

# KEVINS GUIDE TO ACROTERRA

5E COLLABORATIVE SETTING

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**HOME BREW**

Acroterra from Kevin's point of view

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# THE CREATION OF ACROTERRA



YS, THILVES AND ASILI TOGETHER CREATED THE planet known as Acroterra. As they forged the planet, other greater beings took a great interest. Eros took great interest in the magical font that now surrounded the planet. As that was being forged Valess began creating life with Qiren creating beasts and Valess creating the first race of a 'civilized' society known as humans. With the creation of life, came the ritual of death and that introduces the brother duo of Zodis and Bruhl to the world to keep balance in living and the dead.

The world could not always be light, so thus the creation of night and day and that transition in the world brought Remis into the world. Thus with the cycles of day and night came fierce storms of untapped power so The star of Storvind brought a balance of seasons and weather control.

As the world began to really start to grow and become a living breathing world, other greater beings took great interest. The humans felt larger than life and destroyed the forests to make their homes and great cities and having nothing to challenge them the deities felt as if the world needed more civilized races and thus they began creating them.

ANY OFFICIAL ANCESTRIES & HERITAGES LISTED BELOW ARE PLAYABLE, BUT KEEP IN MIND THAT TRADITIONAL 5E IS NOT APPLICABLE IN ACROTERRA

## ELVENKIN

As the forests began to fall Asili learned that the humans were incapable of caring for the beautiful forests, so they created a new race they called elves. This new race was nimble and beautiful. The great elven cities were built in nature, high in the trees away from the eyes of the humans.

These early years brought much war and fighting between man and elf as it was the elves duty to protect and safeguard the forests of Asili. The humans also poached these forests for many years.

**Playable races include:** *Elf, Shadar-kai, Half-Elf, Fairy, Triton*

## BEASTKIN

Far too many beasts died wastefully between the war and the poaching from the humans. Kiren decided along with Metzqoatl that the beasts needed guardians and thus Beastkin were created to be one with the beasts.

**Playable races include:** *Shifter, Tabaxi, Loxodon, Lizardfolk, Leonin, Satyr, Owlin, Aarakora, Centaur, Harengon, Kenku, Minotaur, Tortole, Gliff, Hadozee, Locathah, Grung, Yuan-ti*

## GENASI

Years after the creation of the world, Elementals were wreaking havoc all over the land and that's when Storvind and Eros decided that there needed to be some balance as the humans were all going to lose their lives and humanity was going to be lost, and the world of Acroterra itself destroyed. Therefore the Genasi were created to help restore the balance in the elements.

**Playable races include:** *Genasi*

## DWARVENKIN

As balance was restored with the elements, Xalenes and Remis decided there needed to be some barriers and divisions dividing the land masses and thus forged the mountains. Along with it the Dwarves and Gnomes to be one with the stone. The Dwarves were made short, and stout and they are very strong and very intune with the stone and ores. They treat the mountains with respect and in return the mountains give them much in return. Gnomes were made intelligent and crafty kin to the Dwarves. Dwarves live in and forge amazing strongholds. They quite literally built cities into mountains. Great huge cities with grand buildings and waterfalls inside the mountains while honoring the mountains and the stones. It's not uncommon to find Gnomes living among Dwarves in their strongholds.

**Playable races include:** *Dwarves, Gnomes, Duergar*

## GIANTKIN

Storvind and Asili worked together to create a hearty race that could survive the cold and treacherous peaks of the mountains, and the treacherous colds of Blisera and Eyos.

**Playable races include:** *Firbolg, Goliath*

## GENTLEKIN

Iremia and Soltis decided the world needed a race that was untouched by chaos and evil, that could always see the good in the world- they would always be unswayed by the temptation of evil and darkness. And thus gentlekin were created. Short and courageous little race. These folk lived in the peaceful meadows of the world and many are nomadic, traveling great spans of Acroterra spreading peace and joy throughout the land after all it's the little thing that matters most in this world.

**Playable races include:** *kender, halfling*

## GOBLINKIN

With peace and joy comes chaos. Areus created a tiny, chaotic race in her image. The Goblins are masters of tricks, traps and deceit. This little race found sharing the caverns of mountains with the dwarves, greedily stealing and collapsing mines on the dwarves. Eternal war began and the dwarves' hatred of the goblins rose. As time went on goblins have also evolved into different subspecies.

**Playable races include:** *Goblin, Hobgoblin, Bugbear*

## ORCKIN

Kora, seeing the many racial wars, knew that war is not always unavoidable. Sometimes it is necessary to keep the balance of power in the world. Thus she created the Orcs. A race that feeds on war and brutality. You will not find stronger fighters in all of Acroterra.

**Playable races include:** *Orcs, Half-Orc*

## CHANGELINGS

With war comes change and the unknown as well and Soltis knew this. Seeing the wars he created changelings in the image of change and the unknown. He felt this was much needed in the world. Though not many in number they can be found anywhere in Acroterra.

**Playable races include:** *Changelings*

# WAR OF ETERNAL NIGHT

There was still something missing, great beasts of power. These massive scaled creatures brought balance to all things. These creatures were called dragons. Metzqoatl created these beasts that lived many thousands of years and would stay true to the balance of all and finally Acroterra was complete or so they thought...

For thousands of years the world lived in peace. But there can't be peace forever. Eventually a curious being of great power in Acroterra started stirring up trouble. This was something the deities could not have foreseen. Thoss was gaining power at an alarming rate. No matter what happened he seemed to just keep getting stronger. The deities created their avatars and fought what is known as the War of Eternal Night. The deities took different sides, thus the divide of Chaos and Order was born.

For centuries they fought Thoss wanting to become a deity. Most of the battles of the War of Eternal Night were fought on the continent of Zoria. Later in this document we will go into detail of how the war affected each continent. He knew he had to create life and with his affinity to the dragons he did just that. He took Nyxondra, a black dragon, and gifted her with a child. That would then become the first half dragon of Acroterra. It was this that ended the war, and Thoss ascended to the cosmos to join the great deities thus becoming the deity of undead.

## DRAGONKIN

As stated above, Thoss created the first half-dragon.

**Playable races:** *Dragonborn, Kobold, Half-Dragon (included later in this document)*

## AASIMAR

Aasimar were created by Seira to be keepers of order. After the War of Eternal Night the land needed beacons in order to give the mortals hope and confirmation of the deities' presence.

**Playable races include:** *Aasimar*

## CHAOS TOUCHED

Seeing these Aasimar creatures Asteroth blessed the mortals with Chaos touched creatures. These demonic looking people stood as a reminder of the presence of chaos in the world.

**Playable races include:** *Tiefling*

## UNDEAD

With Thoss's ascension came a new wave of creatures that are still considered new to the lands even though it's been about 300 years. Changes from the war came new monstrosities Vampires, Nightborne, and Undead.

**Playable races include:** *Dhampir, Hexblood, Reborn*

### VAMPIRES

Vampires are an unknown creature of Acroterra. Only the pre-existing noble families know they exist and swear an oath of secrecy to them. This agreement is insidious, as most nobles know that any citizens that freely travel to the wild areas of Acroterra are at the mercy of these creatures and there's nothing they can do to aid them.

### NIGHTBORNE

These Creatures are twisted abominations that Thoss created to aid his army's victory in the war. There are several different types. A few examples are Nightmaiden, NightMother, Night Wardens, Night skitters.

### UNDEAD

The dead rise up and wander the world feasting on flesh. never sleeping, always decaying. There is a large presence of them in the Silvered Wastes of Neucrela.

# UNDEAD AND SILVER

In Acroterra it's important to keep in mind that due to the war, and sheer mass amount of undead they had to fight at that time, silver is extremely rare in most parts. Many struggle to find the silver they need to ward off the undead creatures created by Thoss that still threaten the world today. The one place that silver is abundant is not accessible by the general public and is heavily guarded by these undead.

# WELCOME TO ACROTERRA TODAY!

**H**ELLO THERE! MY NAME IS KEVIN. I'M A TOWNS guardsman in the city of Myrefall on Zoria and this is my guide to our world, my own experience if you will. Lady Vexx and Lord Mythgifted have sent me on numerous trips with all sorts of adventurous folk like you so take a seat, grab some warm milk, some cake and listen to how fascinating this world is and all the friends I have made! We have heroes, villains, monsters, and magic.

## NEUCRELA

***Man, this place was intense! Went to speak with the nobles with Lord Mythgifted! It is so different from Zoria!***

Neucrela is a land of law and order after the war the human empires expanded killing, enslaving and deporting any who were not human. Neucrela is also in a constant state of civil war. They struggle fighting off the remaining hordes of undead from Thoss's army in the silvered wastes, a terrible unforgiving land untouched by the humans where the undead reign. The Silvered Wastes is allied with Dragons End and they are pushing back against the human Empire. When one empire rules an area this big there's bound to be flaws and corruption.

## AVRELA

***The dwarvenkin of this land didn't seem to care for Lady Vexx. I'm not sure why, she's pretty awesome if you ask me.***

Avrela isn't the kind place that Zoria is, nor the war struck land that Neucrela is. It's unique in the way that the races do live together, but you can cut that tension with a knife.

## ZORIA

***That's where I'm from! This place is so freaking cool!***  
Known for its welcoming atmosphere, Zoria is what you would call a melting pot of cultures and races. The land has been at peace since the war, following after the deities and remaining at peace with one another despite being scarred from the war forever.





## DEITIES OF ACROTERRA





SYMBOL CREDIT  
WYATT TOLOCZKO

## SEIRÁ

### DEITY OF ORDER

Seirá was the Leader of **The Order** in the War of Eternal Night. Her followers lead the war on their side. Very set in her ways, and the way of Order, she was adamantly against Thoss becoming a Deity. As war broke out Seirá made sure to gather her closest allies to form an alliance against Thoss and his potential allies and followers. Seirá had hoped it wouldn't come to war, but unfortunately it did. Too many lives were lost in her opinion. Especially when The Order came out on the losing end of the war. At the end of the war Seirá admitted defeat, and agreed to peace with the other Deities.

Seirá visits the material plane often, in many different avatars bringing order and justice to the land in many different ways. Their most dedicated followers tend to be Paladins, and Clerics.

## QIREN

### DEITY OF INTELLIGENT BEASTS AND ROMANCE

Quiren was one of Seirá's biggest allies. She of the first to join **The Order** without any hesitation. Quiren had issues with Thoss before the war even began, and had no qualms trying to take them down.

She often comes in the form of a unicorn in the material plane, and also visits their followers through visions and dreams. Soltis and Quiren are siblings, and their temples often are joined.

## SOLTIS

### DEITY OF CHANGE TRAVEL AND UNKNOWN

Joined **The Order** at the same time as their sibling Quiren. They sensed the change coming and knew they needed to act. They had a feeling that Thoss was a great evil that the world of Acrotterra couldn't handle. They, like Quiren, often visit their followers through visions and dreams. Also by passing them on the streets.

## VALESS

### DEITY OF LIFE

Valess is the lover of Seirá, so naturally he joined **The Order**. His brother, Zodis came to Valess expressing serious concerns with Thoss raising the dead, and the impact it could have on the livelihood of the people of Acrotterra. Valess leaped into action requesting the aid of Lys and their followers as well. Valess had many followers aiding Zodis in the protection of gravesites around Acrotterra. Valess seldomly visits the material plane, but blesses his followers with fertility and other gifts of life.

## ZODIS

### DEITY OF GRAVE

With Zodis having concerns with Thoss and his raising of the dead, he reached out to other Deities for aid and explained the impacts that this could have on Acrotterra. He believes that death is a part of life and that the dead should be honored. Zodis stationed many followers at graveyards around Acrotterra, worried about Thoss raising the dead with the aid of Zodis's other brother Bruhl.

Zodis protects several graveyards across Acrotterra. He is often seen wandering the graves at night. The avatar he chose is a hulking figure with a shovel.

## LYS

### DEITY OF LIGHT

Lys provided everburning lanterns to the followers of Zodis and Valess after they requested aid protecting the graves during the War of Eternal Night.

Lys visits the material plane typically as a lightning bug to bring light to their followers when they need it most.

## EROS

### DEITY OF ARCANE

Eros guided many wizards to **The Order** to aid in the fight with their powerful spells and mastery of the arcane. He also tried to destroy all texts of forbidden arcane knowledge.

He comes to his followers in the way of blessing them with tomes of arcane knowledge found throughout Acrotterra. No known sightings of their avatar.



SYMBOL CREDIT  
WYATT TOLOCZKO

## THOSS

### DEITY OF THE UNDEAD AND UNDYING

Thoss was the leader of **Chaos** and eventually rose to Deityship. Thoss' origin comes from an obsession of power, and needing those around them to follow them. This became an obsession, which corrupted his form into what they are now. That form is a skeletal dragon. Many of Thoss' followers tend to be Liches, undead and those that are hungry for power and willing to do anything it takes to achieve it. He possesses many of the forbidden tomes that Eros seeks to destroy even to the present day.

## BRUHL

### DEITY OF DEATH

Thoss' biggest ally, and lover of all things murder and death. Bruhl is the brother of Zodis and Valass. They have sort of a rivalry as they do not have the same feelings when it comes to death, and the dead. Bruhl aided Thoss in the teaching of necromancy and the teachings of forbidden arcane knowledge. Bruhl comes to the material plane much like the Grim Reaper, hooded and taking the souls of the deceased and aiding them in their path to crossover to wherever they will end up.

## THILVES

### DEITY OF DEPTHS, SEAS AND MONSTERS

Also one of Thoss' biggest allies, he provided the side of Chaos with many monsters and beasts of burden. He taught Thoss how to summon creatures of the Abyss to fight under his rule. As payment for this, Thilves requested as many drowned souls as possible. Bruhl was happy to assist with this, as was Thoss. During the War of Eternal Night, most of the deaths coming from **Chaos** were in fact, drownings. Thilves often communicates to his followers by bringing them to the edge of drowning.

## METZQOATL

### DEITY OF MOON, STARS, SERPENTS AND REPTILES

Metzqotal provided shelter for the Nightborne followers of Thoss in the Treacherous Wilds. He also provided many ancient labyrinths to protect the forbidden tomes. Now serves side by side with Thoss to his followers. The Treacherous Wilds have gone silent as many of the lizardfolk elders have not received any guidance from him, and the many tribes have grown anxious and fearful of what may have happened to their deity.

## STORVIND

### DEITY OF TEMPEST

Storvind provided many natural disasters throughout the war, such as hurricanes, tsunamis, monsoons etc. Causing many of **The Orders** ships and followers casualties, aiding Bruhl and Thilves in his quest for drownings. Storvind rarely visits the material plane, and usually sends messages through signs to his followers. (*signs can be weather change, changes in wave patterns etc*)

## AREUS

### DEITY OF TRICKERY

Areus's followers were often found behind enemy lines impersonating **The Order** officials and misguiding the army's of **The Order**. She also aided with the recovery of the forbidden tomes for Bruhl and Thoss. She often visits the material plane as different avatars, playing pranks on her followers.

## ASTERAOTH

### DEITY OF FIENDS AND THE HELLS

Asteraoth wasn't a Deity during the war, but was an active participant. He fought under Xozroth when he was the Deity. Asteraoth has recently come into Deityship, currently no one knows what happened to Xozroth. Is he dead? Defeated? It's currently uncertain. Asteraoth visits the material plane often in the form of a red, male, winged tiefling. Currently there are rumors he has taken a mortal lover of the Noble family of Slyvale, hence the reasons for their constant presence in the mortal plane. He have vowed allegiance to **Chaos** and Thoss as well.

# THE NEUTRAL DEITIES OF THE WAR OF ETERNAL NIGHT

## KORA

### DEITY OF WAR

In the War of Eternal Night Kora remained neutral, while sending followers to both sides to aid in strategy. She kept either side on equal playing fields, being careful not to aid one more than the other. Kora rarely visits the material plane, and often communicates with her followers telepathically in times of danger and hardship typically giving them a leg up in combat over their opponent.

## IREMIA

### DEITY OF PEACE

Much like Kora, as they are lovers, Irmeia remained neutral in the War of Eternal Night, yet sent followers to both sides, begging for peace. She rarely takes a form in the material plane, and more so comes as an overwhelming feeling of calm and peace. Trying her best to ease tense situations and keep the peace between the deities and their followers. As of late Irmeia feels something is off and fears yet another war might rise again.

## REMIS

### DEITY OF TWILIGHT

In the War of Eternal night Remis and their followers remained neutral, refusing to take a side. Remis takes the form of Shadows in the moonlit cities of Acrotterra and communicates as whispers from the dark. Remis, typically a quiet Deity, is currently investigating the disappearance of Metzqoatl, a close friend of theirs and is scouring the shadows of Acrotterra for any sign of them.

## XALENAS

### DEITY OF FORGE

In the War of Eternal Night Xalenas and her followers remained neutral. Her followers provided weapons and armor for both sides of the war. Her avatar for the material plane is a large Orc woman with a blacksmith apron. She blesses her most dedicated followers forges with eternal fire. Weapons and armor forged from these flames and smiths are of the highest quality in all of Acrotterra and often are blessed with divine gifts.

## SAFÍNEIA

### DEITY OF KNOWLEDGE

In the War of Eternal Night Safíneia and her followers remained neutral, refusing to take a side in all the chaos. She often visits the material plane under the avatar of a young studious woman. Several libraries across Acrotterra are often visited by Safíneia and blessed by her knowledge. She is very aware of the changes in the winds of Acrotterra and knows that we have not seen the last of Xozroth and it's only a matter of time.

## ASILI

### DEITY OF NATURE

In the War of Eternal Night Asili and her followers remained neutral. When visiting the material plane she takes the form of an Owl, like the one in their symbol. They spend most of their time in the Tangled forest floating above Zoria.



*"Listen little one, only few heros remain from the war: Defenders of humanity against the horrors of the dark. Their numbers dwindle with every passing year. You see, this world belongs to us and we make our story. The road will be long and hard but do not give it up easily." -Cpt. Indra*

## THE LAND OF ZORIA

**F**ORGED BY THE DEITIES MANY CENTURIES AGO, this land holds many secrets that have yet to be discovered, and stories yet to be told. Will you unlock some of these secrets? Will you create some of your own stories? The main Continent is divided into 3 main regions: **Vale, Timber Hollow, Skyfrost**

A HD version of the map above can be found [here](#). Before embarking in this wondrous land, it is important to establish several defining features of Zoria and the setting.

### THE TANGLED FOREST AND THE LIFE TREE

264 years ago the Tangled Forest detached from the continent of Zoria, rising 52,800 feet in the air and is now a floating mass of land. There are beautiful waterfalls flowing from the mass down into what is now Lake Zoria below. The Tangled Forest was always home to what is called The Life Tree. This life tree kept the clans of elves in the Tangled Forest youthful, and extended their lives. Rumors are that ancient magic aided in the Tangled Forest separating, as the clans in the forest didn't want the Undead to poison the Life Tree. It is said the only entrance to the Tangled Forest is the crossing at the bottom of Lake Zoria.

### LAKE ZORIA

This lake was created after The Tangled Forest separated from the continent. Beautiful waterfalls from The Tangled Forest flow into this gorgeous lake. The locathah protects the crossing that resides in the depths of the lake. The crossing at the bottom of the lake is rumored to be able to take you anywhere in Zoria you may want to go. Including those defended by magical means.

### THE TREACHEROUS WILD

The entire island of the Treacherous Wild is forest and trees. There are only a few small, unknown villages, and settlements of tribes. Mostly dragonkin and beastkin are found here.

### MOUNT TWILIGHT

Rumored home to the oldest of the ancient dragons, Aran, Lady of the Red. The land mass is made up of pure obsidian and volcanic ash. The only inhabitants are the ancient dragon and fire Genasi tribes. The last active eruption took place during the final battle of the War of Eternal Night killing many in The Order and in Chaos alike. Their petrified and charred remains are still being found today.

### THE YOUTH TREE

Deep inside one of the forests of Zoria resides an enchanted cherry tree. Planted by a halfling from a leaf from the Life Tree from the Tangled Forest. This halfling, Halile Cherryhart, buried the leaf with the stem of a cherry deep in the forest where her clan resides. After she buried the leaf and stem she performed a ritual. As it grew she noticed that those around the clan began to live much longer lives. She ended up telling her Clan Elders what she had done and what was happening. From then forward the Cherryhart Clan has protected the tree, patrolling the edge of the forest and the tree at all times.

### THE SCREAMING SWAMPS

The Screaming Swamps is home to the Wandering City. This city is on the back of two Horizon Back Turtles and is quite the talk of newcomers to Zoria. There isn't much dry land in the swamps, so make sure if you're traveling to them you've got the right gear!

#### IAN ONCE TOLD ME...

An old wives tales about what happens when you put your head underwater in The Screaming Swamps... I wouldn't suggest ever finding out. That story gave me nightmares for a year!

### THE SILENT TUNDRA

The Silent Tundra is Zoria's coldest area. Located in Skyfrost. There aren't any civilized cities here, but the thunderous boons of Frost Giants echo through the skies and are rumored to be heard all the way in Timber Hollow.

### THE CREATION OF WILDVALE

Wildvale is the city of the undead. **This is unknown to anyone who isn't an undead, or a high Noble.** Wildvale is missing from most maps around the land.

Throughout the war, Thoss began creating many undead creatures. One of the lesser known creatures Thoss created during the war is an undead creature that feeds off the life force of living creatures (known to you as vampires).

Originally Thilves wanted to create a new monstrosity, and with the aid of Bruhl and his necromancy they began trying to make the creature.

As Thoss rose in power, he ultimately aided them with a forbidden Tome and the forbidden arcane knowledge to achieve this. There was a lot of trial and error in creating what they were after. In the process they also created Nightborne creatures. There are various types of these monstrosities. When they perfected and created the exact undead they wanted, the first of these undead was a beautiful woman named Poison. This woman was a long time lover and follower of Thilves. Thilves was very wary of using her as the test subject for this new creature, but she insisted. She wanted immortality. And she wanted to be by his side forever.

As they got the dark magic just right, Poison was killed and buried and arose the next night as an even more stunning woman than she was when she was alive. Quickly, the 3 Deities created the next 3 undead: Mercy, Magna, and Phoenix. The first 4 originals are called The First Order.

These creatures feed on the life force of other beings in order to remain 'undead'. The more powerful the creature becomes the more sunlight becomes extremely painful, so they avoid going out during the day, and become nocturnal.

The 4 originals began creating a few of what are known as dhampir. With these spawns aiding in the war, the other side tried to quickly learn the weaknesses of these new creatures. One they found quickly was Holy Water. Something else to keep in mind that not all undead follow Thoss, nor are they necessarily evil aligned either. Not even the undead that reside in Wildvale are all followers of Thoss or evil.

### THE FALL OF POISON

Poison was the Coven Leader. After she became undead her relationship with Thilves began to dwindle. They would still see each other every now and again. Thilves was a very jealous lover, but he began coming to the material plane less and less. Poison over the years took other lovers to fill her lonely days. After centuries of leading the coven, she was overthrown and put to rest with a wooden stake in her heart. Her burial place was unknown to everyone except the other 3 in The First Order. It was rumored that she was waging war on the living, and creating undead armies. Magna took her place leading the coven, and he has remained leader since.

Rumors of The Red Mistress coming back are alive and plentiful around the continent.

### ZORIA TODAY

Known for its welcoming atmosphere, Zoria's current year is 264 AS (*After Separation*) Zoria is what you would call a melting pot of cultures and races. The land has been at peace since the war, but as always mischief has begun to seep into the air & things won't stay quiet for long...

**They never do.**



# THE VALE

## PEARLHORN

- **Population:** 20,000
- **Leadership:** Lord Greaves (*Half Dragon Male*)
- **Key locations:** Ian's Traveling Tavern, Lys Everlit Lighthouse, The Seafood Market of Pearlhorn

Home to the Everlit Lighthouse of Lys, an iconic landmark gifted by Lys themselves to aid sailors during the war and the everlasting storms Storvind mustered.

## MYREFALL

- **Population:** 30,000
- **Leadership:** Lord Myth-Gifted (Aasimar Male)
- **Key locations:** Ian's Traveling Tavern, The Mountain hold, The Harvest Festival

An icon of the war. Home to few of the great warriors who survived the war. Vexx and Etoxacia Myth-Gifted, and the iconic tavern owners Ian and Hayden. These legendary warriors fought against Thoss and aided Myrefalls defense against their invasion. As a thank you gift from The Order they were gifted with unnaturally long lives and a reasonable wish and thus Ians Traveling Tavern was born!

## STEELGLEN

- **Population:** 10,000
- **Leadership:** Lady Wakefield (*Tabaxi Female*)
- **Key locations:** Ian's Traveling Tavern, Steel Harbor Gate

Is the defense of the freshwater of the Vale. The steel gates that barricade the river work to stop terrors of the deep from entering the fresh waters of the Vale.

## HIGHVALE

- **Population:** 1,000
- **Leadership:** Lord Tyril (*Firbolg Male*)
- **Key locations:** Ian's Traveling Tavern, Statues of the Legendary Warriors

Tyril has the finest masons in Zoria craft stone statues of the young warriors before they became legendary.

## MARSHHAVEN

- **Population:** Under 1,000
- **Leadership:**
- **Key locations:** Ian's Traveling Tavern, Marsh of the Drowned

A small rickety goblin village in the Screaming Swamps

## STONEGUARD

- **Population:** 2,000
- **Leadership:** Lord RuneBringer (*Dwarven Male*)
- **Key locations:** Ian's Traveling Tavern, Stone Dredged mines, Blessed forge Xalenas

Home to the Stone Dredged mines, it passes through the mountains to the swamps. The dwarves dug too deep, unleashing monsters of the deep through the mines.

## MOORASS (*THE WANDERING CITY*)

- **Population:** 30,000
- **Leadership:** Ogre Lord Korug
- **Key locations:** Ian's Traveling Tavern, this city is atop 2 massive horizon back tortoises

Monstrous city that wanders through the swamps atop 2 lumbering horizon back tortoises. It bridges together. The marker on the map is the nesting grounds of the tortoises, but no one knows quite where it's going to be.

## WILDVALE

- **Population:** Unknown
- **Leadership:** A Vampire Coven
- **Key locations:** Unknown

**Unknown to most** This city is the home of vampires and many undead creatures. If you enter the city, you might not leave alive. Zoria laws do not apply here. The stories around Zoria are that this city is lost to time.

## SLYVALE

- **Population:** 10,000
- **Leadership:** The Doom Family
- **Key locations:** Ian's Traveling Tavern, notorious thieves guild, Rift to hells

Slyvale is home to a rift deep in the mountain that connects the material plane with the Hellish planes. The Doom Family has safeguarded this rift for centuries. At war with Corals Edge.

## CORALS EDGE

- **Population:** 5,000
- **Leadership:** Queen Lora (*Sea Elf woman*)
- **Key locations:** The Silkleaf Forest, The Airendil Palace

Underwater city of sea elves and tritons. In a constant war with Slyvale who is trying to ruin their seaweed forest, The Silkleaf Forest, and decimating the wildlife around them.

# TIMBER HOLLOW

## MOONBELL

- **Population:** 50,000
- **Leadership:** Lord Lovett (*Elven Male*)
- **Key locations:** Library, Ian's Traveling Tavern, Magic Shops, Stables

This large elven constructed city is home to the largest library in all of Zoria, The Grand Library. The population is mostly elves. Also home to several famous shops, some being magic shops.

## HIGH HOLLOW

- **Population:** 20,000
- **Leadership:** Lady Lockridge (*Dwarven Female*)
- **Key locations:** Ian's Traveling Tavern, quarry, mines

Built on the mountainside by the dwarven clans of old, produces most of Timber Hollow's ores and stone. Lady Lockridge often works the mines herself.

## RED HOLLOW

- **Population:** 30,000
- **Leadership:** Lady Wraith (*Human Female*)
- **Key locations:** Ian's Traveling Tavern, Orphanage, shops, Scarred Woods

Home to the largest orphanage in Zoria. This town is smaller than Moonbell, yet still sees quite a few people. Many come to see the Scarred Woods, one of the famous war battlegrounds. Trees still glow with arcane energy from the powerful magic that was released upon the armies and the land. Some say whispers of the dead can still be heard wandering the wood.

## ANGELWOOD

- **Population:** under 1,000
- **Leadership:** Lord Sambridge (*Gnome Male*)
- **Key locations:** Ian's Traveling Tavern, the Sacred wood

A very small hunting village, but home to the Sacred Wood. It houses many druidic circles and is protected by Asili themselves.

## IVYWOOD

- **Population:** 5,000
- **Leadership:** Lord Farrington (*Human Male*)
- **Key locations:** Ian's Traveling Tavern

A small lakeside farming village that has one thing going for it- The amazing front row view it has of The Tangled Forest and the ever-raining waterfalls.

## WILDRUN

- **Population:** unknown
- **Leadership:** none
- **Key locations:** Ian's Traveling Tavern, Scarred cliffs

This wild and free for all city has no rules. This city is run by numerous gangs, pirate crews and thieves. The streets are filled with crime and mischief. Many don't walk alone here. The cliffs are littered with ships of old, broken and repurposed to form the city. Six massive blades surround the city limits, each belonging to the Deities of Chaos from the war.

## WHITE HAVEN

- **Population:** 60,000
- **Leadership:** Lord Hargreave (*Human Male*)
- **Key locations:** Ian's Traveling Tavern, Alesunder Brewery, Forge of Xalenas, Hall of the Deities

Large city, home of the famous Alesunder Brewery. This brewery brews some of the finest ales and fine wines of Zoria and is one of the oldest names in brew history. Also home to one of the blessed forges of Xalenas. Due to recent events there is now no smith worthy of the forge in Whitehaven. Could you be the next master smith? Also home to a massive temple of the Deities, which houses many shrines devoted to all the Deities.

## TIMBER WATCH

- **Population:** 5,000
- **Leadership:** Mayor Holt (*Halfling female*)
- **Key locations:** Ian's Traveling Tavern, Shipyard

A small quiet fishing village on the costal cliffs of Zoria

## HOLLOW CALL

- **Population:** 30,000
- **Leadership:** Lord Brimsey (*elven male*)
- **Key locations:** Ian's Traveling Tavern, Magic shops, Alchemists

A decent sized coastal city home to few magic shops and alchemists. A must stop for those looking to explore Zoria and get some fine and reliable gear.

# SKY FROST

## FROST PORT

- **Population:** Under 5,000
- **Leadership:** Lord Draxen (*Dwarven Man*)
- **Key locations:** Blacksmith of Xalenas, Magic shop, Alchemist, Ians Traveling Tavern

One of the largest cities in Skyfrost, it also tends to be the trading post for most merchants needing ships and has a very active trade with the rest of Zoria. Frost port is also home to one of the rare Xalenas Blessed forges where Draxen's oldest daughter Helena Draxen does some of the finest metal work in all of Zoria.

## SLEET GATE

- **Population:** under 1,000
- **Leadership:** Lady Freyda (*Firbolg woman*)
- **Key locations:** Freydas Lodge, Ians Traveling Tavern, Thoss's Quill's

One of the smallest villages in Skyfrost. It's more of just a place to rest as the biggest building there is Freydas Lodge, a warm retreat for those traversing the snowy land. The lodge is also only a few miles away from the landmark Thoss's Quills, massive bone quills left in the ground from the war that still emanate dark energy. Those that get too close can be corrupted and become one of Thoss's nightborne.

## SNOW HOLLOW

- **Population:** 10,000
- **Leadership:** Lord Braxus
- **Key Locations:** Ian's Traveling Tavern, Zoria Trade hub, Under Market

A unique city as it is what separates Timber Hollow from Skyfrost. It's home to one of the largest trade hubs in all of Zoria. If you need anything, you can bet your bottom dollar that Someone here sells it either at the hub or the secretive Under Market.

## FROST HAVEN

- **Population:** 3,000
- **Leadership:** Elder Circle (*Mayrena, Xiri, Gredorn*)
- **Key Locations:** Icy Graves of Zodis, Blacksmith, Ian's Traveling Tavern, Eros' College of Arcane Arts

A small village, is mainly home to those studying the arcane. Just a few miles outside of the village is the Icy Graves of Zodis. Whole armies frozen in time by the frozen seas depicting a violent fight for life as the power of Thilves icy sea consumed them. People of all ages, race, and size can be found in the icy waves. This land is the protected Land of Zodis now.

## WHITE SPIRE

- **Population:** under 1,000
- **Leadership:** Mayor Crytalis
- **Key Locations:** Ian's Traveling Tavern, Blood stained Ice spires

A small ice fishing village doesn't have a lot going on except they are home to massive ice spires that are stained with the blood of those fallen in the war. Deity and mortal blood was shed.



**"YOU CAN'T OVERCOME FEAR BY THINKING ABOUT IT. FACE IT HEAD ON. IF YOU WANT TO CONQUER FEAR, DON'T SIT HOME AND THINK ABOUT IT. GO OUT AND GET BUSY.." -LORD ETOXACIA**

## THE LAND OF NEUCRELA

### ELSAN EMPIRE

The Northern half of Neucrela is the human empire, **also known as the Elsan Empire** which is a thriving, authoriatative land whose power and influence is on the rise. They have expanded killing, deporting, or enslaving any who are not human. It's only a matter of time. The racial populations in this area of Acroterra are not diverse. With humans being the majority. Other races are found here, but mostly as enslaved beings unless they are on **The Row**. Each city has a neighborhood called The Row where the 'free' creatures that are not human live. Where military might, craftsmanship, trade is its main focus. Its power comes through military might, and engines of commerce. Situated on the southern hemisphere of Acroterra selling and bringing in goods from all over the world. The wealth this generates has given rise to an unprecedented boom in nations growth. Neurula has -and still is- reinventing itself as a land where fortunes can be made and dreams can be lived, but the reality is that is only by humans. Burgeoning merchant clans fund development in the most incredible endeavors: grand artistic follies, and architectural monuments to their power.

### ECONOMY & CULTURE

Power and control is the lifeblood of The Elsan Empire. The climate around Neucrela is generally tropical and arid further south, but when the temperature changes rapidly, sea fogs often envelop the docks and warehouses. The Armies of Neucrela are always busy, and anyone with a strong back and the will to work can easily find work in the military.

The cosmopolitan nature of the Elsan Empire makes its inhabitants close knit and often foul to outsiders, but there remains a particular character to its people. A citizen of Neucrela is typically self-reliant, does not expect handouts. They are hesitant to meddling from outsiders, and see an open and free market as essential to the Nation's continued prosperity. As much as the citizens of the Elsan Empire like to pretend they are superior entities, we all seen what happened to Dragons End its only a matter of time untill history repeats itself.

#### LILLIANA ONCE TOLD ME...

To look out for the Ensnared Jungle. There are giant man eating plants deep in that jungle! I don't know about you, but if I'm going to be eaten I'm not sure I want it done by a plant! Do women not taste good since they only eat men?!

### THE ENSNARED JUNGLE

Much like the Treacherous Wild, the Ensnared Jungle is all trees. There are only a few small, unknown villages, and settlements of tribes. Mostly dragonkin and beastkin are found here, except for the fairy settlement of Shademaw.

### THE SILVERED WASTES

A desert wasteland of dunes and undead. Dotted with settlements where the undead thrive and live out life without fear of hatred and being hunted by the Elsan empire. This area is a silver jackpot. They keep control of some of the richest silver deposits in all of Acroterra, as silver is one of the biggest weapons used against them. The Silvered Wastes has an alliance with Dragons End, trading and helping the area stay alive. They keep the Elsan Empire pushed back, holding on to this area they call home.

### DRAGONS END & SHATTERED ISLES

Many dragonkin live here along with other creatures that are not human in small, tribe like villages. Not long ago the many dragons got into large scale feuds which ended up destroying the land now called the Scattered Isles. The Isles didn't exist but the Dragons completely destroyed the land here creating them. Today many are looking to rebuild their land. They have been working closely with the undead of the Silvered Wastes in keeping the Elsan Empire out. The Shattered Isles are a neutral ground and can be seen as a capital for Dragons End and The Silvered Wastes where citizens can live in peace. There are many in Dragons End that still take issue living among the undead, so they don't go near the Shattererd Isles. Are there humans that live among the creatures in Dragons End and the Shattered Isles you ask? Sure, they are looked at as outsiders until they prove their loyalty and build trust with those around them. They exist and there are more than you might think. Some humans are even used to spy for them in the Elsan Empire.

### THE NEVERENDING WAR

The Elsan Empire is in a constant state of war with Dragons End and The Silvered Wastes. The empire has sent many armies of their enslaved creatures to fight their battles, only to have them never return. Are they dead? Have they been freed by Dragons End? **The Elsan Empire may never know.**

# THE ELSAN EMPIRE

## AFNA

- **Population:** 200,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, Wizards Watering hole, Empire capital, Kytech train Station

Home to the Royal Gillinham family, it is the single largest city in all of Neucrela. This large metropolis like city is bustling with people but also to its downfall many hind hardship and unable to afford the taxes the nobles impose.

## KINGS WATCH

- **Population:** 100,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, Elsan Empire military forces

A massive garrison and training camp for all of The Elsan Empire soldiers. Any that enlist or are forced into the military are sent here for training. They must obey the teaching of the Empire or face execution and shame for their entire family.

## ARAMOOR

- **Population:** 150,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, The Mythic Cavern

Has a grand temple at the center The Mythic Cavern that is surrounded by a moat and stone walls. Also known for its lush farmland and its colorful dyes.

## CHESTER

- **Population:** 50,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, Sapphire Port

A decent sized city with the central point being the Port that many from the capital use to travel to the main land of Neucrela. Named after a long lost Noble, Sapphire Gillinham

## TIMBERFAIR

- **Population:** 100,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, Farga's Respite

The empire's forward barracks to assault the Silvered Wastes. You won't find many non-military persons here.

## SILVERPOND

- **Population:** 250,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, The Bound Gard, Shrooms and Potions

This city divided by a pond, Home to one of the most notorious cults that are looking to overthrow the Gillinham family.

## RAYANORA

- **Population:** 50,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, The Red Glass

founded on a major battle site, known for its heavy-handed guards and its sturdy arms & armors.

## ALORA

- **Population:** 5,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, The Molten Head

Engineered on the coast, and looks beautiful. With its birch wood rooftops, birch wood walls and rows upon rows of lucious trees. It has a inviting atmosphere

## EMBER BARROW

- **Population:** 20,000
- **Leadership:** Elsan Empire
- **Key locations:** The Row, Floxelts, School Of The Arcane

The city is home to the nation largest arcane schools, Floxelts, School Of The Arcane, teaching those with arcane fits how to master them. This school is extremely expensive and difficult to get into. Rumor is they have some real issues to sort out

# THE ENSNARED JUNGLE

## SHADEMAW

- **Population:** Unknown
- **Leadership:** Unknown
- **Key locations:** Unknown

Settled *under* a jungle, the township of Shademaw is home to fairies lead by Princess Pearl. It has ancestral grounds, which is of great importance to the people of Shademaw and its success. This township is the first line of defence for The Silvered Wastes as the Empire don't know it exists. No Elsan Empire army has been able to cross it's borders in over 100 years, maybe even more.

## DRAGONS END

### DIRTHAND

- **Population:** 10,000
- **Leadership:** Gimble Fapplestamp (Gnome male)
- **Key locations:** Kava's Apothecary, The Golden Gate

One of Dragons Ends first lines of defense against the Elsan Empire. This is where many of the Elsan Empires enslaved armies have switched sides and now reside.

### NORTHFAIR

- **Population:** 90,000
- **Leadership:** Warlord Alre (Dwarf Male)
- **Key locations:** Crown Jewl, The Molten Poker, Mortar and Infusion

Built at the base and inside of the mountain, this city is home to elves and dwarves lead by Warlord Alre. The city looks graceful, as one would expect from an Elven city. With its ceramic tile rooftops, copper walls it has an enchanting atmosphere. The city inside the mountain is vast and houses several waterfalls and feats of dwarven engineering.

### ESARI

- **Population:** 1,000
- **Leadership:** Meriele (Elven Female)
- **Key locations:** The Crossed Sword, The Brewed Clairvoyance

Esari sits in the shadow of a large ruined castle, known for its artists and writers and its medicinal plants.

## THE SHATTERED ISLES

### FARTON

- **Population:** 100,000
- **Leadership:** Tomi Elderberry (Kender male)
- **Key locations:** The Roaring Cabbage, The Crossed Grindstone, Lloyds Supply Shop

This city is in the Shattered Isles where citizens Dragons End and The Silvered Wastes live free from Elsan Empire threats. This is where any ally meetings are held between the two, or could even be considered the Capital of southern Neucrela.

## THE SILVERED WASTES

### CLIFFFACE

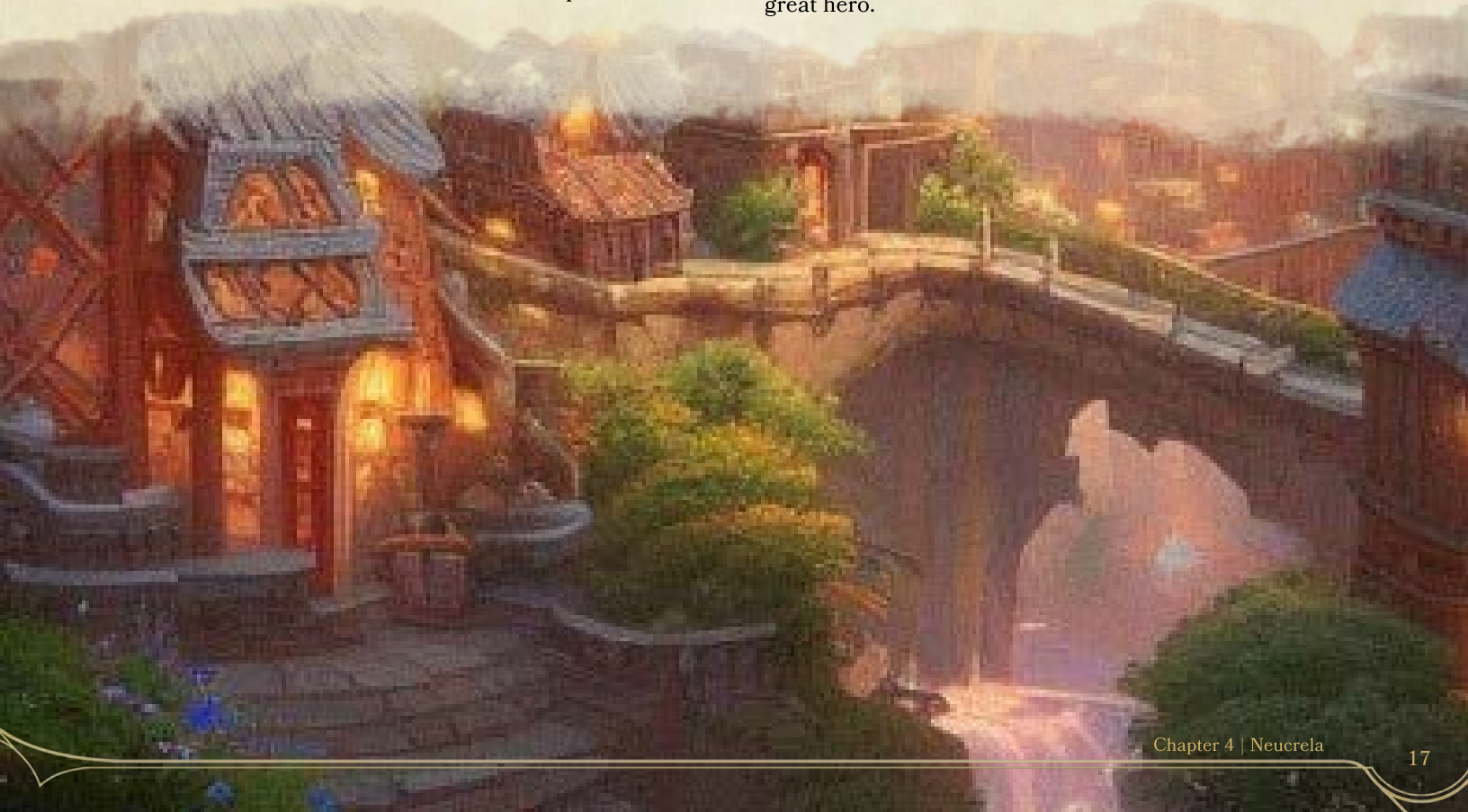
- **Population:** 10,000
- **Leadership:** Vampire Coven
- **Key locations:** The Witches Bulette, The Hot Groove

Is built nearby an important tomb or graveyard, known for its sturdy arms, armors and its strong drink.

### ROSEWELL

- **Population:** 5,000
- **Leadership:** Gary (male hexblood)
- **Key locations:** The Laughtered Creek, Spectacular Infusion

Rosewell is completely destitute and rundown, known for its lumber and forestry and being the home of a great hero.



## THE LAND OF AVRELA

### TOUCHED BY THE GODS

While most of the War of Eternal Night was fought in Zoria, there are quite a few places in Avrela that have been touched by the Gods.

#### KORAS BLADE

The Isles in the center of Averla are formed of fragments Koras Blade, when she attempted to slice the continent in half. The isles are known to have mystical properties. Many Orcs venture to these isles to show patronage to their creator.

#### THE SUNKEN ISLES

These Isles were once a part of the land mass of Avrela. They seperated and were shattered by a blast of radiance from Eros. For an unknown reason, there is a portion of the year that these Isles are dark all day and all night.

### CULTURE AND GEOGRAPHY

The land of Averla is vastly different from Zoria and Neucrela. While there aren't any outright race wars going on, it also isn't as inclusive and welcoming as Zoria. There is a lot of racial tension on this continent. Elvenkin and Dwarvenkin being one of the strongest tensions.

#### FESTIVAL OF THE ENDLESS MOON

Scuttle Ship Bay is known for it's annual festival every year. This festival is known for amazing games, great entertainment, the best food from all across Acroterra. People will travel from all over to this festival. Everyone comes together to eat, drink and play. The festival is usually 1-2 weeks long, and is during the time of the year that the isles of Koras Blade are always dark. This is one of the few times in Avrela that the racial tensions are put aside for everyone to have a good time. Any kind of issues with this, the involved people are kindly sent out to sea in Scuttle Ship Bay.

#### POPPY ONCE TOLD ME...

Scuttle Ship Bay is where ships goes to die! There have been many a rumors as to what ruins these ships, but what is known is that many ships are at the bottom of the bay there. The most popular rumors are Harpies, Merrow, Kraken, and some have even rumored to see dragon turtles in the water. As much fun as a Dragon Turtle sounds, I'm glad I didn't get sent out of the festival when I was there!

#### IRONHELM PASS

Ironhelm pass can be a dangerous area for anyone who is not of Dwarvenkin decent. The Dwarvenkin here don't like outsiders in their area. If you want to travel this area you need to get an escort. Or pass at your own risk. It's your funeral.

#### THE ENTANGLED FOREST

This forest is much like the Tangled Forest in Zoria, except it is **not** floating above the city. When you enter this forest you will most likely get lost unless you have a guide that knows the forest and the forest knows. As you enter the forest it turns into a labyrinth. The trees twist and turn. It's been known to drive people to madness. Much like how the Dwarvenkin in the Ironhelm pass don't take kindly to oursiders, the Elvenkin in the Entangled Forest also do not take kindly to outsiders.

#### THE THUNDERING FOREST

The noise from this forest is enough to drive a person mad. This forest is filled with may of the Beastkin, Orckin, Dragonkin, and Giantkin. Those that call this forest home have grown used to the thunderous noise of the forest, but if you are a visior you may want to find a way to block your hearing.

#### WHITewater

Whitewater has an underwater portion. The surface and the underwater city work together in harmony. The underwater portion of the city is the cities first defense against enemy ships as outsiders are not privy to the information that the underwater portion of this city exists. So along with many ships being at the bottom of Scuttle Ship Bay, there are many at the bottom of the sea outside of Whitewater. The city generally follows Strovind, and sacrafices the ships and lets the people die by drowning to apease him. In return he blesses the city with prosperity and plentiful coral forests filled with rare gems.

#### THE FROTHY CANAL

All the rivers in Acroterra that run North to South all the waters run South. The difference is the Frothy Canal. This river flows North and into the mountains.

#### DEMONGLADE

The area between Demonforest and Demonmire is known as Demonglade. There are rumors that in this area there are many demons who surface. These are just rumors though. Well, I think anyways. I've never traveled through there, I'm not risking it.

# AVRELA

## GRAYHOST

- **Population:** 1,000
- **Leadership:** None
- **Key locations:** Grayhost Port

This settlement is known for its peacefulness. So peaceful that it doesn't need any leadership.

## WHITEWATER

- **Population:** 50,000
- **Leadership:** Lady Gloria (*Tritan woman*)
- **Key locations:**

Located on the coast, Whitewater has parts of the city are underwater. This city is very military-esc. They don't allow any ships near the city. The underwater portion is the first defense against outsiders.

## DEMONFOREST

- **Population:** 15,000
- **Leadership:** Barakas Sanity, (Male Tiefling)
- **Key locations:** Demonforest Castle Ruins, The Grooved Shield

has an awful smell, and is known for having powerful guilds. It is governed by a council.

## DEMONMIRE

- **Population:** 500
- **Leadership:** The Council
- **Key locations:** The Howling Inn, The People's Truth

Is known for its cheeky populace and has a sinister reputation among the countryside, known for its gambling.

## GRIMETIDE

- **Population:** 150,000
- **Leadership:** Orsik Fireforge (Male Dwarf)
- **Key locations:** Fireforge Stronghold, Fireforge mountain peaks

Grimetide is known for its potent herbs and its strong patriotism. The Fireforge family has been the city leaders for many generations. The city is in and outside of the mountain.

## WHITEGROVE

- **Population:** 150,000
- **Leadership:** Lars (Goliath)
- **Key locations:** Yens Tavern, Riverbay Port, Starling Theatre

Has an unusually wealthy population. It's known for the arcane school. It is defended by magical constructs and wards

## CASTLEMOUNT

- **Population:** 5,000
- **Leadership:** Kirvar (Firbolg)
- **Key locations:** The Flustered Barrel, Kivars Castle

This city is heavily populated with Firbolg. The locals know not to travel in Scuttle Ship Bay and have heard all the treacherous rumors.

## FEARHOST

- **Population:** 100
- **Leadership:** None
- **Key locations:** Fearhost Salt Mines

Is mostly a tangle of alleyways and row houses, known for having tough warriors.





# HOMBREW PLAYER OPTIONS

**I** WILL DESCRIBE THE HOMEBREW RACE OF ACROTERRA IN this section. I for instance am a human im pretty basic and love learning more about the others I can not wait to see who you are! Lord Etoxacia has also told me stories of people who can change their form and we use the Transformation Rules From Grim Hollow Campaign setting which Can be found [HERE](#) There are some unique playable classes as well one being the Witch 5.7 by Nexica wich is in cluded in this document as well. there is also MCDM's Illrigger found [HERE](#) and Banjamins Pugilist found [HERE](#) and finally the grim hollow classes found [HERE](#)

## DRAGONKIN

*Dragonkin! Yeah, totally freaking awesome those guys. Imagine Dragon but then more human like me!. I had a few in my party, and I Once had a Silver one freeze an Orc solid before he could cleave my head."*

—Kevin, The guard

This Race the half dragon Belongs to Niels Peter de Jong and expanded on adding the gem dragons by our team.

Many Dragons are not only fearsome beasts, but renowned masters of magic as well. As such, it is not uncommon for one to change shape and walk among the masses, or even take a mortal lover. This Fertility did not occur till after Thoss Created the First Half dragon The children of such unions are known as Dragonkin.

## PROUD DRAGON HERITAGE

Half Dragons look very similar to their mortal parent, except for the horns and partial scales that cover their bodies, as well as their draconic legs and long tails. However, Half Dragons are more known for their dangerous elemental breaths, as well as the gift of transformation. While only a few Half Dragons can eventually ascend to True Dragonhood, some have been gifted with a "lesser" form that allows them a burst of power as well as the gift of flight for a short period of time. Half Dragons color patterns are similar to their draconic parent, and in the case of two Half-Dragons having children the child will often be born in a color scheme of either parent. Though occasionally they instead look like one of the other draconic ancestors of the parents, as Half Dragons are strongly drawn to one another and known to quickly make families and communities. They are tall and strongly built, with males often standing close to 6 and a half feet tall and being taller and heavier than females. They also gain an advantage based on which draconic heritage is more dominant for them.

## CHALLENGING UPBRINGING

Half Dragons share much of their draconic parent's strength, but they are also vulnerable in the early stages of their long lives. The lucky ones are raised by two Half Dragon parents, who raise them into protected communities. Others are abandoned by the draconic parent or both parents, forced to survive or hope they will get adopted by other Half Dragons or by Dragonborn. Though those with a Metallic Dragon parents are more often than not properly raised and cared for. Those adopted by Dragonborn are brought in as part of the clan, and are raised to show strong loyalty to their clan. A continual drive for self-improvement reflects the self-sufficiency of the Dragonborn race as a whole, which is then reflected upon the Half Dragon. These Half Dragons value skill and excellence in all endeavors. They hate to fail, and they push themselves to extreme efforts before they give upon something. These Dragonborn raised Half Dragons hold mastery of a particular skill as a lifetime goal, alongside the desire to ascend to Dragonhood. Members of other races who share the same commitment find it easy to earn their respect.

Eventually, all Half Dragons have a universal drive to become stronger. By gaining strength in a multitude of ways, they find that they become more in touch with their draconic heritage, which comes forward in the forms of mastering their elemental breath, or even transforming into a Dragon Outright. This form is often not as strong as that of true dragons, except for those that are truly devoted and powerful. Such Half Dragons have "Ascended to Dragonhood", and become true dragons with all their terrifying might. This true dragon form however, is not easy to attain, and requires great devotion and resolve. Those who succeed however, are viewed in very high regards by Half Dragon society.

## A GROWING PEOPLE

In the most recent years, Half Dragons have been forming communities at an increasing rate. This has created many Half Dragon families, and in turn many adventurers as well due to their drive to ascend to Dragonhood. Usually however, many Half Dragons will start a family and have children, with the mother being persuaded to take care of the children, while the father goes out and provides for his family. Should the mother choose to become an adventurer, then the grandparents or one of the extended family will often take care of them. While they are few in number, they are rapidly increasing their numbers due to a high fertility rate and big families (contraception is taboo for them, as

They have an instinctive desire for survival and feel that every number counts. These communities are protected by their elders, some of whom have already ascended to Dragonhood, and make for formidable opponents.

## HALF DRAGON NAMES

Half Dragon names are usually based on the language of its mortal parent, as Draconic names are often much harder to pronounce. Some Half Dragons who are adopted within Dragonborn clans will instead be given a Dragonborn name:

**Male Names:** Arjhan, Balasar, Bharash, Donaar, Ghesh, Heskan, Kriv, Medrash, Mehen, Nadarr, Pandjed, Patrin, Rhogar, Shamash, Shedinn, Tarhun, Torinn

**Female Names:** Akra, Biri, Daar, Farideh, Harann, Havilar, Jheri, Kava, Korinn, Mishann, Nala, Perra, Raiann, Sora, Surina, Thava, Uadjit

**Childhood Names:** Climber, Earbender, Leaper, Pious, Shieldbiter, Zealous

**Clan Names:** Clethtinthiallor, Daardendrian, Delmirev, Drachedandion, Fenkenkabradon, Kepeshkmolik, Kerrhylon, Kimbatuul, Linxakasendalor, Myastan, Nemmonis, Norixius, Ophinshtalajir, Prexijandilin, Shestendeliath, Turnuroth, Verthisathurgiesh, Yarjerit

## HALF DRAGON TRAITS

Your draconic heritage manifests in a variety of traits you share with other Half Dragons.

**Age.** Half Dragons mature at the same rate as their mortal parent's race, but they can live for hundreds of years, up to 1000 years old. A few of those who have transcended into Dragonhood however, have been granted the gift of immortality. Making Dragonhood even more sought out after, but no less difficult to achieve.

**Alignment.** Most Half Dragons are similar to Dragonborn and tend to extremes, making a conscious choice for one side or the other in the cosmic war between Order and . Most Half Dragons are good, but those who side with Tiamat can be terrible villains.

**Size.** Half Dragons are often taller and heavier than humans, standing well over 6 feet tall, with males being noticeably bigger than females. Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Breath Weapon.** You can use your action to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases by an additional 1d6 at 6th level, 11th level, and 16th level. After you use

your breath weapon, you can't use it again until it's recharged. At the start of your turn, roll a d6. On a 6, you regain the use of your breath weapon. Otherwise, your breath weapon recharges after 1 minute.

**Languages.** You can speak, read, and write Common and Draconic. Draconic is thought to be one of the oldest languages and is often used in the study of magic. The language sounds harsh to most other creatures and includes numerous hard consonants and sibilants.

**Draconic Ancestry.** While most Half Dragons are mixed, they are always divided into a number of different colors that reflect their draconic ancestry, and provide them with unique abilities. Just like True Dragons these colors are not all equally powerful, and some colors have more niche abilities than others. However, no color is exceptionally different in power from others.

These colors fall into Three categories, the Chromatics - Black, Blue, Green, Red, and white - and the Metallics - Brass, Bronze, Copper, Gold and Silver, the Gems - Amethyst, Crystal, Emerald, Sapphire, Topaz. Choose one of these subraces. Your breath weapon deals elemental damage of the type associated with your chosen subrace, and you gain Resistance against this damage type as well. In addition your Ability Score increases as Follows, you may increase 2 scores one by 2 and another by 1 or you can increase 3 scores by 1. and you gain an additional Draconic Trait.



# DRACONIC ANCESTRY

## CHROMATICS

### BLACK

- **Draconic Ancestry.** Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.
- **Unrelenting.** You add your Constitution modifier to the damage of your breath weapon. You can see in dim light within 60 feet of you as if it were bright light. And in darkness as if it were dim light, but only in shades of grey.

### BLUE

- **Draconic Ancestry.** Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.
- **Desert Predator.** You have a burrow speed of 15 feet. When you use the Hide action you may immediately burrow yourself just below the surface into sand or loose soil. Creatures that attempt to detect you while you are burrowed take a -5 penalty to their ability checks to find you, as long as you remain there without moving or taking actions. While burrowed near the surface you have vision, may breathe freely, and may emerge as a bonus action.

### GREEN

- **Draconic Ancestry.** Your breath weapon deals poison damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to poison damage and are immune to the poisoned condition.
- **Gifted Trickster.** You have proficiency in Deception. You can cast the disguise self spell once with this trait, appear up to 2 feet shorter than normal with it, and regain the ability to cast it this way when you finish a short or long rest. Charisma is your spellcasting ability for this trait.

#### THOSS ONCE TOLD ME...

The dragonkin were actually created by Thoss during the war of Eternal night? They are the reason the war ended and Thoss ascended to godhood! When he explained this to me while I was undead I was at a loss. It felt like everything I knew about the war was a lie!

### RED

- **Draconic Ancestry.** Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.
- **Indomitable.** You have proficiency in Intimidation. You have advantage on saving throws to avoid being charmed or frightened.

### WHITE

- **Draconic Ancestry.** Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.
- **Skilled Hunter.** You have proficiency in Survival. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

## METALLICS

### BRASS

- **Draconic Ancestry.** Your breath weapon deals fire damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.
- **Boldly Talkative.** You have proficiency in Persuasion. Magic and supernatural effects can't force you to sleep.

### BRONZE

- **Draconic Ancestry.** Your breath weapon deals lightning damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to lightning damage.
- **Dragon of the Coast.** You have a swim speed of 30 feet, and you can breathe air and water. When using your breath weapon, you may instead choose to use repulsion gas with the same range and DC. It doesn't deal damage but instead imposes a Strength saving throw. Those who fail it are pushed back 15 feet from you. This special DC increases by 1 for each bonus 1d6 damage on your breath weapon.

### COPPER

- **Draconic Ancestry.** Your breath weapon deals acid damage in a line 30 feet long and 5 feet wide. Your breath weapon imposes a Dexterity saving throw. You have resistance to acid damage.
- **Playful Host.** You have proficiency in Performance, and you know the vicious mockery cantrip. Charisma is your spellcasting ability for this spell.

## GOLD

- **Draconic Ancestry.** Your breath weapon deals fire damage in a 15-foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to fire damage.
- **Reserved Companion.** You have proficiency in Insight. Your racial fire damage (including that in your (true) DragonForm) becomes radiant damage against Fiends and Undead instead.

## SILVER

- **Draconic Ancestry.** Your breath weapon deals cold damage in a 15-foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to cold damage.
- **Fascinated by Mortals.** You have proficiency in History. When using your breath weapon you may instead choose to target a single creature within 15 feet with numbing gas. It doesn't suffer damage, but must succeed at the DC save or be stunned until the end of your next turn. This special DC increases by 1 for each bonus 1d6 damage on your breath weapon. You may regain this trait after finishing a long rest.

## GEM

### AMETHYST

- **Draconic Ancestry** Your breath weapon deals force damage in a 15 foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to force damage.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.
- **Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

### CRYSTAL

- **Draconic Ancestry** Your breath weapon deals Radiant damage in a 15 foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to Radiant damage.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

- **Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

## EMERALD

- **Draconic Ancestry** Your breath weapon deals Psychic damage in a 15 foot cone. Your breath weapon imposes a Wisdom saving throw. You have resistance to Psychic damage.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.
- **Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

## SAPPHIRE

- **Draconic Ancestry** Your breath weapon deals Thunder damage in a 15 foot cone. Your breath weapon imposes a Constitution saving throw. You have resistance to Thunder damage.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.
- **Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

## TOPAZ

- **Draconic Ancestry** Your breath weapon deals Necrotic damage in a 15 foot cone. Your breath weapon imposes a Dexterity saving throw. You have resistance to Necrotic damage.
- **Psionic Mind.** You can send telepathic messages to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand these messages, but it must be able to understand at least one language to comprehend them.

- **Gem Flight.** Starting at 5th level, you can use a bonus action to manifest spectral wings on your body. These wings last for 1 minute. For the duration, you gain a flying speed equal to your walking speed and can hover. Once you use this trait, you can't do so again until you finish a long rest.

## CUSTOMIZATION OPTIONS

The following customization options are available to HalfDragons.

### FEAT: IMPROVED BREATH WEAPON

*Prerequisite: Half Dragon*

Extensive training has granted you greater control over your breath weapon, allowing you to use it more quickly and more frequently.

- You may use your breath weapon as a bonus action.
- If you choose to use your action for your breath weapon instead of your bonus action, then its damage is increased by 1d6 and its range is doubled.
- You regain the use of your breath weapon on a 5 or 6 on the d6 dice roll.

You may not benefit from this feat during your True Dragon Form epic boon.

### FEAT: DRAGON FORM

*Prerequisite: Half Dragon, 6th level*

You are blessed by Thoss, granting you a lesser Dragon form of your Draconic Ancestry's chosen dragon.

- You gain 10 ft blindsight.
- You can use your bonus action to change into a 8 feet tall medium sized form of your ancestral dragon. Your transformation lasts for 1 minute or until you end it as a bonus action. You may regain this form after finishing a long rest. Your weapons merge with you, and the magical bonuses of your equipped melee weapon(s) are transferred to your bite attack. This Form does not hinder class abilities or spellcasting, nor the use of spell components. In addition, for each minute that you haven't entered combat while in this form, you may extend its duration by 1 minute, up to 10 minutes total. This form grants you the following benefits:
- You gain a flying speed of 30 feet
- You gain a bite attack as an unarmed strike which deals 1d8 (2d6 if you were wielding a two-handed weapon) piercing damage. Your bite counts as a finesse weapon.
- Your breath weapon deals 1d6 additional damage, and immediately recharges after you change into your Dragon Form.
- Once per turn, you may deal bonus damage of your chosen damage type to a single target you've damaged, for an amount equal to your level.

- You gain temporary hit points equal to twice your level. During this transformation your AC and other defensive boons remain the same (your scaled body parts can be used as your shield), however your AC cannot be lower than 13 + your dexterity modifier. If you ascend to Dragonhood then your True Dragon form will replace this Dragon Form. In which case you may choose a new feat immediately instead of this one.

## EPIC BOON: ASCENDING TO DRAGONHOOD

All Half Dragons seek to ascend to their Dragonhood, gaining the form and power of a true Dragon of their chosen draconic Ancestry type. The following boon is only granted with the permission of the DM, and as such the following rules are redirected at him:

If you (the DM) are using the Epic Boons optional rule from the DMG, then once the half dragon player reaches level 20, you (the DM) may wish to allow them to begin research, training or tribulations which, if completed, would grant them the following Epic Boon:

### TRUE DRAGON FORM

You may now cast true polymorph once without expending a spell slot, but it only targets yourself and you must change into your chosen Dragon type. You may exit this form as a bonus action, and after losing this form you regain the ability to cast the spell in this way when you finish a long rest. This replaces your Dragon Form transformation if you have taken the Dragon Form feat.





*The Witch*  
*The Universal Caster*

## WITCH (V.5.7)

Cornered by her enemies, a young elf is looking for a way to escape her terrible situation. Suddenly, a large beast-like creature jumps in front of her, ready to defend her.

In the shady alley of a major city, screams can be heard as a human finishes off one of their targets. "He won't disrupt the balance of the universe anymore," thought the assassin.

Between a feverish little girl and her parents, an old gnomish figure is making the young girl drink a strange blue and purple liquid contained in a small vial.

Witches are the worshippers and protectors of magic. They can manipulate the arcane and divine forces of the world around them to help others or to destroy the obstacles in front of them.

### TRUE MAGIC

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For witches, magic is the essence of the world. Arcane or divine, it is present in every single object, person, phenomenon, act and thought. Some people have learned to use its power by bending it and forcing it to oblige to their wants, but the magic wielded by witches is much more fluid. It flows through them in a much more primal state. It is an art perfected by witches throughout the ages that is still not understood by scholars.

Witches are worshippers of magic itself. The weave of magic is for them, the most precious gift the world has to offer.

### THE WEAVE

The weave of magic is the source of all magic in the world. It is an unseen force that protects the world from the chaos that is raw magic. It sifts magic to make it much less dangerous to use, but the weave can be damaged by recklessly using magical abilities or by defying its laws. This damage can create areas of dead magic or even areas of wild magic.

Witches draw their magic directly into the weave. They act as an intermediary between raw magic and our world. Their magic is not arcane nor divine, it is both and neither at the same time. They wield true magic.

### DEFENDER OF BALANCE

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Life is magic, but so is death. Witches worship magic in all of its forms. From the good to the bad and the ugly. Magic is neither kind nor is it hateful. It is a neutral and natural force that should be used with caution. It is a delicate push and pull between the forces of the world. If that balance gives out, the world would be destroyed. After all, can good exist if there is no evil?

Witches have for sacred mission to protect the weave. Each of them has their way of helping, but they all want to protect magic and the balance between good and evil.



They have sworn to never let those primordial forces fall out of order, no matter the cost.

### CREATING A WITCH

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When making a witch, consider how your character came into having such a deep connection with the weave. Maybe you were raised by witches and were taught at a young age the ancestral tradition of witchcraft, or maybe you survived a traumatic incident where the weave got damaged. Perhaps a witch once saved your life and you want to be strong as they were, or maybe a goddess of magic gave you the power to sense the weave.

When creating a witch, it is also important to know how do you want your character to defend the world. Is it by simply being kind, or is it by chasing down people who broke the laws of magic? Perhaps, you want to help the dead pass to the afterlife. Witches also usually have unique ways of channelling their magic. Do you craft poisons, potions and powerful elixirs, do you have a familiar that can help you fight, or do you perform ancient and intricate rituals to empower your abilities?

Why are you now an adventurer? Do you want to parkour the lands to find people to help you deal with a powerful foe that is disturbing the weave, or perhaps you're looking for a group of witches that have disappeared on a mission? The possibilities are endless.

### QUICK BUILD

You can make a witch quickly by following these suggestions. First, Wisdom should be your highest ability score, followed by Constitution. Second, choose the outlander background.

## THE WITCH

Level	Proficiency		Mystical Weaver	Cantrips Known	Cantrips								
	Bonus	Features			1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Mystical Weaver	2	2	2	—	—	—	—	—	—	—	—
2nd	+2	Witch Coven	2	2	3	—	—	—	—	—	—	—	—
3rd	+2	Witchcraft Specialty	2	2	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	2	3	4	3	—	—	—	—	—	—	—
5th	+3	—	2	3	4	3	2	—	—	—	—	—	—
6th	+3	Witch Coven feature	3	3	4	3	3	—	—	—	—	—	—
7th	+3	Mystical Weaver improvement	3	3	4	3	2	1	—	—	—	—	—
8th	+3	Ability Score Improvement	3	3	4	3	3	2	—	—	—	—	—
9th	+4	—	3	3	4	3	3	3	1	—	—	—	—
10th	+4	Witchcraft Specialty feature	3	4	4	3	3	3	2	—	—	—	—
11th	+4	—	4	4	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	4	4	4	3	3	3	2	1	—	—	—
13th	+5	—	4	4	4	3	3	3	2	1	1	—	—
14th	+5	Witch Coven feature	4	4	4	3	3	3	2	1	1	—	—
15th	+5	—	4	4	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	4	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	4	3	3	3	2	1	1	1	1
18th	+6	Witchcraft Specialty feature	5	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	4	4	3	3	3	3	2	1	1	1
20th	+6	Champion of The Magical World	5	4	4	3	3	3	3	2	2	1	1

## CLASS FEATURES

### HIT POINTS

**Hit Dice:** 1d6 per Witch Level

**Hit points at 1st level:** 6 + your Constitution modifier

**Hit points at higher levels:** 1d6 (or 4) + your Constitution modifier per Witch level after 1st

### PROFICIENCIES

**Armor:** None

**Weapons:** Daggers, darts, slings, quarterstaves, light crossbows

**Tools:** None

**Saving Throws:** Intelligence; Wisdom

**Skills:** Choose two from Animal Handling, Arcana, Insight, Medicine, Nature, Perception, and Survival.

### EQUIPMENT

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

- (a) a quarterstaff, or (b) a dagger
- (a) a component pouch or (b) a spellcasting focus
- (a) a Dungeoneer's pack or (b) an Explorer's Pack

## SPELLCASTING

You can shape and bend magic to your will due to your connection with the supernatural. See chapter 10 of the Player Handbook for the general rules of spellcasting and the end of this document for the witch spell list.

### CANTRIPS

At 1st level, you know two cantrips of your choice from the witch spell list. You learn additional witch cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Witch table.

### PREPARING AND CASTING SPELLS

The Witch table shows how many spell slots you have to cast your witch spells of 1st level and higher. To cast one of these witch spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of Witch spells that are available for you to cast, choosing from the Witch spell list. When you do so, choose a number of Witch spells equal to your Wisdom modifier + your Witch level (minimum of one spell). The spells must be of a level for which you have spell slots. For example, if you are a 3rd-level Witch, you have four 1st-level and two 2nd-level spell slots. With a Wisdom of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *Witch Bolt*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest.

## SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your witch spells since the power of your magic relies on your attunement to magic. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a witch spell you cast and when making an attack roll with one.

**Spell save DC** = 8 + your proficiency bonus + your Wisdom modifier

**Spell attack modifier** = your proficiency bonus + your Wisdom modifier

## SPELLCASTING FOCUS

Since you have such a deep connection with magic, you can use an arcane focus, a divine focus, a druidic focus, or any magical object as a spellcasting focus for your witch spells.

## RITUAL CASTING

You can cast a Witch spell that you have prepared as a ritual if that spell has the ritual tag.

## MYSTICAL WEAVER

Due to your attunement to magic, you can help or impede other casters when they cast spells. When you cast a spell, or as a reaction when another creature you can see within 60 feet of you casts a spell, you can apply one of the following effects of your choice. Each spell can be altered by only one Mystical Weaver effect. You can't use *Mystical Weaver* on your own spells if they're already altered by metamagic.

You can use this feature only once per turn, up to the number of times shown for your witch level in the Mystical Weaver column of the Witch table. You regain any expended uses when you finish a long rest.

### REDUCED SPELL

The area of the spell is reduced by half, rounded up by 5 ft. For example, a 20 ft. cube would become a 10 ft. cube and a 15 ft. sphere would become a 10 ft. sphere.

### ENHANCED SPELL

The spell is cast as if the caster used a spell slot one level higher.

### INTENSIFIED SPELL

You can add half of your witch level (rounded up) + your Wisdom modifier to the damage of 1 of the spells targets made with this spell.

### WEAKENED SPELL

You can subtract half of your witch level (rounded up) + your Wisdom modifier to the first damage roll made with this spell.

## WITCH COVEN

At 2nd level, you choose a witch coven which will shape your magical abilities. You can choose between the Coven of Black Magic, the Coven of White Magic, the Coven of Spiritual Magic or the Coven of Natural Magic. All of them are detailed at the end of the class description. Your choice grants you features at 2nd, 6th and 14th level.

## COVEN SPELLS

Each coven has a list of spells - its coven Spells -. Those spells are added to your witch spell list. So, when you prepare your witch spells for the day, you can choose to prepare a spell from your coven spells or from the witch spell list. The spell must be of a level for which you have spell slots.

## WITCHCRAFT SPECIALTY

At 3rd level, you choose a way to express your magical prowess. You can choose between the Potion Specialty, the Familiar Specialty or the Ritual Specialty. All of the specialties are detailed at the end of the class description. Your choice grants you features at 3rd, 10th and 18th.

## ABILITY SCORE IMPROVEMENT

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

## MYSTICAL WEAVER IMPROVEMENT

When you reach 7th level, you regain all expended uses of your Mystical Weaver feature when you finish a short or long rest.

## CHAMPION OF THE MAGICAL WORLD

Starting at 20th level, when you roll for initiative, you regain 1 use of your Mystical Weaver feature. You can also apply 2 different *Mystical Weaver* effects to a spell at the same time.



## WITCH COVEN

Each witch identifies themselves as being part of a coven. Covens are communities of witches often lead by a high priest or a high priestess that has for mission to protect the witches of their coven and to teach new witches how to use their powers. Each coven has its ideals which shape the kind of magic they specialize in. Most witches see other members of their coven as family which explains why most witches are protective of their coven. Due to the difference in ideas of certain covens, it's not rare for covens to be at war with one another even if their end goal is the same: keeping the balance of magic.

### THE COVEN OF BLACK MAGIC

Witches of the Coven of Black Magic believe that in order to keep the balance of the universe, they need to find and punish those who put that balance in danger. To do so, they mastered the way of black magic: a magic style focused on locking enemies down and negating their powers.

#### COVEN OF BLACK MAGIC FEATURES

##### Witch Level feature

2nd	Coven Spells, Mystical Weaver: Dangerous Spell
6th	Mark of the Dark Magic
14th	Curse of Binding

#### COVEN SPELLS

The following spells are added to your spell list. See the *Coven Spells* class feature for how coven spells work.

#### COVEN OF THE BLACK MAGIC SPELLS

##### Spell Level Spells

1st	Bane, Inflict Wounds
2nd	Ray of Enfeeblement, Tasha's Mind Whip
3rd	Slow, Hunger of Hadar
4th	Blight, Summon Greater Demon
5th	Enervation, Negative Energy Flood

#### MYSTICAL WEAVER: DANGEROUS SPELL

Starting at 2nd level, you can spend one use of your *Mystical Weaver* feature to inflict damage to the caster. The caster takes half of your witch level + your Wisdom modifier worth of necrotic damage.

#### MARK OF THE DARK MAGIC

Beginning at 6th level, your use of black magic left a mark on your soul. You now have resistance to necrotic damage and you have darkvision out to a range of 60 feet. You can also see in magical darkness.

#### CURSE OF BINDING

Starting 14th level, you can use your bonus action to invoke the power of the curse of binding.

Choose a creature that you can see. Chains made of dark energy emerge from the ground and binds the creature. It is grappled until the start of your next turn.

Also, the creature can't use any sort of extradimensional travel or teleportation while binded.

Any damage dealt to the chains (AC of 10) breaks the chains, freeing automatically the creature.

You can use this feature a number of times equal to your Wisdom modifier (minimum of one) and regain all expended uses after a long rest.

### THE COVEN OF WHITE MAGIC

Those who choose the coven of white magic are known for their willingness to help others. They believe that, by giving aid to those in need, they will counteract the negative energy of the world, thus keeping the world in balance. After years of mastering healing and regenerative techniques, witches of the coven of white magic are useful in and out of combat.



## COVEN OF WHITE MAGIC FEATURES

### Witch Level feature

2nd	Coven Spells, Mystical Weaver: Amplified Healing
6th	Mark of the Light Magic
14th	Blessing of Restoration

## COVEN SPELLS

The following spells are added to your spell list. See the *Coven Spells* class feature for how coven spells work.

## COVEN OF THE WHITE MAGIC SPELLS

Spell Level	Spells
1st	Bless, Cure Wounds
2nd	Lesser Restoration, Enhance Ability
3rd	Haste, Revivify
4th	Death Ward, Freedom of Movement
5th	Raise Dead, Mass Cure Wounds

## MYSTICAL WEAVER: AMPLIFIED HEALING

Starting at 2nd level, you can spend one use of your *Mystical Weaver* feature to amplify a healing spell. When rolling healing for the targeted spell, treat any dice rolled to determine the hit points regained as having rolled their maximum value.

## MARK OF THE LIGHT MAGIC

At 6th level, your use of white magic left a mark on your soul. Your maximum hit points increase by a number equal to 3 x your wisdom modifier.

## BLESSING OF RESTORATION

Starting at level 14th, you learn the ability to help yourself or another creature regain expended spell slots at the cost of your own lifeforce. Once per day, when you finish a short rest, you can choose a creature within 30 feet of you. Choose expended spell slots for the creature to recover. Roll a number of d8 equal to the level of the combined spell slots you want to make the creature regain. Take that much necrotic damage. This damage can't be reduced in any way.

The level of the combined spells can't exceed 8 and none of the slots can be 5th level or higher. You can use this ability on yourself.

For example, if you choose to restore a 2nd level spell slot and a 3 level spell slot, you will take, 5d8 necrotic damage.

## THE COVEN OF SPIRITUAL MAGIC

Spirits are everywhere. Stuck on the other side of the veil, they are roaming the world to find someone able to help them past to the other side. Witches of this coven have for mission to help spirits all over the world pass into the afterlife. They help maintain the balance between the dead and the living. Due to the guidance they give the dead, some ghosts are willing to lend them a helping hand when they need it. Their help can come in different forms, but spirits have their specialty: information. After all, they see everything.

## COVEN OF SPIRITUAL MAGIC FEATURES

### Witch Level feature

2nd	Coven Spells, Mystical Weaver: Quickened Spell
6th	Sight of the Spirits, Mark of the Spirits
14th	Knowledge of the Spirit World

## COVEN SPELLS

The following spells are added to your spell list. See the *Coven Spells* class feature for how coven spells work.

## COVEN OF THE SPIRITUAL MAGIC SPELLS

Spell Level	Spells
1st	Cause Fear, Dissonant Whispers
2nd	Augury, See Invisibility
3rd	Animate Dead, Speak with Dead
4th	Divination, Phantasmal Killer
5th	Legend Lore, Raise Dead

## MYSTICAL WEAVER: QUICKENED SPELL

Starting at 2nd level, you can spend one use of your *Mystical Weaver* Feature to reduce the casting time of a spell. For a spell with a casting time of more than 1 action, the time needed to cast the spell is reduced by half. For a spell that as a casting time of 1 action, the casting takes 1 bonus action.

## SIGHT OF THE SPIRITS

Starting at 6th level, you can use an action to give yourself the sight of the spirits. Once per long rest, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images.

Additionally, you can choose to also see in the ethereal plane.



## MARK OF THE SPIRITS

Also starting at 6th level, undead now have disadvantage on attack rolls made against you, and you have advantage on saving throws against undead.

## KNOWLEDGE OF THE SPIRIT WORLD

At 14th level, as a bonus action, the dead share their knowledge with you. For the next round, you gain advantage on all saving throws and skill checks and attack rolls.

You can use this feature a number of times equal to your wisdom modifier (minimum of 1) and you regain any expended uses when you finish a long rest.

## THE COVEN OF NATURAL MAGIC

The witches of the coven of natural magic are protectors of nature. Like druids, those witches keep the elements in balance, and protect the wildlife against any menace. Nature is an important part of magic, which means that at any time, a witch is present to assure its balance. The nature-based abilities of this coven come from the friendship that witches of this coven have with druids. It is not rare for a witch or two to live with a group of druid since they all have the same goal.

### COVEN OF NATURAL MAGIC FEATURES

Witch	
Level	feature
2nd	Coven Spells, Mystical Weaver: Elemental Bane, Druidic Friendship
6th	Mark of Nature
14th	Enemy of Nature

### COVEN SPELLS

The following spells are added to your spell list. See the *Coven Spells* class feature for how coven spells work.

### COVEN OF THE NATURAL MAGIC SPELLS

Spell Level	Spells
1st	Animal Friendship, Goodberry
2nd	Barkskin, Spike Growth
3rd	Call Lightning, Plant Growth
4th	Grasping Vine, Guardian of Nature
5th	Commune with Nature, Tree Stride



### MYSTICAL WEAVER: ELEMENTAL BANE

Starting at 2nd level, you can spend one use of your *Mystical Weaver* Feature to change the damage type of any spell to fire, acid, cold, thunder or lightning.

### DRUIDIC FRIENDSHIP

At 2nd level, you learn the *Druidcraft* cantrip.

### MARK OF NATURE

Starting at 6th level, beasts and plants bestowed upon you some of their knowledge. Your movement speed increases by 10 feet and aren't slowed down by difficult terrain.

Additionally, beasts can understand your speech, and you gain the ability to decipher their noises and motions. Most beasts lack the intelligence to convey or understand sophisticated concepts, but a friendly creature could relay what it has seen or heard in the recent past.

### ENEMY OF NATURE

Beginning at 14th level, you can use your action to declare all creatures you want within 30ft. of you as an *Enemy of Nature* until the end of your next turn. The next time you or an ally of yours hits the cursed creature with an attack or a spell, any damage dealt by a beast or a plant and any fire, acid, cold, thunder or lightning damage is doubled, and then the curse ends.

Once you have used this feature, you can't use it again until you finish a long rest.





## WITCHCRAFT SPECIALTY

Casting a spell might be seen as trivial in a world like Dungeons and Dragons, but, for witches, spellcasting is seen as an art in of itself. Whether it is through potions, familiars or rituals, witches are taught how to express their magic via a medium of their choice. If the coven chosen by the witch answers why they are casting spells, their witchcraft specialty answers the question of how they cast spells. Each specialty usually coexists inside the same coven, making covens regrouppments of witches that express their powers differently.

### POTION SPECIALTY

Making potion takes time and patience, but witches that are ready to dedicate themselves to this art can create powerful elixirs that are either feared or admired throughout the nation. With enough preparation, a witch that specializes in potion-making can be a great ally or a deadly foe.

#### POTION SPECIALTY FEATURES

Witch Level	feature
3rd	Alchemist, Potion Brewing
10th	Greater Potion Brewing
18th	Elixir Master

#### ALCHEMIST

At 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

#### POTION BREWING

Starting at 3rd level, you gain the ability to create potions infused with spells. During a short or long rest, you can cast one or more witch spells of 5th level or lower and create potions containing the spell.

The spell must target one or more creatures. If the spell targets more than 1 creature, only the drinker is affected. You can't have more than 2 potions prepared. If you craft more potions, a potion of your choice loses its properties.

Creating a potion requires you to have alchemist's supplies on your person.

As an action, a creature can drink the potion or administer it to an incapacitated creature. If the spell

asks for a saving throw, the full effect of the spell takes effect even if the target succeeds on its saving throw. If the spell requires concentration, the spell lasts for its full duration.

At 10th level, you get to have 3 potions at the same time.

### GREATER POTION BREWING

At 10th level, depending on your Witch Coven, you can give additional effects to your potions on top of the spell stored in them.

#### COVEN OF WHITE MAGIC: PROTECTION OF THE WITCH

The drinker gains 2d6 temporary hit points.

#### COVEN OF BLACK MAGIC: DEADLY CONCOCTION

You can apply your potions on weapons or ammunitions of your choice. Applying the potion to a weapon or a piece of ammunition takes 1 minute and consumes the potion. For the next hour, the next time a creature is hit with the weapon, the spell is released on the creature. If the spell asks for a saving throw, the target must make the saving throw as they would normally with the spell.

#### COVEN OF SPIRITUAL MAGIC: GUIDANCE OF THE DEAD

The drinker gains advantage on their next ability check, attack roll or saving throw.

#### COVEN OF NATURAL MAGIC: FRIEND OF NATURE

For the next minute, a thick bark-like material covers the drinkers body. They gain +1 to their AC.

### ELIXIR MASTER

At 18th level, after years of experiments with potions, you gain immunity to acid and poison damage, and the poisoned condition.

Additionally, you can recycle part of the energy the potion was made with. When a creature drinks one of your potions, you regain one use of your *Mystical Weaver* ability.

### FAMILIAR SPECIALTY

Witches with the Familiar Specialty are known for the strange creature they summon. Those witches form a strong bond with a creature and use its abilities in battles or in their everyday life. Growing together, familiar specialists are able to give some of their power to their familiar and enhancing its capacities, making their companion an even more dangerous foe.

#### FAMILIAR SPECIALTY FEATURES

Witch Level	feature
3rd	Witch Familiar, United Soul
10th	Faithful Servant
18th	Greater Witch Familiar

## WITCH FAMILIAR

At 3rd level, you learn the *Find Familiar* spell. This spell doesn't count against your number of spells known.

When you cast the spell, you can choose one of the normal forms for your familiar or one of the following special forms: almiraj, cranium rat, imp, pseudodragon, quasit, or sprite.

Additionally, when you take the Attack action, you can forgo one of your attacks to allow your familiar to make one attack with its reaction.

## UNITED SOUL

Beginning 3rd level, when you cast a spell targeting yourself, you can also affect your familiar with the spell if it is within 30 feet of you.

## FAITHFUL SERVANT

Starting at 10th level, you can infuse your familiar with your magic, making it stronger. As a action, you can transform your familiar into a beast, celestial, dragon, elemental, fey or fiend whose challenge rating is equal to or less than a fourth of your witch level (rounded down). The familiar's game statistics are replaced by the statistics of the chosen creature. Your familiar transforms into an average example of that creature, one without any class levels or the *Spellcasting* trait. Your Familiar also can't use any legendary actions or lair actions of the new form. Your familiar plays at the end of your turn.

Even in its new form, your familiar still can use the *United Soul* and the *Greater Witch Familiar* features.

When transformed, you can use your bonus action to order your familiar to do one of the actions of its transformation. If you don't give it an order, the familiar will take the *dodge* action.

This transformation lasts for 10 minutes, until you lose your concentration (as if you were concentrating on a spell) or until your familiar is killed.

You can use this feature once per long rest.

## GREATER WITCH FAMILIAR

Starting at 18th level, Your familiar gains the following properties depending on your Witch Covenant.

### COVEN OF WHITE MAGIC: MAGICAL FORTITUDE

When your familiar transforms using the *Faithful Servant* feature, choose up to 6 creature within 60 ft. of it (including itself). These creatures heal 1d6 hit points. If the target has all of their hit points, they become temporary hit points.

### COVEN OF BLACK MAGIC: FURY OF THE SERVANT

Add your wisdom modifier to any damage dealt by your familiar

### COVEN OF SPIRITUAL MAGIC: SHADOW CLONES

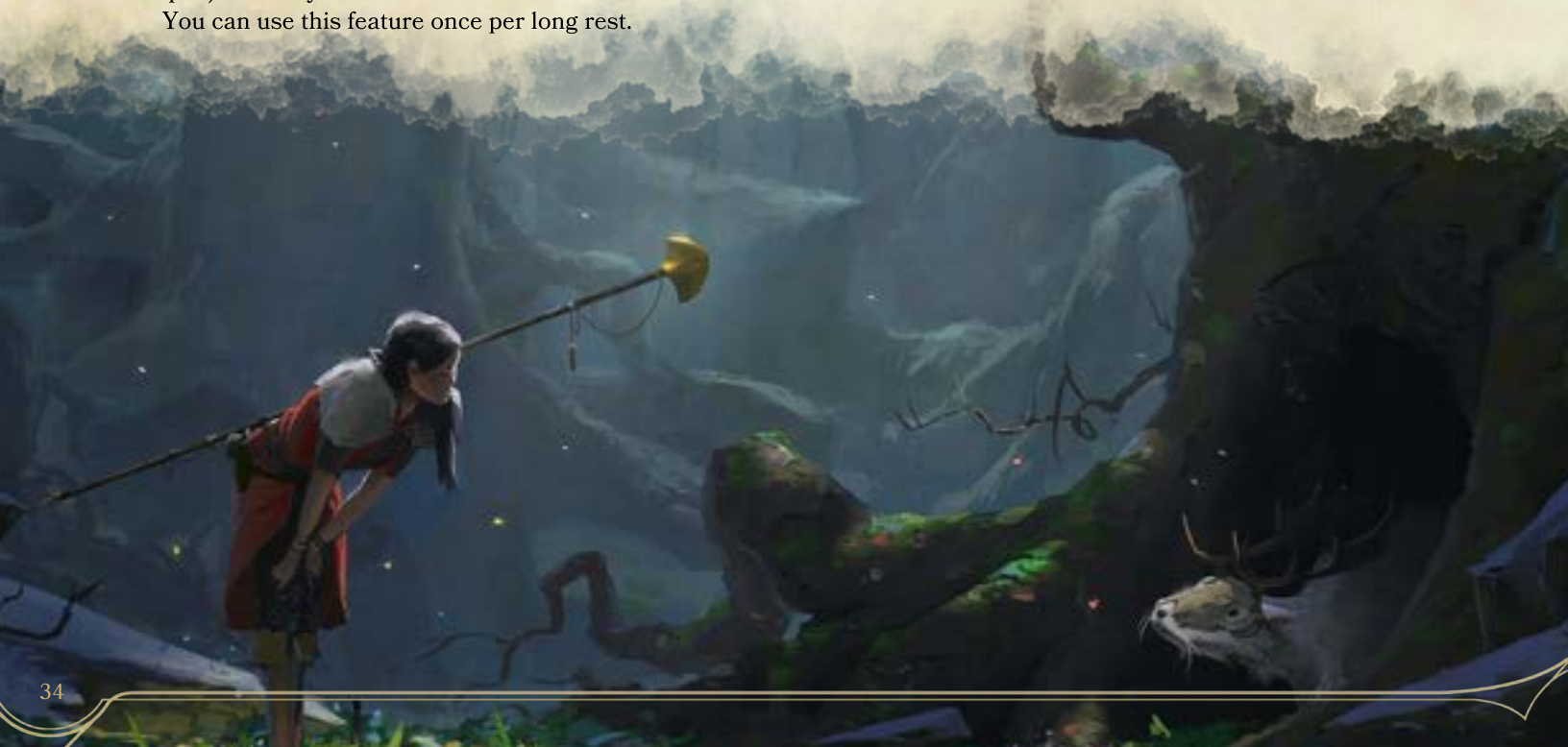
Once per day, your familiar can use its bonus action to create 1d4 Shadow clones of itself within 60 ft. of it. Your familiar can then use their bonus action to swap places with them. These clones last for up to 10 minutes, until they die (1 HP, 10 AC) or until used.

### COVEN OF NATURAL MAGIC: WRATH OF THE ELEMENTS

You can add 1d8 fire, cold, thunder or lightning damage to any damage made by your familiar.

## RITUAL SPECIALTY

The Ritual specialty is dedicated to witches that are capable to perform long rituals to cast their spells without using too much of their own energy. Witches that know the intricate rituals of this specialty are also able to enhance themselves with a bit of the power of raw and untamed magic. The most powerful witches of this kind are even referred to as being *The Chosen of the Weave*.



## RITUAL SPECIALTY FEATURES

### Witch Level feature

3rd	Potent Rituals, Ritual of the Magic Weaver
10th	Greater Ritual of the Magic Weaver
18th	Chosen of the Weave

### POTENT RITUALS

Starting at 3rd level you can expend a use of your *Mystical Weaver* feature to cast any spell that you have prepared of level 3 or lower as a ritual, even if the spell does not have the ritual tag. See chapter 10 of the Player Handbook for the general rules of ritual casting.

### RITUAL OF THE MAGIC WEAVER

At 3rd Level, you gain the ability to cast the following spell. This spell doesn't count against your number of spells known.

### RITUAL OF THE MAGIC WEAVER

(Ritual)

- **Casting Time:** 1 hour
- **Range:** Self
- **Components:** V, S, M (the blood of the caster and an ornated knife)
- **Duration:** 24 hours

During the next 24 hours, you are one with the weave and its magic. You gain the following benefits:

**Mystical Alertness** You can add +3 to your initiative rolls.

**Spellcasting Prodigy** You can decide when casting this ritual to either gain a +1 to your spell attack bonus or to your spell save DC

### RITUAL OF THE MAGIC WEAVER

This ritual is ancient and, because of its complexity, only witches that specialize in rituals can learn it. Even wizards that studied this spell for years aren't able to grasp the inner workings of this strange ritual. This spell isn't even part of any known school of magic nor any known "level" of magic. This spell can only be casted as a ritual. It is also the only spell not reproducible with the *Wish* spell. It is said that this ritual was entrusted to witches by Mystra, the goddess of magic, to help witches all over the world maintain the balance of magic.

### GREATER RITUAL OF THE MAGIC WEAVER

Beginning at 10th level, your spell, *Ritual of the Magic Weaver*, gains a new benefit depending on your Witch Coven.

### Coven of White Magic: Protection of the Sun

You gain 3d6 temporary hit points after the casting spell for the first time that day.

### Coven of Black Magic: Wrath of the Moon

When a creature that you can see fails a saving throw against you, the next attack against that creature has advantage.

### Coven of Spiritual Magic: Ghostly Reaction

When you reduce a creature to 0 hit points, you can use your reaction to immediately cast a cantrip that you know.

### Coven of Natural Magic: Elemental Resistance

You gain resistance to either fire, acid, cold, thunder or lightning damage. Each time you cast the ritual, you can choose a different damage resistance.

### CHOSEN OF THE WEAWE

Starting at 18th level, The primal magic you use during your rituals merged with your body and your soul. You gain the following benefits:

- For every 10 years that pass, your body ages only 1 year.
- Your Wisdom score increase by 2. Your maximum for that scores is now 22.



## CANTRIPS (0 LEVEL)

Dancing Lights  
Guidance  
Gust +  
Light  
Lightning Lure +  
Message  
Minor Illusion  
Primal Savagery +  
Produce Flame  
Spare the Dying  
Thaumaturgy  
Thorn Whip  
Toll the Dead +

## 1ST LEVEL

Alarm  
Chaos Bolt +  
Color Spray  
Create or Destroy Water  
Detect Evil and Good  
Detect Magic  
Detect Poison and Disease  
Faerie Fire  
Feather Fall  
Floating Disk  
Fog Cloud  
Guiding Bolt  
Healing Word  
Hex  
Identify  
Magic Overload ^

Sleep  
Tasha's Caustic Brew +  
Tasha's Hideous Laughter  
Unseen Servant  
Witch bolt

## 2ND LEVEL

Aid  
Boon of the Witch ^  
Borrowed Knowledge +  
Calm Emotions  
Darkness  
Dragon's Breath  
Heat Metal  
Hold Person  
Immovable Object +  
Invisibility  
Levitate  
Locate Object  
Magic Weapon  
Maximilian's Earthen Grasp  
+  
Misty Step  
Moonbeam  
Silence  
Web  
Zone of Truth

## 3RD LEVEL

Arcane sight ^  
Bestow Curse  
Counterspell

Dispel Magic  
Fly  
Hypnotic Pattern  
Magic Circle  
Mass Healing Word  
Nondetection  
Pulse wave +  
Remove Curse  
Sending  
Summon Undead +  
Tiny Hut  
Vampiric Touch

## 4TH LEVEL

Arcane Eye  
Banishment  
Confusion  
Fabricate  
Greater Invisibility  
Locate Creature  
Moonblast ^  
Polymorph

## 5TH LEVEL

Animate Objects  
Arcane Hand  
Circle of Power  
Enemy of the Weaver ^  
Greater Restoration  
Rary's Telepathic Bond  
Scrying  
Telekinesis

Wall of Force

## 6TH LEVEL

Contingency  
Drawmij's Instant Summons  
Flesh to Stone  
Harm  
Heal  
Heroes' Feast  
Tasha's Otherworldly Guise+  
True Seeing

## 7TH LEVEL

Finger of Death  
Magnificent Mansion  
Forcecage  
Plane Shift  
Simulacrum  
Teleport

## 8TH LEVEL

Antimagic Field  
Feeblemind  
Maze  
Telepathy

## 9TH LEVEL

Blade of Disaster +  
Foresight  
Prismatic Wall  
Time Stop  
Wish

### LEGEND

- ^: Homebrew spell, see the next page.
- +: Not in the Player Handbook



## MAGIC OVERLOAD

### 1st-level Evocation

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** S, M (one small object weighing 1 to 5 pounds)
- **Duration:** instantaneous

Choose one small nonmagical object weighing 1 to 5 pounds within range that isn't being worn or carried. You infuse this object with magic, making it unstable. As part of casting the spell, you launch the item to a point within 60 feet of you. Creatures within 5 feet of it must make a Strength saving throw. On a failure, they take 2d6 force damage from the item exploding and are knocked prone. On a success, they take half damage and don't fall prone.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, each target takes 1d8 extra force damage for each slot level above 1st.

## BOON OF THE WITCH

### 2nd-level Abjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** 8 hours

Target a creature within range. The next time that creature rolls a 1 on the d20 for an attack roll, ability check, or saving throw, treat the d20 roll as a 10.

## ARCANE SIGHT

### 3rd-level Divination (Ritual)

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** S
- **Duration:** Concentration, up to 10 minutes

For the duration, you are able to see the flow of magic within 60 feet of you. Seeing its movements, you are able to sense magical effects, magic items, and magic-users.

**Magical Effects.** You see what school of magic the effect is from. If it is related to a spell, you know the level of the spell it was cast from. You can also sense who the caster of the spell is if the caster is within the range of *Arcane Sight*.

**Magic Items.** If you touch the object, you are able to learn the basic magical properties of the object and its rarity.

**Magic-Users.** You can sense the magic energy flowing through any magic-user. You learn if they use arcane or divine magic and what is the highest level of spell they can cast.

## MOONBLAST

### 4th-level Evocation

- **Casting Time:** 1 action
- **Range:** 120 ft.
- **Components:** V, S, M (A moonstone worth at least 25 gp.)
- **Duration:** Instantaneous

You invoke the power of the moon to smite down your enemies. Choose a creature within 120 feet of you. That creature must make a Constitution saving throw. On a failed save, it takes 8d6 radiant damage, or half as much damage on a successful save.

A shapechanger makes its saving throw with disadvantage. If it fails, it also instantly reverts to its original form and can't assume a different form for the next minute.

If the moon is in sight when casting the spell, this spell deals an extra 2d6 radiant damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

## ENEMY OF THE WEAVER

### 5th-level abjuration

- **Casting Time:** 1 action
- **Range:** 60 ft.
- **Components:** V, S, M (A pair of scissor and a silver string)
- **Duration:** Concentration, up to 1 minute

You attempt to cut the access to the weave of a creature you can see within range. The target must make a Charisma saving throw. On a failed save, it can't use magical abilities or cast spells of 5th level or lower for the duration. Additionally, it loses concentration if it is currently concentrating on a spell.

Magic items aren't affected by this spell.

A creature affected by this spell can make another Charisma saving throw at the end of its turn. On a successful save, the spell ends for it.

**At higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the target can't cast spells of a level less or equal to the spell slot you used for casting the spell.



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All of us from Acroterra thank you for making this world come to life!