Dusk Core Rulebook

Master Version v3.0

Compiled from Chapters 1–15

# Chapter 1

## History of the World

### Summary of the World of Dusk

Dusk is a world steeped in ancient history and cloaked in shadows, a land where civilization emerges as islands of light amid vast expanses of untamed wilderness. Shaped by Syililth, the hammer of The Dwarven god Knul'Vaelrath the Forge Father, upon the Celestial Anvil.

The world of Dusk is marked by the catastrophic war that decimated most of its pantheon. It is know as The Hidden War. Dusk is now a realm where forces twist the nature of mankind to their whims. The surviving deities, veiled from the physical world, their influence a shadow of former days.

The regions of Cyndara, Thornwyld, Drakenscar, Fenrath, Ostromar, and Isarion each harbor their own unique landscapes and cultures, from sprawling cityscapes and mystical groves to treacherous mountains and eerie swamps. In many lands magic is tightly regulated, with powerful spellcasters and martial Lieutenants navigating a world rife with superstition, prejudice, and arcane bureaucracy, while remts of divine power linger in the shadows, influencing mortal fates.

# Pantheon:

## The Forge Father Dusk

**Knul'Vaelrath the Forge Father**  
*Domain:* Creation, Craftsmanship, Order  
*Description:* The primordial deity who forged the world and the heavens upon his Celestial Anvil. Knul'Vaelrath is the ultimate creator, whose divine will set the foundation for the world's existence and the cosmic balance. His influence is seen in the intricate design of the world and the continued existence of the celestial forces.

## The Greater Pantheon of Dusk

**Anu'nar'ra**  
*Domain: Light, Purity, Healing  
Moon: The White Moon  
Description:* The goddess of light and healing, Anu'nar'ra represents purity and hope. Her light brings clarity and life, offering guidance and solace. Although her influence is diminished, her followers strive to rekindle her power through acts of charity and devotion.

**Balakar**  
*Domain:* Darkness, Shadows, Death  
*Moon:* The Black Moon  
*Description:* The god of darkness and death, Balakar embodies the mysteries and fears of the unknown. His dominion over shadows and the afterlife makes him a figure of both dread and respect. While his presence is more obscure, his followers seek to harness his power to understand and control the darker aspects of existence.

**Korgar the Weaver**  
*Domain:* Fate, Time, Cosmic Order  
*Moon:* The Red Moon  
*Description:* Korgar the Weaver governs the threads of fate and the cosmic order. His influence is subtle but profound, shaping the destinies of mortals and gods alike. Despite the chaos that pervades the world, Korgar's presence is a constant thread that binds the cosmic tapestry.

## The Lesser Pantheon

**Aeloria**  
*Domain:* Dawn, Justice, Valor  
*Description:* Once a beacon of light and justice, Aeloria's light has waned since the Hidden War. She embodies the principles of valor and fairness, inspiring her followers to pursue justice and fight against tyranny. Her dwindling power reflects the world's increasing darkness.

**Ahndet’te**  
*Domain:* Secrets, Illusion, Night  
*Description:* A deity of secrets and illusion, Ahndet’te thrives in the hidden and the obscure. He represents the allure of mystery and the power of deception. Though his influence is lessened, his followers remain active in the shadows, seeking to uncover and manipulate hidden truths.

**Lyra**  
*Domain:* Nature, Growth, Life  
*Description:* Lyra is the goddess of nature and life, nurturing the natural world and its cycles. Her power over growth and renewal is vital to the balance of life. Despite the Hidden War's impact, her followers work to preserve the natural world and ensure its continued vitality.

**Gorrim the Ironclad**  
*Domain:* Strength, Protection, Battle  
*Description:* Gorrim represents physical strength and protection. As a god of battle and fortitude, he is revered by warriors and defenders. His once-great influence is now a shadow of its former self, but his followers continue to uphold his ideals through courage, resilience, conflict and war.

**Selen**  
*Domain: Dreams, Prophecy, Knowledge  
Description:* Selen, the goddess of dreams and prophecy, once guided mortals with visions of the future and insight. Her ability to foretell events has diminished, but her followers still seek her wisdom through rituals and dreams, striving to unravel the mysteries of fate.

**Chult***Domain:* Transformation, Life Cycles, Rebirth  
*Description:* Chult is the god of transformation, life cycles, and rebirth. Represented as a mighty orc with a solemn, wise countece, he embodies the inevitability of change and the beauty found in both decay and renewal. His influence is seen in the natural processes that govern the world, from the turning of seasons to the rise and fall of civilizations. Chult is revered in places that have faced disaster or significant change, where his followers seek to guide others through the difficult transitions of life.

# Creation and Early History

#### The Dawn of Dusk

Millennia ago, The Dwarven god Knul'Vaelrath the Forge Father forged the heavens upon his Celestial Anvil, giving birth to the cosmic dance of primordial forces. From the chaos of the Anvils sparks, the deities of light and dark, Anu'nar'ra and Balakar, emerged. Their birth shaped the land, seas, and skies, infusing the world with both light and shadow. Where their divine embers fell a tumultuous balance of good and evil emerged. This balance took the shape of in the birth of their son, Korgar the Weaver. The three moons of Dusk.

#### The Age of Awakening

As the world settled, the first civilizations arose. Cyndara, the City of Scholars, became a beacon of knowledge and arcane mastery. Thornwyld, the Emerald Forest, nurtured a deep connection to nature and mysticism. Drakenskar, the Rugged Mountains, forged a culture of resilience and craftsmanship. Fenrath, the Dank Swampland, embraced the natural and mystical energies of their environment. Ostromar, the Twilight Realm, delved into secrets and shadow magic, while Isarion, the Floating City, became masters of the sea and trade.

#### The Era of Expansion - Rise of the Great Cities

With time, these civilizations expanded their territories and influence. Cyndara built towering ziggurats and lush gardens, becoming the center of intellectual and arcane pursuits. Thornwyld’s druids and rangers protected the sacred groves and hidden clearings of their homeland. Drakenskar's warriors and blacksmiths carved their homes into the mountains, creating grand rock-hewn structures. Fenrath’s mystics and fae’nor (the Fey) established their settlements, navigating the treacherous swamps. Ostromar’s dark elves built their cities of obsidian and glowing crystals, while Isarion’s floating platforms and coral palaces reflected their maritime prowess.

#### The Age of Conflict

Struggles for Power and Resources

As these civilizations grew, so did their ambitions, leading to conflicts over resources and ideologies. Cyndara and Thornwyld clashed over deforestation, while Drakenskar and Fenrath disputed mining. Ostromar’s shadowy ambitions often put them at odds with their neighbors, particularly Isarion, over control of sea routes.

#### The Age of Alliances

Forming Bonds Amidst Strife

Despite the conflicts, alliances were forged. Cyndara and Isarion formed a strong trade partnership. Thornwyld and Fenrath shared a deep respect for nature, leading to a spiritual alliance. Drakenskar and Ostromar combined their martial and arcane strengths, creating a formidable force.

#### The Current State

A World in Balance and Turmoil

Today, Dusk stands as a world of intricate balance, teetering between peace and conflict. The great cities continue to thrive, their cultures and classes reflecting their unique environments and histories. While the peoples of all types can be found throughout world of Dusk, the primary lands are shaped as follows:

* **Cyndara**: a hub of arcane knowledge and scholarly pursuits.
* **Thornwyld**: remains a mystical forest land, deeply connected to nature.
* **Drakenskar**: stands resilient with its rugged mountains and skilled warriors.
* **Fenrath**: a realm of natural and mystical energies.
* **Ostromar**: hides in shadows, wielding secrets and dark magic.
* **Isarion**: floats above the seas, mastering trade and maritime magic.
* **Nox**: a mysterious and isolated realm, shrouded by magical storms and known for its secretive inhabitants
* **The** **Everlands**: vast, untamed expanse of rolling plains and nomadic tribes
* Tinrael: A land, shielded by Anu'nar'ra’s magic, set apart from the rest of the world. Secret home of the Luthariel.

The delicate balance between light and shadow, peace and conflict, knowledge and mysticism, continues to shape the destiny of Dusk. As new threats and alliances emerge, the civilizations must navigate their differences to ensure the survival and prosperity of their world.

# The Hidden War

#### The Star Loved

In Accord with her divine nature, Anu'nar'ra wanted to create a people that were not touched by Balakar, as she had come to resent the touch of the Shadow of Balakar in all of her creations. She longed for a people she could claim as her own. A people fused with all the properties of Light, Purity, and Healing.

The elves of Isarion proved to be the most resistant of all the races to the influence of the Shadow of Balakar, so she began her work with them. Over centuries she selectively influenced those she felt were the most pure of heart, to pull away from society as a whole, and carefully bread them into a new peoples. In time the shadow within became less and less, until it was imperceptible. She named them The Luthariel or “Star Loved”.

There was only one thing she needed for her “Star Loved” to make them complete. To make them forever be untouched by the Shadow of Balakar or the whims of time. Something she did not possess. Immortality.

To get this, she presented them before all the pantheon, to her father Knul Vaelrath, hoping his love of creation and craftsmanship would gain her this boon. Upon hearing their voices in songs of praise to Anu'nar'ra, and gazing at their beauty he gifted her a single white-hot coal from the center of the Celestial Forge. This combined with the purity of her essence would bestow immortality upon the Luthariel.

## The Fracturing of the Divine Pantheon

On seeing this the gods were divided into two positions: those who supported Anu'nar'ra's vision for these immortal beings, believing it to be a gift of purity and enduring beauty, and those who believed that Anu'nar'ra's act disrupted the natural order of life and death. Immortality was seen as a dangerous deviation from the balance that the gods had collectively maintained since the beginning of time. To them, life was meant to be transient, with death playing a crucial role in the cycle of creation, destruction, and rebirth. Anu'nar'ra's creation of immortal beings threatened to unbalance this cycle.

None felt more betrayed by the gift of the Forge Father, than Balakar. For with this gift of immortality the Luthariel would forever be out of his reach, as he was the guardian of Death. Balakar led the fight along with those gods, who were envious of Anu'nar'ra's ability to create such powerful and pure beings.

The ensuing war tore apart ancient alliances, and many gods who had once been close became bitter enemies. The pantheon was permanently fractured, with some gods exiled, others diminished in power, and a many destroyed in the conflict.

## The Shattering of the World:

The war in the celestial realms unleashed devastating forces that reverberated through the mortal world. Cataclysmic events, such as earthquakes, volcanic eruptions, and storms, scared the land and changed the course of rivers and the shape of mountains. In some lands the veil between the divine and mortal realms was weakened, allowing strange and dangerous creatures to seep into the world. These thin places also gave birth to the Veil Touched Races: The Tieflings, Goblins and Skavs.

## The Curse of Mortality:

In order to bring an end to this conflict before all the Gods and the world was lost, a compromise was reached among the surviving gods. Anu'nar'ra was allowed to keep the created elves as immortal beings, but with a catch: their immortality would be tied to their lands.

Using her powers she began to pull a land from the Varakul Sea and named it Tinrael. Nestled near the Everlands and shielded by Anu'nar'ra’s magic, Tinrael was set apart from the rest of the world.

As long as its people remained in harmony with the pure nature of Tinrael, they would live indefinitely, but if they stray from this path or the land itself was corrupted, they will begin to age and die. This curse ensured the Luthariel would always be bound to the fate of their homeland, making them protectors of the source of light and the natural world but also vulnerable to its changes and threats.

## Twilight of the Prime Deities:

Anu'nar'ra, weary and diminished by the war, withdrew from the world, entrusting her beloved Lûthariel with the task of guarding the natural order of Tinrael. The elves, forever marked by the Hidden War, took up the mantle of stewards of Tinrael, knowing that their immortality and the fate of their homeland were forever intertwined.

Balakar, seethed and plotted and sought to corrupt her creation. Defeated but not destroyed he sequestered himself in a self-imposed exile in a shadowy realm, his dark influence lingers, subtly corrupting the hearts and minds of those who are susceptible to his whispers. All the while plotting revenge on the Luthariel.

# Chapter 2: Regions and Cultures of Dusk

**Cyndara**

Capital: Zendrakal

Description: A massive city spanning a band on one continent. It is characterized by towering ziggurats, lush hanging gardens, marble statues, golden fountains, and intricate mosaics.

* Geography: Urban sprawl with architectural marvels, blending magic with opulence.
* People: Intellectuals, scholars, merchants, and artisans.
* Dress: Flowing robes with intricate embroidery and metallic jewelry.
* Attitude: Disciplined, orderly, and knowledgeable.
* Classes:

Magic Classes: Nightblades, Magesmiths, Sensates

Martial Classes: Wardens, Shadowblades

* Tensions: With Thornwyld over deforestation; with Drakenskar over pollution and resources.
* Alliances: With Isarion for trade.

**Thornwyld**

Capital: Heartwood

Description: An eerie emerald forest land. The city is built around an ancient grove of towering trees, their branches woven together to form natural archways and bridges.

* Geography: Dense, mystical forests with ancient trees and hidden clearings.
* People: Druids, mystics, and nature worshippers.
* Dress: Simple attire made from natural materials, adorned with leaves and vines.
* Attitude: Mystical, and respectful of nature.
* Classes:

Magic Classes: Necroscopes, Ghost Eaters, Creationists

Martial Classes: Beastmasters

* Tensions: With Cyndara over deforestation.
* Alliances: With Fenrath over shared respect for nature.

**Drakenskar**

Capital: Sanghor

Description: A rough mountainous region with arid areas. The city is carved into rugged mountains with imposing rock-hewn structures and winding stone pathways.

* Geography: Rugged mountains, deep valleys, and arid plains.
* People: Hardy warriors, miners, and artisans.
* Dress: Durable clothing with intricate patterns, thick metals and runic symbols.
* Attitude: Stoic, determined, and fiercely independent.
* Classes:

Magic Classes: Maledicts, Null-Mages, Radiomancers

Martial Classes:

Tensions: With Fenrath over mining pollution.

Alliances: With Ostromar for advanced weaponry.

**Fenrath**

Capital: Darkmire

Description: A dank swampland. The city is interconnected by wooden walkways, floating above treacherous waters.

* Geography: Dense swamps, mist-covered bogs, and hidden pools.
* People: Mystics and Faeborn.
* Dress: Traditional garments with intricate patterns and symbols.
* Attitude: Mysterious, reverent, and deeply spiritual.
* Classes:

Magic Classes: Necroscopes, Ghost Eaters, Radiomancers

Martial Classes:

* Tensions: With Drakenskar over environmental damage.
* Alliances: With Thornwyld over shared respect for nature.

**Ostromar**

Capital: Nyxthal

Description: A continent enveloped in perpetual twilight. The city is carved from obsidian and illuminated by glowing crystals.

1. Geography: Obsidian spires, glowing forests, and deep chasms.
2. People: Secretive, sophisticated, and power-hungry.
3. Dress: Elegant clothing in dark, rich colors adorned with gemstones.
4. Attitude: Cunning, ambitious, and protective of their secrets.
5. Classes:

Magic Classes: Nightblades, Null-Mages, Sensates

Martial Classes:

1. Tensions: With Isarion over control of sea routes.
2. Alliances: With Drakenskar for advanced weaponry.

**Isarion**

Capital: Aqualon

Description: Aqualon is a floating city of maritime magic and engineering. It is a series of interconnected platforms with vibrant markets, serene gardens, and grand palaces.

1. Geography: Floating platforms, underwater libraries, and coral palaces.
2. People: Skilled sailors, traders, and adventurers.
3. Dress: Flowing garments adorned with pearls, and aquatic motifs.
4. Attitude: Adventurous, curious, and resourceful.
5. Classes:

Magic Classes: Magesmiths, Creationists, Sensates

Martial Classes:

1. Tensions: With Ostromar over sea routes.
2. Alliances: With Cyndara for trade; with Fenrath for resources.

# Government Overview

**Cyndara**

**Government System**: Magocratic Conclave

**Who**: The Arcanist Conclave/Prelature, composed of the most powerful mages and enchanters.

**What**: A council-based system where decisions are made collectively by the conclave members.

**Why**: To maintain and expand Cyndara's magical and technological domice.

**When**: The conclave meets bi-weekly for goverce and regulation of magical practices.

Where: The Citadel of Zendrakal, a towering fortress of crystalline spires in the heart of the city.

**Army/Militia Status**: The Enchanted Legion, a highly trained and magically enhanced city guard.

**Covert Actions**: The Umbral Agents, a network of spies and informants.

**Interests in Rivals**: Seeking to acquire Isarion's advanced magical artifacts and knowledge.

**Thornwyld**

**Government System**: Druidic Monarchy

**Who**: The Verdant King or Queen, chosen through a sacred rite by the druids.

**What**: The monarch governs with the guidance of the Verdant Circle, elder druids who serve as spiritual advisors.

**Why**: To protect and preserve the natural world and maintain harmony.

**When**: The monarch's rule is for life, with the successor chosen upon their death.

**Where**: The Heartwood Grove, a sacred grove of druidic power and ancient stones.

**Army/Militia Status**: The Sylvan Wardens, elite druids and rangers bonded with forest creatures.

**Covert Actions**: Nature spirits and druids gather information.

**Interests in Rivals**: Preventing industrial expansion from Cyndara and Drakenskar.

**Drakenskar**

**Government System**: Martial Meritocracy

**Who**: The Forge King, a position earned through combat and mastery of the mountains.

**What**: Goverce is based on strength and combat prowess, with the Forge King advised by clan leaders.

**Why**: To ensure the strength and prosperity of their people through mastery of the mountains and their resources.

**When**: The Forge King's rule is challenged every decade in a grand tournament.

**Where**: The Great Hall of Vaelrun, a massive fortress carved into the mountains.

**Army/Militia Status**: The Ironclad Vanguard, a formidable army known for their prowess in battle.

**Covert Actions**: The Shadowkin, covert agents gathering intelligence on Fenrath and Ostromar.

**Interests in Rivals**: Acquiring magical metals and resources from Fenrath and Thornwyld.

**Fenrath**

**Government System**: Theocratic Oligarchy

**Who**: The Wyrd Tribunal, composed of the most powerful mystics and necroscopes.

**What**: Goverce through a combination of religious and magical authority.

**Why**: To harness and protect the dark magic of the swamps.

**When**: The tribunal meets during the new moon for rituals and goverce.

**Where**: The Sunken Cathedral, submerged ruins of a cursed temple beneath murky waters.

**Army/Militia Status**: The Swampwalkers, mystical warriors of the swamp.

**Covert Actions**: Mystics and spies gather intelligence.

**Interests in Rivals**: Protecting their swamps from industrial encroachment and gathering magical resources.

**Ostromar**

**Government System**: Shadow Regency

**Who**: The Regent, a figure chosen through dark rituals by the Nightblades.

**What**: The Regent governs with the aid of the Nightblade Council, powerful shadow magic users.

**Why**: To maintain control over the region through fear and power.

**When**: The Regent's rule is for life, with a new election held upon their death.

**Where**: The Shadowspire, a towering obsidian fortress.

**Army/Militia Status**: The Nightshade Guard, elite warriors skilled in shadow magic.

**Covert Actions**: The Umbral Stalkers, covert operatives focusing on espionage and sabotage.

**Interests in Rivals**: Securing magical artifacts and knowledge, and undermining rivals' power bases.

**Isarion**

**Government System**: Aristocratic Republic

**Who**: The High Council of Elders, composed of the most influential and wealthy families.

**What**: A republic where decisions are made through a democratic process among the council members.

**Why**: To ensure prosperity and protection of their city.

**When**: The council meets monthly to discuss goverce and trade.

**Where**: The Pearl, a grand palace made of coral and pearl.

**Army/Militia Status**: The Triton Guard, an elite force of warriors trained in underwater combat.

**Covert Actions**: The Sea Shadows, spies who operate both underwater and on land.

**Interests in Rivals**: Expanding their trade network and acquiring technological and magical advancements from Cyndara and Drakenskar.

**Summary**

1. **Cyndara**: Magocratic Conclave with a focus on magical domice.
2. **Thornwyld**: Druidic Monarchy aiming to preserve natural harmony.
3. **Drakenskar**: Martial Meritocracy valuing strength and resources.
4. **Fenrath**: Theocratic Oligarchy harnessing dark magic.
5. **Ostromar**: Shadow Regency using fear and power.
6. **Isarion**: Aristocratic Republic ensuring prosperity and protection.

# Key Locations in Dusk

***Cyndara***

1. Zendrakal (The Arcane Citadel): A fortress of crystalline spires and arcane bureaucracy.
2. Azmara (The Crystal Spire): A shimmering edifice resonating with ancient magics.
3. Zelgazar (The Grand Bazaar): A labyrinth of forbidden artifacts and dark bargains.
4. Nihathran (The Clockwork Cathedral): A cathedral of intricate clockwork and ancient rites.
5. Lvarith (The Whispering Gardens): Serene gardens where enchanted flora whisper secrets.
6. Kethurian (The Shattered Dome): Ruins of an ancient observatory, repository of lost knowledge.
7. Thuldarum (The Labyrinth of Lyris): An underground labyrinth of hidden societies and secrets.
8. Umbrunt (The Shadow Market): An illicit marketplace for contraband and dark magic.
9. Bris (The Graveyard of Forgotten Books): A hidden repository of dark tomes and cursed knowledge.
10. Korvanir (The Beacon of Eternity): A towering lighthouse guiding souls through eternal night.

***Thornwyld***

1. Heartwood (The Heartwood Grove): A sacred grove of druidic power and ancient stones.
2. Melodora (The Singing Glade): A tranquil meadow where nature's chorus sings.
3. Selen (The Moonlit Pool): A crystal-clear pool reflecting lunar mysteries.
4. Vorien (The Ruins of Elmsreach): Crumbling remts of an elven city, haunted and forgotten.

***Drakenskar***

1. Sanghor (The Iron Peaks): Towering mountains rich in ore and ancient forges.
2. Zarathul (The Cavern of Echoes): A labyrinthine cave network echoing with ancient voices.
3. Nyxar Vale (The Valley of Shadows): A dark valley where ancient dreams linger in shadow.
4. Vaelrun (The Titan's Anvil): A plateau where the world was forged in celestial fury.

***Fenrath***

1. Darkmire (The Black Marsh): A treacherous swamp shrouded in malevolent magic.
2. Hagalur (The Mire of Lost Dreams): An eerie bog where lost dreams wander.
3. Grimmerwood (The Witch's Fen): A secluded swamp where witches wield dark arts.
4. Sanktar Cathedral (The Sunken Cathedral): Submerged ruins of a cursed temple beneath murky waters.

***Ostromar***

1. Nyxthal (The Shadowspire): A towering obsidian spire of dark rituals.
2. Phadral Veil (The Phosphorescent Forest): A forest glowing with ethereal light.
3. The Deep (The Abyssal Rift): A vast chasm descending into eternal darkness.
4. Hushan Veil (The Veil of Whispers): A mysterious realm where whispers of truth haunt the air.

***Isarion***

1. Aqualon (The Floating City of Aqualon): A marvel of magic and engineering, floating on the sea.
2. Abyssal Archive (The Sunken Library): An underwater repository of forbidden knowledge.
3. Tempest Keep (The Stormwatch Tower): A solitary tower commanding the ocean's fury.
4. Marisar Palace (The Coral Palace): A palace of living coral, testament to sea-faring magic.

# Notable Seas, Inlets, Bays, and Tempests

**Seas**

1. Varrukal (The Maelstrom Sea): Known for its constant storms and turbulent waters.
2. Thalassun (The Serpent Sea): Shrouded in perpetual mist, filled with strange creatures and ghostly phenomena.
3. Ithvalar (The Tranquil Sea): A peaceful expanse of clear blue waters, ideal for trade routes and leisurely voyages.
4. Varryn (The Sapphire Sea): A vast ocean known for its deep blue waters that sparkle like gemstones.

**Inlets and Bays**

1. Silvarryn Bay (Moonshadow Bay): A secluded bay with crystalline waters, reflecting the night sky.
2. Thalnir Inlet (The Hidden Inlet): A secret inlet surrounded by steep cliffs, known for its rare flora and fauna.
3. Varialun Cove (The Pirate's Cove): A hidden cove used by pirates and smugglers as a safe haven.
4. Morndal Bay (The Bay of Whispers): A bay where the wind carries the whispers of ancient secrets and lost souls.

**Tempests**

1. Umbrakha (The Storm of Shadows): A legendary tempest known for its ferocity.
2. Vorthain (The Tempest of Souls): A storm said to be haunted by the memories of the dead, their wails echoing through the night.
3. Zarathul (The Eternal Storm): A never-ending storm that rages across the sea, feared and revered by sailors.

# Key NPC Characters

**Cyndara**

1. Arcanist Nashara Velroth (Human)

- Role: Senior member of the Arcanist Conclave.

- Influence: Advocates for increased regulation of magic use and technological advancement.

- Loyalist: Dedicated to maintaining Cyndara's domice in magic.

2. Magister Zarev (Elf)

- Role: Head of the Enchanted Legion.

- Influence: Supports militarization and strengthening of Cyndara’s defenses.

- Loyalist: Loyal to the city’s security and magical superiority.

3. Ilyana Thalorian (Half-Elf)

- Role: Leader of the Umbral Agents.

- Influence: Master spy working to undermine rival factions.

- Believer: Believes in the superiority of Cyndara's arcane arts.

**Thornwyld**

King Caelan Taranis (Elf)

1. Role: The Verdant King.
2. Influence: Governs with a focus on environmental preservation.
3. Loyalist: Committed to the protection of the Thornwyld.

Elder Druidess Maelis (Dryad)

1. Role: Member of the Verdant Circle.
2. Influence: Advocates for stronger ties with Fenrath to combat industrial threats.
3. Believer: Believes in unity between nature-based societies.

Rhyder Caerun (Human)

1. Role: Leader of the Sylvan Wardens.
2. Influence: Focuses on bolstering the region’s defenses.
3. Loyalist: Devoted to the protection of Thornwyld’s borders.

**Drakenskar**

Forge King Dragor (Dwarf)

1. Role: The current Forge King.
2. Influence: Leads with a focus on strength and resource acquisition.
3. Loyalist: Strongly nationalistic and protective of Drakenskar.

Lady Thorna Vaerash (Dwarf)

1. Role: Leader of the Ironclad Vanguard.
2. Influence: Promotes military excellence and expansion.
3. Loyalist: Fiercely loyal to the Forge King.

Kelvin Rhazduum (Dwarf)

1. Role: Leader of the Shadowkin.
2. Influence: Gathers intelligence on rival factions.
3. Believer: Seeks to protect Drakenskar from external threats.

**Fenrath**

High Mystic Sareth (Human)

1. Role: Head of the Wyrd Tribunal.
2. Influence: Governs with a focus on mystical practices and dark magic.
3. Loyalist: Dedicated to maintaining the mystical domice of Fenrath.

Necroscope Xalith (Half-Elf)

1. Role: Influential member of the Wyrd Tribunal.
2. Influence: Promotes the use of necromancy for defense.
3. Believer: Advocates for deeper exploration of dark magic.

Sorin Aelvar (Human)

1. Role: Leader of the Fenrath Shadows.
2. Influence: Engages in covert operations against rival factions.
3. Rebel: Seeks to gain power for personal gain.

**Ostromar**

Matron Xyrala (Dark Elf)

1. Role: Leader of the Nocturnal Assembly.
2. Influence: Rules with an iron fist, focusing on subterfuge and manipulation.
3. Loyalist: Dedicated to the supremacy of the dark elves.

Nymara Valshar (Dark Elf)

1. Role: Head of the Shadowblades.
2. Influence: Specializes in covert operations and espionage.
3. Believer: Committed to expanding Ostromar’s influence.

Vorath Nyros (Dark Elf)

1. Role: Master of the Undercouncil.
2. Influence: Focuses on internal security and purging dissent.
3. Rebel: Secretly desires to overthrow the current regime.

**Isarion**

Archon Thalassar (Atlantean)

1. Role: Supreme ruler of Isarion.
2. Influence: Guides with wisdom and focuses on maintaining the harmony of Isarion.
3. Loyalist: Committed to the prosperity of Isarion.

Seeress Lyranna (Atlantean)

1. Role: Chief advisor to the Archon.
2. Influence: Provides prophetic guidance and strategic counsel.
3. Believer: Deeply invested in the mystical traditions of Isarion.

Captain Nereus (Atlantean)

1. Role: Leader of the Isarion Guard.
2. Influence: Ensures the safety and security of Isarion’s waters and borders.
3. Loyalist: Dedicated to protecting Isarion from external threats.

# Other Notable NPC’s

**Cyndara:**

1. Elion: A respected scholar and leader in Zendrakal, known for his wisdom
2. Mira Breeze: A talented artisan creating magical artifacts and intricate mosaics.
3. Lord Var: A powerful mage and political figure, striving for the prosperity of Cyndara.

**Thornwyld:**

1. Eirlys: A revered druid with a deep connection to the forest fae.
2. Branwen: A skilled ranger, protecting Thornwyld from external threats.
3. Arion the Seer: A mystic with visions of the future, guiding Thornwyld's path.

**Drakenskar:**

1. Thorin Stonefist: A mighty warrior and leader of Sanghor, known for his strength and courage.
2. Kaida Fireforge: A master blacksmith, creating powerful weapons and armor.
3. Eldric Stormhammer: A respected elder with a wealth of knowledge about Drakenskar's history.

**Fenrath:**

1. Yuki Aami: A wise leader, revered for her deep connection to the swamp's mysteries.
2. Kait: A skilled assassin and protector of Fenrath's secrets.
3. Miyuk ir’Dasha: A mystic with the ability to commune with the fae of the swamp.

**Ostromar:**

* 1. Lady Nyx: A powerful sorceress and leader of Nyxthal, known for her cunning and ambition.
  2. Aldric: A skilled rogue and spymaster, gathering information and protecting Ostromar's interests.
  3. Lirael the Darkblade: A fierce duelist, defending Ostromar's honor and secrets.

**Isarion:**

* 1. Captain Thalassar: A renowned sailor and leader in Aqualon, known for his navigation skills.
  2. Lyria: A skilled mage with the ability to manipulate water and weather.
  3. Kai: An adventurous corsair, exploring new lands and seeking out rare treasures.

# Chapter 3: Character Creation Guide

**Step-by-Step Character Creation**

1) Choose a Playable Race  
Pick from **Classic Core**, **Expanded**, **Constructs & Automata**, or **Dusk-Specific & Unique**. Apply the race’s:

1. **ASI / Mana / Speed / Size / Vision / Regions**
2. **Racial Traits** and the **Mandatory Trait**
3. (Reminder) Each ancestry’s **trait budget** counts the mandatory trait toward the cap.

2) Assign Ability Scores  
Use the **Standard Array**: 15, 14, 13, 12, 10, 8.

1. Assign each once, then apply your race’s ASI.
2. At creation, **no score may exceed 18**.
3. Note your class’s two **proficient Saving Throws** once you choose a class (Step 3).

3) Pick a Role and Class  
Choose one of the four **Roles** (Frontliner, Half-Caster, Skirmisher, Full Mage), then select a **Class** within that role.

1. Your Role determines **HP progression**, **armor/weapons access**, and broad **combat identity**.
2. Your Class sets **features**, **proficiencies**, and (if applicable) **spellcasting stat**.

4) Record Derived Statistics  
Fill in your core combat stats using role/class rules:

1. **Hit Points (HP):** Use the Role’s **Base HP + Gain/Level** formula (apply CON as specified).
2. **Armor Class (AC):** 10 + DEX + armor/shield + features (e.g., Mage Armor).
3. **Action Points (AP):** Default **4 AP** per turn (note class/feature changes).
4. **Initiative:** Usually based on AGI/DEX; apply traits/perks if any.
5. **Speed, Senses, Languages, Proficiencies:** From race, background, and class.

### 5) Choose Background & Starting Equipment

1. Take a **Background** (skills/tools/languages/trinket hooks as your table uses).
2. Use **Starting Equipment by Role** (weapons, armor, adventuring gear).
3. If offered a choice (e.g., “sword or spear”), pick and record ammo, packs, and any **focus/component pouch**.

### 6) Select Spell Schools (if applicable)

1. **Half-Casters / Performance-based classes:** **1 Primary School + 1 additional** of your choice.
2. **Full Mages:** **1 Primary School + 2 additional** of your choice.
3. Note any school-specific **discounts/bonuses** your class or perks provide.

7) Add Modular Traits (Optional/If Allowed at Creation)  
From the **Characters Modular Trait List**, spend within your table’s **trait point cap** (remember: racial mandatory trait counts toward the cap).

1. Record each trait’s **effect** and **cost**.
2. Negative-cost traits (e.g., **Burdened**, **Flawed Matrix**) can offset powerful picks—use with GM approval.

8) Pick Level 1 Perk (Role Tier System)  
Instead of per-level attribute points, you choose **1 Perk per level** from your Role’s current **Tier list**:

1. **Local Hero (Lv 1–4):** choose 4 of 6 across these levels.  
   Log your Level 1 perk now (Frontliner/Skirmisher/Half-Caster/Full Mage list). Perks are **permanent** unless your GM allows retraining.

### 9) Fill Class Features & Early Spells/Abilities

1. Write your Level 1 **class features**, any **once-per-rest** limits, and **AP costs**.
2. If you cast spells, select your **known/prepared** spells per your class and **Mana** rules; note **Mana Pool** and any **recovery** feature.

### 10) Finalize Your Sheet

1. Add **personality, appearance, faction/faith**, and **hooks**.
2. Double-check calculations (HP, AC, AP, Initiative, attack bonuses, spell DCs/hit).
3. Make sure all proficiencies, languages, gear weights, and ammo are recorded.

## Level-Up Sequence (At a Glance)

1. **Increase Level** → update **HP** by Role’s Gain/Level (apply CON as rules specify).
2. **Choose 1 Perk** from your Role’s current **Tier**.
   1. Tier breakpoints: **Lv 1–4 (Local Hero)**, **5–10 (Regional Hero)**, **11–16 (Realm Hero)**, **17–20 (Legend)**.
3. **Class Progression:** gain features, spells, Mana changes, proficiencies per class.
4. **Adjust Derived Stats** (attack bonuses, save DCs, AC if features changed).
5. **Equipment/Spells**: add, swap, or upgrade as allowed.

# Playable Races

**Classic Core**

* Humans – Adaptable, diverse cultures, present everywhere.
* Elves – High, Wood, Shadow Elves (Dusk dream-walkers, Luthariel (The Hidden), Ostromarian, Isarion.
* Dwarves – Stout, industrious, Drakenscar.
* Halflings – Small, community-centered, practical.
* Orcs – Martial, spiritual, includes Fenrath swamp orcs.
* Goblins – Small, cunning, includes Goblin Mystics.
* Hobgoblins – Martial, disciplined, tactically minded goblinoids.
* Snicket – Small, fearless, curious “borrowers.”

**Expanded Races**

* Tieflings – Fiendish bloodlines, horns, tails, social outcasts or power-seekers.
* Tabaxi – Feline humanoids, agile, travelers and traders.
* Firbolg – Cow-like gentle giants, tied to nature.
* Goliaths – Large, hardy mountain folk of the Everlands.
* Satyrs – Goat-legged, nature-tied revelers.
* Minotaurs – Horned, labyrinth-born warriors, often mercenaries or guardians.
* Bugbears – Large, fuzzy goblinoids, surprisingly stealthy, shadow guild muscle.

**Constructs & Automata**

* Automatons (Clockwork) – Gear-and-rune constructs with varying autonomy, some gaining sentience.
* Vessels (Soulbound) – Constructs housing transferred consciousness, retaining memories and skills while lacking the warmth of flesh.

**Dusk-Specific & Unique**

* Skavs – Ratfolk of undercities, cunning brokers, thieves, and unregistered mages.
* Velari (Unique) – Semi-translucent beings from the Veiled Roads, ley line sensitives, can phase briefly.
* Shardborn (Unique) – Crystal-infused beings able to channel minor energy magic with risks of corruption.
* Khizinti (Unique) – Tall, muscular feline hunters (Kzinti-inspired), honor-bound, cunning, often advanced mercenaries.

## Human

• ASI: +1 to all stats.

• Mana: +1.

• Speed: 30 ft.

• Size: Medium.

• Vision: Standard.

• Regions: Everywhere.

**Racial Traits**

• Versatile

• Adaptive Strategy

• Ambition

**Mandatory Trait**

• Jack of All Trades (2): One extra skill, but may only level it to 50%

## Elf (Isarion)

• ASI: +2 WIS, +1 DEX.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Isarion Coastlines.

**Racial Traits**

• Dream Step

• Tidewalker

**Mandatory Trait**

• Fleet-Footed (1): +5 ft movement speed

## Elf (High)

• ASI: +2 INT, +1 DEX.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Cyndara, Valerun.

**Racial Traits**

• Keen Senses

• Arcane Focus

• Trance

**Mandatory Trait**

• Veil-Touched (1): Spells near Veil cost 1 less mana (1/LR)

## Elf (Wood)

• ASI: +2 DEX, +1 WIS.

• Mana: +1.

• Speed: 35 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Everlands, Ostromar outskirts.

**Racial Traits**

• Fleet Step

• Mask of the Wild

**Mandatory Trait**

• Camouflage Skin (1): Advantage on Stealth in natural terrain

## Elf (Shadow)

• ASI: +2 DEX, +1 CHA.

• Mana: +1.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Ostromar, Phadral Veil.

**Racial Traits**

• Shadow Step

• Veilborn Stealth

**Mandatory Trait**

• Ghoststep (1): 1/combat, avoid reaction attacks for 1 turn

## Elf (Ostromarian)

• ASI: +2 DEX, +1 CHA.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Ostromar.

**Racial Traits**

• Shadow Meld

• Eldritch Sight

**Mandatory Trait**

• Ghoststep (1): 1/combat, avoid reaction attacks for 1 turn

## Elf (Luthariel)

• ASI: +2 CHA, +1 WIS.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Tinrael.

**Racial Traits**

• Moonlit Grace

• Veil Sight

**Mandatory Trait**

• Quick Recovery (1): Regain 1 HP at turn start if below half HP

## Dwarf/Drakenscar

• ASI: +2 CON, +1 STR.

• Mana: +1.

• Speed: 25 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Drakenscar, Valerun.

**Racial Traits**

• Stonecunning

• Poison Resistance

**Mandatory Trait**

• Tough (1): +1 to max HP

## Halfling

• ASI: +2 DEX, +1 CHA.

• Mana: +1.

• Speed: 25 ft.

• Size: Small.

• Vision: Standard.

• Regions: Cyndara, Zelgazar.

**Racial Traits**

• Nimble Escape

• Lucky

• Common Sense

**Mandatory Trait**

• Cunning (1): +1 to Initiative rolls

## Orc

• ASI: +2 STR, +1 CON.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Fenrath, Everlands.

**Racial Traits**

• Savage Attack

**Mandatory Trait**

• Powerful Frame (1): Count as 1 size larger for carrying, pushing, grappling

## Goblin

• ASI: +2 DEX, +1 INT.

• Mana: +1.

• Speed: 30 ft.

• Size: Small.

• Vision: Darkvision 60 ft.

• Regions: Thornwyld, Zelgazar.

**Racial Traits**

• Nimble Scurry

• Goblin Mystic

**Mandatory Trait**

• Cunning (1): +1 to Initiative rolls

## Hobgoblin

• ASI: +2 CON, +1 INT.

• Mana: +1.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Zelgazar, Outlands.

**Racial Traits**

• Tactical Focus

**Mandatory Trait**

• Hardy (1): Advantage on one saving throw per long rest

## Snicket

• ASI: +2 CHA, +1 DEX.

• Mana: +1.

• Speed: 30 ft.

• Size: Small.

• Vision: Standard.

• Regions: Nomadic, Thornwyld edges.

**Racial Traits**

• Brave Curiosity

• Taunt

• Fearless

**Mandatory Trait**

• Adaptable (1): +1 to any one skill

## Tiefling

• ASI: +2 CHA, +1 INT.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Nihathran, Ostromar.

**Racial Traits**

• Fiendish Resistance

• Infernal Legacy

**Mandatory Trait**

• Veil-Touched (1): Spells near Veil cost 1 less mana (1/LR)

## Tabaxi

• ASI: +2 DEX, +1 CHA.

• Mana: +1.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Fenrath, Thornwyld.

**Racial Traits**

• Feline Agility

• Pounce

**Mandatory Trait**

• Wild Instincts (1): Advantage on Initiative or Perception (1/LR)

## Firbolg

• ASI: +2 WIS, +1 STR.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Standard.

• Regions: Thornwyld, Tinrael.

**Racial Traits**

• Animal Tongue

**Mandatory Trait**

• Quick Recovery (1): Regain 1 HP at turn start if below half HP

## Goliath

• ASI: +2 STR, +1 CON.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Standard.

• Regions: Everlands Peaks.

**Racial Traits**

• Mountain Born

• Stone's Endurance

**Mandatory Trait**

• Brutal Strikes (2): +1 damage on Brutal or Crit melee hits

## Satyr

• ASI: +2 CHA, +1 DEX.

• Mana: +1.

• Speed: 35 ft.

• Size: Medium.

• Vision: Standard.

• Regions: Cyndara, Fey-Crossings.

**Racial Traits**

• Ram

• Magic Resistance

**Mandatory Trait**

• Revelry (1): Immune to Fear while near allies

## Minotaur

• ASI: +2 STR, +1 CON.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Valerun ruins, Everlands.

**Racial Traits**

• Charge

• Horns

• Labyrinthine Recall

**Mandatory Trait**

• Charge (2): 1/combat, gain Temp HP = Prime Mod when charging

## Bugbear

• ASI: +2 STR, +1 DEX.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Ostromar, Outskirts.

**Racial Traits**

• Brute Force

• Long-Limbed

**Mandatory Trait**

• Brutal Strikes (2): +1 damage on Brutal or Crit melee hits

## Automaton

• ASI: +2 CON, +1 INT.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Zelgazar, Drakenskar.

**Racial Traits**

• Mechanical Body

• Modular Upgrade

**Mandatory Trait**

• Hardy (1): Advantage on one saving throw per long rest

## Skav

• ASI: +2 DEX, +1 INT.

• Mana: +1.

• Speed: 30 ft.

• Size: Small.

• Vision: Darkvision 60 ft.

• Regions: Undercroft, ruins.

**Racial Traits**

• Keen Senses

• Scavenger Reflex

**Mandatory Trait**

• Tunnel Runner (1): Can squeeze through Small tunnels with ease

## Velari

• ASI: +2 CHA, +1 WIS.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Tinrael, Veilscarred regions.

**Racial Traits**

• Dream-Touched

• Veil Drift

**Mandatory Trait**

• Dream-Sense (1): Detect dream-energy/Veil (1/LR)

## Shardborn

• ASI: +2 INT, +1 WIS.

• Mana: +2.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Azmara, deep ruins.

**Racial Traits**

• Crystalline Form

• Resot Pulse

**Mandatory Trait**

• Resistant Hide (2): Resistance to 1 damage type

## Khizin

• ASI: +2 STR, +1 CHA.

• Mana: 0.

• Speed: 30 ft.

• Size: Medium.

• Vision: Darkvision 60 ft.

• Regions: Deep Everlands, Nightfront.

**Racial Traits**

• Feral Claws

• War Frenzy

**Mandatory Trait**

• Feral Hunger (1): +2 melee damage when bloodied

# Racial Traits

|  |  |
| --- | --- |
| **Racial Trait** | **Effect** |
| **Adaptive Strategy** | Once per long rest, reroll a failed skill check. |
| **Ambition** | Gain 1 extra skill proficiency at character creation. |
| **Animal Tongue** | You can communicate with beasts and fey animals of CR 1 or lower. |
| **Arcane Focus** | +1 to spell hit rolls using Arcane magic. |
| **Brave Curiosity** | Advantage on saves vs Fear and Confusion. |
| **Brute Force** | Your unarmed strikes deal 1d4 + STR bludgeoning damage. |
| **Charge** | When you move 15+ feet in a straight line and hit with a melee attack, deal +1d6 damage (1/combat). |
| **Common Sense** | Once per session, ask the GM if an action seems wise. |
| **Crystalline Form** | Resistant to slashing and piercing damage from non-magical weapons. |
| **Dream Step** | Teleport 10 ft as a bonus action if near a Veil anomaly (1/LR). |
| **Dream-Touched** | Gain 1 Veil-flavored cantrip based on origin (GM approved). |
| **Eldritch Sight** | Detect magic at will (limited to 30 ft, 1 AP). |
| **Fearless** | You cannot be Frightened. |
| **Feline Agility** | Once per turn, double your movement speed until end of turn. |
| **Feral Claws** | Your claws are natural weapons that deal 1d6 slashing damage and count as finesse. |
| **Fiendish Resistance** | Resistant to fire and necrotic damage. |
| **Fleet Step** | Your movement is unaffected by difficult terrain. |
| **Goblin Mystic** | You know 1 cantrip from any magic school. CHA is your casting stat. |
| **Horns** | You can make a gore attack (1d6 + STR). |
| **Infernal Legacy** | You know the Thaumaturgy cantrip. At level 3, cast Hellish Rebuke 1/LR. |
| **Keen Senses** | Proficiency in Perception. |
| **Labyrinthine Recall** | You always remember any path you have traveled. |
| **Long-Limbed** | Your melee reach increases by 5 ft during your turn only. |
| **Lucky** | Reroll 1s on ability checks and saves once per long rest. |
| **Magic Resistance** | Advantage on saves vs spells and magical effects. |
| **Mask of the Wild** | You can attempt to hide even when only lightly obscured. |
| **Mechanical Body** | Immune to disease and poison. Does not need to eat or breathe. |
| **Memory Shard** | You retain 1 vivid memory from a past life that grants Advantage on 1 type of skill. |
| **Mimicry** | You can perfectly mimic voices and sounds you have heard. |
| **Modular Upgrade** | Choose one: +1 AC, darkvision 60 ft, or +10 ft movement speed (chosen at character creation). |
| **Moonlit Grace** | +1 AC while under moonlight. |
| **Mountain Born** | You are acclimated to high altitude and cold climates. |
| **Nimble Escape** | You can take the Disengage or Hide action as a bonus action. |
| **Nimble Scurry** | +1 AC when moving at least 10 ft in your turn. |
| **Null-Sight** | You can see invisible creatures and detect magic (10 ft) for 1 AP (1/LR). |
| **Poison Resistance** | Advantage on saves against poison; resistance to poison damage. |
| **Pounce** | If you move 20 ft straight toward a creature and hit with a melee attack, they must STR save or fall prone. |
| **Ram** | Charge into foes for 1d6 bludgeoning + STR damage if you moved 15+ ft straight. |
| **Resot Pulse** | Once per long rest, release a psychic pulse that deals 1d6 psychic damage to creatures in 10 ft radius. |
| **Revelry** | You gain Advantage on saves against Fear while within 10 ft of at least one ally. |
| **Savage Attack** | On a critical hit with a melee weapon, roll one additional damage die. |
| **Scavenger Reflex** | Gain +2 to Initiative in urban or ruined environments. |
| **Shadow Meld** | You can Hide as a bonus action in dim light or darkness. |
| **Shadow Step** | Teleport 10 ft between two shadowy spaces (1/LR). |
| **Soul Anchor** | You cannot be possessed or magically charmed. |
| **Stone's Endurance** | Reduce damage taken by 1d12 + CON (1/LR). |
| **Stonecunning** | You gain double proficiency on History (stonework) checks. |
| **Tactical Focus** | Once per turn, grant +1 to hit to an adjacent ally’s attack roll. |
| **Taunt** | Once per combat, force a creature within 30 ft to target you with Disadvantage unless they succeed a CHA save. |
| **Tidewalker** | You can breathe underwater and swim at your walking speed. |
| **Trance** | You meditate for 4 hours instead of sleeping. |
| **Tunnel Runner** | You can move through Small tunnels or tight spaces without penalty. |
| **Veil Drift** | Once per long rest, phase through a wall or solid object 5 ft thick or less. |
| **Veil Sight** | You can see through illusions and magical darkness within 30 ft (1 AP, 1/LR). |
| **Veilborn Stealth** | You have Advantage on Stealth while near a Veil rift. |
| **Versatile** | Gain proficiency in one tool, language, and weapon of your choice. |
| **War Frenzy** | While bloodied, you may make one extra melee attack (1/combat). |

# Assigning Ability Scores

Every character in **Dusk** begins play with a set of **six Ability Scores**:

1. **Strength (STR):** Physical power and athletics.
2. **Dexterity (DEX):** Agility, reflexes, accuracy.
3. **Constitution (CON):** Endurance, vitality, resistance.
4. **Intelligence (INT):** Logic, knowledge, analysis.
5. **Wisdom (WIS):** Perception, insight, willpower.
6. **Charisma (CHA):** Influence, presence, spirit.

**Standard Array**

Dusk uses a **fixed array** to ensure fairness and balance across all characters. Assign these numbers to your six abilities as you choose:

**15, 14, 13, 12, 10, 8**

1. Each score must be assigned once.
2. After assigning, apply **racial/ancestry modifiers**
3. No ability score may exceed **18** at character creation.

**Role Guidance**

Your class and role will guide where to place your highest scores:

1. **Frontliner (Bladebearer, Ironclad):** Prioritize **Strength or Constitution**, with secondary investment in Dexterity or Wisdom.
2. **Half-Caster (Warden, Stormcaller):** Balance **Strength/Dexterity** and **primary casting stat** (INT, WIS, or CHA depending on class).
3. **Skirmisher (Sensate, Shadowdancer):** Lead with **Dexterity**, followed by Constitution and either Intelligence or Wisdom.
4. **Full Mage (Radiomancer, Maledict, Null-Mage):** Maximize **primary casting stat**, with Constitution as a vital backup.

**Derived Statistics**

Your ability scores determine key combat stats:

1. **Hit Points (HP):** Based on Role formula (see previous section).
2. **Armor Class (AC):** Base 10 + Dexterity + Armor/Shield bonuses.
3. **Attack Rolls:**
   1. **Melee:** Strength (or Dexterity for finesse weapons).
   2. **Ranged:** Dexterity.
   3. **Spells:** Class casting ability (INT, WIS, or CHA).
4. **Saving Throws:** Each class grants **two proficient saves** (see Class tables).

# Assigning Hit Points

## PC HP – Fixed Per Level

### Formula:

**PC HP = Base\_Class\_HP + CON + (Level × (Gain\_Class\_HP + floor(CON/2)))**

### Base & Gain per Class:

| **Class Type** | **Base HP** | **Gain/Level** | **Notes** |
| --- | --- | --- | --- |
| **Frontliner** (Bladebearer, Ironclad) | 16 | +6 | Melee tanks & brawlers |
| **Half-Caster** (Warden, Stormcaller) | 14 | +5 | Battle casters |
| **Skirmisher** (Sensate, Rogue) | 12 | +5 | Mobility over defense |
| **Full Mage** (Radiomancer, Maledict, Null-Mage) | 10 | +4 | Ranged & control |

### Size Modifiers (once at L1):

1. Tiny/Small: −2 HP
2. Medium: +0
3. Large: +4 HP
4. Huge: +8 HP

# Skills in Dusk

**What Skills Represent**

Skills measure your character’s learned capabilities, instincts, and cultural upbringing. Each skill is represented as **bubbles**, making them easy to track at the table.

1. **1 bubble = 10% competence.**
2. **10 bubbles = 100% mastery.**
3. At **Level 1**, no skill may exceed **5 bubbles (50%)**, even with bonuses.

**Starting Skill Points**

1. At **Level 1**, you begin with **8 + INT modifier skill points.**
2. Each skill point fills **1 bubble (10%)** in a skill.
3. Distribute them across skills of your choice.

**Progression**

1. Every **3 levels** (Lv 3, 6, 9, 12, 15, 18), you gain **+4 + INT modifier skill points.**
2. Points can be spent on existing or new skills.

**Tier Caps** limit how many bubbles you can hold in a skill:

| **Tier** | **Levels** | **Max Bubbles** | **Max %** |
| --- | --- | --- | --- |
| Local Hero | 1–4 | 5 | 50% |
| Regional Hero | 5–10 | 7 | 70% |
| Realm Hero | 11–16 | 9 | 90% |
| Legend | 17–20 | 10 | 100% |

**Racial & Background Bonuses**

1. Races and backgrounds may grant **bonus bubbles** in specific skills.
2. These are **free** and do not count against your point pool.
3. If a bonus would push you above the Tier cap, it is suppressed until you reach the next Tier.

**Attribute Bonuses**

1. Each skill benefits from an Attribute.
2. Add your **Attribute Modifier as bonus bubbles** (e.g., STR +3 = +3 bubbles in Athletics).
3. Attribute bonuses cannot exceed Tier caps.

**Flexible Attribute Use**

Skills are not tied to a single attribute. Instead, the Attribute used depends on **how** the character attempts the action. Players describe their approach; the GM decides which Attribute applies.

**Skills & Attribute Options**

**Physical**

1. **Athletics** → STR (lifting, grappling), CON (endurance, long swim).
2. **Acrobatics** → DEX (balance, flips), WIS (instinctive reactions).
3. **Stealth** → DEX (silent movement), WIS (knowing when to move).
4. **Sleight of Hand** → DEX (manual dexterity), INT (mechanical trickery).

**Awareness**

1. **Perception** → WIS (spot danger), INT (study details).
2. **Insight** → WIS (sense motive), CHA (social intuition).
3. **Investigation** → INT (logic & deduction), WIS (intuition).
4. **Survival** → WIS (tracking, foraging), CON (hardship endurance).

**Knowledge**

1. **Arcana** → INT (theory, magic lore), WIS (gut sense of Veil energies).
2. **History** → INT (recorded knowledge), CHA (recalling stories, oral tradition).
3. **Religion** → INT (ritual theory), WIS (faith, spiritual understanding).
4. **Nature** → INT (scientific knowledge), WIS (instinctive natural sense).

**Social**

1. **Persuasion** → CHA (inspiring speech), INT (logical debate), WIS (empathy).
2. **Intimidation** → STR (physical presence), CHA (commanding voice), INT (psychological leverage).
3. **Deception** → CHA (lying), WIS (playing on beliefs), INT (careful fabrication).
4. **Performance** → CHA (showmanship), DEX (instrument skill), INT (complex artistry).

**Technical & Trade**

1. **Medicine** → WIS (diagnosis, healing), INT (surgical knowledge).
2. **Alchemy** → INT (formulas, compounds), WIS (instinctive mixing).
3. **Engineering** → INT (blueprints, constructs), DEX (practical craftwork).
4. **Thievery** → DEX (lockpicking, traps), INT (clever bypasses).

### Example of Play

1. A **Goblin Skirmisher** (AGI +3, INT +2, racial +1 Stealth bubble).
2. **Level 1 cap = 5 bubbles (50%).**
   1. Invests 4 bubbles into Stealth (40%).
   2. +3 bubbles from AGI bonus = 70%.
   3. +1 racial bubble = 80%.
   4. Capped at **50%** until Level 5.
3. At **Level 5**, cap rises to 7 bubbles (70%), so racial and attribute bonuses “unlock,” making final Stealth = 70%.

# Skills Chart

| **Category** | **Skill** | **Description** | **Possible Attributes** |
| --- | --- | --- | --- |
| **Physical** | **Athletics** | Climbing, swimming, lifting, grappling, shoving. | STR (power), CON (endurance) |
|  | **Acrobatics** | Balance, flips, dodges, escaping holds. | DEX (agility), WIS (instinct) |
|  | **Stealth** | Hiding, sneaking, moving silently. | DEX (movement), WIS (timing) |
|  | **Sleight of Hand** | Pickpocketing, palming, fine tricks. | DEX (dexterity), INT (clever tricks) |
| **Awareness** | **Perception** | Spotting details, hearing danger, vigilance. | WIS (awareness), INT (analysis) |
|  | **Insight** | Reading people, sensing lies, motives. | WIS (intuition), CHA (social sense) |
|  | **Investigation** | Searching, analyzing, piecing clues. | INT (logic), WIS (intuition) |
|  | **Survival** | Tracking, hunting, foraging, navigating. | WIS (instinct), CON (hardship) |
| **Knowledge** | **Arcana** | Magic theory, Veil anomalies, runes. | INT (study), WIS (sensitivity) |
|  | **History** | Lore, dynasties, old wars, cultures. | INT (records), CHA (storytelling) |
|  | **Religion** | Pantheons, cults, rituals, faith. | INT (theology), WIS (faith) |
|  | **Nature** | Plants, animals, weather, terrain. | INT (science), WIS (instinct) |
| **Social** | **Persuasion** | Convincing, inspiring, negotiation. | CHA (charisma), INT (logic), WIS (empathy) |
|  | **Intimidation** | Threats, dominance, fear. | STR (might), CHA (presence), INT (psych leverage) |
|  | **Deception** | Lies, disguises, manipulation. | CHA (charm), WIS (reading belief), INT (fabrication) |
|  | **Performance** | Acting, music, art, dance. | CHA (showmanship), DEX (skill), INT (artistry) |
| **Technical & Trade** | **Medicine** | First aid, diagnosis, surgery, healing. | WIS (care), INT (knowledge) |
|  | **Alchemy** | Potions, compounds, chemistry. | INT (formula), WIS (instinct) |
|  | **Engineering** | Constructs, repairs, siegecraft. | INT (design), DEX (craft) |
|  | **Thievery** | Lockpicking, trapwork, break-ins. | DEX (finesse), INT (clever bypass) |

# Role Tier Perks

In Dusk, characters grow not only in power but in **identity of Role**. Instead of gaining raw Attribute Points at each level, characters select **Perks** tied to their Role and Tier. These define their unique combat style, narrative flavor, and tactical identity.

**How it Works:**

1. At each level, you select **1 Perk** from your Role’s current Tier list.
2. Each Tier offers **6 Perks**, but you will gain fewer levels than that Tier provides. This ensures meaningful choices and variation between characters of the same Role.
3. Once chosen, a Perk is permanent unless the GM allows retraining.
4. Tiers progress as follows:
   1. **Local Hero (Lv 1–4):** Choose 4 of 6
   2. **Regional Hero (Lv 5–10):** Choose 6 of 6
   3. **Realm Hero (Lv 11–16):** Choose 6 of 6
   4. **Legend (Lv 17–20):** Choose 4 of 6

**Frontliner Perks**

**Local Hero (Lv 1–4)**

1. **Shield Bash** – Spend 1 AP to knock an enemy prone with a shield strike.
2. **Iron Grip** – Gain advantage on grapples and disarms.
3. **Second Wind** – Once per rest, regain HP equal to Endurance × 2.
4. **Battle Cry** – Allies within 10 ft gain +1 attack for 1 round.
5. **Heavy Swing** – When using a two-handed weapon, deal +1d4 damage.
6. **Hold the Line** – Enemies cannot pass you without a contested Strength check.

**Regional Hero (Lv 5–10)**

1. **Stalwart Defense** – Gain +1 AC while wearing armor.
2. **Defiant Stand** – Once per combat, remain at 1 HP instead of dropping.
3. **Cleave** – On a killing blow, carry excess damage into a new target.
4. **Bulwark** – Allies adjacent to you gain +1 AC.
5. **Overrun** – Spend 1 AP to push through enemies without provoking checks.
6. **Battlefield Awareness** – You cannot be surprised.

**Realm Hero (Lv 11–16)**

1. **Titan’s Strength** – Strength counts as 22 for lifting, shoving, and breaking.
2. **Crushing Blows** – Critical hits deal an extra die of damage.
3. **Immovable** – Gain advantage on saves vs forced movement.
4. **Inspiring Presence** – Allies within 15 ft gain +2 attack rolls once per rest.
5. **Counterstrike** – When missed in melee, you may attack back for 1 AP.
6. **Juggernaut** – Gain resistance to bludgeoning, slashing, and piercing once per rest.

**Legend (Lv 17–20)**

1. **Last Bastion** – While above 0 HP, allies within 20 ft cannot be frightened.
2. **Executioner** – Against foes below half HP, deal +2d6 damage.
3. **Unyielding Wall** – You cannot be knocked prone unless you allow it.
4. **Heroic Recovery** – Once per day, regain half your HP as a bonus action.
5. **Martial Mastery** – Gain one extra attack per turn.
6. **Paragon of War** – Allies in sight gain +1 AP in the first round of combat.

**Skirmisher Perks**

**Local Hero (Lv 1–4)**

1. **Quick Step** – Gain +5 ft movement speed.
2. **Ambusher** – Advantage on attacks against surprised enemies.
3. **Duelist** – +1 damage when fighting with one weapon in one hand.
4. **Evasion** – Take half damage on failed Dexterity saves.
5. **Flurry** – Once per combat, make one extra attack with a light weapon.
6. **Silent Step** – Advantage on stealth checks.

**Regional Hero (Lv 5–10)**

1. **Mobile Combatant** – No movement penalties from difficult terrain.
2. **Hit & Run** – Disengage is a free action once per turn.
3. **Poised Reflexes** – Add Agility to Initiative twice.
4. **Critical Aim** – Expand crit range by 1 (e.g., 20 → 19–20).
5. **Wall Runner** – Gain climbing speed equal to half walking speed.
6. **Trick Strike** – Once per combat, impose disadvantage on a foe’s next attack.

**Realm Hero (Lv 11–16)**

1. **Blurred Movement** – Enemies have disadvantage on attacks of opportunity against you.
2. **Precision Mastery** – Add +1d6 to ranged or finesse weapon damage once per round.
3. **Death From Above** – Advantage when striking from elevation.
4. **Shadowmeld** – Hide even in dim light if adjacent to cover.
5. **Whirlwind Attack** – Strike all enemies adjacent to you once per rest.
6. **Perfect Reflexes** – Advantage on Dexterity saving throws.

**Legend (Lv 17–20)**

1. **Ghost Step** – Once per combat, move through enemies as if incorporeal.
2. **Perfect Strike** – Once per rest, declare a strike that cannot miss.
3. **Relentless Pursuit** – Enemies cannot escape you with disengage.
4. **Ethereal Dodge** – Once per day, reduce any attack’s damage to 0.
5. **Master of Shadows** – You are invisible in darkness unless directly illuminated.
6. **Untouchable** – Gain permanent +2 AC while unarmored.

**Half-Caster Perks**

**Local Hero (Lv 1–4)**

1. **Arcane Strike** – Imbue a weapon attack with +1d6 elemental damage once per round.
2. **Spellguard** – Gain +2 to saves against spells.
3. **Mana Surge** – Regain 1 Mana once per rest.
4. **Runic Weaponry** – Weapons you wield count as magical.
5. **Channel Energy** – Spend 1 AP to empower next spell for +1d4 damage/healing.
6. **Ward of Will** – Once per combat, reduce incoming spell damage by half.

**Regional Hero (Lv 5–10)**

1. **Elemental Affinity** – Choose Fire, Cold, or Lightning; deal +1 damage with it.
2. **Battle Caster** – Cast 1 spell as a reaction once per rest.
3. **Mana Efficiency** – Reduce the cost of a spell by 1 Mana (min 1).
4. **Aura of Resistance** – Allies within 10 ft gain resistance to chosen element.
5. **Blade Ward** – Spend 1 AP to gain +2 AC until next turn.
6. **Spell Recovery** – Regain 1d4 Mana at the start of each combat.

**Realm Hero (Lv 11–16)**

1. **Spellstrike Mastery** – When you hit with a weapon, you may cast a 1 AP spell for free.
2. **Arcane Shield** – Gain +1 AC permanently.
3. **Greater Channeling** – Add +2d6 elemental damage when spending 2 AP.
4. **Protective Circle** – Once per day, create a 15-ft aura granting resistance.
5. **Mana Burst** – Spend all Mana for a massive 3d6 elemental blast.
6. **Quickened Casting** – Once per combat, cast a spell as a free action.

**Legend (Lv 17–20)**

1. **Mythic Weapon** – Weapon attacks count as legendary/magical for resistance.
2. **Endless Well** – Regain 1 Mana every turn.
3. **True Ward** – Once per day, negate an incoming spell entirely.
4. **Elemental Mastery** – Choose one element; immunity to that damage type.
5. **Legendary Strike** – Add spell damage to weapon damage once per rest.
6. **Arcane Ascendant** – Gain +1 permanent AP.

**Full Mage Perks**

**Local Hero (Lv 1–4)**

1. **Arcane Focus** – Gain +1 Mana.
2. **Spell Savant** – Choose 1 known spell; its cost is reduced by 1 Mana.
3. **Mystic Recovery** – Regain Mana equal to Int/Wis/Cha modifier once per rest.
4. **Runic Familiar** – Summon a small magical familiar with utility.
5. **Mage Armor** – While unarmored, AC = 10 + Agility + Int/Wis/Cha.
6. **Minor Ward** – Once per combat, reduce damage by Int/Wis/Cha modifier.

**Regional Hero (Lv 5–10)**

1. **Arcane Reservoir** – Gain +2 Mana.
2. **Spell Quickening** – Cast a spell as a bonus action once per rest.
3. **Arcane Sight** – Always detect magic and illusions within 30 ft.
4. **Mana Shield** – Spend 1 Mana to reduce damage by 1d8.
5. **Overchannel** – Once per day, double the effect of a spell.
6. **Arcane Precision** – Add Int/Wis/Cha to spell attack damage rolls.

**Realm Hero (Lv 11–16)**

1. **Arcane Overflow** – Gain +3 Mana.
2. **Greater Familiar** – Familiar evolves, gaining combat utility.
3. **Arcane Mastery** – Choose 1 school; all spells cost -1 Mana in that school.
4. **Resonance** – Casting a spell grants +1 AC until end of next turn.
5. **Spell Echo** – Once per day, recast a spell you just cast without Mana cost.
6. **Arcane Fortress** – Gain resistance to one damage type of your choice.

**Legend (Lv 17–20)**

1. **Archmage’s Reserve** – Gain +5 Mana.
2. **True Polymorph** – Once per week, assume another form permanently until dismissed.
3. **Immortal Ward** – Once per day, reduce damage from any source to 0.
4. **Metamagic Mastery** – Modify 1 spell per combat (range, duration, damage).
5. **Arcane Rebirth** – When reduced to 0 HP, instead drop to 1 HP and lose all Mana.
6. **Worldshaper** – Once per campaign, permanently alter a region with a great spell.

# Characters Modular Trait List

| **Trait Name** | **Effect** | **Cost** |
| --- | --- | --- |
| **Tough** | +1 to max HP | 1 |
| **Powerful Frame** | Count as 1 size larger for carrying, pushing, grappling | 1 |
| **Brutal Strikes** | +1 damage on Brutal or Crit melee hits | 2 |
| **Hardy** | Advantage on one saving throw per long rest | 1 |
| **Attuned** | +1 to maximum Mana Pool | 2 |
| **Cunning** | +1 to Initiative rolls | 1 |
| **Fleet-Footed** | +5 ft movement speed | 1 |
| **Camouflage Skin** | Advantage on Stealth in natural terrain | 1 |
| **Charge** | 1/combat, spend 1 AP while moving to gain Temp HP = Prime Modifier | 2 |
| **Dream-Sense** | Detect presence of dream-energy/Veil for 60 ft (1/LR) | 1 |
| **Revelry** | Immune to Fear while in the presence of allies | 1 |
| **Resistant Hide** | Resistance to 1 damage type (GM/Player choice) | 2 |
| **Ghoststep** | 1/combat, avoid reaction attacks for 1 turn | 1 |
| **Wild Instincts** | Gain Advantage on Initiative or Perception once per long rest | 1 |
| **Piercing Wail** | Once per day, emit psychic burst that stuns 1 creature (WIS Save) | 2 |
| **Quick Recovery** | Heal 1 HP at the start of your turn if below half HP | 1 |
| **Null Surge** | 1/LR, disrupt a spell within 30 ft, caster rolls with Disadvantage | 2 |
| **Adaptable** | +1 to any one skill | 1 |
| **Jack of All Trades** | Gain one additional skill, but can only be leveled to 50% | 2 |
| **Burdened** | –5 ft movement speed | -1 |
| **All Brawn** | –1 MD (Mental Defense) | -1 |
| **Flawed Matrix** | Vulnerable to psychic damage | -2 |
| **Veil-Touched** | Spells cast near Veil anomalies cost 1 less mana (1/LR) | 1 |
| **Feral Hunger** | Once bloodied, you deal +2 melee damage until end of encounter | 1 |
| **Tunnel Runner** | Can move through Small tunnels without penalty | 1 |

**Balance Notes:**

1. All races have a maximum trait pool of 3 points, including the mandatory trait.
2. Traits marked with –1 or –2 are good for balancing otherwise overpowered combinations or racial archetypes.

# Starting Equipment by Role

## Frontliner

**Classes:** Bladebearer, Ironclad, Stormcaller  
Stalwart warriors who dominate the battlefield.

**Weapons (choose 1 primary + 1 backup):**

Primary: Longsword, battleaxe, warhammer, or glaive

Backup: handaxe, shortsword, or mace

Optional: Shield (if not using two-handed)

**Armor:**

Chainmail or scale mail

Shield (if chosen)

**Adventuring Gear:**

Explorer’s Pack (bedroll, rations, waterskin, 50 ft. rope)

Whetstone & maintenance kit

Clan or order insignia

## Skirmisher

**Classes:** Shadowdancer, Sensate, Null-Mage  
Agile, cunning combatants who thrive on speed, stealth, or disruption.

**Weapons (choose 1 set):**

Shortsword + dagger

Two daggers

Shortbow (20 arrows)

Light crossbow (20 bolts)

**Armor:**

Leather or studded leather

Cloak or hood

**Adventuring Gear:**

Thieves’ tools or artisan’s kit (choose 1)

Traveler’s Pack (mess kit, torches, small tent)

Optional: 1 vial of poison or smoke powder (GM’s discretion)

## Half-Caster

**Classes:** Warden, Maledict, Radiomancer  
Bridging steel and sorcery, they channel magic without sacrificing martial power.

**Weapons (choose 1 primary + 1 backup):**

Primary: Spear, longsword, or war pick

Backup: light crossbow (20 bolts) or dagger

**Armor:**

Scale mail or breastplate

Shield (optional)

**Adventuring Gear:**

Scholar’s Pack (ink, quill, journal, chalk)

Component pouch or focus (crystal, reliquary, totem)

1 potion of lesser healing

## Full Mage

**Classes:** Necromancer, Radiomancer (Full Mage path), etc.  
Masters of arcane, divine, or forbidden magic.

**Weapons:**

Quarterstaff, wand, or dagger

Sling (10 stones) or light crossbow (10 bolts)

**Armor:**

Padded robes or light armor (if allowed by class)

**Adventuring Gear:**

Arcane Pack (grimoire or spellbook, chalk, 2 candles, pouch of strange dust)

Focus: orb, staff, talisman, or ritual knife

1 potion of mana (lesser)

### Universal Additions (All Roles)

**Coin Purse:** 2d10 silver pieces

**Background Trinket:** 1 roll from the Dusk Trinket Table (flavor item)

# Spell Schools

**Spell Schools of Dusk**

Magic in **Dusk** is not bound by rigid formulas or rote study. Instead, it flows through ancient traditions known as **Spell Schools**. Each School represents a philosophy of power — a way of interpreting the Veil, the blood, the stars, or the living world itself.

When you choose a **class**, you also inherit its magical tradition. Your **primary spell school** is the foundation of your magic, while your **ability scores and class features** may grant you access to additional schools as your character grows.

### The Spell Schools

| **Spell School** | **Theme & Focus** |
| --- | --- |
| **The Craft** | **Core arcane manipulation. Illusions, wards, transmutation, raw spellwork.** |
| **Oathfire** | **Magic bound to vows and sacred purpose. Punishment, radiant fire, divine justice.** |
| **Leechcraft** | **Drain and wither. Steals vitality, corrupts flesh, and feeds caster strength.** |
| **Watchkeepers** | **Time, fate, and warding. Seals, foresight, delaying and binding effects.** |
| **Hexwork** | **Maledictions and curses. Twists luck, hobbles foes, inflicts lingering harm.** |
| **Forgecraft** | **Fire, metal, stone. Weapon-binding, armor-warding, creation through craft.** |
| **Sparks** | **Lightning, storms, kinetic force. Fast, volatile, destructive power.** |
| **The Bound** | **Contracts and summons. Deals with entities, bindings, planar bargains.** |
| **Deathlight** | **Shadow and entropy. Rot, decay, voidflame, unraveling of life and magic.** |
| **Others (GM’s Discretion)** | **Some rare traditions may blend or corrupt schools, forming hybrid magics.** |

**Using Spell Schools**

1. **Half-Caster / Performance Classes** → 1 **Primary** + gain **1 additional school of their choice**.
2. **Full Mage Classes** → 1 **Primary** + gain **2 additional schools of their choice**.

## Class Primary Spell Schools

| **Class** | **Primary School** |
| --- | --- |
| **Warden** | Watchkeepers |
| **Templar** | Oathfire |
| **Hierophant** | Leechcraft |
| **Muse** | The Craft |
| **Thespian** | The Bound |
| **Nightblade** | Deathlight |
| **Necroscope** | Leechcraft |
| **Maledict** | Hexwork |
| **Magesmith** | Forgecraft |
| **Null-Mage** | The Bound |
| **Ghost Eater** | Leechcraft |
| **Creationist** | The Bound |
| **Radiomancer** | Sparks |
| **Sensate** | Leechcraft |

## Performance-Based Spell Schools

#### The Craft

1. **Domain:** Emotion, voice, performance, memory
2. **Casting:** Through speech, song, dance, posture, and expressive illusion; requires presence
3. **Used by: Muse, Thespian**, Sensate, Radiomancer
4. **Themes:**

Inspiration and despair

Truth disguised as drama

Story as spell

Resot influence on crowd or single soul

## Half-Caster Spell Schools

#### Oathfire

1. **Domain:** Divine flame, holy justice, protection, martyrdom
2. **Casting:** Via sacred gestures, invocation of holy oaths, divine relics or engraved weaponry
3. **Used by: Templar**, Radiomancer, Maledict
4. **Themes:**

Radiant retribution

Shielding through conviction

Fire that burns yet sanctifies

The vow as both weapon and ward

#### Watchkeepers

1. **Domain:** Autumnal mysticism, sacred guardianship, divine roots and steel
2. **Casting:** Through ritual movement, engraved sigils on armor or blade, the invocation of ancestral names
3. **Used by: Warden**, Hierophant, Ghost Eater
4. **Themes:**

Oathkeeping and spiritual stewardship

Swift movement through sacred space

Ethereal guardianship

Blessings folded into the body and blade

#### Leechcraft

1. **Domain:** Light, prayer, serenity, grace
2. **Casting:** With hand signs, soft spoken prayers, liturgical tools (scrolls, reliquaries)
3. **Used by: Hierophant**, Templar, Warden, Creationist
4. **Themes:**

Radiance without spectacle

Quiet healing and divine silence

Sacred stillness in chaos

Anchoring others through faith

## Mage Spell Schools

#### Deathlight

1. **Domain:** Shadow, absence, silence, deathlight
2. **Casting:** Flickering gestures, breathless incantation, drawing from places where light fades
3. **Used by: Nightblade, Necroscope**, Thespian, **Maledict**
4. **Themes:** 
   1. Power hidden in absence
   2. Shadow as messenger and weapon
   3. Cold stillness of forgotten places
   4. Glimpses of the other side

#### Hexwork

1. **Domain:** Curses, ruin, sigil binding, soul decay
2. **Casting:** Through the etching of invisible marks, whispered invocations, bleeding glyphs
3. **Used by: Maledict, Ghost Eater, Null-Mage**, Sensate
4. **Themes:** 
   1. Rot beneath beauty
   2. The slow corruption of certainty
   3. Words that unmake things
   4. Vengeful fate sealed in secret

#### Forgecraft

1. **Domain:** Constructs, magic objects, arcane engineering
2. **Casting:** Via tools, enchanted blueprints, runes hammered into metal or drawn with light
3. **Used by: Magesmith, Creationist**, Templar, Warden
4. **Themes:** 
   1. Arcane craft and structure
   2. Utility through artifice
   3. Arcana as blueprint, not chaos
   4. The mage as maker and mender

#### Sparks

1. **Domain:** Light, resoce, harmonics, perception
2. **Casting:** By vibrating tones, mirrored light arrays, synchronized gestures
3. **Used by: Radiomancer, Sensate, Muse**, Hierophant
4. **Themes:** 
   1. Dazzling clarity
   2. Emotional frequencies
   3. Binding enemies with light
   4. Energy as language

#### The Bound

1. **Domain:** Memory, veils, dreams, disrupted time
2. **Casting:** Whispered thoughts, altered dreams, mist-like inscriptions that fade when read
3. **Used by:** Sensate, **Null-Mage**, Thespian, Nightblade
4. **Themes:** 
   1. Mental manipulation
   2. Seeing what is not meant to be seen
   3. Unraveling illusions
   4. Stepping softly through the veil of reality

# Roles in Dusk

In Dusk, every class belongs to a **Role**, defining its place on the battlefield and its mechanical foundation.

Roles shape **starting equipment, hit points, armor/weapons access, and advancement themes**, giving each group of classes a distinct identity.

## The Four Roles

**Frontliner**

**Class Examples:** Bladebearer, Ironclad  
**Theme:** Tanks, heavy fighters, and melee bruisers who lock down the front lines.

1. **Hit Points:** Highest HP pool in the game.
2. **Armor/Weapons:** Proficient with heavy armor, martial weapons, and shields.
3. **Strengths:** Durability, control of space, protecting allies.
4. **Weaknesses:** Limited ranged options, reliant on mobility to close gaps.

**Half-Caster**

**Class Examples:** Warden, Stormcaller  
**Theme:** Warriors who blend martial combat with spellcraft.

1. **Hit Points:** Durable, but slightly lower than Frontliners.
2. **Armor/Weapons:** Medium armor, shields optional, versatile weapons.
3. **Strengths:** Balance of melee presence and magic versatility.
4. **Weaknesses:** Cannot sustain both frontline tanking and high-tier spellcasting.

**Skirmisher**

**Class Examples:** Sensate, Shadowdancer  
**Theme:** Specialists in speed, stealth, and precision.

1. **Hit Points:** Moderate — better than mages, worse than half-casters.
2. **Armor/Weapons:** Light armor, finesse weapons, ranged arms.
3. **Strengths:** High mobility, infiltration, rapid strikes.
4. **Weaknesses:** Less durable, rely on avoiding damage instead of soaking it.

**Full Mage**

**Class Examples:** Radiomancer, Maledict, Null-Mage  
**Theme:** Masters of spellcasting and battlefield control.

1. **Hit Points:** Lowest HP pools in the game.
2. **Armor/Weapons:** Robes, light armor if permitted; minimal weapons.
3. **Strengths:** High magical damage, utility, battlefield manipulation.
4. **Weaknesses:** Fragile; rely on allies for protection.

## Hit Point Assignment

Player Characters (PCs) use a **Fixed Per Level** system to ensure quick play and balanced growth.

**Formula:** PC HP = Base\_Class\_HP + CON + (Level × (Gain\_Class\_HP + floor(CON/2)))

**Base & Gain by Role**

| **Role** | **Classes** | **Base HP** | **Gain/Level** | **Notes** |
| --- | --- | --- | --- | --- |
| Frontliner | Bladebearer, Ironclad | 16 | +6 | Melee tanks & brawlers |
| Half-Caster | Warden, Stormcaller | 14 | +5 | Battle casters |
| Skirmisher | Sensate, Shadowdancer | 12 | +5 | Mobility over defense |
| Full Mage | Radiomancer, Maledict, Null-Mage | 10 | +4 | Ranged & control |

**Size Modifiers (once at Level 1):**

1. Tiny/Small: −2 HP
2. Medium: +0 HP
3. Large: +4 HP
4. Huge: +8 HP

## Role Summary

1. **Frontliners**: Anchor the fight, absorb punishment, and protect their allies.
2. **Half-Casters**: Stand at the crossroads of magic and steel, shaping the battle through versatility.
3. **Skirmishers**: Strike where the enemy is weakest, using speed and cunning.
4. **Full Mages**: Unleash devastating spells, but depend on allies to keep them alive.

# Dusk Class List

## Martial Classes

**Bladebearer**

Elite warriors wielding enchanted weapons.

**Features:**

**Weapon Bond:** Summon/recall weapon (1 AP).

**Empower Strike:** Once/long rest, add INT mod to damage for 1 round.

**Stance Shift:** Gain advantage on next attack (1 AP).

**Inspired Commander:** Grant an ally +1 AP (1/long rest).

**Ironclad**

Heavy armored warriors manipulating metal.

**Features:**

**Metal Manipulation:** Shape/shift metal within 5 ft (1 AP).

**Fortify:** Gain temp HP equal to CON mod (1 AP, 1/short rest).

**Unyielding:** Advantage on STR saves while holding position.

**Magnetic Pull:** Draw metal objects within 10 ft (1 AP).

**Shadowdancer**

Stealth assassins striking from the shadows.

**Features:**

**Shadow Step:** Teleport 15 ft in dim light (1 AP).

**Silence Strike:** Attack with advantage if in shadows.

**Evasion:** Halve AoE damage (1 AP).

**Veil of Darkness:** Become invisible for 1 round (1 AP, 1/long rest).

**Stormcaller**

Harnesses weather and storms.

**Features:**

**Storm Infusion:** Charge weapon with lightning/ice (1 AP).

**Gust:** Push target 10 ft (1 AP).

**Storm Shield:** Resistance to lightning/cold for 1 min (1 AP).

**Thunderclap:** 5 ft AoE, CON save or prone (1 AP).

**Daily Abilities:**

**Call Lightning (3):** 2d6 lightning, 30 ft.

**Wind Burst (2):** Knock back in 15 ft cone.

**Frozen Ground (2):** 10 ft radius difficult terrain.

**Tempest Step (2):** Dash 20 ft.

**Beastmaster**

Fighters bonded with powerful creatures.

**Features:**

**Animal Companion:** Acts on your initiative, 1 AP to command.

**Bestial Fury:** Companion attacks on your attack as a reaction.

**Scent of the Wild:** Advantage on tracking.

**Primal Roar:** Frighten enemies, WIS save (1 AP).

**Daily Abilities:**

**Beast’s Endurance (2):** Heal companion 1d8.

**Pack Coordination (2):** Ally or companion gains advantage on next attack.

**Hunter’s Instinct (2):** Adv. on Perception for 10 min.

**Wild Reflexes (3):** Reroll failed Dex save.

## Half-Caster / Half-Martial Classes

**Warden (Tawny Guard, Bronzewood)**

Druidic guardians with sacred martial prowess.

**Features:**

Watchkeeper’s Strike: Add 1d4 radiant/necrotic on one attack/turn.

Watchkeeper’s Step: Move 10 ft ignoring difficult terrain (1 AP).

Vow of the Watchkeeper: Reduce incoming damage by WIS + level, possibly blind attacker (WIS save, 1/short rest).

**Rootbind Strike:** Weapon attack with advantage, STR save or restrained (1 AP).

**Mana Abilities:**

**Blessing of Thornlight (2):** +1d4 radiant on attacks for 1 min.

**Bronzeveil Dash (2):** Teleport 30 ft in swirling leaves.

**Spiritcloak (3):** Lightly obscured for 1 min.

Flame of the Watchers (3): +1d6 radiant, immune to fear for 1 min.

**Templar (Divine Heavy Armor Half-Caster)**

Holy warriors blending divine blessings with martial might.

**Features:**

**Sacred Strike:** Add 1d4 radiant/necrotic on one attack/turn.

**Shield of Faith:** Grant +1 AC to self/ally within 30 ft (1 AP).

**Divine Challenge:** Force enemy within 30 ft to make CHA save or disadvantage on attacks against others (1 AP).

**Lay on Hands:** Heal an ally for WIS mod + level (1 AP, 1/short rest).

**Mana Abilities:**

**Bless (2):** +1 to attack rolls and saves for 3 allies for 1 min.

**Smite (2):** Add 1d8 radiant to next attack.

**Purify (2):** Remove a condition (poisoned, frightened, etc.).

**Sacred Flame (3):** 2d6 radiant to creature within 30 ft.

**Hierophant (Divine Light Armor Half-Caster)**

Priests in vestments channeling divine will.

**Features:**

**Sacred Words:** Add 1d4 radiant/necrotic to a weapon/unarmed strike once/turn while chanting or praying.

**Sanctuary Step:** Move 10 ft, ignoring difficult terrain (1 AP).

**Blessing of Resolve:** Grant ally within 30 ft temp HP equal to WIS mod + prof (1 AP).

**Divine Rebuke:** Force enemy within 30 ft to WIS save or disadvantage on next attack (1 AP).

**Mana Abilities:**

**Prayer of Blessing (2):** +1 to attack rolls for 3 allies for 1 min.

**Cleansing Light (2):** End a negative condition on self/ally.

**Radiant Smite (2):** Add 1d8 radiant to next attack.

**Veil of Serenity (3):** Resistance to necrotic/psychic for 1 min.

## Performance-Based Classes

**Muse (Cyndara, Zelgazar)**

Performer-warriors using music, dance, and word.

**Features:**

**Inspiring Note:** Grant +1 AP to ally (1 AP, 1/long rest).

**Cacophony Strike:** Add 1d4 thunder/psychic once/turn.

**Distraction Dance:** Impose disadvantage on a creature’s next attack (WIS save, 1 AP).

**Curtain Call:** Regain 2 mana on victory/major performance (1/long rest).

**Mana Abilities:**

**Resot Chord (2):** 1d8 thunder in 15 ft cone.

**Healing Melody (2):** Heal ally 1d8 + CHA mod.

**Commanding Voice (3):** Force movement on a creature (CHA save).

**Dramatic Echo (2):** Ally rerolls failed save.

**Thespian (Cyndara, Zelgazar)**

Stage actors using presence and drama in battle.

**Features:**

**Commanding Presence:** Add 1d4 psychic on one attack/turn with flourish.

**Scene Stealer:** Force enemy to focus on you (CHA save, 1 AP).

**Dramatic Entrance:** Gain +1 AP when entering dramatically (1/long rest).

**Encore:** Regain 1 mana on defeat/major success (1/turn).

**Mana Abilities:**

**Captivating Monologue (2):** Charm target for 1 round (CHA save).

**Spotlight (2):** +2 to Persuasion/Intimidation for 1 min.

**Curtain Drop (3):** 20 ft darkness/fog for 1 min.

**Stage Combat (2):** Advantage and +1d6 psychic on next attack.

## Mage Classes

**Nightblade (Ostromar)**

Shadow mages with stealth specialization.

**Features:**

**Shadow Cloak:** Adv. on stealth (1 AP).

**Shadow Bolt:** 1d8 necrotic, 30 ft (1 AP).

**Dampen Light:** Reduce illumination in 20 ft (1 AP).

**Shadow Meld:** Invisible while immobile in shadow (1 AP).

**Mana Abilities:**

**Dark Step (2):** Teleport 20 ft in shadow.

**Soul Leech (3):** 2d6 necrotic, heal half.

**Umbral Shield (2):** Resist one instance of damage.

**Eyes of Night (2):** See invisibility for 10 min.

**Necroscope (Fenrath)**

Speaks with and commands the dead.

**Features:**

**Speak with Spirits:** Commune with spirits (1 AP).

**Drain Essence:** 1d6 necrotic, heal half (1 AP).

**Corpse Sense:** Detect dead within 60 ft (1 AP).

**Summon Wraithling:** Spectral ally (2 AP, 1/long rest).

**Mana Abilities:**

**Spirit Grasp (2):** Restrain, STR save.

**Bone Armor (3):** +2 AC for 1 min.

**Chill of the Grave (2):** Slow enemy, CON save.

**Death’s Whisper (2):** Ask corpse 1 question.

**Maledict (Drakenscar, Fenrath)**

Hexes and curses expert.

**Features:**

**Hex:** Disadvantage on target’s next attack (1 AP).

**Vexing Words:** 1d6 psychic, WIS save (1 AP).

**Curse Bind:** Stop movement for 1 round (1 AP, 1/long rest).

**Withering Touch:** 1d8 necrotic, STR save or reduce STR by 1 (1 AP).

**Mana Abilities:**

**Curse of Frailty (2):** Target takes +1 damage from attacks for 1 min.

**Dark Omen (3):** Disadvantage on next save.

**Pain Echo (2):** Reflect 1d6 damage to attacker.

**Hexed Ground (2):** 10 ft zone, disadvantage inside.

**Magesmith (Cyndara)**

Artificers and enchanters.

**Features:**

**Arcane Infusion:** Imbue object (1 AP).

**Analyze Construct:** Learn properties (1 AP).

**Repair:** Heal construct 1d8 (1 AP).

**Turret Deployment:** Deploy turret (2 AP, 1/long rest).

**Mana Abilities:**

**Force Blast (2):** 1d8 force, 30 ft.

**Shield Pulse (3):** +2 AC to ally for 1 min.

**Arcane Lock (2):** Seal object for 10 min.

**Magical Scan (2):** Identify magic instantly.

**Null-Mage (Drakenscar)**

Anti-magic warriors.

**Features:**

**Dispel Magic Field:** Dispel within 30 ft (1 AP).

**Absorb Spell:** Negate spell, gain temp HP (1 AP, 1/long rest).

**Magic Sense:** Detect magic (1 AP).

**Anti-Magic Pulse:** Disrupt concentration, INT save (1 AP).

**Mana Abilities:**

**Mana Burn (3):** Target loses 1 mana/spell slot.

**Suppress Magic (2):** Suppress magic effects 1 round.

**Feedback Shield (2):** Reflect spell damage partially.

**Arcane Sever (2):** Break magical link.

**Ghost Eater (Fenrath, Thornwyld)**

Consumes spirits for power.

**Features:**

**Life Drain:** 1d6 necrotic, heal damage dealt (1 AP).

**Spirit Sight:** See invisible/ethereal (1 AP).

**Hunger Strike:** Bonus necrotic if below half HP.

**Devour Soul:** Major heal on spirit consumption (2 AP, 1/long rest).

**Mana Abilities:**

**Soul Rip (3):** 2d6 necrotic, gain temp HP.

**Wraith Step (2):** Move through creature.

**Spirit Grasp (2):** Hold spirit for questions.

**Haunting Presence (2):** Frighten, WIS save.

**Creationist (Cyndara, Isarion)**

Conjures constructs and creatures.

**Features:**

**Summon Construct:** Temporary ally (2 AP, 1/long rest).

**Minor Creation:** Create small item (1 AP).

**Animate Object:** Control small object (1 AP).

**Conjure Element:** Summon elemental effect (1 AP).

**Mana Abilities:**

**Shield Construct (2):** +2 AC for 1 min.

**Create Weapon (2):** Summon magical weapon for 1 hr.

**Elemental Bolt (2):** 1d8 elemental, 30 ft.

**Construct Boost (3):** +2 to attacks for 1 min.

**Radiomancer (Cyndara, Isarion)**

Light and energy mages.

**Features:**

**Radiant Bolt:** 1d8 radiant, 60 ft (1 AP).

**Flare:** Blind target, CON save (1 AP).

**Luminous Shield:** Radiant shield (1 AP).

**Photon Step:** Teleport 10 ft (1 AP).

**Mana/Daily Abilities:**

**Solar Flare (2):** 2d6 radiant AoE.

**Healing Light (2):** Heal 1d8 + INT mod.

**Radiant Pulse (2):** Push enemies in 10 ft.

**Light Ward (2):** Resistance to necrotic.

**Sensate (Cyndara, Ostromar)**

Manipulates senses and emotions.

**Features:**

**Heightened Senses:** Adv. on Perception/Insight/Investigation (1 AP).

**Emotional Pulse:** Fear/calm, WIS save (1 AP).

**Sense Disruption:** Blind/deafen, CON save (1 AP).

**Echo Read:** Read surface thoughts, WIS save (1 AP).

**Mana Abilities:**

**Mind Shroud (2):** Resist mind-reading for 1 hr.

**Echo Sight (2):** Sense invisibility.

**Empathic Surge (2):** Ally rerolls.

**Mental Barrier (3):** Resist psychic 1 min.

# Appendix X: Role Tier Perks — Quick Reference

| Role / Tier | Perks (Choose 1 per level from list) |
| --- | --- |
| Frontliner – Local Hero (Lv 1–4) | Shield Bash • Iron Grip • Second Wind • Battle Cry • Heavy Swing • Hold the Line |
| Frontliner – Regional Hero (Lv 5–10) | Stalwart Defense • Defiant Stand • Cleave • Bulwark • Overrun • Battlefield Awareness |
| Frontliner – Realm Hero (Lv 11–16) | Titan’s Strength • Crushing Blows • Immovable • Inspiring Presence • Counterstrike • Juggernaut |
| Frontliner – Legend (Lv 17–20) | Last Bastion • Executioner • Unyielding Wall • Heroic Recovery • Martial Mastery • Paragon of War |
| Skirmisher – Local Hero (Lv 1–4) | Quick Step • Ambusher • Duelist • Evasion • Flurry • Silent Step |
| Skirmisher – Regional Hero (Lv 5–10) | Mobile Combatant • Hit & Run • Poised Reflexes • Critical Aim • Wall Runner • Trick Strike |
| Skirmisher – Realm Hero (Lv 11–16) | Blurred Movement • Precision Mastery • Death From Above • Shadowmeld • Whirlwind Attack • Perfect Reflexes |
| Skirmisher – Legend (Lv 17–20) | Ghost Step • Perfect Strike • Relentless Pursuit • Ethereal Dodge • Master of Shadows • Untouchable |
| Half-Caster – Local Hero (Lv 1–4) | Arcane Strike • Spellguard • Mana Surge • Runic Weaponry • Channel Energy • Ward of Will |
| Half-Caster – Regional Hero (Lv 5–10) | Elemental Affinity • Battle Caster • Mana Efficiency • Aura of Resistance • Blade Ward • Spell Recovery |
| Half-Caster – Realm Hero (Lv 11–16) | Spellstrike Mastery • Arcane Shield • Greater Channeling • Protective Circle • Mana Burst • Quickened Casting |
| Half-Caster – Legend (Lv 17–20) | Mythic Weapon • Endless Well • True Ward • Elemental Mastery • Legendary Strike • Arcane Ascendant |
| Full Mage – Local Hero (Lv 1–4) | Arcane Focus • Spell Savant • Mystic Recovery • Runic Familiar • Mage Armor • Minor Ward |
| Full Mage – Regional Hero (Lv 5–10) | Arcane Reservoir • Spell Quickening • Arcane Sight • Mana Shield • Overchannel • Arcane Precision |
| Full Mage – Realm Hero (Lv 11–16) | Arcane Overflow • Greater Familiar • Arcane Mastery • Resonance • Spell Echo • Arcane Fortress |
| Full Mage – Legend (Lv 17–20) | Archmage’s Reserve • True Polymorph • Immortal Ward • Metamagic Mastery • Arcane Rebirth • Worldshaper |

# Chapter 4: Core Rules

## 4.1 The Flow of Play

Dusk is built around scenes of roleplay, exploration, and combat. The GM frames the moment, players declare intentions, and the rules resolve uncertain outcomes.

1. Roleplay — Negotiation, social maneuvering, character choices.
2. Exploration — Travel, investigation, hazards, survival, downtime.
3. Combat — Structured rounds with a 4 AP economy.

When outcomes are uncertain, call for a roll. Use Skills (bubble percentages) for non-combat actions, or the attack/casting rules in combat.

*Example (Exploration): You climb a crumbling bell tower (Athletics 40%). You roll 1d20 = 11. Because 11 ≤ 14 (success threshold at 40%), you succeed and pull yourself onto the landing.*

## 4.2 The Action Economy (4 AP System)

Each character starts their turn with 4 Action Points (AP). Spend AP in any order. You may repeat actions if you have AP remaining. Unless stated, an action can be taken only on your turn.

### Action Types

|  |  |  |  |
| --- | --- | --- | --- |
| Action | AP Cost | Rules Notes | Examples |
| Move | 1 | Move up to your Speed; may split across the turn. | Stride to cover, reposition around an enemy. |
| Dash | 1 | Move up to your Speed again this turn. | Sprint across an alley, rush a caster. |
| Disengage | 1 | Avoid reactions from movement this turn. | Slip past a spear wall without provocation. |
| Hide | 1 | Stealth check; you become hidden on success. | Duck behind crates, vanish in shadow. |
| Aim | 1 | Next ranged attack gains advantage; cannot move first. | Line up a bow shot, steady a pistol. |
| Reload | 1 | Reload a ranged weapon with the reload property. | Cock the crossbow, feed a magazine. |
| Attack (Light) | 1 | One quick melee or ranged attack. | Dagger stab, shortbow shot. |
| Attack (Heavy/Cleave) | 2 | Powerful strike or wide swing; may hit multiple targets if feature allows. | Greataxe chop, sweeping halberd. |
| Grapple/Shove | 1 | Opposed Athletics vs target (or target’s chosen defense). | Tackle, push from a ledge. |
| Use Item | 1 | Drink, throw, ignite, activate, apply. | Quaff a potion, throw alchemist’s fire. |
| Defend | 1 | +2 AC until your next turn. | Raise shield, brace behind rubble. |
| Help | 1 | Grant an ally advantage on a related check or attack. | Provide a boost, call out a weak point. |
| Interact | 0–1 | Minor object interaction is free once/turn; larger interactions cost 1 AP. | Kick a door, flip a lever. |
| Stand from Prone | 1 | You stand up; movement continues to cost normal AP. | Roll to your feet. |
| Swap Weapons | 1 | Draw or stow; some features reduce to 0 AP. | Sheathe sword, draw wand. |
| Cast Spell | 1–4 | Pay listed AP + Mana. Casting may provoke if adjacent (GM discretion). | Firebolt (1), Shielding Ward (2), Solar Flare (3). |
| Stabilize | 1–2 | Adjacent to a dying ally; see Stabilization Table. | Bind wounds, staunch bleeding. |
| Overwatch | 1 | Choose a lane/trigger; make one attack as a trigger occurs. | Cover the doorway. |
| Counter/Parry (Reaction) | — | Costs 1 AP as a reaction if you have AP remaining or a feature that grants reaction AP. | Null-mage counter, blade parry. |
|  |  |  |  |

*Example (Turn): A Skirmisher attacks (1 AP), Dashes (1 AP), Hides (1 AP), then sets Overwatch (1 AP). On an enemy’s turn, they fire as a reaction when the target crosses the doorway.*

## 4.3 Skill Checks

To attempt a non-combat action with uncertain outcome, roll 1d20. If the result is equal to or below your Skill %, you succeed. Describe your approach—your GM may allow you to use a different Attribute with the same Skill (Flexible Attributes).

Degrees of Success: Beating the DC by a wide margin grants extra effect; failing narrowly may allow progress with a cost. On a natural 20, you achieve an exceptional success; on a natural 1, a dramatic setback occurs.

*Example (Social): You Intimidate using INT by naming the exact noble the thug fears. Your GM sets DC 50%. Your sheet shows Intimidation 40% and INT +2 (two bonus bubbles). Total 60%—you roll 1d20 = 12 and succeed, watching their bravado crumble.*

## 4.4 Combat Rules

### Initiative

Roll 1d20 + Agility (DEX) bonus at the start of combat. Highest goes first. Ties break by Perception bonus; if still tied, reroll among tied participants.

### Rounds & Turns

A round equals roughly 6 seconds. On your turn, spend up to 4 AP in any order.

### Movement & Positioning

1. Move (1 AP): Move up to Speed; may split movement between actions.
2. Difficult Terrain: Costs double movement.
3. Climb/Swim: May require Athletics/Survival checks.
4. Leaving a threatened space may trigger reactions if a foe has such an ability.

### Attacking

Melee: Roll 1d20 + STR or DEX + proficiency vs target AC. Ranged: 1d20 + DEX + proficiency. On a natural 20, roll weapon dice twice and add modifiers once.

### Damage & Resistance

Deal weapon/spell damage and apply modifiers. Subtract from HP. Resistances halve damage; vulnerabilities double it. Temporary HP is depleted before regular HP and does not change your wound state (see Death Spiral).

### 4.4.1 Death Spiral (Wound State)

As you are injured, fatigue and shock weigh on you. Use the table below—find your current HP band and apply the listed effects. Temporary HP does not affect your wound state; calculate using current HP only.

|  |  |  |  |
| --- | --- | --- | --- |
| HP State | HP Remaining | Effects | Notes |
| Healthy | 76–100% | No penalties. | You fight at full capability. |
| Wounded | 51–75% | -1 bubble (−10%) to Physical skills (Athletics, Acrobatics, Stealth, Sleight, Thievery). | Adrenaline masks pain—barely. |
| Bloodied | 26–50% | -1 bubble (−10%) to Physical & Awareness skills; Speed −5 ft. | Sweat, blood, and fear slow you. |
| Critical | 1–25% | -2 bubbles (−20%) to Physical & Awareness; −1 AP (min 3). | Every move hurts; vision tunnels. |
| Dying | 0 HP | See Death & Stabilization rules. | You are unconscious and in mortal danger. |

Example: A Frontliner at 22/80 HP (27%) is Critical: suffers −20% to Physical & Awareness skills and −1 AP until healed above 25% HP.

### 4.4.2 Conditions & Status Effects

These effects modify how a character acts. They stack unless noted otherwise.

|  |  |
| --- | --- |
| Condition | Effect |
| Prone | You are on the ground. Melee attacks against you have advantage, your ranged attacks have disadvantage; standing costs 1 AP. |
| Grappled | Speed 0; escape with Athletics vs Athletics/Acrobatics. |
| Restrained | Speed 0; attacks against you have advantage; your attacks have disadvantage. |
| Blinded | Auto-fail sight checks; attacks against you have advantage; your attacks have disadvantage. |
| Deafened | Auto-fail hearing checks; may miss verbal cues or spell components (GM). |
| Charmed | You cannot target the charmer with hostile actions; social checks against you have advantage. |
| Frightened | Disadvantage while the source is visible; cannot willingly move closer. |
| Poisoned | Disadvantage on attacks and checks; some poisons have extra effects. |
| Burning | Take 1d4 fire at end of turn until extinguished (1 AP) or doused. |
| Bleeding | Take 1d4 damage at start of turn until treated (Stabilize 1 AP, DC 10). |
| Stunned | You cannot move, act, or speak; attacks against you have advantage. |
| Incapacitated | You cannot take actions or reactions. |
| Invisible | You are unseen; attacks against you have disadvantage; your attacks have advantage if unseen. |

## 4.5 Magic & Mana

Mana replaces slots. Spells list an AP cost and a Mana cost. You can cast as long as you can pay both. Schools define flavor and access (The Craft, Oathfire, Sparks, etc.).

### Countermagic & Spell Duels

When spells collide, both casters roll with their casting skill. Winner prevails: either the spell takes effect or is countered. Null-Mages may spend 1 AP as a action to disrupt a spell within 30 ft (GM sets difficulty by spell power).

## 4.6 Death, Stabilization & Recovery

Dropping to 0 HP renders you unconscious and dying. On your turn, you accrue Death Points (DP). If you ever reach 10 DP, you die. Allies can stabilize you to halt DP accumulation.

### 4.6.1 Death Points (DP)

While at 0 HP, at the end of each of your turns roll 1d4 and add the result to your Death Points. If you take damage while dying, immediately add +1d4 DP. At 10 DP you die. Healing to 1+ HP resets DP to 0.

Example: A Skav is at 0 HP with 4 DP. Their turn ends: they roll 1d4 = 3 (now 7 DP). A stray arrow hits them for 2 damage: add +1d4 (roll 4) and reach 11 DP — the Skav dies.

### 4.6.2 Stabilizing a Character

Adjacent allies may attempt the following. A stabilized character remains at 0 HP and unconscious until healed.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Method | AP | DC / Requirement | Tools | On Success | On Failure |
| Apply Pressure/Bind | 1 | Medicine DC 10 | Bandage/cloth | No DP gained this round; remove Bleeding. | No effect. |
| Field Stabilize | 2 | Medicine DC 12 (DC 15 without kit) | Healer’s kit | Target is Stable (no DP until harmed). Reset DP to 0. | +1 DP to target. |
| Drag to Cover | 1 | Athletics DC 10 | — | Move target up to half Speed; no opportunity reactions against the target this move. | Both fall Prone. |
| Administer Potion | 1 | — | Potion | Target regains HP and awakens; DP resets to 0. | — |
| Healing Magic | AP per spell | — | — | Target regains HP and awakens; DP resets to 0. | — |

### 4.6.3 Lingering Injuries

Severe harm leaves marks. When a character is reduced to 0 HP by a crit, suffers massive damage, or fails to stabilize, they roll on the Lingering Injury Table. Lingering injuries last until cured by time, treatment, or magic (as listed).

|  |  |  |  |
| --- | --- | --- | --- |
| d20 | Injury | Effect | Recovery |
| 1 | Cracked Ribs | −10% Physical skills; Disadvantage to CON saves vs fatigue. | 2 weeks rest or magic. |
| 2 | Sprained Knee | Speed −5 ft; −10% Acrobatics. | 1 week rest or healing. |
| 3 | Concussion | Disadvantage on concentration; −10% Knowledge/Social for 24h. | Long Rest; risk Brain Damage on repeat. |
| 4 | Deep Laceration | Bleeding condition until treated; scar. | Stabilize + 3 days rest. |
| 5 | Burn Scars | −10% Performance (face/hands) and Sleight until healed. | 2 weeks and salve; magic removes. |
| 6 | Dislocated Shoulder | −10% Athletics/Attack with that arm. | Set joint (Medicine DC 12) + 1 day rest. |
| 7 | Broken Arm | Two-handed weapons unusable; −10% Athletics. | 3 weeks or magic mend. |
| 8 | Broken Leg | Speed halved; Disadvantage on Stealth. | 4 weeks or magic mend. |
| 9 | Punctured Lung | Short of breath: −10% Physical & Awareness; Sprint impossible. | 2 weeks and care; magic heals. |
| 10 | Nerve Damage | −10% Sleight/Thievery; fine tasks harder. | 3 weeks; advanced magic. |
| 11 | Eye Injury | Attacks at range −1; −10% Perception. | 2 weeks; magical restoration for full fix. |
| 12 | Ear Injury | −10% Perception (hearing); risk Deafened in loud scenes. | 1 week; magic restores. |
| 13 | Fractured Skull | Roll on Brain Damage (see table); +10% to further head injury checks. | Medical care + magic. |
| 14 | Torn Ligament | −10% Athletics & Acrobatics; sudden moves risk Prone. | 3 weeks; physical therapy/magic. |
| 15 | Infection | At rest, CON save DC 12 or gain Poisoned until treated. | Antitoxin and 3 days; magic purifies. |
| 16 | Scars of the Veil | Occult mark: −10% Social with wary folk; +10% Arcana with occultists. | Narrative; magic may remove. |
| 17 | Lost Finger | −10% Sleight/Thievery; two‑handed grip awkward. | Permanent without high magic. |
| 18 | Lost Tooth | −10% Performance (speech) until fitted. | 1 week; prosthetic or magic. |
| 19 | Psychic Echo | Disadvantage vs fear for 1 week; risk Brain Damage on trigger. | Counsel + rest; magic soothes. |
| 20 | Ghoulmark | Void-taint: animals fear you; −10% Persuasion with commoners; +10% vs undead. | Rare rituals; story arc. |

### 4.6.4 Brain Damage System

Head trauma, psychic assaults, or Deathlight exposure can strain the mind. Track Mind Strain (MS). When an event would cause Brain Damage (severe concussion, psychic crit, certain injuries), gain 1–3 MS. At thresholds, apply effects; reduce MS by 1 after each Long Rest spent in calm recovery. Specialized care or magic can remove more.

|  |  |  |  |
| --- | --- | --- | --- |
| Mind Strain (MS) | State | Effects | Recovery |
| 0–2 | Clear | No penalties. | — |
| 3–5 | Mild Trauma | −10% Knowledge & Social skills; Disadvantage on concentration. | 1 Long Rest: −1 MS; soothing magic removes 1 extra. |
| 6–8 | Moderate Trauma | −20% Knowledge & Social; −10% Awareness; headaches (GM may impose disadvantage on one check/scene). | 3 days rest: −1 MS/day; magic removes 2. |
| 9+ | Severe Trauma | Speech lapses, tremors, blackouts. −30% Knowledge/Social; −20% Awareness; risk of collapse (CON save DC 12 under stress or lose 1 AP). | Extended care 1 week (−1 MS/day); greater magic clears. |

When you suffer Severe Trauma or roll a Lingering Injury that cites head damage, roll 1d12 on the Brain Damage Table for a specific symptom.

|  |  |  |
| --- | --- | --- |
| d12 | Symptom | Mechanical Effect |
| 1 | Aphasia | Occasional word loss: −10% Persuasion/Performance; complex casting checks at GM discretion. |
| 2 | Short‑Term Memory Gaps | May forget details; −10% Investigation; GM may conceal recent clues. |
| 3 | Migraine Aura | At start of combat, WIS save DC 12 or −1 AP for 1 round. |
| 4 | Seizure Risk | On critical damage, CON save DC 12 or Stunned 1 round (1/LR). |
| 5 | Emotional Flattening | −10% Deception/Persuasion; immune to charm for 24h after great stress. |
| 6 | Paranoia | Disadvantage on Insight vs allies; advantage on detecting ambushes. |
| 7 | Sensory Distortion | Occasional visual blur: −10% Perception at range; advantage to resist illusions. |
| 8 | Sleep Disturbance | First Long Rest after combat yields only half benefits unless tended. |
| 9 | Tremor | −10% Sleight/Thievery; two‑handed ranged weapons suffer −1 to hit. |
| 10 | Flashbacks | On seeing a trigger, WIS save DC 12 or Frightened 1 round; advantage to resist fear thereafter. |
| 11 | Focus Impairment | Concentration checks at disadvantage; −10% Arcana/Engineering. |
| 12 | Auditory Hallucinations | Disadvantage on hearing-based Perception; advantage to detect psychic effects. |

## 4.7 Rest & Recovery

1. Short Rest (1 hour): Catch your breath, patch wounds, regain minor features. Some abilities refresh on a Short Rest.
2. Long Rest (8 hours): Recover all HP, Mana, and most abilities; reduce Mind Strain by 1 if conditions are calm and safe.

*Example (Clutch Save): The Bladebearer falls to 0 HP as sparks shower the stone floor. The Muse skids to their side, spending 2 AP to Field Stabilize (Medicine DC 12). She rolls a 13—success. Death Points reset to 0. The Radiomancer then burns 1 AP and a draught of mana to cast Healing Light, hauling the warrior back from the Veil’s edge as the storm rages outside.*

# Chapter 5: Social Encounters

## 5.1 Core Philosophy

Social encounters are as vital to Dusk as combat or exploration. They resolve negotiations, diplomacy, intimidation, and persuasion in structured play. While dice provide clarity, roleplay drives outcomes. Players should be encouraged to speak, argue, flatter, or threaten in character. Mechanics support the drama rather than replacing it.

1. Roleplay First: Use description and dialogue before dice.
2. Dynamic Exchanges: Social encounters are not single checks, but layered challenges.
3. Consequences: Success, failure, or compromise all shape relationships and story.

## 5.2 Social Encounter Tiers

Encounters scale by stakes and complexity, much like combat difficulty.

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| Tier | Scope | Examples |
| Casual | Quick exchanges with minor stakes. | Asking for directions, bartering with a merchant. |
| Formal | Set-piece negotiations with clear consequences. | Convincing a magistrate, calming an angry mob. |
| Conflict | High-stakes multi-round engagements with layered opposition. | Diplomatic parley, courtroom trial, hostage negotiation. |
| Legendary | Campaign-defining exchanges with immense stakes. | Bargaining with a deity, swaying a city, convincing an ancient dragon. |

## 5.3 Social Leverage Tags

Leverage Tags represent emotional, moral, or practical buttons that influence an NPC’s reactions. Discovering them (via Insight, roleplay, or research) gives advantage when exploiting them.

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| Tag | Examples & Applications |
| Fear | Fear of violence, shame, loss. Threats, demonstrations of strength, or evoking dread. |
| Greed | Wealth, resources, influence. Promises of gold, trade deals, rare artifacts. |
| Duty | Loyalty, law, kinship. Appeals to honor, oaths, tradition. |
| Desire | Romance, ambition, longing. Flirtation, shared goals, visions of power. |
| Faith | Religious or ideological belief. Rituals, appeals to gods, scripture. |
| Guilt | Regret, past mistakes. Reminders of failure, calls to redemption. |
| Curiosity | Hunger for knowledge, novelty. Secrets, puzzles, tantalizing mysteries. |
| Pride | Ego, self-image, glory. Flattery, challenges, duels of reputation. |

## 5.4 Influence & Resolution

Social encounters track Influence Points (IP), similar to HP. Each NPC or faction has an Influence Threshold, representing how difficult they are to sway. Successful checks reduce IP until the threshold is broken and the NPC changes position. Failures may add Resistance Points (RP), which increase the IP needed.

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| NPC Attitude | Influence Threshold | Examples |
| Friendly | 2–3 IP | Asking a trusted ally for help. |
| Neutral | 4–6 IP | Negotiating fair trade, convincing a stranger. |
| Hostile | 7–9 IP | Convincing a rival not to attack, demanding peace. |
| Inflexible | 10+ IP | Persuading a zealot, tyrant, or primordial. |

## 5.5 The Role of Magic

Magic affects social encounters but never replaces them. Charm spells, illusions, or mind-affecting effects may give temporary advantage or add Influence damage. But relying too heavily on magic carries risks of detection, suspicion, or backlash.

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| Spell Use | Effect | Risk |
| Charm | +2 bubbles to Persuasion or Deception checks. | If detected, target becomes Hostile. |
| Illusion | Grants advantage if deception is plausible. | Illusion breaks = automatic failure + suspicion. |
| Truthsense | Nullifies Deception attempts within range. | May strain negotiations; truth is not always welcome. |
| Inspiration | Adds +1 IP damage on successful social checks. | Overuse may alert others to magical meddling. |
| Domination | Forces compliance for duration. | After effect ends, target is permanently Hostile; may trigger factions or law. |

## 5.6 Sample Encounter

Scenario: The party must convince the Captain of the Guard to release their imprisoned ally.

1. Tags: Duty (loyal to law), Fear (of reprimand).
2. Influence Threshold: 6 IP.

Approaches:

1. Persuasion (CHA): Appeal to justice and fairness.
2. Intimidation (STR/CHA/INT): Threaten or remind him of his superior’s failures.
3. Deception (CHA/INT): Present falsified documents.
4. Magic: Use Charm Person (adds +2 Persuasion bubbles), but risk discovery if detected.

Resolution: Each success reduces IP. At 0 IP, the Captain relents. Failure may add RP and result in the Captain alerting his superiors.

*Example: The party’s Shadowdancer identifies the Captain’s fear of losing his post (Fear Tag). They exploit this with Intimidation (INT), citing corruption investigations. On a success, the Captain’s IP drops significantly. When combined with a Muse’s Persuasion and a Radiomancer’s subtle Inspiration spell, the Captain breaks and frees the ally — but suspicions grow.*

# Chapter 6: Downtime, Rest, and Recovery

## 6.1 Core Philosophy

Downtime represents the space between adventures — the quiet hours of camp, the restful nights in an inn, or the weeks of recuperation in a city. This is where heroes mend their wounds, repair their gear, pursue ambitions, and let the consequences of their actions ripple outward.

1. Adventuring Time: fast, tense, resource-driven.
2. Downtime: slower, deliberate, and story-rich.

## 6.2 Rest & Recovery

### Short Rest (1 hour)

1. Spend at least an hour in relative safety.
2. Regain half of your Mana Pool (rounded down).
3. May attempt minor healing (Medicine DC 10) or use potions.
4. Reduces Fatigue by 1 level.

### Long Rest (8 hours)

1. Requires safety and calm (or risk interruption)
2. Regain all HP and Mana.
3. Remove all Fatigue/Exhaustion if undisturbed.
4. Reduce Mind Strain by 1 if peaceful.
5. A character must sleep at least 6 hours during this period to gain full benefits.

### Standing Watch (Light Activity)

1. Standing watch counts as light activity.
2. A character who stands watch during a Long Rest only regains half the normal benefits of that rest.
3. They recover half HP and Mana, reduce Fatigue by 1, and clear only one minor condition (GM’s discretion).
4. Multiple nights of partial rest may accumulate Fatigue if not offset by a full, uninterrupted Long Rest.

### Extended Rest (Downtime Week)

1. Seven days in stable conditions.
2. Heals Lingering Injuries if appropriate care is available.
3. May reset Influence/Reputation with factions.

## 6.3 Downtime Activities

During each downtime week, a character may pursue two activities from the list below. Certain traits, perks, or class features may allow additional activities.

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| --- | --- |
| Activity | Description |
| Crafting & Repair | Work on weapons, armor, potions, or runes. |
| Training | Gain skill bubbles, learn new proficiencies or tools. |
| Research | Study lore, magic, or identify artifacts. |
| Networking | Build allies, spread reputation, or sow rumors. |
| Recreation | Reduce Fatigue, Mind Strain, or Stress. |
| Obligations | Pay debts, fulfill duties, or tend to family matters. |

## 6.4 Armor & Weapon Degradation

Weapons and armor degrade with use, poor conditions, or neglect. Each item has a Durability Score (default 10). When an item is used recklessly or suffers critical stress, it risks losing durability.

### Durability Loss

• Critical miss or fumble: roll 1d20; on 5 or less, lose 1 Durability.  
• Armor struck by a critical hit: roll 1d20; on 5 or less, lose 1 Durability.  
• Harsh conditions (acid, voidflame, rust monsters): automatic loss.

### Durability Stages

|  |  |  |
| --- | --- | --- |
| Durability | Weapons | Armor |
| 7–10 | Normal | Normal |
| 4–6 | −1 damage | −1 AC |
| 1–3 | −2 damage; risk breaking | −2 AC; risk breaking |
| 0 | Broken, unusable | Broken, no protection |

## 6.5 Repair & Maintenance

|  |  |  |
| --- | --- | --- |
| Method | Time & Tools | Effect |
| Field Repair | 1 hour; requires tools | Restore +1 Durability (max 7). |
| Workshop Repair | 8 hours; forge or full tools | Restore to full Durability. |
| Masterwork Reinforcement | 1 downtime week; costly materials | Increase max Durability by +2 (up to 15). |

## 6.7 Example Downtime Scene

*After escaping the ruins, the Warden sets watch while the others sleep. Because standing watch counts as light activity, they only regain half benefits from the Long Rest. The Ironclad spends downtime repairing his dented breastplate (Workshop Repair, restoring Durability to 10). Meanwhile, the Muse spends her two activities on Networking with the guild and Researching manuscripts. The Radiomancer rests fully, reducing his Mind Strain by 1. Together, they return to adventuring renewed.*

## 6.6 Fatigue & Exhaustion

Fatigue represents the physical and mental strain of adventuring without proper rest. Accumulating fatigue imposes penalties that make adventuring riskier until addressed. Fatigue may be gained from:  
• Standing watch multiple nights in a row.  
• Forced marches or lack of sleep.  
• Certain magical effects or conditions.  
  
Fatigue is tracked in levels. Each additional level applies cumulative penalties.

|  |  |  |
| --- | --- | --- |
| Level | Effect | Recovery |
| 1 | Minor weariness. −1 bubble (−10%) on Physical skill checks. | Short Rest or Long Rest removes 1 level. |
| 2 | Strained body. Speed reduced by 5 ft; disadvantage on Initiative. | Long Rest removes 1 level. |
| 3 | Exhausted. −1 AP (minimum 3 per turn). | Long Rest in safety removes 1 level. |
| 4 | Debilitated. Disadvantage on all checks and saving throws. | Two Long Rests in safety or Extended Rest removes 1 level. |
| 5 | Collapsed. Speed reduced to 0; unconscious until tended or rested. | Extended Rest or magical restoration. |

If a character ever gains 6 levels of Fatigue, they perish from overexertion. Most adventurers know to rest well before reaching this point.

# Chapter 7: Equipment & Wealth

## 7.1 Core Philosophy

Equipment in Dusk is more than numbers on a sheet — it reflects culture, craftsmanship, and survival. Weapons carry the marks of clan smiths, armor is stamped with regional style, and everyday gear shapes the stories of travel and danger. Scarcity and condition matter, and even common tools can decide the fate of adventurers.

## 7.2 Wealth & Currency

The world of Dusk uses a silver standard. Gold represents wealth, prestige, and larger transactions.

1. 1 gold (gp) = 10 silver (sp).
2. All prices are listed in silver unless otherwise noted.
3. In remote regions, trade goods often substitute for coin.

Cultural Notes:

1. Drakenscar dwarves mint square-cut silver ingots stamped with clan crests.
2. Cyndaran coins are etched with holy script, often hoarded for ceremonial offerings.
3. Zelgazar’s coins are infamous for counterfeits; merchants test them by detection spells.

## 7.3 Weapons

Weapons are divided into categories based on their training and use. Each weapon lists its damage, AP cost, weight, properties, and now Degradation Points (DP) as well as repair time and cost. When a weapon reaches 0 DP, it is considered broken until repaired.

Durability Rules (Summary):

1. Weapons DP: Light 5 / Martial 7 / Heavy two-handers 10.
2. Armor DP: Light 10 / Medium 15 / Heavy 20 / Shields 12.
3. Repair Cost: If an item has a listed price, GM may set ~10% of item cost per DP restored (leave '—' if price is not defined).

Currency: 10 silver (sp) = 1 gold (gp).

## 7.3 Weapon & Armor Degradation in Combat

Every strike, block, or parry stresses equipment. To represent this wear, weapons and armor can degrade during active use.

**Critical Wear Rule:**

1. When you **roll a natural 1** during an attack, block, or relevant usage check:  
   The item used (weapon, shield, or armor absorbing the blow) suffers **1 Degradation Point (DP)**.
2. When you **roll a natural 20** during an attack, block, or relevant usage check:  
   The item suffers **2 Degradation Points (DP)** due to the extreme strain of the impact.

**Notes:**

1. For **weapons**, apply this rule to attack rolls.
2. For **armor/shields**, apply when they are used to block or absorb a confirmed hit.
3. If an item reaches **0 DP**, it is broken and cannot be used until repaired.
4. Magical or masterwork equipment may have resistance to this rule (GM’s discretion).

**Example:**

1. *A Warden swings their longsword and rolls a natural 1. The blade chips, losing 1 DP. Later, they land a devastating natural 20. The sword drives deep but warps under the strain, losing 2 more DP.*

## 7.4 Weapons

Repair Cost is 10% of listed Cost (per full repair). Repair Time assumes full restoration.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Damage | AP Cost | Weight | Tags | Cost | DP | Repair Time (full) | Repair Cost (full) | Dusk Flavor |
| Arbalest | 1d10 | 1 | Heavy | Ammunition (100/400), Loading, Two-Handed | 12 gp | 10 | 100 min | 12 sp | Massive crossbow requiring a crank to draw. |
| Arming Sword | 1d6 (1d8) | 1 | Medium | Versatile | 45 sp | 7 | 70 min | 4 sp | Knight's straight blade, balanced for battle. |
| Arquebus | 2d8 | 2 | Heavy | Reload (1), Two-Handed | 30 gp | 10 | 100 min | 3 gp | Matchlock firearm, unreliable but powerful. |
| Atlatl | 1d8 | 1 | Medium | Thrown (30/120) | 15 sp | 7 | 70 min | 2 sp | Spear-thrower tool increasing range and power. |
| Ballista | 8d10 | 3 | Huge | Siege, Heavy, Ranged | 300 gp | 7 | 70 min | 30 gp | Bolt-thrower siege engine. |
| Bardiche | 1d10 | 1 | Heavy | Two-Handed | 75 sp | 10 | 100 min | 8 sp | Poleaxe with a long blade, brutal infantry weapon. |
| Battering Ram | 6d10 | 3 | Huge | Siege, Heavy | 150 gp | 7 | 70 min | 15 gp | Log weapon to batter fortifications. |
| Battle Axe | 1d8 (1d10) | 1 | Medium | Versatile | 6 gp | 7 | 70 min | 6 sp | Compact axe with wide blade, common among dwarves. |
| Blowgun | 1 | 1 | Light | Ammunition (25/100), Loading | 2 gp | 5 | 50 min | 2 sp | Tube for firing darts, often poisoned. |
| Blunderbuss | 2d8 | 2 | Heavy | Reload (1), Scatter | 45 gp | 10 | 100 min | 45 sp | Short wide-barrel firearm, devastating at close range. |
| Bone Dagger | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 15 sp | 5 | 50 min | 2 sp | Jagged dagger carved from bone, favored by tribal rogues. |
| Catapult | 6d10 | 3 | Huge | Siege, Area | 400 gp | 7 | 70 min | 40 gp | Primitive war engine that hurls massive stones. |
| Club | 1d4 | 1 | Light | Bludgeoning | 1 sp | 5 | 50 min | 0 gp | Crude bludgeon of wood or bone, wielded by commoners and hunters. |
| Crossbow (Hand) | 1d6 | 1 | Light | Ammunition (30/120), Loading | 25 sp | 5 | 50 min | 2 sp | Concealed assassin's weapon. |
| Crossbow (Heavy) | 1d10 | 1 | Heavy | Ammunition (100/400), Loading, Two-Handed | 6 gp | 10 | 100 min | 6 sp | Siege-tier piercing power. |
| Crossbow (Light) | 1d8 | 1 | Medium | Ammunition (80/320), Loading | 35 sp | 7 | 70 min | 4 sp | Reliable soldier's tool. |
| Dagger / Claw | 1d6 | 1 | Light | Finesse, Light | 2 gp | 5 | 50 min | 2 sp | Quick blades and natural talons favored by rogues and Skavs. |
| Falchion | 2d4 | 1 | Heavy | Two-Handed | 55 sp | 10 | 100 min | 6 sp | Broad curved sword, devastating slashes. |
| Fire-hardened Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 15 sp | 7 | 70 min | 2 sp | Wooden spear hardened in flame. |
| Flail | 1d8 | 1 | Medium | Bludgeoning | 5 gp | 7 | 70 min | 5 sp | Weighted chain weapon, dangerous to friend and foe. |
| Flint Knife | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 5 sp | 5 | 50 min | 0 gp | Sharp flint knife, favored for survival and assassins. |
| Flintlock Musket | 2d8 | 2 | Heavy | Reload (1), Two-Handed | 40 gp | 10 | 100 min | 4 gp | Standard musket of later eras. |
| Greataxe | 1d12 | 1 | Heavy | Two-Handed | 8 gp | 10 | 100 min | 8 sp | Brutal arcs of steel, favored by frontliners. |
| Greatsword / Maul | 1d12 | 1 | Heavy | Two-Handed | 10 gp | 10 | 100 min | 1 gp | Wide sweeps or crushing blows, both battlefield staples. |
| Halberd / Glaive | 1d10 | 1 | Heavy | Two-Handed, Reach | 75 sp | 10 | 100 min | 8 sp | Polearms of disciplined militia ranks. |
| Hand Cannon | 2d6 | 2 | Heavy | Reload (1), Two-Handed | 35 gp | 10 | 100 min | 35 sp | Early portable gunpowder weapon. |
| Handaxe / Hatchet | 1d8 | 1 | Medium | Light, Thrown (20/60) | 2 gp | 5 | 50 min | 2 sp | Raider's favorite, light enough to throw. |
| Handgunne | 1d10 | 1 | Heavy | Reload (1), Two-Handed | 25 gp | 10 | 100 min | 25 sp | Earliest true firearm, crude and dangerous. |
| Hand-thrown Stones | 1 | 1 | Light | Thrown (20/60) | 0 gp | 5 | 50 min | 0 gp | The simplest of weapons, stones hurled by hand. |
| Longbow | 1d8 | 1 | Heavy | Ammunition (150/600), Two-Handed | 5 gp | 10 | 100 min | 5 sp | Great yew bows, elves' legacy weapons. |
| Longsword / War Pick | 1d8 (1d10) | 1 | Medium | Versatile | 5 gp | 7 | 70 min | 5 sp | Knightly or miner's tools reforged for war. |
| Mace / Club | 1d8 | 1 | Medium | Bludgeoning | 3 gp | 7 | 70 min | 3 sp | Simple crushing arms of mercenaries and temple guards. |
| Morning Star | 1d8 | 1 | Medium | Bludgeoning | 4 gp | 7 | 70 min | 4 sp | Spiked mace head, crushing and piercing armor. |
| Mortar | 8d10 | 3 | Huge | Siege, Area | 500 gp | 7 | 70 min | 50 gp | Stone or iron shell lobber. |
| Natural Weapons (Horns, Claws, Fangs) | 1d6 | 1 | Bludgeoning | Finesse (varies) | 8 gp | 7 | 70 min | 8 sp | Beastfolk and fae-born carry their heritage into battle. |
| Partisan | 1d10 | 1 | Heavy | Two-Handed, Reach | 7 gp | 10 | 100 min | 7 sp | Long-bladed spear, favored in knightly ranks. |
| Poleaxe | 1d10 | 1 | Heavy | Two-Handed, Reach | 7 gp | 10 | 100 min | 7 sp | Combination axe and hammer on a pole. |
| Primitive Bow | 1d6 | 1 | Light | Ammunition (60/240) | 1 gp | 5 | 50 min | 1 sp | Early bow, made from simple wood and sinew. |
| Repeating Crossbow | 1d8 | 1 | Medium | Ammunition (60/240), Loading | 20 gp | 7 | 70 min | 2 gp | Crossbow with rapid crank system. |
| Rocket Launcher (Primitive) | 4d10 | 3 | Heavy | Single-use, Explosive | 150 gp | 10 | 100 min | 15 gp | Firework-based weapon that launches rockets. |
| Rondel Dagger | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 25 sp | 5 | 50 min | 2 sp | Narrow thrusting dagger, pierces armor gaps. |
| Sharp Sticks / Stakes | 1d4 | 1 | Light | Bludgeoning | 1 sp | 5 | 50 min | 0 gp | Simple sharpened sticks, effective in ambushes. |
| Shortbow | 1d6 | 1 | Light | Ammunition (80/320) | 25 sp | 5 | 50 min | 2 sp | Compact bows used by scouts. |
| Shortsword / Scimitar | 1d6 | 1 | Light | Finesse | 4 gp | 5 | 50 min | 4 sp | Balanced dueling blades for precision fighters. |
| Sling | 1d4 | 1 | Light | Ammunition (30/120) | 1 sp | 5 | 50 min | 0 gp | Shepherd's sling, deadly in skilled hands. |
| Spear (short haft) | 1d8 (1d10) | 1 | Medium | Versatile | 2 gp | 7 | 70 min | 2 sp | Common soldier's weapon, wielded one or two-handed. |
| Spiked Club | 1d6 | 1 | Light | Bludgeoning | 8 sp | 5 | 50 min | 1 sp | Club reinforced with spikes, vicious in close combat. |
| Stone Axe | 1d6 | 1 | Light | Thrown (20/60) | 6 sp | 5 | 50 min | 1 sp | Primitive axe chipped from stone, light but deadly. |
| Stone Mace | 1d6 | 1 | Medium | Bludgeoning | 6 sp | 7 | 70 min | 1 sp | Rough mace of stone bound to a haft, brutal but unwieldy. |
| Stone-tipped Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 8 sp | 7 | 70 min | 1 sp | Spear tipped with stone, primitive but serviceable. |
| Thorn Whip | 1d6 | 1 | Light | Finesse, Reach | 15 sp | 5 | 50 min | 2 sp | Barbed whip of thorns, weapon of druids and fae. |
| Throwing Spear / Javelin | 1d6 | 1 | Light | Thrown (30/120) | 1 gp | 5 | 50 min | 1 sp | Balanced for distance throws, used by skirmishers. |
| Throwing Stick / Boomerang | 1d4 | 1 | Light | Thrown (20/60) | 2 sp | 5 | 50 min | 0 gp | Curved stick, returns when thrown by skilled hunters. |
| Trebuchet | 8d10 | 3 | Huge | Siege, Area | 700 gp | 7 | 70 min | 70 gp | Counterweight-powered siege engine. |
| Volley Gun | 2d10 | 3 | Heavy | Reload (2), Multi-Barrel | 100 gp | 10 | 100 min | 10 gp | Battery of barrels, massive salvo fire. |
| War Hammer (stone) | 1d8 (1d10) | 1 | Medium | Versatile | 25 sp | 7 | 70 min | 2 sp | Hammer with a stone head, primitive dwarven imitation. |
| Wheellock Pistol | 1d10 | 1 | Light | Reload (1) | 25 gp | 5 | 50 min | 25 sp | Refined early firearm, ornate and expensive. |
| Wooden Dart | 1d4 | 1 | Light | Thrown (20/60) | 1 sp | 5 | 50 min | 0 gp | Small carved dart, hurled by hand. |
| Wooden Knife | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 1 sp | 5 | 50 min | 0 gp | Carved wooden blade, fragile but concealable. |
| Wooden Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 2 sp | 7 | 70 min | 0 gp | Simple sharpened wood spear, light infantry weapon. |

## 7.5 Armor & Shields

Repair Cost is 10% of listed Cost (per full repair). Repair Time assumes full restoration.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Armor | AC Bonus | AP Cost | Weight | Tags | Cost | DP | Repair Time (full) | Repair Cost (full) | Dusk Flavor |
| Padded Armor | 1 |  | Light | Stealth Disadvantage | 2 gp | 10 | 200 min | 2 sp | Simple quilted cloth, worn by peasants or under mail. |
| Leather Armor | 2 |  | Light |  | 4 gp | 10 | 200 min | 4 sp | Hardened hide armor, flexible protection for rogues and scouts. |
| Studded Leather | 2 |  | Light |  | 45 sp | 10 | 200 min | 4 sp | Leather reinforced with metal studs, favored by mercenaries. |
| Hide Armor | 2 |  | Medium |  | 3 gp | 15 | 300 min | 3 sp | Rough animal pelts, used by tribes and druids. |
| Chain Shirt | 3 |  | Medium |  | 5 gp | 15 | 300 min | 5 sp | Short hauberk of interlocking rings, easy to wear under clothing. |
| Scale Mail | 3 |  | Medium | Stealth Disadvantage | 5 gp | 15 | 300 min | 5 sp | Interlocked metal scales, reliable but noisy. |
| Breastplate | 4 |  | Medium |  | 20 gp | 15 | 300 min | 2 gp | Polished metal plate for the chest, lighter knightly armor. |
| Half Plate | 4 |  | Medium | Stealth Disadvantage | 60 gp | 15 | 300 min | 6 gp | Combination of plates and mail, common among nobles. |
| Ring Mail | 3 |  | Heavy | Stealth Disadvantage | 3 gp | 20 | 400 min | 3 sp | Cheap rings stitched into leather, poor man's armor. |
| Chainmail | 4 |  | Heavy | Stealth Disadvantage | 15 gp | 20 | 400 min | 15 sp | Full-body ring mail, the soldier's standard protection. |
| Splint | 5 |  | Heavy | Stealth Disadvantage | 20 gp | 20 | 400 min | 2 gp | Rigid metal strips, sturdy but inflexible. |
| Plate | 6 |  | Heavy | Stealth Disadvantage | 60 gp | 20 | 400 min | 6 gp | The knight's full harness of steel, peak of personal armor. |
| Shield (Small / Round) | 1 |  | Light | Off-Hand | 1 gp | 12 | 240 min | 1 sp | Simple buckler or round shield, easy to carry. |
| Shield (Medium / Heater, Kite) | 2 |  | Medium | Off-Hand | 3 gp | 12 | 240 min | 3 sp | Standard knightly shields, providing solid defense. |
| Shield (Tower / Pavise) | 3 |  | Heavy | Off-Hand, Bulky | 6 gp | 12 | 240 min | 6 sp | Great shield covering the whole body, cumbersome to wield. |
| Spiked Shield | +1 AC / 1d4 dmg | 1.0 | Medium | Off-Hand, Light Weapon | 5 gp | 12 | 240 min | 5 sp | Reinforced with spikes for brutal shield bashes. |
| Veil-Touched Armor | 5 |  | Medium | Mystic, Fae-woven | 100 gp | 15 | 300 min | 10 gp | Armor infused with threads from the Phadral Veil, shimmering faintly with ghost-light. |
| Dwarven Forged Mail | 6 |  | Medium | Durable, Crafted | 80 gp | 15 | 300 min | 8 gp | Blackened steel links hammered in Drakenscar's forges, famed for unyielding strength. |
| Dwarven Plate of Valerun | 8 |  | Heavy | Stealth Disadvantage, Crafted | 200 gp | 20 | 400 min | 20 gp | Legendary dwarven harness carved with runes of endurance, said to outlast empires. |

# Chapter 8: Travel & Exploration

## 8.1 Core Philosophy

Travel in Dusk is as dangerous and meaningful as combat. Journeys are measured in Travel Turns and Camp Turns, and every choice — from pace to exploration action — affects fatigue, risk, and discovery. Seasons, weather, and the waxing and waning of the three moons weave directly into travel outcomes.

## 8.2 Travel Framework

• 1 Travel Turn = 4–6 hours.  
• 2 Travel Turns + 1 Camp Turn = 1 full day.  
• PCs must allocate actions each turn.

## 8.3 Pace Effects

|  |  |  |
| --- | --- | --- |
| Pace | Effect | Risks |
| Fast | +50% distance; reduced discovery | More danger, exhaustion risk |
| Normal | Standard distance and checks | Balanced risk/reward |
| Slow | Reduced distance; improved discovery | Safer, but slower progress |

In difficult terrain, Normal pace functions as Slow pace.

## 8.4 Camp Turns

At night or during extended pauses, characters take a Camp Turn (4–6 hours). PCs may: set camp, keep watch, repair gear, perform rituals, dreamwatch, or rest. Skipping a watch imposes disadvantage on night encounter checks.

## 8.5 Exploration Actions

|  |  |  |
| --- | --- | --- |
| Action | Effect | Risks |
| Scout | Detect encounters 1 turn early | Scout risks isolation |
| Forage/Hunt | WIS (Survival) to gather 1d4 rations | Failure wastes time |
| Repair | Restore item DP with tools | Time cost |
| Ritual/Research | Advance arcane/divine goals | Attracts attention |
| Track | Follow footprints/trails | May be ambushed |
| Commune/Dreamwatch | Seek visions, interact with Veil | Risk of corruption |
| Chronicle | Record terrain or events | Requires supplies |
| Influence | Improve NPC relations | May backfire |
| Trap/Ward | Prepare defenses | Consumes materials |

## 8.6 Travel Distances

|  |  |
| --- | --- |
| Terrain/Mode | Miles per Travel Turn (avg) |
| Road | 12–16 miles per day |
| Forest/Swamp | 6–8 miles |
| Mountain | 4–6 miles |
| Ruins/Dungeon | 1–2 miles |
| Sea (calm) | 24–30 miles |
| Rowed boat | 10–15 miles |
| Veiled Roads | Variable — GM discretion |

## 8.7 Environmental Mechanics

\*\*Weather Effects\*\*

1. Clear — Normal visibility and pace.
2. Rain/Fog — Half visibility, stealth advantage.
3. Storm — Half pace, exhaustion checks.
4. Snow — Reduce pace to half; CON saves.
5. Arcane Fog — Magical effects intensified.
6. Veilstorm — Dangerous magical surges.

\*\*Terrain Effects\*\*

1. Forest — Harder travel, better foraging.
2. Swamp — Disease risk, slow pace.
3. Mountain — Fatigue, avalanches.
4. Desert — Heat, exhaustion, mirages.
5. Coastal — Easier navigation, storm risks.

## 8.8 Calendar & Seasons

1. Year = 364 days
2. Verdantis (Spring): Begins Day 1 (Arkhantir 1)
3. Solara (Summer): Begins Day 91 (Sundara 7)
4. Emberfall (Autumn): Begins Day 182
5. Umbralis (Winter): Begins Day 273

Each season modifies travel (mud in Verdantis, heat in Solara, harvest in Emberfall, blizzards in Umbralis).

## 8.9 Moon Cycles

Dusk’s three moons cycle at different rates, creating layered effects:

1. Red Moon — Aggression and violent encounters increase.
2. Silver Moon — Navigation improved, clear skies.
3. Black Moon — Veil grows thin, magical anomalies more likely.
4. Phases: New → Crescent → Half → Full.

## 8.10 Terrain & Moon Effects

Moonlight phases influence travel:

1. Full Silver Moon: +2 to Navigation/Survival checks.
2. Black Moon nights: Magical encounters more likely.
3. Red Moon waxing: Aggressive beasts more active.

Terrain may also be Moon-Touched, amplifying effects.

## 8.10 Calendar and Seasons

Dusk has a calendar, based on the 364-day structure and the set seasons. Each month has 28 days. There are 13 months in a year. The first day of spring is the start of the year.

Martial and Arcane powers in Dusk are controlled by the influence of the god-moons. Each year on the 336th day, there is a triple-full moon. This is called The Umbral Nexus. It effects all Class Archetypes. There is a 0 day between each year called Syililth named for Knul'Vaelrath the Forge Father’s hammer. Every 10 years on Arkhantir 1, there is a lunar eclipse or all moons. This is call the Day of Sparks as many shooting stars are seen.

Months:

1. Arkhantir
2. Velorian
3. Mazrakai
4. Sundara
5. Thyrios
6. Ishkar
7. Atlantea
8. Galdorath
9. Peloria
10. Zendikar
11. Morvandor
12. Eldarion
13. Thalior

Seasons:

1. Spring: Verdantis
2. Summer: Solara
3. Autumn: Emberfall
4. Winter**:** Frostveil

Seasons Summary:

1. Verdantis (Spring): Starts on Day 1 (Arkhantir 1)
2. Solara (Summer): Starts on Day 91 (Sundara 7)
3. Emberfall (Autumn): Starts on Day 18 (fixed)2 (Atlanea 14)
4. Frostveil (Winter): Starts on Day 273 (Zendikar 21)
5. Shoru Kardan: Starts on Day 0 (Syililth 0)

# Chapter 9: Magic & Spellcasting

## 9.1 The Nature of Magic in Dusk

Magic in Dusk is inseparable from the Veil — the shifting boundary between mortal reality and forces beyond. All who wield magic risk touching the Veil, whether lightly or deeply, and the consequences of such contact are as dangerous as they are empowering. Magic is not a static force; it is shaped by culture, belief, and the Three Moons whose phases ebb and flow across the land. Each spellcaster calls upon a school of power, and their spellcasting consumes Mana Points (MP) through the four-action economy (AP).

## 9.2 Mana Pool Scaling

Characters track their Mana Points (MP) to cast spells. MP scales with level and class archetype. Mana represents the mental and spiritual strain of weaving spells, not simply raw magical energy.

|  |  |  |
| --- | --- | --- |
| Level Range | Half-Casters | Full Casters |
| 1–4 | 4–6 MP | 6–8 MP |
| 5–10 | 7–10 MP | 10–15 MP |
| 11–16 | 11–14 MP | 16–20 MP |
| 17–20 | 15–18 MP | 21–25 MP |

Mana pool totals can be increased by relics, artifacts, or class features. Casters reduced to 0 MP cannot cast until they recover Mana through rest or other means.

## 9.3 Spellcasting Rules

• Casting a spell requires both AP and MP. Spells list both costs explicitly.

• If a spell is interrupted, the AP is lost but only half the MP cost is spent.

• Some spells require Concentration; only one concentration effect may be maintained at a time.

• Miscasting: Rolling a natural 1 on a spellcasting check causes backlash. The caster takes 1d6 damage per spell tier and risks 1 Corruption.

• Spell Duels: When two casters oppose, each spends MP and rolls Arcana opposed checks. The higher roll prevails, the loser suffers backlash equal to 1d4 damage per MP spent.

• Veil Influence: Casting under the Black Moon reduces MP costs by 1, but each spell cast risks 1 Corruption.

## 9.4 Spell Schools of Dusk

Magic in Dusk is divided into spell schools, each representing a tradition of power. Casters gain access to one or more schools depending on class. Each school reflects both cultural origins and philosophical approaches to the Veil.

### Craft

The Craft school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Oathfire

The Oathfire school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Watchkeepers

The Watchkeepers school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Leechcraft

The Leechcraft school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Deathlight

The Deathlight school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Hexwork

The Hexwork school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Forgecraft

The Forgecraft school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### Sparks

The Sparks school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

### The Bound

The The Bound school channels distinct magical traditions of Dusk. Spells in this school reflect its philosophy, with effects scaling by Mana tier.

## 9.5 Recovering Mana

1. Short Rest (1 hour): Regain half MP.
2. Long Rest (8 hours): Regain all MP.
3. Downtime (1 week): Full MP, recover lingering effects, optional ritual replenishment.
4. Certain relics, potions, or artifacts may restore MP instantly.

## 9.3 Spells

### Deathlight

Deathlight is the school of shadow, silence, and absence. Its practitioners bend darkness into weapons, still voices, and glimpse into the realms beyond. Where light wanes, Deathlight thrives — a power feared in Ostromar’s crypts and whispered of in Cyndara’s forgotten halls. To wield it is to court entropy, using shadow not as void, but as a force of dominion and revelation.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Shadow Flicker | Trivial | 1 | 0 | None | 30 ft | 1 minute | Yes | A small flame or light briefly dims, unnerving nearby creatures. |
| Breath of Stillness | Trivial | 1 | 0 | WIS | 30 ft | 1 round | Yes | Target makes WIS save or loses 1 AP until next turn. |
| Shadow Needle | Trivial | 1 | 0 | DEX | 30 ft | Instant | Yes | Deals 1d4 cold damage. |
| Silence Bite | Simple | 2 | 1 | WIS | 30 ft | Instant | Yes | Target cannot cast spells with verbal components until end of their next turn. |
| Murmuring Shade | Simple | 2 | 1 | WIS | 30 ft | 1 minute | Yes | Disadvantage on Perception checks. |
| Shadow Pin | Standard | 2 | 2 | DEX | 30 ft | 1 minute | Yes | Target restrained; 2d6 cold damage each round on failed save. |
| Death’s Echo | Standard | 2 | 2 | WIS | 30 ft | Instant | Yes | Deals 2d8 psychic damage. |
| Eclipse Veil | Standard | 3 | 3 | None | Self | 10 minutes | Yes | Caster shrouded; gains advantage on Stealth; ranged attacks against them have disadvantage. |
| Silent Reaper | Potent | 3 | 4 | WIS | 30 ft | 1 round | Yes | Spectral reaper strikes, dealing 4d8 cold damage. |
| Cold Sanctuary | Potent | 3 | 5 | DEX | 15 ft radius | 1 minute | Yes | Enemies slowed and take 3d6 cold damage. |
| Soulmark | Potent | 4 | 6 | WIS | 30 ft | 1 minute | Yes | Deals 5d6 cold damage and makes target vulnerable to necrotic damage. |
| Black Sun’s Glare | Exceptional | 4 | 7 | DEX | 20 ft radius | Instant | Yes | 6d8 cold damage; creatures blinded 1 round. |
| Grave Silence | Exceptional | 4 | 8 | WIS | 30 ft radius | 1 minute | Yes | Silence zone; enemies must save to attack or cast. |
| Veil Between | Exceptional | 4 | 9 | WIS | 30 ft radius | 1 minute | Yes | Allies gain advantage on death saves; enemies suffer disadvantage on morale-related checks. |
| Maw of Shadow | Legendary | 4 | 10 | DEX | 40 ft radius | 1 round | Yes | 8d10 cold damage; enemies frightened until end of next turn. |
| Lichfinger | Legendary | 4 | 12 | WIS | 60 ft | Instant | Yes | 10d10 cold damage on fail, half on success; target also suffers disadvantage on saves for 1 minute. |

### Forgecraft

Forgecraft is the school of runes, constructs, and arcane engineering. To wield it is to treat magic as blueprint and mechanism, hammering spells into being with craft and precision. From the forges of Drakenskar to the artificer guilds of Cyndara, Forgecraft bridges magic and creation. Each rune inscribed and each construct summoned reflects the will of the mage-smith, binding the Veil into structure and steel.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Spark Tool | Trivial | 1 | 0 | None | Self | 10 minutes | Yes | Summon illusory tool for harmless tasks. |
| Blueprint Glow | Trivial | 1 | 0 | None | 30 ft | 1 minute | Yes | Glowing schematic grants advantage on Investigation checks. |
| Sparkbolt | Trivial | 1 | 0 | DEX | 30 ft | Instant | Yes | Deals 1d4 lightning damage. |
| Arcane Rivet | Simple | 2 | 1 | DEX | 30 ft | Instant | Yes | Deals 1d6 force damage. |
| Mendwork | Simple | 2 | 1 | None | Touch | Instant | Yes | Repairs armor, weapons, or constructs (restores 1d6 HP). |
| Warding Sigil | Standard | 2 | 2 | WIS | Touch | 1 hour | Yes | Sigil grants +1 AC to armor. |
| Arcane Bolt Thrower | Standard | 2 | 2 | DEX | 30 ft | 1 minute | Yes | Summons spectral crossbow that fires 1d6 force damage/round. |
| Runic Restraint | Standard | 3 | 3 | DEX | 30 ft | 1 minute | Yes | Deals 2d6 force damage and restrains target. |
| Animate Armament | Potent | 2 | 4 | None | 30 ft | 10 minutes | Yes | Animate a weapon to fight for you once per turn. |
| Glyph of Detonation | Potent | 3 | 5 | DEX | 30 ft | 1 hour or until triggered | Yes | Rune explodes for 3d8 force damage (10 ft radius). |
| Forged Guardian | Potent | 4 | 6 | None | 30 ft | 1 minute | Yes | Summons construct ally (Medium, 2d8 strike). |
| Runic Bastion | Exceptional | 4 | 7 | None | 20 ft radius | 10 minutes | Yes | Dome grants allies +2 AC and advantage vs. magic. |
| Arcane Engine | Exceptional | 4 | 8 | None | 20 ft radius | 1 minute | Yes | Pulse of force deals 6d6 damage each round. |
| Blueprint of Eternity | Exceptional | 2 | 9 | None | 30 ft | 10 minutes | Yes | Allies inside schematic gain +2 to all rolls. |
| Colossus Frame | Legendary | 4 | 10 | None | 30 ft | 1 minute | Yes | Summons Huge construct ally (8d10 strike). |
| World-Engine Sigil | Legendary | 4 | 12 | DEX | 100 ft radius | Instant | Yes | Deals 10d10 fire damage; quake devastates area. |

### Hexwork

Hexwork is the school of curses, sigils, and decay. Practitioners etch invisible marks or whisper invocations that bend fate itself. It is a slow and insidious art, feared for the way it unravels certainty and corrodes resolve. In the streets of Ostromar and among the Null-Mages of Zelgazar, Hexwork is both weapon and warning. Its runes may smolder unseen for days before erupting into ruin.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Tarnish | Trivial | 1 | 0 | None | Touch | 1 minute | Yes | Small object dulls and corrodes slightly, unnerving those who hold it. |
| Evil Eye | Trivial | 1 | 0 | WIS | 30 ft | 1 round | Yes | Target feels uncanny dread; on fail, suffers −1 to next d20 roll. |
| Alex’s Ear | Trivial | 1 | 0 | WIS | 30 ft | 1 round | Yes | Deals 1d4 psychic damage; target has disadvantage on next Perception or Concentration check. |
| Bleeding Glyph | Simple | 2 | 1 | DEX | 30 ft | Instant | Yes | Trace a glowing rune that lashes out, dealing 1d6 fire damage. |
| Whispered Ruin | Simple | 2 | 1 | WIS | 30 ft | 1 minute | Yes | Target believes something is broken; −1 to attack rolls. |
| Mark of Frailty | Standard | 2 | 2 | WIS | 30 ft | 1 minute | Yes | Target marked; ongoing 1d6 necrotic damage each turn on failed save. |
| Curse of Stumbles | Standard | 2 | 2 | DEX | 30 ft | 1 minute | Yes | Target falters; disadvantage on Acrobatics, must save or take 1d6 force damage when dashing or leaping. |
| Glyph of Withering | Standard | 3 | 3 | WIS | 30 ft | 1 minute | Yes | On fail, target takes 3d6 cold damage and suffers disadvantage on CON saves. |
| Doom Sigil | Potent | 3 | 4 | WIS | 30 ft | 1 minute | Yes | Deals 4d8 lightning damage; cursed target’s damage rolls reduced by −2. |
| Words that Unmake | Potent | 3 | 5 | WIS | 30 ft | Instant | Yes | Deals 5d8 psychic damage; target cannot speak coherently for 1 round. |
| Curse of Hunger | Potent | 4 | 6 | WIS | 30 ft | 1 minute | Yes | Deals 4d8 necrotic damage; target suffers disadvantage on STR checks. |
| Rot Beneath Beauty | Exceptional | 4 | 7 | WIS | 30 ft | 1 minute | Yes | Deals 6d8 necrotic damage each round as illusion cracks away. |
| Fate Sealed | Exceptional | 4 | 8 | WIS | 30 ft | 1 minute | Yes | Deals 3d10 necrotic damage each round; all healing halved. |
| Ruinous Lattice | Exceptional | 4 | 9 | DEX | 20 ft radius | Instant | Yes | Deals 6d8 lightning damage to all creatures in range. |
| Soul Unraveled | Legendary | 4 | 10 | WIS | 30 ft | Instant | Yes | Deals 8d10 necrotic damage and stuns target for 1 round. |
| Cataclysm Sigil | Legendary | 4 | 12 | DEX | 30 ft radius | Instant | Yes | Deals 10d10 necrotic damage to all in radius. |

### Leechcraft

Leechcraft is the school of hunger, siphoning, and decay. Practitioners steal the strength, vitality, and even years of their foes to empower themselves. It is a magic both feared and coveted — reviled as parasitic, yet undeniably potent. The orcs of Fenrath whisper of blood-rites, while in Ostromar, cults revel in the art of leeching life as devotion to shadow. To wield Leechcraft is to embrace a pact of theft and survival.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Soul’s Echo | Trivial | 1 | 0 | WIS | 30 ft | 1 round | No | Target creature makes WIS save or suffers disadvantage on next roll. |
| Parasitic Favor | Trivial | 1 | 0 | None | Touch | Instant | No | Transfer 1 HP from you to another creature. |
| Hunger’s Kiss | Trivial | 1 | 0 | CON | Touch | Instant | No | Target loses 1 HP; caster regains 1 HP. |
| Crimson Scent | Simple | 1 | 1 | WIS | 30 ft | 1 minute | Yes | Target creature marked; allies gain +1 to hit against it. |
| Withering Word | Simple | 1 | 2 | CON | 30 ft | Instant | No | Target takes 1d6 necrotic damage. |
| Breath Leashed | Simple | 2 | 2 | CON | 30 ft | 1 round | Yes | Target must succeed CON save or be unable to breathe until end of next turn. |
| Grasp of the Fallen | Standard | 2 | 3 | STR | 30 ft | 1 minute | Yes | Spectral hands restrain target on failed STR save. |
| Curse of Years | Standard | 2 | 3 | CON | 30 ft | Instant | No | Target ages unnaturally, taking 2d6 necrotic damage. |
| Lingering Rot | Potent | 3 | 5 | CON | 30 ft radius | Concentration, 1 minute | Yes | All enemies in radius take 1d6 necrotic damage at start of their turn. |
| Soul Siphon | Potent | 3 | 5 | CON | 30 ft | Instant | Yes | Target loses 3d6 HP; caster regains half as healing. |
| Dark Bond | Potent | 2 | 5 | None | 30 ft | 10 minutes | Yes | Link two creatures; each takes half of the other’s damage. |
| Drain Strength | Exceptional | 3 | 7 | STR | 30 ft | 1 minute | Yes | Target suffers −2 to STR checks and saves; caster gains +2 bonus to STR. |
| Ravenous Rush | Exceptional | 3 | 7 | None | Self | 1 round | No | Caster moves 30 ft and drains 2d6 HP from all enemies passed. |
| Maledict’s Roulette | Exceptional | 4 | 8 | WIS | 60 ft | Instant | Yes | Random curse afflicts target; effect varies wildly from blindness to paralysis. |
| Exsanguinate | Legendary | 4 | 10 | CON | 60 ft radius | Instant | Yes | All enemies in radius lose 6d6 HP; caster regains half as healing. |
| Vampiric Ascendance | Legendary | 4 | 10 | None | Self | Concentration, 1 minute | Yes | Caster gains flight, regeneration 10 HP/round, and resistance to nonmagical damage. |

### Oathfire

Oathfire is the school of divine vows, sacred flames, and holy wrath. Its spells burn as both light and judgment, offering healing to the faithful and punishment to oathbreakers. To wield Oathfire is to bind oneself to an eternal pact, where every spark carries weight and every flame bears consequence. It is most commonly practiced among the dwarves of Drakenskar, though its influence extends to zealots, martyrs, and crusaders across Dusk.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Ember of Conviction | Trivial | 1 | 0 | None | Touch | Instant | No | Touch ignites with faint ember; deals 1 fire damage and lights flammable objects. |
| Glare of Judgement | Trivial | 1 | 0 | CHA | 15 ft | 1 round | No | Target must succeed on CHA save or be dazzled, suffering disadvantage on next attack. |
| Brand of Ash | Trivial | 1 | 0 | None | Touch | 1 hour | Yes | Mark left on target’s skin, glowing faintly; used for tracking or as divine censure. |
| Spark of Healing | Simple | 1 | 1 | None | Touch | Instant | No | Target regains 1d6 HP. |
| Brand of Faith | Simple | 1 | 2 | None | Touch | 1 hour | Yes | Mark grants +1 to saving throws vs fear for the duration. |
| Ashcloud | Simple | 2 | 2 | CON | 20 ft radius | 1 minute | No | Creates choking cloud of ash; creatures inside make CON save or suffer disadvantage on attacks. |
| Shield of Martyrs | Standard | 2 | 3 | None | Self | 1 minute | Yes | Caster gains +2 AC; if struck, ally within 10 ft heals 1d4 HP. |
| Pillar of Flame | Standard | 2 | 3 | DEX | 60 ft | Instant | No | Summon a column of fire; deals 2d8 fire damage in 10 ft radius. |
| Oathkeeper’s Ward | Potent | 3 | 5 | None | 30 ft radius | Concentration, 1 minute | Yes | Allies in radius gain +1 AC and +1 to saves while caster concentrates. |
| Radiant Smite | Potent | 2 | 5 | None | Self | 1 attack | No | Next melee strike deals +2d8 radiant damage. |
| Burden of Sin | Exceptional | 3 | 7 | WIS | 30 ft | Concentration, 1 minute | Yes | Target suffers −2 to attack rolls and saving throws; damage taken increased by +1 per die. |
| Pyre of the Righteous | Exceptional | 4 | 8 | DEX | 60 ft | Instant | Yes | Summon blazing pyre; deals 4d8 fire damage in 20 ft radius. |
| Immolation of the Faithful | Exceptional | 4 | 8 | None | Touch | Instant | Yes | Target ally is consumed in holy fire; restored to full HP but dies at end of combat. |
| Sanctuary of Oaths | Exceptional | 3 | 7 | None | 30 ft radius | 10 minutes | Yes | Area warded; enemies who enter must make CHA save or be repelled. |
| Wrath of the Covenant | Legendary | 4 | 10 | DEX | 120 ft line | Instant | Yes | A massive beam of fire and light deals 8d10 damage; allies in line are unharmed. |
| Resurrection by Flame | Legendary | 4 | 10 | None | Touch | Instant | Yes | Revive a fallen ally with half HP; caster suffers 2 Corruption. |

### Sparks

Sparks is the school of light, resonance, and harmonics. Practitioners wield brilliance as blade and balm, channeling tones and prisms to dazzle, heal, and restrain. From the Radiomancers of Cyndara to wandering Sensates who weave light into song, Sparks is both spectacle and salvation. To wield Sparks is to play upon the frequencies of the Veil itself, striking chords that reveal truth and bring foes low in radiant symphony.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Lumen Mark | Trivial | 1 | 0 | None | 30 ft | 1 minute | Yes | Mark sheds dim light 10 ft; target cannot benefit from invisibility. |
| Resonant Snap | Trivial | 1 | 0 | DEX | 30 ft | Instant | Yes | Deals 1d4 thunder damage and deafens briefly. |
| Prism Dart | Trivial | 1 | 0 | DEX | 30 ft | Instant | Yes | Deals 1d4 radiant damage. |
| Dazzling Gleam | Simple | 2 | 1 | DEX | 30 ft | Instant | Yes | Deals 1d6 radiant damage; target dazzled briefly. |
| Harmonic Pulse | Simple | 2 | 1 | WIS | 30 ft | 1 round | Yes | Ally gains +1 to next attack roll or save. |
| Bind in Light | Standard | 2 | 2 | DEX | 30 ft | 1 minute | Yes | Target restrained on fail; 2d6 radiant damage per round. |
| Echo Vision | Standard | 2 | 2 | None | 30 ft | 10 minutes | Yes | Reveal hidden objects and creatures; advantage on Perception/Investigation. |
| Shard Burst | Standard | 3 | 3 | DEX | 10 ft radius | Instant | Yes | Deals 3d6 radiant damage to all in radius. |
| Beacon’s Call | Potent | 3 | 4 | None | 20 ft radius | Instant | Yes | Heals allies in radius for 3d6 HP. |
| Radiant Chains | Potent | 3 | 5 | DEX | 30 ft | 1 minute | Yes | Target restrained; 4d8 radiant damage each round. |
| Symphonic Ward | Potent | 4 | 6 | None | 20 ft radius | 10 minutes | Yes | Allies gain +1 AC and resistance to radiant/thunder damage. |
| Prism Cage | Exceptional | 4 | 7 | DEX | 15 ft cube | 1 minute | Yes | Deals 5d8 radiant damage; traps enemies in cage of light. |
| Harmony of the Many | Exceptional | 4 | 8 | None | 30 ft | Instant | Yes | Heal 5d8 HP to up to 4 allies. |
| Lens of Revelation | Exceptional | 4 | 9 | WIS | 30 ft | 1 minute | Yes | Dispels illusions, reveals hidden doors and invisible creatures. |
| Solar Symphony | Legendary | 4 | 10 | DEX | 40 ft radius | Instant | Yes | Deals 8d10 radiant damage to all enemies in radius. |
| Language of Light | Legendary | 4 | 12 | WIS | 60 ft | 1 minute | Yes | Heals 8d10 HP to allies; enemies must save or be charmed. |

### The Bound

The Bound is the school of veils, memory, and dreams. Its wielders manipulate perception, unravel illusions, and step between seconds. Practitioners are feared for their power to distort truth — implanting false memories, unraveling lies, and even rewriting time. In Zelgazar’s night markets and among the Null-Mages, The Bound represents the fragility of reality itself. Its greatest works bind not only foes, but the flow of time and thought.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Veil Whisper | Trivial | 1 | 0 | WIS | 30 ft | 1 round | Whispered thought | Target perceives a sound or phrase that never happened. |
| Mist Script | Trivial | 1 | 0 | None | 30 ft | 1 minute | Misty inscription gesture | Creates a fading rune visible only to chosen creatures. |
| Temporal Snag | Trivial | 1 | 0 | DEX | 30 ft | Instant | Flick of the wrist or whispered phrase | Deals 1d4 force damage; briefly interrupts motion. |
| Dream Pinch | Simple | 2 | 1 | WIS | 30 ft | Instant | Whisper + hand sign | Deals 1d6 psychic damage. |
| Blur Step | Simple | 2 | 1 | None | Self | 1 round | Veil gesture | First attack against you has disadvantage until your next turn. |
| False Memory | Standard | 2 | 2 | WIS | 30 ft | 1 minute | Whispered word + mist sigil | Implant a minor false memory. |
| Shattered Veil | Standard | 2 | 2 | WIS | 30 ft | Instant | Mist inscription | Target sees horrors beyond the veil, taking 2d6 psychic damage. |
| Time Ripple | Standard | 3 | 3 | DEX | 30 ft | 1 round | Whispered phrase | Target loses 1 Action Point on next turn. |
| Dream Snare | Potent | 3 | 4 | WIS | 30 ft | 1 minute | Whispered chant | Restrains target; deals 4d8 psychic damage each round. |
| Slip Between Seconds | Potent | 3 | 5 | None | Self | 1 round | Veil gesture + breathless word | Caster cannot be targeted until next turn. |
| Veil Unraveled | Potent | 4 | 6 | WIS | 30 ft area | 1 minute | Mist inscription + whispered thought | Illusions dissolve; enemies resisting take 5d6 psychic damage. |
| Labyrinth of Dreams | Exceptional | 4 | 7 | WIS | 30 ft | 1 minute | Whispered dream-sigil | Target wanders lost in illusion, taking 6d8 psychic damage each round. |
| Step Beyond the Veil | Exceptional | 4 | 8 | None | 30 ft | 10 minutes | Mist-sigil path | You and up to 3 allies move unseen through walls and veils. |
| Rewrite the Hour | Exceptional | 4 | 9 | WIS | 30 ft | 1 minute | Whispered phrase of reversal | One ally rerolls a failed roll each round, taking 1d6 psychic damage per reroll. |
| Fractured Reality | Legendary | 4 | 10 | DEX | 40 ft radius | 1 round | Mist glyph + veil gesture | Deals 8d10 psychic damage; enemies stunned for 1 round. |
| Dream’s End | Legendary | 4 | 12 | WIS | 60 ft | Instant | Whispered true name | Target falls unconscious or takes 10d10 psychic damage. |

### The Craft

The Craft is the school of performance, illusion, and artistry. Practitioners weave magic through song, story, and stage, manipulating emotions, senses, and perceptions. These spells often inspire, deceive, or unsettle, turning battlefields into theaters and audiences into participants in the caster’s art. The Craft is beloved in Cyndara’s moonlit festivals, feared in Zelgazar’s bazaars, and revered wherever words and music hold sway.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Stage Whisper | Trivial | 1 | 0 | None | 30 ft | 1 minute | No | Your whisper is heard clearly by one creature within range. |
| Happy Place | Trivial | 1 | 0 | WIS | 30 ft | Concentration, 1 minute | Yes | Targeted creature perceives surroundings as ideal and pleasant, granting disadvantage on hostile actions. |
| Embarrassing Spotlight | Trivial | 1 | 0 | CHA | 30 ft | 1 minute | No | A magical light highlights the target, imposing disadvantage on Stealth checks. |
| Mocking Verse | Simple | 1 | 1 | CHA | 60 ft | Instant | No | Deals 1d6 psychic damage and imposes disadvantage on next attack roll. |
| Disguise Melody | Simple | 1 | 2 | None | Self | 10 minutes | Yes | Create an illusion that changes appearance and voice. Investigation check reveals illusion. |
| Rallying Cry | Standard | 2 | 3 | None | 30 ft radius | 1 minute | Yes | Allies in range gain +1 AP on their next turn. |
| Piercing Note | Standard | 2 | 3 | CON | 60 ft cone | Instant | No | Deals 2d8 thunder damage to creatures in cone. |
| Curtain Call | Potent | 3 | 5 | CHA | 30 ft radius | Instant | Yes | All creatures in radius must save or be stunned for 1 round. |
| Masque of Many Faces | Potent | 2 | 5 | None | Self | 1 hour | Yes | Perfect disguise assumed; investigation rolls have disadvantage to see through it. |
| Symphony of Despair | Exceptional | 4 | 8 | WIS | 60 ft | Concentration, 1 minute | Yes | Enemies within range suffer −2 to attack rolls and saving throws. |
| Rewrite the Script | Exceptional | 4 | 9 | None | 30 ft | Instant | Yes | Target rerolls their last action with disadvantage. |
| Grand Opera of Souls | Legendary | 4 | 10 | WIS | 60 ft | 1 minute | Yes | All enemies in range must save or be charmed and incapacitated for 1 round. |
| Chorus of Immortality | Legendary | 4 | 10 | None | 30 ft radius | 10 minutes | Yes | Allies in range cannot be reduced below 1 HP, but caster suffers 1 Corruption each minute. |

### Watchkeepers

The Watchkeepers are the guardians of sacred pacts and ancestral balance. Their magic is autumnal and resolute, born of oaths sworn beneath bronzewood trees and carried into the eternal city of Tyr Brenin. Their spells defend, mark, and renew, binding allies together while punishing oathbreakers. To wield this school is to stand as a sentinel, both of the present and of all who came before.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Spell Name | Tier | AP | MP | Save | Range | Duration | Focus | Short Effect |
| Autumn’s Whisper | Trivial | 1 | 0 | WIS | 30 ft | 1 minute | Yes | Target creature makes a WIS save or is calmed, unable to attack until harmed. |
| Sigil Spark | Trivial | 1 | 0 | None | 10 ft | Instant | No | Small rune flares briefly, shedding light and marking a spot or object. |
| Echoing Strike | Trivial | 1 | 0 | None | Self | 1 round | No | Your next melee strike produces a thunderous echo, adding 1d4 thunder damage. |
| Guardian’s Step | Simple | 1 | 1 | None | Self | 1 round | No | You may move an additional 10 ft without provoking attacks. |
| Rusted Bite | Simple | 1 | 1 | CON | Touch | Instant | No | Target weapon corrodes; deals −1 damage until repaired. |
| Tawny Mark | Standard | 2 | 3 | WIS | 60 ft | Concentration, 1 minute | Yes | Target creature is marked; allies gain +1 to hit against it. |
| Spirit Ward | Standard | 2 | 3 | None | 10 ft radius | 1 minute | Yes | Ward allies; reduce damage by 1 per die while inside the radius. |
| Steelwind Dash | Standard | 2 | 3 | None | Self | Instant | No | Move up to 30 ft and make one attack against all enemies passed. |
| Autumn Mantle | Potent | 3 | 5 | None | Self | Concentration, 1 minute | Yes | Gain resistance to all damage for duration. |
| Sentinel’s Rebuke | Potent | 3 | 5 | WIS | 30 ft | Instant | Yes | Target makes WIS save or is paralyzed for 1 round. |
| Blade of the Unbroken Line | Potent | 2 | 5 | None | Self | 1 minute | Yes | Your blade glows bronze; adds +2d6 radiant damage to attacks. |
| Grove Eternal | Exceptional | 4 | 8 | None | 30 ft radius | Concentration, 1 minute | Yes | Trees and roots rise; allies gain +2 AC inside while enemies are slowed. |
| Ancestral Phalanx | Exceptional | 3 | 7 | None | 30 ft radius | 1 minute | Yes | Spectral guardians appear; grant advantage on saves to allies inside radius. |
| Rust and Renewal | Exceptional | 3 | 7 | CON | 30 ft radius | Instant | Yes | Corrode enemy weapons and armor; allies’ items are repaired. |
| March of the Ancients | Legendary | 4 | 10 | WIS | 60 ft radius | 1 minute | Yes | Allies in radius gain +2 AP for duration; enemies must save or be Frightened. |
| Keeper’s Immolation | Legendary | 4 | 10 | None | Self | 1 minute | Yes | Caster immolates; deals 3d6 fire damage per round to nearby foes; caster immune until spell ends. |

# Chapter 10: Conditions, Status Effects & Afflictions

## 10.1 Core Philosophy

Conditions and afflictions embody the fragility of mortal heroes in a dangerous world. Where combat wounds the body, conditions test resolve, and afflictions erode soul and spirit. This chapter consolidates all detrimental effects—mundane and supernatural—into a single reference.

## 10.2 Core Conditions

The following conditions modify how a character acts or reacts. They stack unless otherwise noted. Each includes a mechanical effect and a narrative note.

|  |  |
| --- | --- |
| Condition | Effect |
| Prone | You are on the ground. Melee attacks against you have advantage; ranged attacks have disadvantage. Standing costs 1 AP. |
| Grappled | Speed 0; escape with Athletics vs Athletics/Acrobatics. |
| Restrained | Speed 0; attacks against you have advantage; your attacks have disadvantage. |
| Blinded | Auto-fail sight checks; attacks against you have advantage; your attacks have disadvantage. |
| Deafened | Auto-fail hearing checks; may miss verbal cues or spell components. |
| Charmed | Cannot target the charmer with hostile actions; social checks against you have advantage. |
| Frightened | Disadvantage while the source is visible; cannot willingly move closer. |
| Poisoned | Disadvantage on attacks and checks; some poisons have extra effects. |
| Burning | Take 1d4 fire at end of turn until extinguished (1 AP) or doused. |
| Bleeding | Take 1d4 damage at start of turn until treated (Stabilize 1 AP, DC 10). |
| Stunned | Cannot move, act, or speak; attacks against you have advantage. |
| Incapacitated | Cannot take actions. |
| Invisible | Unseen; attacks against you have disadvantage; your attacks have advantage if unseen. |
| Paralyzed | You cannot move or act. Melee attacks against you are critical hits. |
| Unconscious | Fall prone, drop items, auto-fail saves, and cannot act. |

## 10.3 Damage & Wound States

Heroes of Dusk endure not only wounds of the flesh, but the steady march toward death. The Death Spiral, Lingering Injuries, and Brain Damage systems ensure that severe harm leaves lasting marks.

### Death Spiral (Death Points)

At 0 HP, you fall unconscious and begin accruing Death Points (DP). At the start of each turn, roll 1d4 and add the result to your DP total. At 10 DP, you die. Healing or stabilization halts the spiral.

### Lingering Injuries

When reduced to 0 HP by a crit, massive damage, or failed stabilization, roll d20 on the Lingering Injuries Table.

1. Cracked Ribs – −10% Physical; Disadv. CON saves vs fatigue.
2. Sprained Knee – Speed −5 ft; −10% Acrobatics.
3. Concussion – Disadv. on concentration; −10% Knowledge/Social 24h.
4. Deep Laceration – Bleeding until treated; scar.
5. Burn Scars – −10% Performance (face/hands), Sleight until healed.
6. Dislocated Shoulder – −10% Athletics/Attacks with that arm.
7. Broken Arm – Cannot use 2-handed weapons; −10% Athletics.
8. Broken Leg – Speed halved; Disadv. Stealth.
9. Punctured Lung – −10% Physical & Awareness; cannot Sprint.
10. Nerve Damage – −10% Sleight/Thievery.
11. Eye Injury – Ranged attacks −1; −10% Perception.
12. Ear Injury – −10% Perception (hearing).
13. Fractured Skull – Roll Brain Damage; +10% risk future injury.
14. Torn Ligament – −10% Athletics & Acrobatics.
15. Infection – CON save DC 12 or Poisoned until treated.
16. Scars of the Veil – Veil mark: −10% Social; +10% Arcana.
17. Lost Finger – −10% Sleight/Thievery.
18. Lost Tooth – −10% Performance (speech).
19. Psychic Echo – Disadv. vs fear; may cause brain trauma.
20. Ghoulmark – Animals fear you; −10% Persuasion; +10% vs undead.

### Brain Damage System

Head trauma, psychic assault, or Deathlight exposure accrues Mind Strain (MS). At thresholds, apply cumulative penalties. Severe trauma triggers a roll on the Brain Damage Table.

1. Aphasia – Word loss; −10% Persuasion/Performance; casting impaired.
2. Short-Term Memory Gaps – −10% Investigation; forget clues.
3. Migraine Aura – At combat start, WIS save DC 12 or −1 AP 1 round.
4. Hallucinations – Disadv. Perception; GM may insert false details.
5. Paranoia – Disadv. Insight; may mistrust allies.
6. Night Terrors – Long Rests risk Fatigue; recurring nightmares.
7. Blackouts – DC 12 CON save under stress or lose 1 AP.
8. Tremors – −10% Sleight; ranged attacks −1.
9. Phobia Trigger – GM sets fear condition trigger.
10. Slurred Speech – −10% Social; spells with verbal harder.
11. Dissociation – Random 1 AP lost each round.
12. Seizures – CON save DC 12 on extreme stress or fall prone.

## 10.4 Fatigue & Exhaustion

Fatigue measures physical and mental strain. Levels accumulate until collapse. See recovery options in Chapter 6 (Rest & Recovery).

1. Minor weariness: −10% Physical skills.
2. Strained: Speed −5 ft; disadv. Initiative.
3. Exhausted: −1 AP (min 3).
4. Debilitated: Disadvantage on all checks & saves.
5. Collapsed: Speed 0; unconscious until tended.
6. Death from overexertion.

## 10.5 Diseases & Poisons

Diseases and poisons often impose ongoing conditions. Progression may escalate to Fatigue, Lingering Injuries, or even Corruption.

Examples:

1. Swamp Rot (Fenrath): Fatigue accumulation and hallucinations.
2. •Moon Fever (Umbralis): Intensifies during Red Moon phases; induces frenzy.
3. Corpseblight: Necrotic contagion; save each Long Rest or gain Lingering Injury.

## 10.6 Curses & Afflictions

Afflictions often arise from Hexwork, cursed artifacts, or divine wrath. These conditions persist until lifted by magic or ritual.

Examples:

1. Blood Hex – Lose 1 max HP per day until lifted.
2. Dream-Burn – Psychic backlash during rests; recurring psychic damage.

## 10.7 Moon-Touched Effects

The three moons of Dusk influence mortals profoundly. Their phases may impose blessings or curses.

1. Red Moon (Aggression): Save or enter Frenzy during full phase.
2. Silver Moon (Purity): Disadvantage on Deception; advantage on Insight.
3. Black Moon (Veil-Thin): Spells cost −1 Mana, but risk Corruption.

## 10.8 Corruption & Veil-Sickness

Exposure to the Veil or Deathlight accrues Corruption Points (CP). At 10 CP, transformation occurs.

1. 1–3: Minor hallucinations; −10% concentration.
2. 4–6: Visible marks (veins, glow); −10% Social; risk Lingering Injury.
3. 7–9: Severe mutation; disadvantage Social; attract hostile Veil entities.
4. 10: Transformation into Veilspawn, Wraith, or GM-chosen horror.

# Chapter 11: GM Tools / Running the Game

## 11.1 Core Philosophy

Running Dusk means more than refereeing rolls. The GM balances the world’s mystery with mechanical clarity, weaving Veil events, encounters, and downtime into meaningful choices. The GM provides danger, discovery, and consequence — while letting players drive the story.

## 11.2 Encounter Building

Encounters are built around role balance and tier scaling. Each role (Frontliner, Skirmisher, Half-Caster, Full Mage) contributes differently to challenge composition.

Tier Scaling:

1. Local Heroes (Lv 1–4) – grounded, street-level threats.
2. Regional Heroes (Lv 5–10) – influential figures and large-scale foes.
3. Realm Heroes (Lv 11–16) – shaping nations and divine conflicts.
4. Legends (Lv 17–20) – walking myths and forces of destiny.

*Sample Encounter Templates:*

1. *Street Ambush – Skavs + Thug Captain in a narrow alley.*
2. *Moon-Touched Beast Hunt – Elite monster empowered by lunar phase, with minions.*
3. *Political Trial – Social encounter resolved by influence checks and faction leverage.*

## 11.3 Milestone Ledger

Milestone leveling is the spine of advancement in Dusk. Track progress with a ledger of Story, In-World, and Engagement milestones. When six total marks are reached, the party levels up.

|  |  |  |  |
| --- | --- | --- | --- |
| Session | Story ✔/½ | In-World ✔ | Engagement ✔ |
| 1 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |
| 2 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |
| 3 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |

## 11.4 Danger & Discovery Tables

Use these d12 tables to inspire complications and rewards.

### Combat Dangers (d12)

1. Ambush from hidden foes.
2. Critical equipment failure (lose 1 DP).
3. Environmental hazard: collapsing floor, fire, or acid pool.
4. Moon surge: enemies gain +1 damage.
5. Mana backlash: casters take 1d6 feedback damage.
6. Reinforcements arrive unexpectedly.
7. Enemy morale break – one flees or surrenders.
8. Boss reveals hidden ability.
9. Friendly fire mishap in chaos.
10. Weather shift: storm or fog.
11. Unstable Veil tear warps the battlefield.
12. Legendary foe enters the fray.

### Exploration Dangers (d12)

1. Veilstorm sweeps the area.
2. Collapsing ruin threatens to trap PCs.
3. Disease exposure from local environment.
4. Resources spoiled or lost.
5. Lost trail – requires Survival check to continue.
6. Hidden trap or ward triggers.
7. Natural disaster: avalanche, quake, flood.
8. Monster lair discovered unintentionally.
9. Moon-Touched anomaly alters time or gravity.
10. Cursed ground weakens healing.
11. Corrupted flora/fauna attack.
12. Dream-breach – visions overwhelm senses.

### Social Dangers (d12)

1. Faction betrayal.
2. Rumors turn NPCs hostile.
3. Sudden duel or trial by combat demanded.
4. Hostage leverage revealed.
5. Corruption accusation.
6. Moon omen stirs panic.
7. Agent of a rival arrives uninvited.
8. Veil-mark manifests mid-negotiation.
9. Evidence of deception uncovered.
10. Audience shifts allegiances.
11. Unexpected cost demanded.
12. NPC leaves with vital secret.

### Discoveries (d12)

1. Relic tied to a god.
2. Dream-vision artifact.
3. Secret passage or Veil road.
4. Forgotten journal or tome.
5. Hidden faction contact.
6. Unstable but potent mana crystal.
7. New spell formula.
8. Divine omen or symbol.
9. Friendly NPC ally appears.
10. Lost treasure hoard.
11. Ancient map fragment.
12. Unmarked shrine or holy place.

## 11.5 Veil Events

Veil events represent anomalies tied to the Three Moons or thin places between worlds. They can be subtle omens or major disruptions.

1. Minor Events: whispers in dreams, sudden chill, glowing flora.
2. Major Events: portals open, mana surge storms, corruption burst.
3. Running Veil Events: treat them as narrative drivers as well as hazards.

## 11.6 Dream Sequences

Dreams foreshadow events, reveal Velvet’s influence, or test characters’ wills. They may grant inspiration, impose Mind Strain, or unlock narrative hooks.

## 11.7 Downtime Hooks

Downtime should remain meaningful. Use these hooks:

1. Crafting rare gear, Veil charms, or artifacts.
2. Advancing faction projects or shifting influence.
3. Pursuing personal quests or vendettas.
4. Researching forgotten lore or runes.
5. Rituals to lift afflictions or curses.

## 11.8 Running Tiers & Legendary Foes

Boss Tech ensures climactic foes feel dangerous:

1. Hearts: multiple HP bars.
2. Stagger: free turn at 50% HP.
3. Second Wind: recover HP when bloodied.
4. Damage Floor: cap on single-hit damage vs bosses.

Tie legendary foes to lore — their power waxes with moons, Veil anomalies, or divine fragments.

# GM Encounter Helper

This supplement expands the GM reference with templates, tables, and examples for immediate at-table use.

## Encounter Random Tables

### Encounter Names (d8)

1. Street Ambush
2. Moon-Touched Hunt
3. Faction Trial
4. Cursed Ruins
5. Veilstorm Clash
6. Dream Invasion
7. Arena of Shadows
8. Temple Defense

### Encounter Tier (d4)

1. Local Heroes (Lv 1–4)
2. Regional Heroes (Lv 5–10)
3. Realm Heroes (Lv 11–16)
4. Legends (Lv 17–20)

### Roles (d6)

1. Frontliner
2. Skirmisher
3. Half-Caster
4. Full Mage
5. Mixed Party
6. Boss + Minions

### Special Features (d6)

1. Moon phase surge
2. Veil anomaly
3. Political stakes
4. Environmental hazard
5. Faction interference
6. Artifact in play

### Notes (d6)

1. Fast skirmish
2. Drawn-out duel
3. Puzzle element
4. Social resolution possible
5. Dream consequence
6. Legendary foe present

## Sample Randomized Encounters

1. Faction Trial | Legends (Lv 17–20) | Mixed Party | Moon phase surge | Legendary foe present
2. Faction Trial | Local Heroes (Lv 1–4) | Full Mage | Moon phase surge | Drawn-out duel
3. Temple Defense | Local Heroes (Lv 1–4) | Mixed Party | Environmental hazard | Fast skirmish
4. Cursed Ruins | Legends (Lv 17–20) | Half-Caster | Veil anomaly | Drawn-out duel
5. Street Ambush | Regional Heroes (Lv 5–10) | Half-Caster | Political stakes | Legendary foe present

# d20 Encounter Generator

Roll a d20 on each column to generate a complete encounter.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Roll (d20) | Encounter Name | Tier | Roles | Special Features | Notes |
| 1 | Street Ambush | Local Heroes (Lv 1–4) | Frontliner | Moon phase surge | Fast skirmish |
| 2 | Moon-Touched Hunt | Regional Heroes (Lv 5–10) | Skirmisher | Veil anomaly | Drawn-out duel |
| 3 | Faction Trial | Realm Heroes (Lv 11–16) | Half-Caster | Political stakes | Puzzle element |
| 4 | Cursed Ruins | Legends (Lv 17–20) | Full Mage | Environmental hazard | Social resolution possible |
| 5 | Veilstorm Clash | Local Heroes (Lv 1–4) | Mixed Party | Faction interference | Dream consequence |
| 6 | Dream Invasion | Regional Heroes (Lv 5–10) | Boss + Minions | Artifact in play | Legendary foe present |
| 7 | Arena of Shadows | Realm Heroes (Lv 11–16) | Frontliner + Skirmisher | Unstable portal | Multi-stage battle |
| 8 | Temple Defense | Legends (Lv 17–20) | Caster-heavy | Mana storm | Veil corruption risk |
| 9 | Undercroft Skirmish | Local Heroes (Lv 1–4) | Summoner + Minions | Sacred ground effects | Capture possible |
| 10 | Siege at Dawn | Regional Heroes (Lv 5–10) | Veil-spawned Entity | Corruption surge | Negotiation before combat |
| 11 | Whispering Grove Hunt | Realm Heroes (Lv 11–16) | Elite Guard Patrol | Dream overlay | Chase sequence |
| 12 | Forgotten Bazaar Duel | Legends (Lv 17–20) | Beast Pack | Divine omen present | PCs split by terrain |
| 13 | Crystal Spire Heist | Local Heroes (Lv 1–4) | Cultists + Ritual Leader | Unstable terrain | Combat in darkness |
| 14 | Sunken Cathedral Raid | Regional Heroes (Lv 5–10) | Shadow Assassins | Trapped location | Shifting alliances |
| 15 | Twilight Road Ambush | Realm Heroes (Lv 11–16) | Arcane Duelists | Crowd of onlookers | Moral dilemma for PCs |
| 16 | Stormbound Crossing | Legends (Lv 17–20) | Corrupted Nobles | Time distortion | Trapped allies to save |
| 17 | Market Uprising | Local Heroes (Lv 1–4) | Mercenary Company | Forbidden magic active | Weather hazard |
| 18 | Assassin’s Strike | Regional Heroes (Lv 5–10) | Wraith Circle | Falling debris | Time pressure objective |
| 19 | Shattered Dome Defense | Realm Heroes (Lv 11–16) | Construct Defenders | Sealed exits | Stealth approach possible |
| 20 | Graveyard of Books Mystery | Legends (Lv 17–20) | Divine Avatar + Followers | Enemy reinforcements on timer | Enemy retreat conditions |

# Chapter 12: Bestiary & Adversaries

## 12.1 Introduction

The Bestiary of Dusk is not simply a catalogue of monsters, but a reflection of the world’s dangers, rivals, and forgotten powers. Adversaries come in many forms: humanoid raiders, corrupted beasts, veil-touched horrors, undead revenants, and ancient constructs. Some are enemies born of the Veil, others are mortals twisted by ambition or circumstance. Each foe is built within the same action economy as players, ensuring encounters are consistent, scalable, and dynamic.

This chapter introduces adversaries by type, role, and template. It also provides tools to create new creatures, ensuring that GMs can expand the bestiary as campaigns grow. While dragons are the stuff of legend, no known dragons stalk the lands of Dusk — though whispers suggest their return may yet come.

## 12.2 Creature Types

Adversaries in Dusk are organized into broad categories. These categories help GMs quickly identify the narrative role of the enemy, as well as their typical abilities and origins.

1. Humanoids – Bandits, Skavs, Cultists, Inquisitors, rival mages.
2. Undead – Skeletons, Wraiths, Revenants, Moon-Touched Dead.
3. Corrupted Beasts – Wolves, bears, swamp creatures, fae-born horrors.
4. Constructs & Forged – Dwarven sentinels, rune golems, animate weapons.
5. Veil-Touched Horrors – Shadows given form, nightmare spawn, corruption entities.
6. Monstrous Folk – Orc warbands, Feral Goliaths, Tabaxi raiders, rival Bladebearers.
7. Boss Templates – Named foes using enhanced rules, multi-phase fights, and corruption effects.

## 12.3 Roles & Templates

1. Frontliner – Tanks with high HP and melee damage.
2. Skirmisher – Mobile, agile, ambushers with burst damage.
3. Caster – Spell-focused, fragile but deadly.
4. Support – Buffs and debuffs, battlefield controllers.
5. Elite / Boss – Enhanced enemies with scaling AP/MP, resistances, and unique mechanics.

## 12.4 Stat Block Template (Example)

Below is a sample enemy stat block format for use in the Bestiary:

1. Skav Cutthroat
2. \*Type:\* Humanoid (Skav)
3. \*Role:\* Skirmisher
4. \*AP:\* 3
5. \*HP:\* 18
6. \*MP:\* 0
7. \*AC:\* 13 (light armor)
8. \*Attacks:\* Rusted Knife (1 AP, 1d6+2 piercing, Finesse), Bite (1 AP, 1d4+2 piercing; CON save or Bleeding)
9. \*Abilities:\* Pack Ambush (+1 AP if ally within 10 ft), Scramble (disengage free once per turn)
10. \*Conditions:\* Susceptible to Veil-sickness
11. \*Narrative:\* The gutter-born vermin of Zelgazar’s depths, skulking in gangs and striking from shadows.

## 12.5a Scaling System: Role + Tier Parity

Instead of Challenge Ratings, enemies scale using a combination of their battlefield Role and the four Tiers of Heroic Play. This ensures parity with player progression and keeps encounters dynamic without requiring entirely new stat blocks. GMs may adjust foes up or down by applying Tier scaling or optional modular templates.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Tier | Player Parity | HP Multiplier | AP | Damage Dice | Save DC | Abilities & Notes |
| Tier 1: Local Heroes (Lv 1–4) | Common foes | ×1 | 2–3 | Base | 12–13 | Simple enemies; minimal special abilities |
| Tier 2: Regional Heroes (Lv 5–10) | Veterans | ×1.5 | 3–4 | +1 die | 14–15 | Add one signature move or passive aura |
| Tier 3: Realm Heroes (Lv 11–16) | Leaders | ×2 | 4 | +2 dice | 16–17 | Gain resistances, corruption effects, multi-target attacks |
| Tier 4: Legends (Lv 17–20) | World threats | ×3 | 5 | +3 dice | 18–20 | Boss Tech, corruption auras, multi-phase fights |

## 12.5b Modular Templates

To avoid rewriting stat blocks, GMs may apply modular templates to existing creatures. These templates adjust numbers and add abilities quickly, allowing the same base foe to be reused at higher levels of play.

1. Veteran – +25% HP, +1 damage die.
2. Elite Guard – +2 AC, +1 Save DC.
3. Veil-Touched – Gains corruption aura, saves inflict Fatigue.
4. Boss – ×2 HP, +1 AP, unique ability or phase shift.

## 12.6 Sample Adversaries by Creature Type

## Humanoids

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Skav Cutthroat | Humanoid (Skav) – Skirmisher | 3 | 18 | 0 | 13 | Rusted Knife (1d6+2), Bite (1d4+2; CON save or Bleeding) | Pack Ambush (+1 AP if ally within 10 ft), Scramble (free Disengage) | Prone to Veil-Sickness | Vermin of Zelgazar’s depths, striking from shadows. |
| Inquisitor Acolyte | Humanoid – Caster | 2 | 14 | 6 | 12 | Staff (1d6), Veil Bind (restrain, WIS save) | Spellcasting (Oathfire, Hexwork), Detect Veil-taint | Fanatical, Veil-sensitive | Arcane Prelature initiates rooting out rogue mages. |
| Thornwyld Raider | Humanoid – Skirmisher | 3 | 20 | 0 | 14 | Curved Blade (1d8+2), Shortbow (1d6+2, 60 ft) | Wild Step (move through terrain), Feral Instinct (+2 Initiative) | Susceptible to cold iron | Fae-marked raiders that strike and vanish. |
| Mercenary Enforcer | Humanoid – Frontliner | 3 | 24 | 0 | 15 | Mace (1d8+3), Shield Bash (STR save or prone) | Intimidating Presence (WIS save or −1 attack) | Greedy, Brutal | Paid muscle in patchwork armor, ruthless in combat. |

## Aberrations of the Veil

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Living Rune | Aberration – Support | 2 | 18 | 6 | 13 | Glyph Burst (2d6 force) | Explode on death, Inscribe Terrain | Bound to surfaces | Runes animated by stray veil energy. |
| Flesh Amalgam | Aberration – Frontliner | 3 | 34 | 0 | 12 | Smash (2d8 bludgeoning) | Absorb Flesh (heal 1d6), Horrid Form (frighten) | Unstable | Masses of living tissue shaped by nightmares. |
| Whispering Name | Aberration – Caster | 2 | 20 | 8 | 12 | Psychic Utterance (2d6 psychic) | Cause Madness, Veil Tongue | Weak to silence | Forgotten names given shape and malice. |
| Veil-Phantom | Aberration – Skirmisher | 3 | 22 | 4 | 14 | Veil Claws (1d8+2 psychic) | Phase Shift, Illusory Form | Fragile | Phantoms slipping between dimensions. |

## Constructs & Forged

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Runic Sentinel | Construct – Frontliner | 3 | 30 | 0 | 16 | Runic Blade (1d8+3) | Magic Resistance, Immutable Form | Vulnerable to lightning | Ancient dwarven guardians of rune and stone. |
| Bronze Golem | Construct – Frontliner | 3 | 40 | 0 | 17 | Fists (2d6+4 bludgeoning) | Slow Aura (enemies within 10 ft −10 ft speed) | Sluggish | Forged colossi built to defend forgotten vaults. |
| Animate Armor | Construct – Skirmisher | 2 | 20 | 0 | 15 | Longsword (1d8+2) | False Appearance, Durable | Mindless | Empty suits of armor animated by residual magic. |
| Siege Automaton | Construct – Support | 3 | 35 | 0 | 14 | Bolt Launcher (2d8 piercing, 60 ft) | Area Suppression, Mechanical Precision | Clumsy | Massive machines of war, relics of bygone battles. |

## Corrupted Beasts

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Bog Serpent | Beast – Skirmisher | 3 | 26 | 0 | 13 | Bite (1d8+3; poison on CON fail) | Swamp Camouflage, Ambush Predator | Vulnerable to fire | Fenrath swamp predators that strike from murky waters. |
| Bronzewood Cat | Beast – Skirmisher | 3 | 22 | 0 | 14 | Claws (1d6+2 each), Pounce (knock prone on hit) | Stealthy, Fast Climber | Hates loud noise | Bronze-furred hunters from Tyr Brenin, swift and silent. |
| Mire-Boar | Beast – Frontliner | 3 | 28 | 0 | 12 | Tusks (1d8+3, charge adds +1d6) | Thick Hide, Relentless Charge | Easily enraged | Fenrath boars twisted by swamp rot and hunger. |
| Autumn Stag | Beast – Support | 3 | 20 | 0 | 13 | Antlers (1d6+2) | Aura of Calm (allies gain +1 saves), Forest Bond | Bound to autumn groves | Majestic stags that embody the twilight of autumn. |

## Cults & Cabals

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Hexwork Cultist | Humanoid – Caster | 2 | 16 | 6 | 12 | Curse Bolt (1d6 necrotic) | Spellcasting (Hexwork), Dark Pact | Fanatical | Followers of forbidden runes and veil-scarred magics. |
| Oathfire Zealot | Humanoid – Support | 3 | 20 | 4 | 14 | Spear (1d6+2) | Rallying Cry, Spellcasting (Oathfire) | Obsessed | Militant zealots who enforce divine vows with fire. |
| Corrupted Watchkeeper | Humanoid – Frontliner | 3 | 28 | 0 | 15 | Halberd (1d10+2) | Aura of Corruption, Relentless Guard | Corrupted | Once noble guardians now twisted by veil energies. |
| Arcane Cabalist | Humanoid – Caster | 3 | 22 | 10 | 13 | Arcane Bolt (2d6) | Spellcasting (Craft, Sparks), Ritual Magic | Secretive | Hidden cabals that pursue arcane dominance in the shadows. |

## Elemental & Environmental Spirits

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Ash Wraith | Elemental – Skirmisher | 3 | 20 | 6 | 13 | Burning Touch (1d6 fire) | Smoke Cloud, Fire Resistance | Vulnerable to water | Spirits born from volcanic ash and ember. |
| Brine Lurker | Elemental – Frontliner | 3 | 28 | 0 | 14 | Tentacle (1d8+2 bludgeoning) | Amphibious, Salt Spray (blind target) | Weak to drying | Sea-tied spirits haunting the coasts. |
| Sandbound Sentinel | Elemental – Frontliner | 3 | 30 | 0 | 15 | Slam (2d6 bludgeoning) | Burrow, Dust Cloud | Fragile in rain | Desert guardians of Drakenskar sands. |
| Storm Fragment | Elemental – Caster | 3 | 18 | 8 | 13 | Lightning Bolt (2d8 lightning) | Flight, Thunderclap (AoE) | Easily grounded | Shards of ancient tempests wandering the skies. |

## Fae & Dream Entities

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Twilight Courtier | Fae – Support | 3 | 20 | 6 | 14 | Rapier (1d6+2) | Charm, Illusion Magic | Weak to cold iron | Noble emissaries of the fae courts, weaving glamour and deceit. |
| Masked Duelist | Fae – Skirmisher | 3 | 22 | 0 | 15 | Blade (1d8+3) | Riposte, Blur | Fragile mask | Masked fae warriors who challenge mortals for sport and pride. |
| Butterfly Swarm | Fae – Support | 2 | 16 | 4 | 13 | Swarm (1d4 psychic) | Drain MP, Distract | Fragile | Dream-born swarms that feed on the magic of mortals. |
| Dream Harlequin | Fae – Caster | 3 | 18 | 8 | 13 | Illusion Strike (2d6 psychic) | Spellcasting (Bound, Sparks), Trickster Aura | Fragile | Fae jesters weaving nightmare illusions into reality. |

## Monstrous Folk

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Orc Raider | Humanoid (Orc) – Frontliner | 3 | 26 | 0 | 14 | Axe (1d8+3) | Battle Cry (+1 ally attack), Relentless | Brutal | Savage warriors raiding from the wilds. |
| Feral Goliath | Humanoid (Goliath) – Frontliner | 3 | 32 | 0 | 15 | Club (2d6+3) | Stone’s Endurance (reduce damage), Throw Boulder (2d8 bludgeoning) | Slow | Massive nomads descended into savagery. |
| Tabaxi Corsair | Humanoid (Tabaxi) – Skirmisher | 3 | 20 | 0 | 14 | Scimitar (1d6+2), Shortbow (1d6+2) | Nimble Escape, Feline Agility | Greedy | Pirate bands that prowl the seas of Dusk. |
| Rival Null-Mage | Humanoid – Caster | 3 | 24 | 6 | 13 | Null Lash (1d6 psychic, disrupt spell) | Anti-Magic Aura, Spell Drain | Veil-scarred | Null-mages turned hunters of spellcasters. |

## Plagueborn & Blighted

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Spore Walker | Blighted – Frontliner | 3 | 26 | 0 | 13 | Spore Slam (1d8+2 bludgeoning + poison) | Spore Cloud (poison AoE) | Weak to fire | Infected husks spreading Chult’s rot with each step. |
| Fungus Husk | Blighted – Frontliner | 2 | 22 | 0 | 12 | Claws (1d6+2) | Regenerates unless burned, Fungal Spores | Weak to radiant | Once humanoids, now overtaken by fungal infestation. |
| Mire-Fiend | Blighted – Skirmisher | 3 | 24 | 0 | 14 | Bite (1d8+2 necrotic) | Swamp Stealth, Corrupting Touch | Sunlight sensitivity | Swamp-born predators infused with plague energies. |
| Chult’s Chosen | Blighted – Boss | 4 | 40 | 8 | 15 | Plague Scythe (2d8 necrotic) | Aura of Decay, Spellcasting (Leechcraft, Deathlight) | Corrupted | Fanatics blessed by Chult to spread decay and renewal. |

## Relics Made Flesh

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Blade Revenant | Relic – Skirmisher | 3 | 24 | 0 | 15 | Blade Strike (1d8+3 slashing) | Cursed Steel (bleed), Enchanted Durability | Bound to weapon | Warriors reborn from cursed blades. |
| Idol Guardian | Relic – Frontliner | 3 | 32 | 0 | 16 | Crush (2d8 bludgeoning) | Stone Form, Relentless Guard | Immobile | Guardians bound eternally to ancient idols. |
| Mirror-Wraith | Relic – Caster | 2 | 18 | 8 | 12 | Mirror Bolt (2d6 psychic) | Reflection (redirect attack), Illusory Duplication | Fragile | Wraiths born from shattered mirrors, reflecting torment. |
| Shard-Thing | Relic – Skirmisher | 3 | 20 | 0 | 14 | Shard Slash (1d6+2 slashing) | Shatter Burst (AoE), Piercing Hide | Cuts itself | Broken relics fused into monstrous, jagged forms. |

## Undead

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Veil Husk | Undead – Frontliner | 2 | 22 | 0 | 12 | Claws (1d6+2 slashing) | Undying (returns with 1 HP unless burned), Veil Moan (WIS save or frightened) | Vulnerable to radiant | Shambling corpses bound by veil corruption. |
| Drowned Shade | Undead – Caster | 3 | 16 | 4 | 11 | Drown Touch (1d4+2 cold; CON save or Choking) | Spellcasting (Deathlight), Water Affinity | Bound to drowning sites | Ghosts of Fenrath swamps, forever dragging the living under. |
| Revenant Knight | Undead – Frontliner | 3 | 30 | 0 | 16 | Rusty Greatsword (2d6+3 slashing) | Vengeance (targets last attacker), Aura of Dread (WIS save or −1 AP) | Slow, Relentless | Once noble warriors cursed by betrayal, now relentless hunters. |
| Wailing Specter | Undead – Support | 3 | 18 | 6 | 12 | Wail (2d6 psychic; 20 ft AoE, CON save or Frightened) | Incorporeal Movement, Aura of Despair | Immune to nonmagical weapons | Ethereal entities drifting between veils, their cries echo death. |

## Veil-Touched Horrors

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Nightmare Spawn | Horror – Skirmisher | 3 | 22 | 4 | 13 | Claws (1d6+2 psychic) | Frightful Presence, Dreamstrike | Weak to radiant | Monsters born of broken dreams that stalk sleepers. |
| Dream-Wraith | Horror – Caster | 2 | 18 | 8 | 12 | Mind Lash (2d6 psychic) | Spellcasting (Bound, Deathlight), Phase Through Walls | Immune to sleep | Entities slipping from the Phadral Veil into waking minds. |
| Whisper Husk | Horror – Support | 3 | 20 | 4 | 13 | Scream (WIS save or −1 AP) | Aura of Madness, Psychic Leech | Unstable | Mangled remnants echoing whispers of the Veil. |
| Corruption Mass | Horror – Frontliner | 4 | 36 | 0 | 12 | Pseudopod (2d6 bludgeoning + corruption) | Split Form, Veil Corruption Aura | Mindless | Chaotic amalgams of corrupted essence, spreading veil rot. |

## Boss Templates

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative |
| Corrupt Guildmaster | Humanoid – Boss | 4 | 60 | 10 | 16 | Enchanted Blade (2d8+3) | Aura of Authority, Call Reinforcements | Greedy, Ruthless | Leaders of thieves’ guilds wielding both steel and influence. |
| Veil-Warped Beast | Horror – Boss | 5 | 80 | 0 | 15 | Claw (3d6+4), Bite (3d8+4) | Corruption Aura, Multi-phase Rage | Unstable | Beasts transformed into monstrous abominations by the Veil. |
| Chult’s Prophet | Humanoid – Boss | 4 | 70 | 12 | 16 | Plague Staff (2d10 necrotic) | Aura of Decay, Spellcasting (Leechcraft, Deathlight) | Corrupted | Leaders blessed by Chult to spread decay and renewal. |
| Arcane Prelate | Humanoid – Boss | 5 | 75 | 14 | 17 | Radiant Hammer (2d12 radiant) | Aura of Faith, Spellcasting (Oathfire, Sparks) | Fanatical | High leaders of the Arcane Prelature, wielding divine and arcane might. |

## 12.7 Conditions Appendix

The following conditions are referenced in Bestiary entries. They expand on or complement the core conditions described in Chapter 10. Each condition is marked as a Buff (advantage for the enemy), Debuff (weakness exploitable by players), or Mixed (some of both). Use them as narrative and mechanical tools to give adversaries more texture and unique battlefield effects.

### Bleeding (Debuff – harmful to creature or player)

1. Rule: At the start of your turn, take 1d4 damage. At the end of your turn, make a CON save (DC 12) to stop the bleeding. Magical healing also ends it.
2. Narrative: Open wounds that weaken stamina and momentum.

### Choking (Debuff – harmful to creature or player)

1. Rule: You cannot speak or cast spells with verbal components. At the start of your turn, make a CON save (DC 13). On a fail, lose 1 AP. After 3 failed saves, you fall Unconscious.
2. Narrative: Suffocation from water, smoke, or magical grips.

### Corrupted (Debuff – harmful to creature or player)

1. Rule: You have Disadvantage on all saving throws vs. Veil effects. Each long rest, roll a CON save (DC 14). On a fail, lose 1 HP permanently.
2. Narrative: The Veil has warped your body and soul.

### Cuts Itself (Debuff – enemy weakness, boon for players)

1. Rule: On an attack roll of natural 1, the creature takes 1d4 piercing damage.
2. Narrative: Razor-sharp hide or unstable body injures itself.

### Easily Enraged (Buff – enemy advantage)

1. Rule: When reduced below half HP, gain +1 AP but suffer Disadvantage on all WIS saves.
2. Narrative: Beasts and berserkers grow more dangerous when bloodied.

### Fanatical (Buff – enemy advantage)

1. Rule: Immune to Fear and Charm. Gains +2 attack vs. targets that oppose its ideology/faction.
2. Narrative: Zealots and cultists are driven by unshakable conviction.

### Fragile / Fragile Mask (Debuff – enemy weakness, boon for players)

1. Rule: When taking a critical hit, roll a DEX save (DC 12). On a fail, item/armor breaks and AC −2.
2. Narrative: Weak armor or masks that shatter under stress.

### Greedy (Debuff – exploitable weakness)

1. Rule: If offered treasure worth 50 gp or more, must make a WIS save (DC 13) to resist being distracted for 1 round.
2. Narrative: Mercenaries and pirates swayed by coin.

### Immune to Nonmagical Weapons (Buff – enemy advantage)

1. Rule: Damage from mundane weapons is halved unless silvered, enchanted, or empowered.
2. Narrative: Specters and incorporeal beings ignore mortal steel.

### Mindless (Mixed – buff + debuff)

1. Rule: Immune to Fear, Charm, or Psychic effects. Cannot make Insight or complex INT checks.
2. Narrative: Constructs and husks that feel no fear but lack cunning.

### Prone to Veil-Sickness (Debuff – enemy weakness, boon for players)

1. Rule: When exposed to Veil effects, roll CON save (DC 12). On fail, lose 1 AP until end of turn.
2. Narrative: Skavs and lesser creatures easily overwhelmed by Veil energies.

### Slow / Sluggish (Debuff – enemy weakness, boon for players)

1. Rule: Movement speed halved. Cannot Dash. Initiative −2.
2. Narrative: Heavy constructs, revenants, massive beasts.

### Sunlight Sensitivity (Debuff – enemy weakness, boon for players)

1. Rule: While in direct sunlight, attacks have Disadvantage, Perception checks −2.
2. Narrative: Drow, fungal husks, and Veil-born horrors recoil from the sun.

### Unstable (Debuff – enemy weakness, boon for players)

1. Rule: On damage taken of 10+ in a single hit, roll CON save (DC 13). On a fail, creature loses control or explodes (GM decides).
2. Narrative: Aberrations and flesh amalgams prone to catastrophic collapse.

### Vulnerabilities (Debuff – enemy weaknesses, boons for players)

1. Vulnerable to Radiant: Double damage from radiant.
2. Vulnerable to Fire: Double damage from fire.
3. Vulnerable to Water: Double damage from water/ice.
4. Fragile in Rain: While in rain, AC −2.
5. Easily Grounded: Lightning/Thunder disables flight until end of next turn.
6. Narrative: Specific elemental or environmental frailties that can be exploited.

## 12.8 Regional Threats & Arc Villains

The following adversaries are not world-ending foes, but powerful regional threats that can anchor a campaign arc. Each is tied to a region of Dusk, reflecting local dangers, politics, and ambitions. They are designed as memorable villains or bosses who scale with the same Role and Tier framework as other adversaries.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Type & Role | AP | HP | MP | AC | Attacks | Abilities | Conditions | Narrative Hook |
| Nashara Velroth, the Renegade Magister | Humanoid (Human) – Caster/Boss | 4 | 65 | 18 | 16 | Veil Bolt (1d10+4 psychic, 60 ft), Arcane Spear (2d8 force, 1 AP) | Spellcasting (Oathfire, Hexwork); Summon Veil Constructs (2x/encounter); Arcane Barrier (+2 AC for 1 turn, 1 AP) | Fanatical, Greedy | A Cyndaran arcanist who believes only she can reshape the magical order; her rogue cabal destabilizes the city with uncontrolled veilcraft. |
| Vorana, Shadowbroker of Ostromar | Humanoid (Drow) – Skirmisher/Boss | 4 | 58 | 10 | 17 | Twin Blades (1d8+5 each), Shadow Dagger (1d10 poison, DC 14 CON or lose 1 AP) | Shadowmeld (free Hide in dim light), Poisonmaster, Guild Network (summon 1d4 Skav Cutthroats once per fight) | Sunlight Sensitivity, Greedy | Mistress of Ostromar’s underworld, manipulating Skavs, assassins, and night markets to tighten her grip. |
| The Drowned Matron | Undead (Revenant) – Support/Boss | 3 | 72 | 12 | 15 | Drown Touch (2d6 cold + restrained on fail), Spectral Lash (2d8 necrotic, 30 ft) | Song of Suffocation (AoE, CON save DC 14 or lose 1 AP); Command Shades (summon 1d4 Drowned Shades); Fog Shroud (20 ft obscured, 1/encounter) | Vulnerable to Radiant | A spectral noble haunting Isarion’s harbors, dragging sailors into her drowned ghost-court. |
| Forge-King Dragor Reborn | Construct/Relic – Frontliner/Boss | 4 | 90 | 0 | 18 | Molten Hammer (2d10+5 fire), Rune Slam (2d8+5 force) | Rune Shielding (reduce damage by 5, passive); Molten Burst (AoE fire 10 ft, 1/encounter); Command Forged (summon 2 Runic Sentinels) | Slow, Fanatical | Once the greatest dwarf-king of Drakenskar, now a rune-animated colossus worshipped by splinter clans. |
| The Briar Matron | Fae Horror – Support/Boss | 4 | 68 | 14 | 15 | Thorn Lash (2d8 piercing, 15 ft), Bramble Spear (1d12+4, restrains) | Forest Warp (terrain = Difficult); Draining Kiss (heal 1d8 on hit); Summon Thornlings (1d3 per encounter) | Weak to Fire, Fragile | A grieving fae queen who wants to see Thornwyld consume the mortal world in brambles. |
| Chult’s Mouthpiece | Plagueborn (Orc Prophet) – Caster/Boss | 4 | 75 | 16 | 16 | Plague Scythe (2d8 necrotic, DC 14 CON or Bleeding), Spore Cloud (AoE poison, 1/rest) | Aura of Decay (enemies within 10 ft −1 AP); Fungal Infusion (heal 10 HP when ally dies nearby); Deathlight Spells | Corrupted, Easily Enraged | An orc prophet infused with Chult’s decay, converting whole tribes into fungal husks. |
| The Sand-Wyrm Without a Name | Beast – Skirmisher/Boss | 4 | 80 | 0 | 17 | Bite (3d8+5, grapple), Tail Slam (2d10 bludgeoning, knock prone) | Burrow Ambush; Dust Storm Aura (20 ft vision reduced); Devour (on grapple, 3d8 piercing/turn) | Vulnerable to Thunder | A colossal worm stalking caravans across Valerun’s wastes; feared as a curse of the Veil. |
| Skelch, Knife-Lord of Zelgazar | Humanoid (Skav) – Skirmisher/Boss | 4 | 62 | 8 | 16 | Knife Barrage (3x daggers, 1d6+3 each), Backstab (2d8+4, advantage if ally adjacent) | AP Leech Poison (on hit, DC 14 CON or lose 1 AP); Guild Reinforcements (summon 1d4 Skavs); Evasion (halve AoE damage) | Greedy, Fanatical | Thritch’s bitter rival in Zelgazar’s underworld, leading a rival thieves’ guild with ruthless ambition. |

# Chapter 13: Items, Relics & Artifacts

## 13.1 The Nature of Relics in Dusk

Artifacts, relics, and enchanted items in Dusk are not simple tools. They are remnants of divine creation, echoes of the Veil, or heirlooms of cultures long since fallen. Many offer boons with hidden costs, for power in Dusk is rarely free. A lantern may whisper secrets, a sword may drink too deeply, and a gem may demand the lifeblood of its bearer. Items are remembered in sagas and feared in folklore, their legacies woven into the fate of nations.

## 13.2 Common Gear

### Traveler’s Satchel

Type: Common Gear

Effect: +1 Survival checks when foraging.

Origin: Drakenskar traders.

Narrative: Legends say miners carried these when venturing into the Deep, returning with satchels full of Veilglass shards.

A durable satchel stamped with clan crests.

### Moonlit Lantern

Type: Common Gear

Effect: Reveals hidden runes under moonlight.

Origin: Ostromar crystal forges.

Narrative: Whispers claim that when left burning under the Black Moon, these lanterns flicker with ghostly faces.

Lantern prized by diviners and smugglers alike.

### Crystal Spyglass

Type: Common Gear

Effect: Doubles sight distance.

Origin: Isarion shipwrights.

Narrative: Rumor holds that one spyglass once revealed an island that vanished when dawn broke.

Sailors swear by these for navigating Sapphire Sea storms.

### Dreamcatcher Amulet

Type: Common Gear

Effect: Reduces Mind Strain by 1 on Long Rest.

Origin: Thornwyld shamans.

Narrative: Some tribes believe that breaking the amulet releases every nightmare it ever trapped.

Woven of silver-threaded vines.

### Traveler’s Boots

Type: Common Gear

Effect: Ignore difficult terrain 1 day/week.

Origin: Everlands nomads.

Narrative: The boots always seem to point east, though no one knows why.

Boots of stitched hide hardened by plains dust.

### Ironbound Journal

Type: Common Gear

Effect: Cannot be destroyed by fire or water.

Origin: Zendrakal scribes.

Narrative: One journal found in Fenrath swamps still held legible text after centuries under the muck.

Bound with dwarven steel corners.

### Bronze Signal Horn

Type: Common Gear

Effect: Audible 2 miles; allies gain +1 AP once/day when rallying.

Origin: Cyndara militia.

Narrative: Horns of this type once rallied a doomed city, holding enemies at bay until dawn.

Trumpets carried in moonlit festivals.

### Waterskin of Endless Drops

Type: Common Gear

Effect: Produces 1 pint of water daily.

Origin: Fenrath bog markets.

Narrative: When broken, these waterskins spill endlessly until the vessel crumbles into dust.

Said to condense Veil moisture.

### Spice Pouch of Zelgazar

Type: Common Gear

Effect: +1 morale checks when used in meals.

Origin: Zelgazar bazaar.

Narrative: Sailors call it ‘merchant’s luck,’ believing a meal with these spices ensures safe passage.

Exotic spices laced with faint mana salts.

### Rope of Braided Silver

Type: Common Gear

Effect: 50 ft; counts as magical.

Origin: Isarion pearl divers.

Narrative: Tales claim these ropes ring like chimes when storms near, warning sailors of peril.

Strong cords braided from enchanted fibers.

## 13.3 Consumables

### Potion of Veil Clarity

Type: Consumable

Effect: Removes 1 Corruption Point.

Origin: Fenrath necroscopes.

Narrative: Overuse turns the drinker’s veins faintly silver.

Distilled from swamp lotus.

### Bloodroot Extract

Type: Consumable

Effect: +2 melee damage for 1 combat; suffer 1d4 recoil damage.

Origin: Fenrath bogs.

Narrative: Wielders feel invincible, though many collapse after the high fades.

Used by orc champions.

### Whisperwine

Type: Consumable

Effect: Telepathic link with 1 ally for 1 hour.

Origin: Thornwyld druids.

Narrative: Some claim the whispers linger even after the effect fades.

Brewed under the Red Moon.

### Cindershade Oil

Type: Consumable

Effect: Coat weapon: +1d6 fire damage; risk 1 Corruption.

Origin: Ostromar shadow markets.

Narrative: The smell lingers, marking wielders to hounds and hunters alike.

Smoky black oil.

### Elixir of Silver Tongue

Type: Consumable

Effect: Advantage on Persuasion checks for 10 min.

Origin: Cyndara courtiers.

Narrative: The elixir’s aftertaste is bitter, as though it resents being consumed.

Glittering silver-flecked draught.

### Mana Vial

Type: Consumable

Effect: Regain 1d4 Mana.

Origin: Zendrakal mages.

Narrative: A shattered vial seeps into the air, briefly warping spells nearby.

Vials hum faintly when uncorked.

### Antidote of Fenrath

Type: Consumable

Effect: Removes Poisoned condition.

Origin: Fenrath herbalists.

Narrative: Fenrath orcs claim the antidote doubles as seasoning for meat.

Thick green draught.

### Draught of Stone

Type: Consumable

Effect: +2 AC for 1 min; skin stiffens.

Origin: Drakenskar.

Narrative: Overuse leaves hair brittle and skin gray.

Heavy, gritty draught.

### Dream Salt

Type: Consumable

Effect: +1 Insight for dream interpretation.

Origin: Zelgazar smugglers.

Narrative: Some users fall asleep and never wake, trapped in endless visions.

Salt flecks sparkle faintly under moonlight.

### Elixir of Sparks

Type: Consumable

Effect: Next lightning spell +1d6 damage.

Origin: Isarion storm-priests.

Narrative: Sometimes the user’s hair stands on end for days after.

Blue liquid flickers with static.

## 13.4 Weapons & Armor

### Moonsteel Sword

Type: Weapon

Effect: Versatile (1d8/1d10); +1 attack rolls at night.

Origin: Zendrakal forges.

Narrative: Said to cut more cleanly under moonlight than under sun.

Blades shimmer faintly under silver moonlight.

### Veilglass Dagger

Type: Weapon

Effect: Crits deal psychic damage; breaks on nat 1.

Origin: Ostromar caverns.

Narrative: Wielders sometimes swear the dagger hums in their hand.

Jagged blade carved from Veilglass.

### Thunder Pike

Type: Weapon

Effect: Reach; once/day thunderclap (2d6 lightning).

Origin: Isarion stormguards.

Narrative: Many wielders report their dreams filled with storms.

Spears tipped with lightning rods.

### Blazebrand Axe

Type: Weapon

Effect: On crit ignite foe for 1d4 fire.

Origin: Drakenskar.

Narrative: Forgers say the axe thirsts for fire, dulling if left unused.

Axes quenched in magma pits.

### Dreambow

Type: Weapon

Effect: Targets WIS save or Frightened.

Origin: Thornwyld elves.

Narrative: Bows strum faint lullabies when drawn.

Carved of pale birch.

### Oathbound Shield

Type: Armor

Effect: +2 AC when defending allies.

Origin: Drakenskar.

Narrative: Some carry curses if wielded by oathbreakers.

Shields etched with clan oaths.

### Cloak of Whispers

Type: Armor

Effect: Stealth advantage in darkness.

Origin: Ostromar.

Narrative: Wearers claim to hear voices guiding them to shadows.

Cloaks woven of Veil-silk.

### Mask of the Forgotten

Type: Armor

Effect: Immune to fear once/day.

Origin: Ostromar tombs.

Narrative: Worn too long, the mask erases memory of the wearer’s own name.

Carved masks with blank faces.

### Helm of Silver Sight

Type: Armor

Effect: Detect invisible foes within 10 ft.

Origin: Zendrakal scholars.

Narrative: Scholars warn: the helm sometimes shows things that aren’t truly there.

Moonstone inlays shine faintly.

### Gloves of Balakar

Type: Armor

Effect: Strike deals 1d6 necrotic once/day; user −1 AP after use.

Origin: Balakar cultists.

Narrative: Each strike leeches warmth, leaving the hand numb and pale.

Shadowy gauntlets.

## 13.5 Runic & Veil-Touched Items

### Rune-Stone of Craft

Type: Runic

Effect: Once/day reroll a failed Craft check.

Origin: Zendrakal.

Narrative: Some smiths whisper that the stone grows heavier with each use.

Stone carved with shifting runes.

### Bound Crystal

Type: Runic

Effect: Stores 1 spell; release later.

Origin: Isarion mages.

Narrative: Crystals sometimes whisper fragments of stored incantations.

Clear crystal glowing faintly.

### Spark Talisman

Type: Runic

Effect: +1 lightning damage.

Origin: Isarion storms.

Narrative: Storm sailors tie these to their masts to draw safe passage.

Charm buzzing with static.

### Oathfire Pendant

Type: Runic

Effect: Grants fire resistance.

Origin: Drakenskar.

Narrative: Worn by oathsworn champions in sacred duels.

Emblems forged of flame-colored stone.

### Veilglass Shard

Type: Runic

Effect: See into Veil; risk 1 Corruption.

Origin: Ostromar caverns.

Narrative: Some who gaze too long vanish, leaving only whispers.

Jagged translucent shard.

### Forgefather’s Nail

Type: Runic

Effect: +1 Durability when forging gear.

Origin: Drakenskar.

Narrative: Said to be remnants of Knul’Vaelrath’s hammer.

Iron nails hammered from divine sparks.

### Hexwork Doll

Type: Runic

Effect: Once/week curse foe (−1 saves).

Origin: Fenrath witches.

Narrative: The doll’s eyes glow faintly when the curse takes hold.

Twisted straw dolls.

### Deathlight Coin

Type: Runic

Effect: Flip for advantage on Death save; 10% chance of 1 Corruption.

Origin: Ostromar.

Narrative: Gamblers whisper these coins always land on doom.

Gleaming coin etched with cracks.

### Watchkeeper’s Token

Type: Runic

Effect: Immune to magical sleep.

Origin: Cyndara wardens.

Narrative: Carried by guards sworn to eternal vigilance.

Bronze token etched with runes.

### Leechcraft Ring

Type: Runic

Effect: On crit, heal 1d4 HP; lose 1 AP if used more than once/day.

Origin: Fenrath necroscopes.

Narrative: Wearers often awaken with blood on their lips.

Green stone ring.

## 13.6 Relics & Artifacts

### Black Prism Shard

Type: Relic

Effect: Grants shadow magic; gain 1 Corruption each long rest.

Origin: Azmara.

Narrative: Those who wield it speak in whispers, even against their will.

Dark shard from Balakar’s prison.

### Forge Father’s Ember

Type: Relic

Effect: Forge masterwork gear; lose 1 permanent HP per use.

Origin: Drakenskar.

Narrative: Entire lineages of smiths have withered in its glow.

Coal that never cools.

### Mirror of Selen

Type: Relic

Effect: Shows hidden truths; each use inflicts +1 Mind Strain.

Origin: Zendrakal.

Narrative: Some who gaze too long see futures where they are already dead.

Obsidian mirror framed in silver.

### Chult’s Seed

Type: Artifact

Effect: Revives barren land; wielder ages 1 year.

Origin: Fenrath.

Narrative: Legends say Chult planted it in swamps to teach the orcs patience.

Glowing seed of renewal.

### Anu’nae’ra’s Tear

Type: Relic

Effect: Heals mortal wounds; cannot heal same soul twice.

Origin: Tinrael.

Narrative: Those who carry it feel perpetual calm, but never laugh.

Crystalline tear of divine light.

### Veilheart Gem

Type: Artifact

Effect: Doubles Mana pool; drains 1 HP daily.

Origin: Ostromar Abyss.

Narrative: Some claim it is alive, choosing its wielder.

Crystal pulsing with a heartbeat.

### Celestial Anvil Fragment

Type: Artifact

Effect: Craft divine items; destabilizes Veil nearby.

Origin: Unknown ruins.

Narrative: Said to tremble when lies are spoken near it.

Shards of Knul’Vaelrath’s hammer.

### Crown of Valerun

Type: Relic

Effect: +2 Leadership; costs 1 AP per day.

Origin: Valerun crater city.

Narrative: It is said rulers who wear it hear voices urging conquest.

Meteor-forged crown.

### Shield of the Fallen God

Type: Relic

Effect: +3 AC; wielder suffers nightmares.

Origin: Ostromar tombs.

Narrative: Each night the wielder dreams of gods dying.

Tower shield of stone and bronze.

### The Singing Blade

Type: Relic

Effect: Deals +1d6 psychic damage; DC save or wielder compelled to keep fighting.

Origin: Unknown.

Narrative: Once drawn, the blade refuses silence, even when sheathed.

Sword humming faintly.

# Chapter 14: Glossary & Quick Reference

## 14.1 Core Game Terms

**AC (Armor Class):** How difficult you are to hit. Derived from armor, agility, and magical bonuses.

**HP (Hit Points):** A measure of vitality. At 0 HP, you fall unconscious and enter the Death Spiral.

**AP (Action Points):** The 4-point economy that governs what you can do on your turn. Actions include movement, attacks, spellcasting, and special maneuvers.

**MP (Mana Points):** Fuel for spellcasting. Expended to cast spells from schools. Regained on rests.

**DR (Damage Reduction):** Reduces incoming damage from a source type (physical, elemental, or magical).

**Crit (Critical Hit):** Rolling a natural 20 on a d20 attack. Deals double damage dice.

**Fumble:** Rolling a natural 1. Automatic failure, often with mishaps.

**DP (Death Points):** Accrue while dying. At 10 DP, a character dies.

**MS (Mind Strain):** Measures psychic or Veil-related stress. High levels risk Brain Damage.

**IP (Influence Points):** Used in social encounters; track persuasion or intimidation progress.

**RP (Resistance Points):** Opposition in social encounters; increases difficulty of persuasion.

## 14.2 Unique Dusk Terms

**Veil:** The thin, shifting boundary between mortal reality and otherworldly forces. Items, spells, and curses tied to the Veil are unstable and often dangerous.

**Veilstorm:** Chaotic surges of magical and environmental energy where the Veil tears thin.

**Veilspawn:** Entities born of the Veil — often monstrous, unpredictable, and corruptive.

**Veil-Sickness:** Progressive corruption suffered from too much Veil exposure.

**Moon-Touched:** Creatures and people influenced by the phases of Dusk’s three moons.

**Dreamwatch:** A ritual act of entering or witnessing prophetic dreams tied to the Veil.

**The Abyss (Ostromar):** A yawning chasm where the Veil is closest to breaking.

**Veilroads:** Hidden paths through space and time, only accessible under rare conditions.

**The Black Prism:** Azmara’s arcane prison, where Balakar is bound.

**Death Spiral:** The ticking clock of mortality — characters at 0 HP accrue Death Points until saved or dead.

## 14.3 Regions of Dusk (Quick Summary)

**Cyndara:** Opulent, Babylonian-Byzantine inspired realm. Known for embroidered robes, metallic jewelry, and moonlit festivals.

**Drakenskar:** Persian/Petra-inspired dwarven homeland. Harsh mountains, dwarves in clan-forged armor.

**Fenrath:** Mongolian/Louisiana-swamp-inspired land. Orcs, tabaxi, and mystics tied to bogs and spirits.

**Isarion (Aqualon):** Maritime elven city-states, pearl divers, and storm-priests.

**Ostromar:** Shadowed realm of dark elves and abyssal caverns. Veilstorms and corrupted depths.

**Thornwyld:** Feral, fae-haunted forests with beastfolk, druids, and Red Moon cults.

**Zendrakal:** Crystalline dwarven city and forge, home of arcane prisons and rune scholars.

**Zelgazar:** Great port city, crossroads of trade, bazaars, and thieves’ guilds.

**Valerun:** City within a crater, arid plains, dwarves and humans living under harsh desert moons.

## 14.4 Gods of Dusk (Pantheon)

**Anu’nae’ra:** Goddess of Light, Purity, and Healing. Associated with the Silver Moon.

**Balakar (The Weaver of Chains):** God of Shadows, Binding, and Corruption. Associated with the Black Moon.

**Chult:** Orc god of Decay and Renewal. Swamps, bogs, and cycles of rot.

**Knul’Vaelrath (The Forge Father):** Primordial deity of craft and creation. Forged the Celestial Anvil.

**Selen:** Lunar goddess tied to mystery, prophecy, and hidden truths. Often worshiped in moonlit rituals.

**Other Lesser Powers:** Local deities and ancestral spirits vary by region (Fenrath swamp gods, Thornwyld fae spirits, Isarion sea-gods).

## 14.5 One-Page Quick Reference Handout

A condensed rules handout for at-table use:

### Core Rolls

d20 + Attribute + Proficiency vs DC.

Advantage: roll 2d20, take higher.

Disadvantage: roll 2d20, take lower.

Crit = natural 20 (double damage dice).

Fumble = natural 1 (auto fail, mishap).

### Actions (4 AP per turn)

Move: 1–2 AP depending on distance.

Attack: 1–2 AP depending on weapon.

Cast Spell: AP cost varies, also spends Mana.

Defend/Assist: 1 AP.

Special Action (disarm, shove, grapple): 1–2 AP.

### Rests

Short Rest (1 hr): Regain half MP.

Long Rest (8 hrs): Regain all HP/MP, remove Fatigue.

Downtime (1 week): Craft, research, heal lingering injuries.

### Conditions

Prone: Melee attacks vs you advantage.

Grappled: Speed 0.

Poisoned: Disadvantage on attacks/checks.

Burning/Bleeding: Damage each turn until treated.

Fatigue (1–5): Penalties escalate to collapse at 5.

Corruption (1–10): Hallucinations, mutations, Veilspawn transformation at 10.

### Moon Effects

Red Moon: Aggression rises, frenzy risk.

Silver Moon: Purity, truth-seeking, Insight advantage.

Black Moon: Veil thin, mana cheaper, risk Corruption.

### Unique Dusk Terms

Veil, Veilstorm, Dreamwatch, Moon-Touched, Veilroads, Death Spiral, Black Prism, Abyss, etc.

# Appendix: Tables Reference

This appendix consolidates all rules tables from across the chapters into one section for quick access.

## Chapter 4: Core Rules

### Action Types

|  |  |  |  |
| --- | --- | --- | --- |
| Action | AP Cost | Rules Notes | Examples |
| Move | 1 | Move up to your Speed; may split across the turn. | Stride to cover, reposition around an enemy. |
| Dash | 1 | Move up to your Speed again this turn. | Sprint across an alley, rush a caster. |
| Disengage | 1 | Avoid actions from movement this turn. | Slip past a spear wall without provocation. |
| Hide | 1 | Stealth check; you become hidden on success. | Duck behind crates, vanish in shadow. |
| Aim | 1 | Next ranged attack gains advantage; cannot move first. | Line up a bow shot, steady a pistol. |
| Reload | 1 | Reload a ranged weapon with the reload property. | Cock the crossbow, feed a magazine. |
| Attack (Light) | 1 | One quick melee or ranged attack. | Dagger stab, shortbow shot. |
| Attack (Heavy/Cleave) | 2 | Powerful strike or wide swing; may hit multiple targets if feature allows. | Greataxe chop, sweeping halberd. |
| Grapple/Shove | 1 | Opposed Athletics vs target (or target’s chosen defense). | Tackle, push from a ledge. |
| Use Item | 1 | Drink, throw, ignite, activate, apply. | Quaff a potion, throw alchemist’s fire. |
| Defend | 1 | +2 AC until your next turn. | Raise shield, brace behind rubble. |
| Help | 1 | Grant an ally advantage on a related check or attack. | Provide a boost, call out a weak point. |
| Interact | 0–1 | Minor object interaction is free once/turn; larger interactions cost 1 AP. | Kick a door, flip a lever. |
| Stand from Prone | 1 | You stand up; movement continues to cost normal AP. | Roll to your feet. |
| Swap Weapons | 1 | Draw or stow; some features reduce to 0 AP. | Sheathe sword, draw wand. |
| Cast Spell | 1–4 | Pay listed AP + Mana. Casting may provoke if adjacent (GM discretion). | Firebolt (1), Shielding Ward (2), Solar Flare (3). |
| Stabilize | 1–2 | Adjacent to a dying ally; see Stabilization Table. | Bind wounds, staunch bleeding. |
| Overwatch | 1 | Choose a lane/trigger; make one attack as a trigger occurs. | Cover the doorway. |
| Counter/Parry (Action) | — | Costs 1 AP as a action if you have AP remaining or a feature that grants action AP. | Null-mage counter, blade parry. |
|  |  |  |  |

### Wound State

|  |  |  |  |
| --- | --- | --- | --- |
| HP State | HP Remaining | Effects | Notes |
| Healthy | 76–100% | No penalties. | You fight at full capability. |
| Wounded | 51–75% | -1 bubble (−10%) to Physical skills (Athletics, Acrobatics, Stealth, Sleight, Thievery). | Adrenaline masks pain—barely. |
| Bloodied | 26–50% | -1 bubble (−10%) to Physical & Awareness skills; Speed −5 ft. | Sweat, blood, and fear slow you. |
| Critical | 1–25% | -2 bubbles (−20%) to Physical & Awareness; −1 AP (min 3). | Every move hurts; vision tunnels. |
| Dying | 0 HP | See Death & Stabilization rules. | You are unconscious and in mortal danger. |

### Conditions & Status Effects

|  |  |
| --- | --- |
| Condition | Effect |
| Prone | You are on the ground. Melee attacks against you have advantage, your ranged attacks have disadvantage; standing costs 1 AP. |
| Grappled | Speed 0; escape with Athletics vs Athletics/Acrobatics. |
| Restrained | Speed 0; attacks against you have advantage; your attacks have disadvantage. |
| Blinded | Auto-fail sight checks; attacks against you have advantage; your attacks have disadvantage. |
| Deafened | Auto-fail hearing checks; may miss verbal cues or spell components (GM). |
| Charmed | You cannot target the charmer with hostile actions; social checks against you have advantage. |
| Frightened | Disadvantage while the source is visible; cannot willingly move closer. |
| Poisoned | Disadvantage on attacks and checks; some poisons have extra effects. |
| Burning | Take 1d4 fire at end of turn until extinguished (1 AP) or doused. |
| Bleeding | Take 1d4 damage at start of turn until treated (Stabilize 1 AP, DC 10). |
| Stunned | You cannot move, act, or speak; attacks against you have advantage. |
| Incapacitated | You cannot take actions or actions. |
| Invisible | You are unseen; attacks against you have disadvantage; your attacks have advantage if unseen. |

### Stabilizing a Character

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Method | AP | DC / Requirement | Tools | On Success | On Failure |
| Apply Pressure/Bind | 1 | Medicine DC 10 | Bandage/cloth | No DP gained this round; remove Bleeding. | No effect. |
| Field Stabilize | 2 | Medicine DC 12 (DC 15 without kit) | Healer’s kit | Target is Stable (no DP until harmed). Reset DP to 0. | +1 DP to target. |
| Drag to Cover | 1 | Athletics DC 10 | — | Move target up to half Speed; no opportunity actions against the target this move. | Both fall Prone. |
| Administer Potion | 1 | — | Potion | Target regains HP and awakens; DP resets to 0. | — |
| Healing Magic | AP per spell | — | — | Target regains HP and awakens; DP resets to 0. | — |

### Lingering Injuries

|  |  |  |  |
| --- | --- | --- | --- |
| d20 | Injury | Effect | Recovery |
| 1 | Cracked Ribs | −10% Physical skills; Disadvantage to CON saves vs fatigue. | 2 weeks rest or magic. |
| 2 | Sprained Knee | Speed −5 ft; −10% Acrobatics. | 1 week rest or healing. |
| 3 | Concussion | Disadvantage on concentration; −10% Knowledge/Social for 24h. | Long Rest; risk Brain Damage on repeat. |
| 4 | Deep Laceration | Bleeding condition until treated; scar. | Stabilize + 3 days rest. |
| 5 | Burn Scars | −10% Performance (face/hands) and Sleight until healed. | 2 weeks and salve; magic removes. |
| 6 | Dislocated Shoulder | −10% Athletics/Attack with that arm. | Set joint (Medicine DC 12) + 1 day rest. |
| 7 | Broken Arm | Two-handed weapons unusable; −10% Athletics. | 3 weeks or magic mend. |
| 8 | Broken Leg | Speed halved; Disadvantage on Stealth. | 4 weeks or magic mend. |
| 9 | Punctured Lung | Short of breath: −10% Physical & Awareness; Sprint impossible. | 2 weeks and care; magic heals. |
| 10 | Nerve Damage | −10% Sleight/Thievery; fine tasks harder. | 3 weeks; advanced magic. |
| 11 | Eye Injury | Attacks at range −1; −10% Perception. | 2 weeks; magical restoration for full fix. |
| 12 | Ear Injury | −10% Perception (hearing); risk Deafened in loud scenes. | 1 week; magic restores. |
| 13 | Fractured Skull | Roll on Brain Damage (see table); +10% to further head injury checks. | Medical care + magic. |
| 14 | Torn Ligament | −10% Athletics & Acrobatics; sudden moves risk Prone. | 3 weeks; physical therapy/magic. |
| 15 | Infection | At rest, CON save DC 12 or gain Poisoned until treated. | Antitoxin and 3 days; magic purifies. |
| 16 | Scars of the Veil | Occult mark: −10% Social with wary folk; +10% Arcana with occultists. | Narrative; magic may remove. |
| 17 | Lost Finger | −10% Sleight/Thievery; two‑handed grip awkward. | Permanent without high magic. |
| 18 | Lost Tooth | −10% Performance (speech) until fitted. | 1 week; prosthetic or magic. |
| 19 | Psychic Echo | Disadvantage vs fear for 1 week; risk Brain Damage on trigger. | Counsel + rest; magic soothes. |
| 20 | Ghoulmark | Void-taint: animals fear you; −10% Persuasion with commoners; +10% vs undead. | Rare rituals; story arc. |

### Brain Damage System

|  |  |  |  |
| --- | --- | --- | --- |
| Mind Strain (MS) | State | Effects | Recovery |
| 0–2 | Clear | No penalties. | — |
| 3–5 | Mild Trauma | −10% Knowledge & Social skills; Disadvantage on concentration. | 1 Long Rest: −1 MS; soothing magic removes 1 extra. |
| 6–8 | Moderate Trauma | −20% Knowledge & Social; −10% Awareness; headaches (GM may impose disadvantage on one check/scene). | 3 days rest: −1 MS/day; magic removes 2. |
| 9+ | Severe Trauma | Speech lapses, tremors, blackouts. −30% Knowledge/Social; −20% Awareness; risk of collapse (CON save DC 12 under stress or lose 1 AP). | Extended care 1 week (−1 MS/day); greater magic clears. |

### Brain Damage Type

|  |  |  |
| --- | --- | --- |
| d12 | Symptom | Mechanical Effect |
| 1 | Aphasia | Occasional word loss: −10% Persuasion/Performance; complex casting checks at GM discretion. |
| 2 | Short‑Term Memory Gaps | May forget details; −10% Investigation; GM may conceal recent clues. |
| 3 | Migraine Aura | At start of combat, WIS save DC 12 or −1 AP for 1 round. |
| 4 | Seizure Risk | On critical damage, CON save DC 12 or Stunned 1 round (1/LR). |
| 5 | Emotional Flattening | −10% Deception/Persuasion; immune to charm for 24h after great stress. |
| 6 | Paranoia | Disadvantage on Insight vs allies; advantage on detecting ambushes. |
| 7 | Sensory Distortion | Occasional visual blur: −10% Perception at range; advantage to resist illusions. |
| 8 | Sleep Disturbance | First Long Rest after combat yields only half benefits unless tended. |
| 9 | Tremor | −10% Sleight/Thievery; two‑handed ranged weapons suffer −1 to hit. |
| 10 | Flashbacks | On seeing a trigger, WIS save DC 12 or Frightened 1 round; advantage to resist fear thereafter. |
| 11 | Focus Impairment | Concentration checks at disadvantage; −10% Arcana/Engineering. |
| 12 | Auditory Hallucinations | Disadvantage on hearing-based Perception; advantage to detect psychic effects. |

## Chapter 5: Social Encounters

### Social Encounter Tiers

|  |  |  |
| --- | --- | --- |
| Tier | Scope | Examples |
| Casual | Quick exchanges with minor stakes. | Asking for directions, bartering with a merchant. |
| Formal | Set-piece negotiations with clear consequences. | Convincing a magistrate, calming an angry mob. |
| Conflict | High-stakes multi-round engagements with layered opposition. | Diplomatic parley, courtroom trial, hostage negotiation. |
| Legendary | Campaign-defining exchanges with immense stakes. | Bargaining with a deity, swaying a city, convincing an ancient dragon. |

### Social Leverage Tags

|  |  |
| --- | --- |
| Tag | Examples & Applications |
| Fear | Fear of violence, shame, loss. Threats, demonstrations of strength, or evoking dread. |
| Greed | Wealth, resources, influence. Promises of gold, trade deals, rare artifacts. |
| Duty | Loyalty, law, kinship. Appeals to honor, oaths, tradition. |
| Desire | Romance, ambition, longing. Flirtation, shared goals, visions of power. |
| Faith | Religious or ideological belief. Rituals, appeals to gods, scripture. |
| Guilt | Regret, past mistakes. Reminders of failure, calls to redemption. |
| Curiosity | Hunger for knowledge, novelty. Secrets, puzzles, tantalizing mysteries. |
| Pride | Ego, self-image, glory. Flattery, challenges, duels of reputation. |

### Influence & Resolution

|  |  |  |
| --- | --- | --- |
| NPC Attitude | Influence Threshold | Examples |
| Friendly | 2–3 IP | Asking a trusted ally for help. |
| Neutral | 4–6 IP | Negotiating fair trade, convincing a stranger. |
| Hostile | 7–9 IP | Convincing a rival not to attack, demanding peace. |
| Inflexible | 10+ IP | Persuading a zealot, tyrant, or primordial. |

### The Role of Magic

|  |  |  |
| --- | --- | --- |
| Spell Use | Effect | Risk |
| Charm | +2 bubbles to Persuasion or Deception checks. | If detected, target becomes Hostile. |
| Illusion | Grants advantage if deception is plausible. | Illusion breaks = automatic failure + suspicion. |
| Truthsense | Nullifies Deception attempts within range. | May strain negotiations; truth is not always welcome. |
| Inspiration | Adds +1 IP damage on successful social checks. | Overuse may alert others to magical meddling. |
| Domination | Forces compliance for duration. | After effect ends, target is permanently Hostile; may trigger factions or law. |

## Chapter 6: Downtime, Rest & Recovery

### Downtime Activities

|  |  |
| --- | --- |
| Activity | Description |
| Crafting & Repair | Work on weapons, armor, potions, or runes. |
| Training | Gain skill bubbles, learn new proficiencies or tools. |
| Research | Study lore, magic, or identify artifacts. |
| Networking | Build allies, spread reputation, or sow rumors. |
| Recreation | Reduce Fatigue, Mind Strain, or Stress. |
| Obligations | Pay debts, fulfill duties, or tend to family matters. |

### Durability Stages

|  |  |  |
| --- | --- | --- |
| Durability | Weapons | Armor |
| 7–10 | Normal | Normal |
| 4–6 | −1 damage | −1 AC |
| 1–3 | −2 damage; risk breaking | −2 AC; risk breaking |
| 0 | Broken, unusable | Broken, no protection |

### Repair & Maintenance

|  |  |  |
| --- | --- | --- |
| Method | Time & Tools | Effect |
| Field Repair | 1 hour; requires tools | Restore +1 Durability (max 7). |
| Workshop Repair | 8 hours; forge or full tools | Restore to full Durability. |
| Masterwork Reinforcement | 1 downtime week; costly materials | Increase max Durability by +2 (up to 15). |

### Fatigue & Exhaustion

|  |  |  |
| --- | --- | --- |
| Level | Effect | Recovery |
| 1 | Minor weariness. −1 bubble (−10%) on Physical skill checks. | Short Rest or Long Rest removes 1 level. |
| 2 | Strained body. Speed reduced by 5 ft; disadvantage on Initiative. | Long Rest removes 1 level. |
| 3 | Exhausted. −1 AP (minimum 3 per turn). | Long Rest in safety removes 1 level. |
| 4 | Debilitated. Disadvantage on all checks and saving throws. | Two Long Rests in safety or Extended Rest removes 1 level. |
| 5 | Collapsed. Speed reduced to 0; unconscious until tended or rested. | Extended Rest or magical restoration. |

## Chapter 7: Arms, Armor & Trade

### Weapons

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Weapon | Damage | AP Cost | Weight | Tags | Cost | DP | Repair Time (full) | Repair Cost (full) | Dusk Flavor |
| Arbalest | 1d10 | 1 | Heavy | Ammunition (100/400), Loading, Two-Handed | 12 gp | 10 | 100 min | 12 sp | Massive crossbow requiring a crank to draw. |
| Arming Sword | 1d6 (1d8) | 1 | Medium | Versatile | 45 sp | 7 | 70 min | 4 sp | Knight's straight blade, balanced for battle. |
| Arquebus | 2d8 | 2 | Heavy | Reload (1), Two-Handed | 30 gp | 10 | 100 min | 3 gp | Matchlock firearm, unreliable but powerful. |
| Atlatl | 1d8 | 1 | Medium | Thrown (30/120) | 15 sp | 7 | 70 min | 2 sp | Spear-thrower tool increasing range and power. |
| Ballista | 8d10 | 3 | Huge | Siege, Heavy, Ranged | 300 gp | 7 | 70 min | 30 gp | Bolt-thrower siege engine. |
| Bardiche | 1d10 | 1 | Heavy | Two-Handed | 75 sp | 10 | 100 min | 8 sp | Poleaxe with a long blade, brutal infantry weapon. |
| Battering Ram | 6d10 | 3 | Huge | Siege, Heavy | 150 gp | 7 | 70 min | 15 gp | Log weapon to batter fortifications. |
| Battle Axe | 1d8 (1d10) | 1 | Medium | Versatile | 6 gp | 7 | 70 min | 6 sp | Compact axe with wide blade, common among dwarves. |
| Blowgun | 1 | 1 | Light | Ammunition (25/100), Loading | 2 gp | 5 | 50 min | 2 sp | Tube for firing darts, often poisoned. |
| Blunderbuss | 2d8 | 2 | Heavy | Reload (1), Scatter | 45 gp | 10 | 100 min | 45 sp | Short wide-barrel firearm, devastating at close range. |
| Bone Dagger | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 15 sp | 5 | 50 min | 2 sp | Jagged dagger carved from bone, favored by tribal rogues. |
| Catapult | 6d10 | 3 | Huge | Siege, Area | 400 gp | 7 | 70 min | 40 gp | Primitive war engine that hurls massive stones. |
| Club | 1d4 | 1 | Light | Bludgeoning | 1 sp | 5 | 50 min | 0 gp | Crude bludgeon of wood or bone, wielded by commoners and hunters. |
| Crossbow (Hand) | 1d6 | 1 | Light | Ammunition (30/120), Loading | 25 sp | 5 | 50 min | 2 sp | Concealed assassin's weapon. |
| Crossbow (Heavy) | 1d10 | 1 | Heavy | Ammunition (100/400), Loading, Two-Handed | 6 gp | 10 | 100 min | 6 sp | Siege-tier piercing power. |
| Crossbow (Light) | 1d8 | 1 | Medium | Ammunition (80/320), Loading | 35 sp | 7 | 70 min | 4 sp | Reliable soldier's tool. |
| Dagger / Claw | 1d6 | 1 | Light | Finesse, Light | 2 gp | 5 | 50 min | 2 sp | Quick blades and natural talons favored by rogues and Skavs. |
| Falchion | 2d4 | 1 | Heavy | Two-Handed | 55 sp | 10 | 100 min | 6 sp | Broad curved sword, devastating slashes. |
| Fire-hardened Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 15 sp | 7 | 70 min | 2 sp | Wooden spear hardened in flame. |
| Flail | 1d8 | 1 | Medium | Bludgeoning | 5 gp | 7 | 70 min | 5 sp | Weighted chain weapon, dangerous to friend and foe. |
| Flint Knife | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 5 sp | 5 | 50 min | 0 gp | Sharp flint knife, favored for survival and assassins. |
| Flintlock Musket | 2d8 | 2 | Heavy | Reload (1), Two-Handed | 40 gp | 10 | 100 min | 4 gp | Standard musket of later eras. |
| Greataxe | 1d12 | 1 | Heavy | Two-Handed | 8 gp | 10 | 100 min | 8 sp | Brutal arcs of steel, favored by frontliners. |
| Greatsword / Maul | 1d12 | 1 | Heavy | Two-Handed | 10 gp | 10 | 100 min | 1 gp | Wide sweeps or crushing blows, both battlefield staples. |
| Halberd / Glaive | 1d10 | 1 | Heavy | Two-Handed, Reach | 75 sp | 10 | 100 min | 8 sp | Polearms of disciplined militia ranks. |
| Hand Cannon | 2d6 | 2 | Heavy | Reload (1), Two-Handed | 35 gp | 10 | 100 min | 35 sp | Early portable gunpowder weapon. |
| Handaxe / Hatchet | 1d8 | 1 | Medium | Light, Thrown (20/60) | 2 gp | 5 | 50 min | 2 sp | Raider's favorite, light enough to throw. |
| Handgunne | 1d10 | 1 | Heavy | Reload (1), Two-Handed | 25 gp | 10 | 100 min | 25 sp | Earliest true firearm, crude and dangerous. |
| Hand-thrown Stones | 1 | 1 | Light | Thrown (20/60) | 0 gp | 5 | 50 min | 0 gp | The simplest of weapons, stones hurled by hand. |
| Longbow | 1d8 | 1 | Heavy | Ammunition (150/600), Two-Handed | 5 gp | 10 | 100 min | 5 sp | Great yew bows, elves' legacy weapons. |
| Longsword / War Pick | 1d8 (1d10) | 1 | Medium | Versatile | 5 gp | 7 | 70 min | 5 sp | Knightly or miner's tools reforged for war. |
| Mace / Club | 1d8 | 1 | Medium | Bludgeoning | 3 gp | 7 | 70 min | 3 sp | Simple crushing arms of mercenaries and temple guards. |
| Morning Star | 1d8 | 1 | Medium | Bludgeoning | 4 gp | 7 | 70 min | 4 sp | Spiked mace head, crushing and piercing armor. |
| Mortar | 8d10 | 3 | Huge | Siege, Area | 500 gp | 7 | 70 min | 50 gp | Stone or iron shell lobber. |
| Natural Weapons (Horns, Claws, Fangs) | 1d6 | 1 | Bludgeoning | Finesse (varies) | 8 gp | 7 | 70 min | 8 sp | Beastfolk and fae-born carry their heritage into battle. |
| Partisan | 1d10 | 1 | Heavy | Two-Handed, Reach | 7 gp | 10 | 100 min | 7 sp | Long-bladed spear, favored in knightly ranks. |
| Poleaxe | 1d10 | 1 | Heavy | Two-Handed, Reach | 7 gp | 10 | 100 min | 7 sp | Combination axe and hammer on a pole. |
| Primitive Bow | 1d6 | 1 | Light | Ammunition (60/240) | 1 gp | 5 | 50 min | 1 sp | Early bow, made from simple wood and sinew. |
| Repeating Crossbow | 1d8 | 1 | Medium | Ammunition (60/240), Loading | 20 gp | 7 | 70 min | 2 gp | Crossbow with rapid crank system. |
| Rocket Launcher (Primitive) | 4d10 | 3 | Heavy | Single-use, Explosive | 150 gp | 10 | 100 min | 15 gp | Firework-based weapon that launches rockets. |
| Rondel Dagger | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 25 sp | 5 | 50 min | 2 sp | Narrow thrusting dagger, pierces armor gaps. |
| Sharp Sticks / Stakes | 1d4 | 1 | Light | Bludgeoning | 1 sp | 5 | 50 min | 0 gp | Simple sharpened sticks, effective in ambushes. |
| Shortbow | 1d6 | 1 | Light | Ammunition (80/320) | 25 sp | 5 | 50 min | 2 sp | Compact bows used by scouts. |
| Shortsword / Scimitar | 1d6 | 1 | Light | Finesse | 4 gp | 5 | 50 min | 4 sp | Balanced dueling blades for precision fighters. |
| Sling | 1d4 | 1 | Light | Ammunition (30/120) | 1 sp | 5 | 50 min | 0 gp | Shepherd's sling, deadly in skilled hands. |
| Spear (short haft) | 1d8 (1d10) | 1 | Medium | Versatile | 2 gp | 7 | 70 min | 2 sp | Common soldier's weapon, wielded one or two-handed. |
| Spiked Club | 1d6 | 1 | Light | Bludgeoning | 8 sp | 5 | 50 min | 1 sp | Club reinforced with spikes, vicious in close combat. |
| Stone Axe | 1d6 | 1 | Light | Thrown (20/60) | 6 sp | 5 | 50 min | 1 sp | Primitive axe chipped from stone, light but deadly. |
| Stone Mace | 1d6 | 1 | Medium | Bludgeoning | 6 sp | 7 | 70 min | 1 sp | Rough mace of stone bound to a haft, brutal but unwieldy. |
| Stone-tipped Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 8 sp | 7 | 70 min | 1 sp | Spear tipped with stone, primitive but serviceable. |
| Thorn Whip | 1d6 | 1 | Light | Finesse, Reach | 15 sp | 5 | 50 min | 2 sp | Barbed whip of thorns, weapon of druids and fae. |
| Throwing Spear / Javelin | 1d6 | 1 | Light | Thrown (30/120) | 1 gp | 5 | 50 min | 1 sp | Balanced for distance throws, used by skirmishers. |
| Throwing Stick / Boomerang | 1d4 | 1 | Light | Thrown (20/60) | 2 sp | 5 | 50 min | 0 gp | Curved stick, returns when thrown by skilled hunters. |
| Trebuchet | 8d10 | 3 | Huge | Siege, Area | 700 gp | 7 | 70 min | 70 gp | Counterweight-powered siege engine. |
| Volley Gun | 2d10 | 3 | Heavy | Reload (2), Multi-Barrel | 100 gp | 10 | 100 min | 10 gp | Battery of barrels, massive salvo fire. |
| War Hammer (stone) | 1d8 (1d10) | 1 | Medium | Versatile | 25 sp | 7 | 70 min | 2 sp | Hammer with a stone head, primitive dwarven imitation. |
| Wheellock Pistol | 1d10 | 1 | Light | Reload (1) | 25 gp | 5 | 50 min | 25 sp | Refined early firearm, ornate and expensive. |
| Wooden Dart | 1d4 | 1 | Light | Thrown (20/60) | 1 sp | 5 | 50 min | 0 gp | Small carved dart, hurled by hand. |
| Wooden Knife | 1d4 | 1 | Light | Finesse, Thrown (20/60) | 1 sp | 5 | 50 min | 0 gp | Carved wooden blade, fragile but concealable. |
| Wooden Spear | 1d6 (1d8) | 1 | Medium | Thrown (20/60), Versatile | 2 sp | 7 | 70 min | 0 gp | Simple sharpened wood spear, light infantry weapon. |

### Armor & Shields

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Armor | AC Bonus | AP Cost | Weight | Tags | Cost | DP | Repair Time (full) | Repair Cost (full) | Dusk Flavor |
| Padded Armor | 1 |  | Light | Stealth Disadvantage | 2 gp | 10 | 200 min | 2 sp | Simple quilted cloth, worn by peasants or under mail. |
| Leather Armor | 2 |  | Light |  | 4 gp | 10 | 200 min | 4 sp | Hardened hide armor, flexible protection for rogues and scouts. |
| Studded Leather | 2 |  | Light |  | 45 sp | 10 | 200 min | 4 sp | Leather reinforced with metal studs, favored by mercenaries. |
| Hide Armor | 2 |  | Medium |  | 3 gp | 15 | 300 min | 3 sp | Rough animal pelts, used by tribes and druids. |
| Chain Shirt | 3 |  | Medium |  | 5 gp | 15 | 300 min | 5 sp | Short hauberk of interlocking rings, easy to wear under clothing. |
| Scale Mail | 3 |  | Medium | Stealth Disadvantage | 5 gp | 15 | 300 min | 5 sp | Interlocked metal scales, reliable but noisy. |
| Breastplate | 4 |  | Medium |  | 20 gp | 15 | 300 min | 2 gp | Polished metal plate for the chest, lighter knightly armor. |
| Half Plate | 4 |  | Medium | Stealth Disadvantage | 60 gp | 15 | 300 min | 6 gp | Combination of plates and mail, common among nobles. |
| Ring Mail | 3 |  | Heavy | Stealth Disadvantage | 3 gp | 20 | 400 min | 3 sp | Cheap rings stitched into leather, poor man's armor. |
| Chainmail | 4 |  | Heavy | Stealth Disadvantage | 15 gp | 20 | 400 min | 15 sp | Full-body ring mail, the soldier's standard protection. |
| Splint | 5 |  | Heavy | Stealth Disadvantage | 20 gp | 20 | 400 min | 2 gp | Rigid metal strips, sturdy but inflexible. |
| Plate | 6 |  | Heavy | Stealth Disadvantage | 60 gp | 20 | 400 min | 6 gp | The knight's full harness of steel, peak of personal armor. |
| Shield (Small / Round) | 1 |  | Light | Off-Hand | 1 gp | 12 | 240 min | 1 sp | Simple buckler or round shield, easy to carry. |
| Shield (Medium / Heater, Kite) | 2 |  | Medium | Off-Hand | 3 gp | 12 | 240 min | 3 sp | Standard knightly shields, providing solid defense. |
| Shield (Tower / Pavise) | 3 |  | Heavy | Off-Hand, Bulky | 6 gp | 12 | 240 min | 6 sp | Great shield covering the whole body, cumbersome to wield. |
| Spiked Shield | +1 AC / 1d4 dmg | 1.0 | Medium | Off-Hand, Light Weapon | 5 gp | 12 | 240 min | 5 sp | Reinforced with spikes for brutal shield bashes. |
| Veil-Touched Armor | 5 |  | Medium | Mystic, Fae-woven | 100 gp | 15 | 300 min | 10 gp | Armor infused with threads from the Phadral Veil, shimmering faintly with ghost-light. |
| Dwarven Forged Mail | 6 |  | Medium | Durable, Crafted | 80 gp | 15 | 300 min | 8 gp | Blackened steel links hammered in Drakenscar's forges, famed for unyielding strength. |
| Dwarven Plate of Valerun | 8 |  | Heavy | Stealth Disadvantage, Crafted | 200 gp | 20 | 400 min | 20 gp | Legendary dwarven harness carved with runes of endurance, said to outlast empires. |

## Chapter 8: Travel & Exploration

### Pace Effects

|  |  |  |
| --- | --- | --- |
| Pace | Effect | Risks |
| Fast | +50% distance; reduced discovery | More danger, exhaustion risk |
| Normal | Standard distance and checks | Balanced risk/reward |
| Slow | Reduced distance; improved discovery | Safer, but slower progress |

### Exploration Actions

|  |  |  |
| --- | --- | --- |
| Action | Effect | Risks |
| Scout | Detect encounters 1 turn early | Scout risks isolation |
| Forage/Hunt | WIS (Survival) to gather 1d4 rations | Failure wastes time |
| Repair | Restore item DP with tools | Time cost |
| Ritual/Research | Advance arcane/divine goals | Attracts attention |
| Track | Follow footprints/trails | May be ambushed |
| Commune/Dreamwatch | Seek visions, interact with Veil | Risk of corruption |
| Chronicle | Record terrain or events | Requires supplies |
| Influence | Improve NPC relations | May backfire |
| Trap/Ward | Prepare defenses | Consumes materials |

### Travel Distances

|  |  |
| --- | --- |
| Terrain/Mode | Miles per Travel Turn (avg) |
| Road | 12–16 miles per day |
| Forest/Swamp | 6–8 miles |
| Mountain | 4–6 miles |
| Ruins/Dungeon | 1–2 miles |
| Sea (calm) | 24–30 miles |
| Rowed boat | 10–15 miles |
| Veiled Roads | Variable — GM discretion |

## Chapter 10: Conditions & Afflictions

### Core Conditions

|  |  |
| --- | --- |
| Condition | Effect |
| Prone | You are on the ground. Melee attacks against you have advantage; ranged attacks have disadvantage. Standing costs 1 AP. |
| Grappled | Speed 0; escape with Athletics vs Athletics/Acrobatics. |
| Restrained | Speed 0; attacks against you have advantage; your attacks have disadvantage. |
| Blinded | Auto-fail sight checks; attacks against you have advantage; your attacks have disadvantage. |
| Deafened | Auto-fail hearing checks; may miss verbal cues or spell components. |
| Charmed | Cannot target the charmer with hostile actions; social checks against you have advantage. |
| Frightened | Disadvantage while the source is visible; cannot willingly move closer. |
| Poisoned | Disadvantage on attacks and checks; some poisons have extra effects. |
| Burning | Take 1d4 fire at end of turn until extinguished (1 AP) or doused. |
| Bleeding | Take 1d4 damage at start of turn until treated (Stabilize 1 AP, DC 10). |
| Stunned | Cannot move, act, or speak; attacks against you have advantage. |
| Incapacitated | Cannot take actions or actions. |
| Invisible | Unseen; attacks against you have disadvantage; your attacks have advantage if unseen. |
| Paralyzed | You cannot move or act. Melee attacks against you are critical hits. |
| Unconscious | Fall prone, drop items, auto-fail saves, and cannot act or react. |

## Chapter 11: GM Tools

### Milestone Ledger

|  |  |  |  |
| --- | --- | --- | --- |
| Session | Story ✔/½ | In-World ✔ | Engagement ✔ |
| 1 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |
| 2 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |
| 3 | □ ½ □ 1 | □ ½ □ 1 | □ ½ □ 1 |