like above. You'll need the space of course, my suggestion is to use it above decks when possible as the table will be 60' long. Best part, say the command word again and all the scraps instantly vanish!*

The Table of Plenty will magically create up to four meals three times a day, complete with place settings, candles and tablecloth. Anything moved more than 5' from the table vanishes. The Table of Banquets will also expand up to 60', with settings for four additional people per 5' expanded. The Table of Banquets will return to normal size with the command word again. It is identical in all other purposes as the Table of Plenty. (Rare/Very Rare)

Tome of Translation. *So you're ashore on the Isle of Dread and the village chief is telling something and you don't know if he's offering you his daughter or inviting you to be the main course at dinner. Well, worry no longer! Hold open the Tome of Translation and all conversation will be translated into the language of the reader. Works great until you realize the village chief can't read.*

When the Tome is open all dialogue is transcribed into the language of the person being spoken to. The Tome will record up to 300 pages of dialogue before it slams shut and requires 24 hours to recharge, then it will open with all pages blank again. (Uncommon)

Xylograph. *One problem you have with a lot of sailors is they can't write for anything. This is the answer to your prayers! This seemingly boring square piece of wood will sketch out everything you say with perfect spelling as soon as you say the command word. Say it again and the grooves magically fill with ink! Then just put a piece of parchment to it and you've got yourself a letter that would make any scribe jealous.*

When you say the command word the Xylograph records everything said in its presence by inscribing the words onto its self. Activating it again fills the grooves with magical ink and you can use paper to make the dialogue into a letter. You can also draw on it with just your finger, the Xylograph will shape to form your drawing. The Xylograph can be used once per day.

Tarla's Epicurean Delights

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

Ask about deals on larger quantities.

Wines

Azure Lune de Vin: A magical brew from the Wizards of Wines, this fruity bright blue wine makes its imbiber alert and energetic, until the effect wears off and the full effect of the wine kicks in. (Remove one level of fatigue for 4 hours at the end of four hours gain two levels of fatigue.)

Bottle: 20pp, Glass: 7pp (You may only benefit from a glass once per day)

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

Bottle: 8pp, Glass: 8gp

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

Bottle: 15pp, Glass: 3pp

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

Bottle: 12pp, Glass: 12gp

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

Bottle: 5pp, Glass: 1pp.

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

Bottle: 2pp, Glass: 2gp

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

Bottle: 120pp, Glass: 14pp

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

Bottle: 20pp, Glass: 4pp

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

Bottle: 16pp, Glass: 13gp

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

Bottle: 20pp, Glass: 4pp

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

Bottle: 2pp, Glass: 2gp

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

Bottle: 1gp Glass: 2sp

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

Bottle: 4pp, Glass: 1pp

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

Bottle: 2pp, Glass: 2gp

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

Bottle: 1gp, Glass: 2sp

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

Bottle: 60pp, Glass: 12pp

Brandies

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

Bottle: 12pp, Glass: 3gp

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

Bottle: 2gp Glass: 1sp

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

Bottle: 8gp, Glass: 1ep

Ales, Beers and Meads

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

Keg: 37gp, Pint: 3sp

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

Keg: 6gp Pint: 5cp

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

Keg: 62gp Pint: 1ep

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

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

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

Keg: 2pp, Pint 8cp

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

Keg: 1pp, Pint: 4cp

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

Keg: 6gp, Pint: 4cp

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

Keg :2pp, Pint 8cp

Ochalean Ginger Beer: Don't let the name fool you, this is a Thyatian brew. Made with a rather complicated brewing process, this brew has a sharp citrus taste that can surprise you.

Keg: 2pp, Pint: 8cp

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

Keg: 62gp, Pint: 1ep

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

Keg: 7gp 1ep, Pint: 6cp

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

Keg: 1pp, Pint: 4cp

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

Keg: 3gp, Pint 2cp

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

Keg: 4gp, Pint 3cp

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

Keg: 6gp, Pint: 4cp

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

Keg: 6gp, Pint: 5cp

Spirits

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

Bottle: 7gp, Shot: 6sp

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

Bottle: 50gp, Shot: 4gp

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

Bottle: 12gp, Shot: 1gp

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

Gourd: 4gp

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

Bottle: 16gp, Glass: 2gp

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

Bottle: 8sp, Glass: 2cp

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

Bottle: 4pp, Glass: 1pp

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

Bottle: 1gp, Shot: 1cp

Non-Alcoholic

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

Pound: 10gp, Cup: 2sp

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

Pound: 15gp, Cup: 3sp

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

Pound 3gp, Cup: 6cp

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

Glass: 5cp.

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

Pound: 2gp, Cup 2: cp

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

Pound: 1gp, Cup: 1cp

Veequay's Laffy Fizz: Despite what you think, it's not a gnomish drink. Made for a rogue born in ancient times, this strange fizzing drink actually tickles as you drink it. Popular with children.

Bottle: 4sp

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

Pound: 4gp, Cup: 3cp

Cheeses

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

5lb Wheel: 4gp, Wedge: 1ep.

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

3lb Loaf: 2gp

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

4lb Wheel: 8sp, Wedge: 1sp

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

3lb Wheel: 10gp, Wedge 1ep.

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

5lb Wheel: 8gp, Wedge 2gp

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

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

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

5lb Wheel: 4sp, Wedge: 3cp

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

1lb Loaf: 3cp

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

2lb Wheel: 6sp, Slice: 2cp

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

1lb Wheel: 5gp, Slice: 1gp

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

Spindle: 3cp.

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

1lb Loaf: 2sp

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

¼lb Stick: 2cp.

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

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

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

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

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

1lb Loaf: 5cp

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

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

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

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

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

5lb Wheel: 3pp, Slice 1gp.

Breads:

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

1 Loaf: 2cp.

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

1 Loaf: 4cp.

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

1 Loaf: 7cp.

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

5 Loafs 1cp.

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

1 Loaf: 2sp

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

5 Loafs: 1cp

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

1 Loaf: 8sp

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

12 Biscuits: 1cp

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

1 Loaf: 8sp

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

1 Loaf: 1ep

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

1 Loaf: 3cp

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

1 Loaf: 7cp

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

5 Loaves: 1cp

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

1 Loaf: 4cp

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

1 Loaf: 2cp

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

1 Loaf: 1cp

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

10 Loaves: 1cp

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

1 Loaf: 3cp

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

1 Loaf: 2cp

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

1 Loaf: 6cp

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

1 Loaf: 2cp

Tortilla: This Belcadiz specialty as a flatbread made from finely ground flour. Perfect for wrapping up your meal into just a few single bites, it is perfect for the adventurer on the go.

5 Tortillas: 2sp

Vestland Zweiback: This twice cooked bread is common in the Northern Reaches. It transports well, and can be dipped in jams to serve as a snack. Popular with parents of teething children.

2 Sticks: 1cp

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

1 Loaf: 4cp

Exotic Specialties

Alhambra Gold Snuff: A extravagance among the nobles, this finely ground tobacco causes a relaxing feel when you want it, without the need for lighting a pipe or a cigar.

1 Tin: 8gp

Cigar: Made with fine Belcadiz tobacco leaves, these exquisite smoking treasures are treasured by gentry everywhere. Perfect for celebrations, they go well with any of our brandies.

1 Cigar: 4gp

Cocoa: This bean can be turned into any number of treats, and the taste is borderline addictive. Imported from an unknown location by Minrothad, this delicacy is taking the continent by storm.

1 lb Bag: 50gp

Locum: A popular specialty from from the finer confectioners of Thyatis, Locum is made with dates wrapped in a sweetened gel then covered in powdered sugar. Extremely popular with the nobles.

1 Tin (20 pieces): 4gp

Moktaar: A strange dwarven treat, this is the form of a hard candy popular among its miners. Instead of being sweet, it tastes of a variety of meat products. A single Moktaar candy lasts for about six hours.

1 Pack (six pieces): 6sp

Pemmican: From the Atruaghin plateau comes this smoked bison delicacy. Powdered and flavored with a variety of berries, this high energy ration is perfect for adventurers on long term expeditions.

1 Strip: 2gp

Pepperpot's Prismatic Taffy: A treat from the Shires, this candy consists of a foot long string of sticky taffy of various colors. The delight is that each of the seven colors is a different flavor.

1 Strip: 1cp

Pipeweed: Grown in many varieties across the Five Shires, while a staple among the hin, pipe smoking is not as common in other countries. For those that possess the habit, please specify brand when ordering.

Common Quality 1lb pouch: 8sp. Good Quality 1lb pouch: 2gp. Excellent Quality 1lb pouch: 1pp.
Pipe: 1 ep.

Quazzidings (Candied): A gnomish confection, The Quazziding is a extremely bitter fruit when candied makes for one of the most unique tastes of extreme bitterness and tart sweetness.

1 Jar (5 fruits): 1ep

Tablet: From the Principality of Crownguard comes this crumbly treat. Made with butter, eggs and sugar and flavored with whisky. Considered a delicacy by the Klantyre warriors, and it travels well.

1 Half-Pound Brick: 3sp