DUSK | CORE RULEBOOK 4.0

Integrated Master Edition | 6 November 2026

Complete core rules, equipment and reference tables, with 438 approved spell-tier entries across nine schools. Supersedes the prior 3.5B working spell text; historical audit records remain separate.

Version 4.0 integration note

Spell tables incorporate the approved v83 reconciled rulings. Non-spell chapters and tables retain the source 3.5B rulebook wording unless specifically revised here. This is a consolidated editorial master, not a claim of completed playtesting or manual accessibility certification.

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:
6. Magic Classes: Nightblades, Null-Mages, Sensates
7. 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:
6. Magic Classes: Magesmiths, Creationists, Sensates
7. 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
Cyndara: Magocratic Conclave with a focus on magical domice.
Thornwyld: Druidic Monarchy aiming to preserve natural harmony.
Drakenskar: Martial Meritocracy valuing strength and resources.
Fenrath: Theocratic Oligarchy harnessing dark magic.
Ostromar: Shadow Regency using fear and power.
Isarion: Aristocratic Republic ensuring prosperity and protection.

Key Locations in Dusk

Cyndara

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

Thornwyld

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

Drakenskar

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

Fenrath

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

Ostromar

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

Isarion

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

Notable Seas, Inlets, Bays, and Tempests

Seas

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

Inlets and Bays

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

Tempests

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

Key NPC Characters

Cyndara

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.

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.

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

Elder Druidess Maelis (Dryad)
Role: Member of the Verdant Circle.
Influence: Advocates for stronger ties with Fenrath to combat industrial threats.
Believer: Believes in unity between nature-based societies.

Rhyder Caerun (Human)
Role: Leader of the Sylvan Wardens.
Influence: Focuses on bolstering the region's defenses.
Loyalist: Devoted to the protection of Thornwyld's borders.

Drakenskar
Forge King Dragor (Dwarf)
Role: The current Forge King.
Influence: Leads with a focus on strength and resource acquisition.
Loyalist: Strongly nationalistic and protective of Drakenskar.

Lady Thorna Vaerash (Dwarf)
Role: Leader of the Ironclad Vanguard.
Influence: Promotes military excellence and expansion.
Loyalist: Fiercely loyal to the Forge King.

Kelvin Rhazduum (Dwarf)
Role: Leader of the Shadowkin.
Influence: Gathers intelligence on rival factions.
Believer: Seeks to protect Drakenskar from external threats.

Fenrath
High Mystic Sareth (Human)
Role: Head of the Wyrd Tribunal.
Influence: Governs with a focus on mystical practices and dark magic.
Loyalist: Dedicated to maintaining the mystical domice of Fenrath.

Necroscope Xalith (Half-Elf)
Role: Influential member of the Wyrd Tribunal.
Influence: Promotes the use of necromancy for defense.
Believer: Advocates for deeper exploration of dark magic.

Sorin Aelvar (Human)
Role: Leader of the Fenrath Shadows.
Influence: Engages in covert operations against rival factions.
Rebel: Seeks to gain power for personal gain.

Ostromar
Matron Xyrala (Dark Elf)
Role: Leader of the Nocturnal Assembly.
Influence: Rules with an iron fist, focusing on subterfuge and manipulation.
Loyalist: Dedicated to the supremacy of the dark elves.

Nymara Valshar (Dark Elf)
Role: Head of the Shadowblades.
Influence: Specializes in covert operations and espionage.
Believer: Committed to expanding Ostromar's influence.

Vorath Nyros (Dark Elf)
Role: Master of the Undercouncil.
Influence: Focuses on internal security and purging dissent.
Rebel: Secretly desires to overthrow the current regime.

Isarion
Archon Thalassar (Atlantean)
Role: Supreme ruler of Isarion.
Influence: Guides with wisdom and focuses on maintaining the harmony of Isarion.
Loyalist: Committed to the prosperity of Isarion.

Seeress Lyranna (Atlantean)
Role: Chief advisor to the Archon.
Influence: Provides prophetic guidance and strategic counsel.
Believer: Deeply invested in the mystical traditions of Isarion.

Captain Nereus (Atlantean)
Role: Leader of the Isarion Guard.
Influence: Ensures the safety and security of Isarion's waters and borders.
Loyalist: Dedicated to protecting Isarion from external threats.

Other Notable NPC's

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

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

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

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

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

Isarion:
Captain Thalassar: A renowned sailor and leader in Aqualon, known for his navigation skills.
Lyria: A skilled mage with the ability to manipulate water and weather.
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**:

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**.
    a. 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 melee ACTION 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 melee ACTION 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 Hide action as a free action once per short rest.

Racial Trait	Effect
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**:

Strength (STR): Physical power and athletics.
Dexterity (DEX): Agility, reflexes, accuracy.
Constitution (CON): Endurance, vitality, resistance.
Intelligence (INT): Logic, knowledge, analysis.
Wisdom (WIS): Perception, insight, willpower.
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:

Frontliner (Bladebearer, Ironclad): Prioritize **Strength or Constitution**, with secondary investment in Dexterity or Wisdom.
Half-Caster (Warden, Stormcaller): Balance **Strength/Dexterity** and **primary casting stat** (INT, WIS, or CHA depending on class).
Skirmisher (Sensate, Shadowdancer): Lead with **Dexterity**, followed by Constitution and either Intelligence or Wisdom.
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):

Tiny/Small: −2 HP
Medium: +0
Large: +4 HP
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 bubble = 10% competence.
10 bubbles = 100% mastery.
At Level 1, no skill may exceed 5 bubbles (50%), even with bonuses.

Starting Skill Points

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

Progression

Every **3 levels** (Lv 3, 6, 9, 12, 15, 18), you gain **+4 + INT modifier skill points.**
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

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

Attribute Bonuses

- Each skill benefits from an Attribute.
- Add your **Attribute Modifier as bonus bubbles** (e.g., STR +3 = +3 bubbles in Athletics).
- 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
Athletics → STR (lifting, grappling), CON (endurance, long swim).
Acrobatics → DEX (balance, flips), WIS (instinctive ACTIONs).
Stealth → DEX (silent movement), WIS (knowing when to move).
Sleight of Hand → DEX (manual dexterity), INT (mechanical trickery).

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

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

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

Technical & Trade
Medicine → WIS (diagnosis, healing), INT (surgical knowledge).
Alchemy → INT (formulas, compounds), WIS (instinctive mixing).
Engineering → INT (blueprints, constructs), DEX (practical craftwork).
Thievery → DEX (lockpicking, traps), INT (clever bypasses).

Example of Play

A **Goblin Skirmisher** (AGI +3, INT +2, racial +1 Stealth bubble).
Level 1 cap = 5 bubbles (50%).
Invests 4 bubbles into Stealth (40%).
+3 bubbles from AGI bonus = 70%.
+1 racial bubble = 80%.
Capped at **50%** until Level 5.
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:

- At each level, you select **1 Perk** from your Role's current Tier list.
- 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.
- Once chosen, a Perk is permanent unless the GM allows retraining.
- 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)

- **Shield Bash** – Spend 1 AP to knock an enemy prone with a shield strike.
- **Iron Grip** – Gain advantage on grapples and disarms.
- Second Wind – As an Action, regain Hit Points equal to half your Constitution score (rounded down). You may use Second Wind once per Long Rest.
- **Battle Cry** – Allies within 10 ft gain +1 attack for 1 round.
- **Heavy Swing** – When using a two-handed weapon, deal +1d4 damage.
- **Hold the Line** – Enemies cannot pass you without a contested Strength check.

Regional Hero (Lv 5–10)

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

Realm Hero (Lv 11–16)

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

Legend (Lv 17–20)

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

Skirmisher Perks

Local Hero (Lv 1–4)

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

Regional Hero (Lv 5–10)

- **Mobile Combatant** – No movement penalties from difficult terrain.
-
- **Poised Reflexes** – Add Agility to Initiative twice.
- **Critical Aim** – Expand crit range by 1 (e.g., 20 → 19–20).
- **Wall Runner** – Gain climbing speed equal to half walking speed.
- **Trick Strike** – Once per combat, impose disadvantage on a foe's next attack.

Realm Hero (Lv 11–16)

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

Legend (Lv 17–20)

- **Ghost Step** – Once per combat, move through enemies as if incorporeal.
- **Perfect Strike** – Once per rest, declare a strike that cannot miss.
- Relentless Pursuit – Enemies cannot escape you with, you get one free action melee attack before the enemy s out of range.
- **Ethereal Dodge** – Once per day, reduce any attack's damage to 0.
- **Master of Shadows** – You are invisible in darkness unless directly illuminated.
- **Untouchable** – Gain permanent +2 AC while unarmored.

Half-Caster Perks

Local Hero (Lv 1–4)

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

Regional Hero (Lv 5–10)

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

Realm Hero (Lv 11–16)

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

Legend (Lv 17–20)

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

Full Mage Perks

Local Hero (Lv 1–4)

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

Regional Hero (Lv 5–10)

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

Realm Hero (Lv 11–16)

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

Legend (Lv 17–20)

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

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

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

Domain: Emotion, voice, performance, memory
Casting: Through speech, song, dance, posture, and expressive illusion; requires presence
Used by: Muse, Thespian, Sensate, Radiomancer
Themes:
Inspiration and despair
Truth disguised as drama
Story as spell
Resot influence on crowd or single soul

Half-Caster Spell Schools

Oathfire

Domain: Divine flame, holy justice, protection, martyrdom
Casting: Via sacred gestures, invocation of holy oaths, divine relics or engraved weaponry
Used by: Templar, Radiomancer, Maledict
Themes:
Radiant retribution
Shielding through conviction
Fire that burns yet sanctifies
The vow as both weapon and ward

Watchkeepers

Domain: Autumnal mysticism, sacred guardianship, divine roots and steel
Casting: Through ritual movement, engraved sigils on armor or blade, the invocation of ancestral names
Used by: Warden, Hierophant, Ghost Eater
Themes:
Oathkeeping and spiritual stewardship
Swift movement through sacred space
Ethereal guardianship
Blessings folded into the body and blade

Leechcraft

Domain: Light, prayer, serenity, grace
Casting: With hand signs, soft spoken prayers, liturgical tools (scrolls, reliquaries)
Used by: Hierophant, Templar, Warden, Creationist
Themes:
Radiance without spectacle
Quiet healing and divine silence
Sacred stillness in chaos
Anchoring others through faith

Mage Spell Schools

Deathlight

Domain: Shadow, absence, silence, deathlight
Casting: Flickering gestures, breathless incantation, drawing from places where light fades
Used by: Nightblade, Necroscope, Thespian, **Maledict**
Themes:

- Power hidden in absence
- Shadow as messenger and weapon
- Cold stillness of forgotten places
- Glimpses of the other side

Hexwork

Domain: Curses, ruin, sigil binding, soul decay
Casting: Through the etching of invisible marks, whispered invocations, bleeding glyphs
Used by: Maledict, Ghost Eater, Null-Mage, Sensate
Themes:

- Rot beneath beauty
- The slow corruption of certainty
- Words that unmake things
- Vengeful fate sealed in secret

Forgecraft

Domain: Constructs, magic objects, arcane engineering
Casting: Via tools, enchanted blueprints, runes hammered into metal or drawn with light
Used by: Magesmith, Creationist, Templar, Warden
Themes:

- Arcane craft and structure
- Utility through artifice
- Arcana as blueprint, not chaos
- The mage as maker and mender

Sparks

Domain: Light, resoce, harmonics, perception
Casting: By vibrating tones, mirrored light arrays, synchronized gestures
Used by: Radiomancer, Sensate, Muse, Hierophant
Themes:

- Dazzling clarity
- Emotional frequencies
- Binding enemies with light
- Energy as language

The Bound

Domain: Memory, veils, dreams, disrupted time
Casting: Whispered thoughts, altered dreams, mist-like inscriptions that fade when read
Used by: Sensate, **Null-Mage**, Thespian, Nightblade
Themes:

- Mental manipulation
- Seeing what is not meant to be seen
- Unraveling illusions
- 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.

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

Half-Caster

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

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

Skirmisher

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

Hit Points: Moderate — better than mages, worse than half-casters.
Armor/Weapons: Light armor, finesse weapons, ranged arms.
Strengths: High mobility, infiltration, rapid strikes.
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.

Hit Points: Lowest HP pools in the game.
Armor/Weapons: Robes, light armor if permitted; minimal weapons.
Strengths: High magical damage, utility, battlefield manipulation.
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

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Size Modifiers (once at Level 1):

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

Role Summary

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

Dusk Class List

Frontliner/Skirmisher

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 ACTION
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

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.

Radiomancer – Arcane Containment

If a Radiomancer goes too long without channeling their stored brilliance, internal pressure builds. Track containment using the table below.

Time Without Channeling	Containment Level
1 Day	Stable
2 Days	Pressurized
3 Days	Volatile
4+ Days	Critical

Radiant Discharge

When containment breaches, release a pulse of unstable light using the table below.

Radiomancer Level	Radius	Damage
1–5	10 ft	1d4
6–10	15 ft	1d6
11–15	20 ft	2d6
16–20	25 ft	3d6

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.

- Roleplay — Negotiation, social maneuvering, character choices.
- Exploration — Travel, investigation, hazards, survival, downtime.
- 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.
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	—	Costs 1 AP if you have AP remaining or a feature that grants additional 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 an ACTION 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

- Move (1 AP): Move up to Speed; may split movement between actions.
- Difficult Terrain: Costs double movement.
- Climb/Swim: May require Athletics/Survival checks.

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).

4.4A Tactical Weapon Effects

Savage and Brutal Strikes

In Dusk, weapons are more than instruments of damage. Their weight, balance, and reach allow skilled combatants to control the battlefield—driving enemies backward, crippling movement, or creating openings for allies.

When a combatant lands an exceptionally precise strike, the weapon's design may trigger a Tactical Weapon Effect.

These effects are determined by the natural result of the attack die and the type of weapon used.

Critical Success System

When making a weapon attack, the natural roll on the attack die may trigger a Tactical Effect.

Only the natural die result is used when determining these effects.

A creature can trigger only one Tactical Weapon Effect per turn.

Critical Success Table

Natural Roll	Result	Effect
18	Savage Strike	Apply the weapon's Savage Effect
19	Savage Strike	Apply the weapon's Savage Effect
20	Brutal Strike	Apply the weapon's Brutal Effect

A Brutal Strike does not also apply the Savage effect unless a class feature states otherwise.

Barbarian Feature: Brutal

Barbarians fight with raw ferocity and instinctive momentum, allowing them to convert powerful strikes into devastating impacts.

Brutal: When a Barbarian makes a weapon attack, the Critical Success range improves by 1.

Barbarian Critical Success Table

Natural Roll	Result	Effect
17–18	Savage Strike	Apply weapon Savage Effect
19–20	Brutal Strike	Apply weapon Brutal Effect

This ability represents the Barbarian's overwhelming physical force and relentless combat style.

Tactical Effect Save DC

If a Tactical Effect requires a saving throw: Save DC = 8 + Proficiency Bonus + Strength or Dexterity Modifier. Use the same ability modifier used for the attack.

Boss Resistance Rules

Preventing Control Lock

Powerful enemies cannot be endlessly controlled by Tactical Effects. Creatures of higher threat levels possess Control Resistance, which limits the impact of these abilities.

Boss Resistance Table

Creature Tier	Resistance
Elite Creatures	Can suffer only one Tactical Effect per round
Boss Creatures	Gain Advantage on saving throws against Tactical Effects
Legendary Creatures	Can suffer only one Tactical Effect per round and gain Advantage on saves

If a creature successfully resists a Tactical Effect, it becomes immune to that same effect until the start of its next turn. This rule prevents repeated control effects such as stagger, prone, or movement restriction loops.

Weapon Trait System

Each weapon type possesses inherent combat traits that determine its Tactical Effects. These traits reflect the physical characteristics of the weapon and how it is used in combat.

Weapon Traits Table

Weapon Type	Example Weapons	Savage Effect	Brutal Effect
Bludgeoning	Mace, Warhammer, Maul	Stagger – Target has Disadvantage on its next attack roll	Crushing Blow – Target must succeed on a Constitution save or be Staggered until the end of its next turn
Slashing	Sword, Axe, Greatsword	Hamstring – Target's speed is reduced by half	Deep Wound – Target suffers Bleeding (1d4 damage at the start of each turn)
Piercing	Spear, Rapier, Dagger, Lance	Opening Strike – The next attack against the target gains Advantage	Impale – Target must succeed on a Strength save or its movement becomes 0 until the end of its next turn
Heavy Weapons	Greataxe, Maul, Greatsword	Drive Back – Push the target 10 feet	Knockdown – Target must succeed on a Strength save or fall Prone
Reach Weapons	Halberd, Glaive, Polearm	Hook – Move the target 5 feet in any direction	Sweeping Strike – Make a free attack against another creature within reach
Light Weapons	Shortsword, Dagger	Quick Cut – Gain +2 to your next attack roll against the target	Flurry Strike – Immediately make an additional attack that deals half damage

Tactical Effects Reference

Effect	Description
Stagger	Target suffers Disadvantage on attack rolls
Hamstring	Target's movement speed is reduced
Opening Strike	Grants Advantage to the next attack against the target
Bleeding	Target takes damage each round until the effect is stopped
Impale	Target's movement becomes 0
Knockdown	Target falls Prone
Drive Back	Target is pushed away from the attacker
Hook	Target is repositioned
Sweeping Strike	Allows an additional attack against another enemy

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.
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 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; attack 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.	—

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.

d20	Injury	Effect	Recovery
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

- Short Rest (1 hour): Catch your breath, patch wounds, regain minor features. Some abilities refresh on a Short Rest.
- 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.

- Roleplay First: Use description and dialogue before dice.
- Dynamic Exchanges: Social encounters are not single checks, but layered challenges.
- 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.

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 ACTIONs. Discovering them (via Insight, roleplay, or research) gives advantage when exploiting them.

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.

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.

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.

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

Approaches:

- Persuasion (CHA): Appeal to justice and fairness.
- Intimidation (STR/CHA/INT): Threaten or remind him of his superior's failures.
- Deception (CHA/INT): Present falsified documents.
- 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.

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

6.2 Rest & Recovery

Short Rest (1 hour)

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

Long Rest (8 hours)

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

Standing Watch (Light Activity)

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

Extended Rest (Downtime Week)

- Seven days in stable conditions.
- Heals Lingering Injuries if appropriate care is available.
- 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.

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

Cultural Notes:

- Drakenscar dwarves mint square-cut silver ingots stamped with clan crests.
- Cyndaran coins are etched with holy script, often hoarded for ceremonial offerings.
- 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.

Weapon Philosophy – No Weapon Proficiency

Dusk does not use weapon proficiency. Any character may use any weapon. Weapons are differentiated by traits and tactical effects rather than training restrictions.

Durability Rules (Summary):

- Weapons DP: Light 5 / Martial 7 / Heavy two-handers 10.
- Armor DP: Light 10 / Medium 15 / Heavy 20 / Shields 12.
- 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:

- 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)**.
- 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:

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

Example:

- *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.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Arbalest 1d10	AP: 1 · Wt: Heavy Ammunition (100/400), Loading, Two-Handed	Cost: 12 gp DP: 10	100 min · 12 sp Massive crossbow requiring a crank to draw.
Arming Sword 1d6 (1d8)	AP: 1 · Wt: Medium Versatile	Cost: 45 sp DP: 7	70 min · 4 sp Knight's straight blade, balanced for battle.
Arquebus 2d8	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 30 gp DP: 10	100 min · 3 gp Matchlock firearm, unreliable but powerful.
Atlatl 1d8	AP: 1 · Wt: Medium Thrown (30/120)	Cost: 15 sp DP: 7	70 min · 2 sp Spear-thrower tool increasing range and power.
Ballista 8d10	AP: 3 · Wt: Huge Siege, Heavy, Ranged	Cost: 300 gp DP: 7	70 min · 30 gp Bolt-thrower siege engine.
Bardiche 1d10	AP: 1 · Wt: Heavy Two-Handed	Cost: 75 sp DP: 10	100 min · 8 sp Poleaxe with a long blade, brutal infantry weapon.
Battering Ram 6d10	AP: 3 · Wt: Huge Siege, Heavy	Cost: 150 gp DP: 7	70 min · 15 gp Log weapon to batter fortifications.
Battle Axe 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 6 gp DP: 7	70 min · 6 sp Compact axe with wide blade, common among dwarves.
Blowgun 1	AP: 1 · Wt: Light Ammunition (25/100), Loading	Cost: 2 gp DP: 5	50 min · 2 sp Tube for firing darts, often poisoned.
Blunderbuss 2d8	AP: 2 · Wt: Heavy Reload (1), Scatter	Cost: 45 gp DP: 10	100 min · 45 sp Short wide-barrel firearm, devastating at close range.
Bone Dagger 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 15 sp DP: 5	50 min · 2 sp Jagged dagger carved from bone, favored by tribal rogues.
Catapult 6d10	AP: 3 · Wt: Huge Siege, Area	Cost: 400 gp DP: 7	70 min · 40 gp Primitive war engine that hurls massive stones.
Club 1d4	AP: 1 · Wt: Light Bludgeoning	Cost: 1 sp DP: 5	50 min · 0 gp Crude bludgeon of wood or bone, wielded by commoners and hunters.
Crossbow (Hand) 1d6	AP: 1 · Wt: Light Ammunition (30/120), Loading	Cost: 25 sp DP: 5	50 min · 2 sp Concealed assassin's weapon.
Crossbow (Heavy) 1d10	AP: 1 · Wt: Heavy Ammunition (100/400), Loading, Two-Handed	Cost: 6 gp DP: 10	100 min · 6 sp Siege-tier piercing power.
Crossbow (Light) 1d8	AP: 1 · Wt: Medium Ammunition (80/320), Loading	Cost: 35 sp DP: 7	70 min · 4 sp Reliable soldier's tool.
Dagger / Claw 1d6	AP: 1 · Wt: Light Finesse, Light	Cost: 2 gp DP: 5	50 min · 2 sp Quick blades and natural talons favored by rogues and Skavs.
Falchion 2d4	AP: 1 · Wt: Heavy Two-Handed	Cost: 55 sp DP: 10	100 min · 6 sp Broad curved sword, devastating slashes.
Fire-hardened Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 15 sp DP: 7	70 min · 2 sp Wooden spear hardened in flame.
Flail 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 5 gp DP: 7	70 min · 5 sp Weighted chain weapon, dangerous to friend and foe.
Flint Knife 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 5 sp DP: 5	50 min · 0 gp Sharp flint knife, favored for survival and assassins.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Flintlock Musket 2d8	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 40 gp DP: 10	100 min · 4 gp Standard musket of later eras.
Greataxe 1d12	AP: 1 · Wt: Heavy Two-Handed	Cost: 8 gp DP: 10	100 min · 8 sp Brutal arcs of steel, favored by frontliners.
Greatsword / Maul 1d12	AP: 1 · Wt: Heavy Two-Handed	Cost: 10 gp DP: 10	100 min · 1 gp Wide sweeps or crushing blows, both battlefield staples.
Halberd / Glaive 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 75 sp DP: 10	100 min · 8 sp Polearms of disciplined militia ranks.
Hand Cannon 2d6	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 35 gp DP: 10	100 min · 35 sp Early portable gunpowder weapon.
Handaxe / Hatchet 1d8	AP: 1 · Wt: Medium Light, Thrown (20/60)	Cost: 2 gp DP: 5	50 min · 2 sp Raider's favorite, light enough to throw.
Handgunne 1d10	AP: 1 · Wt: Heavy Reload (1), Two-Handed	Cost: 25 gp DP: 10	100 min · 25 sp Earliest true firearm, crude and dangerous.
Hand-thrown Stones 1	AP: 1 · Wt: Light Thrown (20/60)	Cost: 0 gp DP: 5	50 min · 0 gp The simplest of weapons, stones hurled by hand.
Longbow 1d8	AP: 1 · Wt: Heavy Ammunition (150/600), Two-Handed	Cost: 5 gp DP: 10	100 min · 5 sp Great yew bows, elves' legacy weapons.
Longsword / War Pick 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 5 gp DP: 7	70 min · 5 sp Knightly or miner's tools reforged for war.
Mace / Club 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 3 gp DP: 7	70 min · 3 sp Simple crushing arms of mercenaries and temple guards.
Morning Star 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 4 gp DP: 7	70 min · 4 sp Spiked mace head, crushing and piercing armor.
Mortar 8d10	AP: 3 · Wt: Huge Siege, Area	Cost: 500 gp DP: 7	70 min · 50 gp Stone or iron shell lobber.
Natural Weapons (Horns, Claws, Fangs) 1d6	AP: 1 · Wt: Bludgeoning Finesse (varies)	Cost: 8 gp DP: 7	70 min · 8 sp Beastfolk and fae-born carry their heritage into battle.
Partisan 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 7 gp DP: 10	100 min · 7 sp Long-bladed spear, favored in knightly ranks.
Poleaxe 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 7 gp DP: 10	100 min · 7 sp Combination axe and hammer on a pole.
Primitive Bow 1d6	AP: 1 · Wt: Light Ammunition (60/240)	Cost: 1 gp DP: 5	50 min · 1 sp Early bow, made from simple wood and sinew.
Repeating Crossbow 1d8	AP: 1 · Wt: Medium Ammunition (60/240), Loading	Cost: 20 gp DP: 7	70 min · 2 gp Crossbow with rapid crank system.
Rocket Launcher (Primitive) 4d10	AP: 3 · Wt: Heavy Single-use, Explosive	Cost: 150 gp DP: 10	100 min · 15 gp Firework-based weapon that launches rockets.
Rondel Dagger 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 25 sp DP: 5	50 min · 2 sp Narrow thrusting dagger, pierces armor gaps.
Sharp Sticks / Stakes 1d4	AP: 1 · Wt: Light Bludgeoning	Cost: 1 sp DP: 5	50 min · 0 gp Simple sharpened sticks, effective in ambushes.
Shortbow 1d6	AP: 1 · Wt: Light Ammunition (80/320)	Cost: 25 sp DP: 5	50 min · 2 sp Compact bows used by scouts.
Shortsword / Scimitar 1d6	AP: 1 · Wt: Light Finesse	Cost: 4 gp DP: 5	50 min · 4 sp Balanced dueling blades for precision fighters.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Sling 1d4	AP: 1 · Wt: Light Ammunition (30/120)	Cost: 1 sp DP: 5	50 min · 0 gp Shepherd's sling, deadly in skilled hands.
Spear (short haft) 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 2 gp DP: 7	70 min · 2 sp Common soldier's weapon, wielded one or two-handed.
Spiked Club 1d6	AP: 1 · Wt: Light Bludgeoning	Cost: 8 sp DP: 5	50 min · 1 sp Club reinforced with spikes, vicious in close combat.
Stone Axe 1d6	AP: 1 · Wt: Light Thrown (20/60)	Cost: 6 sp DP: 5	50 min · 1 sp Primitive axe chipped from stone, light but deadly.
Stone Mace 1d6	AP: 1 · Wt: Medium Bludgeoning	Cost: 6 sp DP: 7	70 min · 1 sp Rough mace of stone bound to a haft, brutal but unwieldy.
Stone-tipped Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 8 sp DP: 7	70 min · 1 sp Spear tipped with stone, primitive but serviceable.
Thorn Whip 1d6	AP: 1 · Wt: Light Finesse, Reach	Cost: 15 sp DP: 5	50 min · 2 sp Barbed whip of thorns, weapon of druids and fae.
Throwing Spear / Javelin 1d6	AP: 1 · Wt: Light Thrown (30/120)	Cost: 1 gp DP: 5	50 min · 1 sp Balanced for distance throws, used by skirmishers.
Throwing Stick / Boomerang 1d4	AP: 1 · Wt: Light Thrown (20/60)	Cost: 2 sp DP: 5	50 min · 0 gp Curved stick, returns when thrown by skilled hunters.
Trebuchet 8d10	AP: 3 · Wt: Huge Siege, Area	Cost: 700 gp DP: 7	70 min · 70 gp Counterweight-powered siege engine.
Volley Gun 2d10	AP: 3 · Wt: Heavy Reload (2), Multi-Barrel	Cost: 100 gp DP: 10	100 min · 10 gp Battery of barrels, massive salvo fire.
War Hammer (stone) 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 25 sp DP: 7	70 min · 2 sp Hammer with a stone head, primitive dwarven imitation.
Wheellock Pistol 1d10	AP: 1 · Wt: Light Reload (1)	Cost: 25 gp DP: 5	50 min · 25 sp Refined early firearm, ornate and expensive.
Wooden Dart 1d4	AP: 1 · Wt: Light Thrown (20/60)	Cost: 1 sp DP: 5	50 min · 0 gp Small carved dart, hurled by hand.
Wooden Knife 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 1 sp DP: 5	50 min · 0 gp Carved wooden blade, fragile but concealable.
Wooden Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 2 sp DP: 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.

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

Appendix: Exploration Kits

Exploration Kits represent the tools and sundries required to perform specific actions during travel and downtime. Each adventurer may carry **one Primary Kit** and **one Secondary Kit** (half the normal quantity). A **Travel Pack** is assumed for all characters.

Travel Pack (Baseline)

All characters start with these essential items.

- Rope (50 ft)
- Bedroll
- Torches ×5
- Waterskin
- Tinderbox

Scout's Kit

Supports: *Scout Action* — detect encounters one turn early (risk: isolation)

- Rope (50 ft)
- Signal Whistle
- Smoke Sticks ×3
- Small Mirror

Forager's Kit

Supports: *Forage / Hunt Action* — WIS (Survival) to gather rations

- Hunting Trap
- Rations ×10
- Waterskin
- Skinning Knife

Repair Kit

Supports: *Repair Tools Action* — restore item DP with time and tools

- Hammer
- Whetstone
- Spare Parts ×5
- Needle & Thread

Ritualist's Kit

Supports: *Ritual / Research Action* — advance arcane or divine goals (risk: attracts attention)

- Candles ×5
- Chalk ×10
- Incense ×3
- Scroll Case

Tracker's Kit

Supports: *Track Action* — follow footprints, trails, or spoor (risk: ambush)

- Chalk ×5
- Scent Powder ×2
- Tracking String
- Magnifying Glass

Medic's Kit

Supports: *Medicine Action* — stabilize wounds, provide basic healing

- Bandages ×5 Heals 1d4
- Healing Vials (small) ×2 Heals 1d6
- Herbs Pouch
- Splints ×2

Thieves' Tools

Supports: *Lockpicking, infiltration, trapwork*

- Lockpicks ×10
- Small File
- Crowbar
- Wedges ×2

Trapwright's Kit

Supports: *Trap / Ward Action* — prepare defenses, snares, alarms (consumes materials)

- Wire (50 ft)
- Bells ×3
- Trip-Snare Kits ×2
- Warding Chalk ×5

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

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

Terrain Effects

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

8.8 Calendar & Seasons

- Year = 364 days
- Verdantis (Spring): Begins Day 1 (Arkhantir 1)
- Solara (Summer): Begins Day 91 (Sundara 7)
- Emberfall (Autumn): Begins Day 182
- 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:

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

8.10 Terrain & Moon Effects

Moonlight phases influence travel:

- Full Silver Moon: +2 to Navigation/Survival checks.
- Black Moon nights: Magical encounters more likely.
- 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:
Arkhantir
Velorian
Mazrakai
Sundara
Thyrios
Ishkar
Atlantea
Galdorath
Peloria
Zendikar
Morvandor
Eldarion
Thalior

Seasons:
Spring: Verdantis
Summer: Solara
Autumn: Emberfall
Winter**:** Frostveil

Seasons Summary:
Verdantis (Spring): Starts on Day 1 (Arkhantir 1)
Solara (Summer): Starts on Day 91 (Sundara 7)
Emberfall (Autumn): Starts on Day 18 (fixed)2 (Atlanea 14)
Frostveil (Winter): Starts on Day 273 (Zendikar 21)
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.

• Overcasting: When a spell's MP cost is at least 70% of maximum MP before discounts, use the Overcasting and Spell Mishaps procedure in section 9.4. A failed overcast check does not cancel the spell.

• 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 Overcasting and Spell Mishaps

Overcasting mishaps use the approved Dusk 4.0 playtest rules below. A qualifying spell resolves normally before its mishap is applied. This table replaces placeholder mishap effects; it does not change other spell effects.

Adopted Dusk 4.0 playtest mechanics: 20 original mishap themes and 60 severity outcomes.

Overcasting procedure

Trigger: MP cost at least 70% of maximum MP before discounts. Roll a straight d20 against DC 12. On failure the spell succeeds, then roll d20 on this table. Failure by 5 or more increases severity one step (maximum Major). Minor: 70% to under 80%; Moderate: 80% to under 90%; Major: 90% to 100%.

Backlash damage: Minor 1d4+B; Moderate 1d6+B; Major 1d8+B, where B = min(5, floor(MP spent / 3)). Backlash cannot reduce caster below 1 HP and does not affect armor DP.

d20 mishaps

d20	Theme	Minor	Moderate	Major
1	Arcane Hiccup	Next spell attack -1.	Next spell attack -2.	Next spell attack -2; next spell costs +1 MP.
2	Soot Halo	Dim light 5 ft; -1 Stealth.	Light 10 ft; disadvantage Stealth.	Light 15 ft; no mundane concealment through next turn.
3	Veil Whisper	-1 next Perception check.	-1 next attack or ability check.	Disadvantage next attack or ability check.
4	Wild Sparks	Light 5 ft; mundane hiding ends.	Light 10 ft; -1 next attack.	Light 10 ft; disadvantage next attack.
5	Shivering Hands	-1 next DEX-based check.	Disadvantage next DEX-based check.	-1 weapon attacks and DEX checks through next turn.
6	Time Stutter	-5 ft movement next turn.	-10 ft movement next turn.	-10 ft movement and -1 AP next turn (min 2 AP).
7	Echo Step	DM shifts caster up to 5 ft safely.	Shift up to 10 ft; -5 ft movement next turn.	Shift up to 15 ft; -10 ft movement next turn.
8	Spell Afterimage	-1 next Perception check.	-1 next attack targeting anyone but caster.	Disadvantage next attack targeting anyone but caster.
9	Cold Breath	Minor backlash damage; frost.	Moderate backlash; -5 ft movement next turn.	Major backlash; -10 ft movement next turn.
10	Arcane Tinnitus	-1 hearing-based Perception.	Disadvantage hearing-based Perception.	Cannot hear speech; -1 next attack or ability check.
11	Mana Tremor	-1 next spell attack.	-2 next spell attack; next spell +1 MP.	Disadvantage next spell attack; next spell +2 MP.
12	Patron's Attention	Observer notices caster; cosmetic sign.	Observer notices caster; -1 next save.	Observer notices caster; disadvantage next save.
13	Veil Scorch	Minor backlash damage.	Moderate backlash damage.	Major backlash damage; -1 next save.
14	Concentration Fracture	-1 next Concentration save.	Disadvantage next Concentration save.	Current Concentration ends immediately.
15	Misplaced Force	Push caster 5 ft safely.	Push 10 ft; -5 ft movement next turn.	Push 15 ft; caster falls Prone.
16	Borrowed Breath	-5 ft movement next turn.	-10 ft movement; no Dash next turn.	-15 ft movement (min 0); no Dash next turn.
17	Arcane Fatigue	-1 next STR/DEX/CON ability check.	Disadvantage next STR/DEX/CON ability check.	-1 STR/DEX/CON ability checks through next turn.
18	Mana Lock	Next spell costs +1 MP.	Next spell costs +2 MP.	Cannot overcast until a short rest is completed.
19	Veil Rupture	5 ft stationary difficult-terrain anomaly.	10 ft stationary difficult-terrain anomaly.	10 ft anomaly: difficult terrain and -1 attacks inside.
20	Essence Backlash	Minor backlash; next MP recovery -1.	Moderate backlash; next MP recovery -2.	Major backlash; next MP recovery -3.

Resolution and stacking

- Unless specified, penalties begin after the triggering spell resolves and expire at the end of the caster's next turn. Next-roll penalties expire unused if no qualifying roll occurs.
- Extra MP costs apply to the next spell cast before the end of the caster's next turn. If the caster cannot pay, the spell cannot be cast. The surcharge does not create another overcast check.
- Concentration Fracture resolves after the triggering spell. Major severity ends whichever spell the caster is then maintaining, including the newly cast spell.
- Echo Step and Misplaced Force never place a caster in solid terrain, outside the encounter, or directly in an immediately lethal hazard. If no legal space exists, ignore displacement only.
- Veil Rupture is stationary at the caster's position when triggered, lasts until the end of the caster's next turn, and affects all creatures in the area. It causes no damage or AP loss.
- Each MP recovery penalty reduces only the next positive MP recovery event, to a minimum of zero, without changing maximum MP.
- Identical mishaps do not stack. Different mishaps can coexist; overlapping numerical penalties of the same kind use the strongest applicable value.
- The spell succeeds before the mishap is applied. Mishaps never cost additional AP except where explicitly stated.

9.5 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 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.

9.6 Recovering Mana

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

9.7 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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Shadow Flicker - Base | Trivial	1 AP · 0 MP Save: None	30 ft Current round Focus: No (inferred)	A small flame or light briefly dims. Creatures within 5 ft take -1 on their next Perception check.
Shadow Flicker - Mid | Trivial	2 AP · 0 MP Save: None	30 ft Until end of next turn Focus: No (inferred)	A 10 ft area darkens. WIS save or -1 on the target's next attack roll.
Shadow Flicker - Greater | Trivial	3 AP · 0 MP Save: None	30 ft Until end of next turn Focus: No (inferred)	A 15 ft area darkens. WIS save or lose 1 AP on the target's next turn.
Breath of Stillness - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Target makes a WIS save or takes -1 on its next attack roll.
Breath of Stillness - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Target makes a WIS save or loses 1 AP on its next turn.
Breath of Stillness - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Target makes a WIS save or loses 1 AP on its next turn and has disadvantage on its next attack.
Shadow Needle - Base | Trivial	1 AP · 0 MP Save: DEX	30 ft Instant Focus: No (inferred)	Deals 1d4 cold damage.
Shadow Needle - Mid | Trivial	2 AP · 0 MP Save: DEX	30 ft Instant Focus: No (inferred)	Deals 2d4 cold damage.
Shadow Needle - Greater | Trivial	3 AP · 0 MP Save: DEX	30 ft Until end of next turn Focus: No (inferred)	Deals 3d4 cold damage and reduces the target's speed by 5 ft.
Silence Bite - Base | Simple	2 AP · 1 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Target cannot use spells or abilities with verbal components.
Silence Bite - Mid | Simple	3 AP · 2 MP Save: WIS	30 ft 2 rounds (save at start of next turn) Focus: No (approved principle; provisional source field)	Target is silenced; it cannot use spells or abilities with verbal components.
Silence Bite - Greater | Simple	4 AP · 3 MP Save: WIS	30 ft Up to 2 rounds (save each turn) Focus: Yes (approved - maintained hush zone)	A 10 ft hush surrounds the target. Creatures in the area cannot use verbal components on a failed WIS save.
Murmuring Shade - Base | Simple	2 AP · 1 MP Save: WIS	30 ft Until end of next turn Focus: No (approved)	Target has disadvantage on Perception checks.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Murmuring Shade - Mid | Simple	3 AP · 2 MP Save: WIS	30 ft 2 rounds (save at start of next turn) Focus: No (approved)	Target has disadvantage on Perception and Insight checks.
Murmuring Shade - Greater | Simple	4 AP · 3 MP Save: WIS	30 ft Up to 2 rounds (save each turn) Focus: Yes (approved - maintained whisper zone)	A 10 ft whisper zone forms; creatures outside have disadvantage on Perception and Insight checks.
Shadow Pin - Base | Standard	2 AP · 2 MP Save: DEX	30 ft Until end of next turn Focus: No (inferred)	Deals 2d6 cold damage and reduces the target's speed by 10 ft.
Shadow Pin - Mid | Standard	3 AP · 3 MP Save: DEX	30 ft Until end of next turn (save negates restrain) Focus: No (approved principle; provisional source field)	Deals 2d6 cold damage and restrains the target on a failed save.
Shadow Pin - Greater | Standard	4 AP · 4 MP Save: DEX	30 ft Up to 2 rounds (save each turn) Focus: No (approved principle; provisional source field)	Deals 3d6 cold damage and restrains the target on a failed save.
Death's Echo - Base | Standard	2 AP · 2 MP Save: WIS	30 ft Instant Focus: No (inferred)	Deals 2d8 psychic damage.
Death's Echo - Mid | Standard	3 AP · 3 MP Save: WIS	30 ft Instant Focus: No (inferred)	Deals 3d8 psychic damage; target takes -1 on its next saving throw.
Death's Echo - Greater | Standard	4 AP · 4 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Deals 4d8 psychic damage; target must make a WIS save or become frightened.
Eclipse Veil - Base | Standard	3 AP · 3 MP Save: None	Self Until start of your next turn Focus: No (inferred)	Caster is shrouded and gains advantage on Stealth checks.
Eclipse Veil - Mid | Standard	3 AP · 4 MP Save: None	Self 2 rounds Focus: No (inferred)	Caster gains advantage on Stealth; ranged attacks against them have disadvantage.
Eclipse Veil - Greater | Standard	4 AP · 5 MP Save: None	Self Up to 3 rounds Focus: Yes (inferred)	As mid effect; the caster may extend the veil to one adjacent ally until the start of that ally's next turn.
Silent Reaper - Base | Potent	3 AP · 4 MP Save: WIS	30 ft Instant Focus: No (inferred)	A spectral reaper strikes, dealing 3d8 cold damage.
Silent Reaper - Mid | Potent	4 AP · 5 MP Save: WIS	30 ft Instant Focus: No (inferred)	Deals 4d8 cold damage; target makes a WIS save or has disadvantage on its next attack.
Silent Reaper - Greater | Potent	4 AP · 6 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Deals 5d8 cold damage in a 10 ft line or arc; affected creatures make a WIS save or become frightened.
Cold Sanctuary - Base | Potent	3 AP · 5 MP Save: DEX	15 ft radius Until start of your next turn Focus: No (inferred)	A 10 ft zone forms. Creatures entering or starting their turn there take 2d6 cold damage and lose 10 ft of speed.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Cold Sanctuary - Mid | Potent	4 AP · 6 MP Save: DEX	15 ft radius 2 rounds Focus: No (inferred)	A 15 ft zone forms. Creatures entering or starting their turn there take 3d6 cold damage and have their speed halved.
Cold Sanctuary - Greater | Potent	4 AP · 7 MP Save: DEX	15 ft radius Up to 3 rounds (save each turn vs slow) Focus: Yes (inferred)	A 20 ft zone forms. Creatures entering or starting their turn there take 4d6 cold damage and are restrained on a failed save.
Soulmark - Base | Potent	4 AP · 6 MP Save: WIS	30 ft Until end of next turn Focus: No (inferred)	Deals 4d6 cold damage; the next necrotic hit against the target deals +1d4 damage.
Soulmark - Mid | Potent	4 AP · 7 MP Save: WIS	30 ft 2 rounds (save each turn) Focus: No (inferred)	Deals 5d6 cold damage; the next necrotic hit against the target deals +1d6 damage.
Soulmark - Greater | Potent	4 AP · 8 MP Save: WIS	30 ft Up to 3 rounds (save each turn) Focus: Yes (inferred)	Deals 6d6 cold damage; the first necrotic hit against the target each round deals +1d6 damage while the mark persists.
Black Sun's Glare - Base | Exceptional	4 AP · 7 MP Save: DEX	20 ft radius Until start of target's next turn Focus: No (approved - imposed blindness)	Deals 4d8 cold damage; creatures are blinded on a failed save.
Black Sun's Glare - Mid | Exceptional	4 AP · 8 MP Save: DEX	20 ft radius Up to 2 rounds (save each turn) Focus: No (approved - imposed blindness)	Deals 5d8 cold damage; creatures are blinded on a failed save.
Black Sun's Glare - Greater | Exceptional	4 AP · 9 MP Save: DEX	20 ft radius Up to 2 rounds (save each turn) Focus: No (approved - initial area only)	Deals 6d8 cold damage in a 25 ft radius; creatures are blinded on a failed save.
Grave Silence - Base | Exceptional	4 AP · 8 MP Save: WIS	30 ft radius Until start of your next turn Focus: No (inferred)	A 20 ft silence zone forms. Creatures inside cannot use verbal components or command-based abilities.
Grave Silence - Mid | Exceptional	4 AP · 9 MP Save: WIS	30 ft radius 2 rounds Focus: Yes (inferred)	A 30 ft silence zone forms. Creatures inside cannot use verbal components and have disadvantage on concentration checks.
Grave Silence - Greater | Exceptional	4 AP · 10 MP Save: WIS	30 ft radius Up to 3 rounds (save each turn to ignore) Focus: No (inferred)	A 40 ft silence zone forms. Creatures that fail a WIS save at the start of their turn are silenced while inside it.
Veil Between - Base | Exceptional	4 AP · 9 MP Save: WIS	30 ft radius Until end of next turn Focus: No (inferred)	Allies in the area gain advantage on death saves; enemies take -1 on saves.
Veil Between - Mid | Exceptional	4 AP · 10 MP Save: WIS	30 ft radius 2 rounds Focus: No (inferred)	Allies in the area gain advantage on death and fear saves; enemies have disadvantage on saves.
Veil Between - Greater | Exceptional	4 AP · 11 MP Save: WIS	30 ft radius Up to 3 rounds Focus: No (inferred)	Allies in a 30 ft radius gain advantage on death and fear saves and 1d6 temporary HP at the start of each turn.
Maw of Shadow - Base | Legendary	4 AP · 10 MP Save: DEX	40 ft radius Until end of next turn Focus: No (inferred)	Deals 5d10 cold damage; enemies are frightened on a failed save.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Maw of Shadow - Mid | Legendary	4 AP · 11 MP Save: DEX	40 ft radius Until end of next turn Focus: No (inferred)	Deals 6d10 cold damage; enemies are frightened and lose 10 ft of speed on a failed save.
Maw of Shadow - Greater | Legendary	4 AP · 12 MP Save: DEX	40 ft radius Up to 2 rounds (save each turn) Focus: No (inferred)	Deals 7d10 cold damage in a 60 ft radius; enemies are frightened on a failed save while the effect persists.
Lichfinger - Base | Legendary	4 AP · 12 MP Save: WIS	60 ft Instant Focus: No (inferred)	Deals 5d10 cold damage on a failed save, or half on a success; target has disadvantage on its next save.
Lichfinger - Mid | Legendary	5 AP · 13 MP Save: WIS	60 ft Until end of next turn Focus: No (inferred)	Deals 6d10 cold damage on a failed save, or half on a success; target has disadvantage on saving throws.
Lichfinger - Greater | Legendary	4 AP · 14 MP Save: WIS	60 ft Up to 2 rounds (save each turn) Focus: No (inferred)	Deals 7d10 cold damage on a failed save, or half on a success; target takes -1 on saving throws while the effect persists.

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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Spark Tool - Base | Trivial	1 AP · 0 MP Save: None	Self Current round Focus: Yes	Summon a small functional magical tool capable of manipulating unattended lightweight objects and performing simple noncombat tasks during the current round. It cannot attack, deal damage, or operate complex mechanisms. Requires Concentration.
Spark Tool - Mid | Trivial	2 AP · 0 MP Save: None	Self Until end of next turn Focus: Yes	Summon a tool that grants +1 to one crafting or repair check made before the end of the next turn. The bonus is consumed by that one qualifying check; the spell ends when used or when its duration expires, whichever occurs first. Requires Concentration.
Spark Tool - Greater | Trivial	3 AP · 0 MP Save: None	Self 2 rounds Focus: Yes	Summon a tool that grants advantage on one crafting or repair check made within the listed 2-round duration. The benefit is consumed by that one qualifying check; the spell ends when used or when its duration expires, whichever occurs first. Requires Concentration.
Blueprint Glow - Base | Trivial	1 AP · 0 MP Save: None	30 ft Current round Focus: Yes	A faint schematic appears. Grant +1 to one Investigation check made during the current round. The benefit is consumed by that check or expires at the end of its duration. Requires Concentration.
Blueprint Glow - Mid | Trivial	2 AP · 0 MP Save: None	30 ft Until end of next turn Focus: Yes	A glowing blueprint grants advantage on one Investigation check made before the end of the next turn. The benefit is consumed by that check or expires at the end of its duration. Requires Concentration.
Blueprint Glow - Greater | Trivial	3 AP · 0 MP Save: None	30 ft 2 rounds Focus: Yes	Each ally within 10 ft of the spell effect when cast gains +1 to one Investigation check made within the listed 2-round duration. Determine eligible allies on casting; each ally consumes its own bonus on one check, or loses it when duration expires. Requires Concentration.
Sparkbolt - Base | Trivial	1 AP · 0 MP Save: DEX	30 ft Instant Focus: No	Deals 1d4 lightning damage.
Sparkbolt - Mid | Trivial	2 AP · 0 MP Save: DEX	30 ft Instant Focus: No	Deals 2d4 lightning damage.
Sparkbolt - Greater | Trivial	3 AP · 0 MP Save: DEX	30 ft Until end of next turn Focus: No	Deals 3d4 lightning damage once. Target loses 5 ft of movement until the end of its next turn; the movement penalty persists independently and requires no Concentration.
Arcane Rivet - Base | Simple	2 AP · 1 MP Save: DEX	30 ft Instant Focus: No	Deals 1d6 force damage.
Arcane Rivet - Mid | Simple	3 AP · 2 MP Save: DEX	30 ft Instant Focus: No	Deals 2d6 force damage.
Arcane Rivet - Greater | Simple	4 AP · 3 MP Save: DEX	30 ft Until end of next turn Focus: No	Deals 3d6 force damage once. Target speed is reduced by 5 ft until the end of its next turn; the speed penalty persists independently without Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Mendwork - Base | Simple	2 AP · 1 MP Save: None	Touch Instant Focus: No	Instantly repairs 1d6 HP to an eligible construct or object that has HP. Does not restore equipment Durability Points (DP) unless an effect explicitly states that it restores DP.
Mendwork - Mid | Simple	3 AP · 2 MP Save: None	Touch Instant Focus: No	Instantly restores 2d6 HP to an eligible construct or object with HP. Does not restore equipment Durability Points (DP) unless explicitly stated.
Mendwork - Greater | Simple	4 AP · 3 MP Save: None	Touch Until end of next turn Focus: No	Repairs 3d6 HP to an eligible construct or object with HP; does not restore equipment Durability Points (DP). The target gains +1 AC until the end of its next turn; this bonus persists independently without Concentration.
Warding Sigil - Base | Standard	2 AP · 2 MP Save: None	Touch Until end of next turn Focus: Yes	Touch a creature to grant +1 AC until the end of its next turn. Subject to the +2 temporary magical AC cap. Requires Concentration.
Warding Sigil - Mid | Standard	3 AP · 3 MP Save: None	Touch 2 rounds Focus: Yes	Touch a creature to grant +1 AC and advantage on one saving throw against a spell made during the listed 2-round duration. Advantage is consumed on that one qualifying saving throw. The +1 AC obeys the +2 temporary magical AC cap. Requires Concentration.
Warding Sigil - Greater | Standard	4 AP · 4 MP Save: None	Touch Up to 3 rounds Focus: Yes	Touch a creature to grant +2 AC only against attack rolls explicitly classified as magical, for up to 3 rounds while Concentration is maintained. This bonus does not apply to effects requiring saving throws. Subject to the +2 temporary magical AC cap.
Arcane Bolt Thrower - Base | Standard	2 AP · 2 MP Save: DEX	30 ft Instant Focus: No	A spectral crossbow fires once when cast, dealing 1d6 force damage to the target (DEX save as listed). The shot resolves immediately; it does not fire again. No Concentration.
Arcane Bolt Thrower - Mid | Standard	3 AP · 3 MP Save: DEX	30 ft Instant Focus: No	A spectral crossbow fires once when cast, dealing 2d6 force damage to the target (DEX save as listed). The shot resolves immediately; it does not fire again. No Concentration.
Arcane Bolt Thrower - Greater | Standard	4 AP · 4 MP Save: DEX	30 ft Instant Focus: No	A spectral crossbow fires once when cast, dealing 2d6 force damage and pushing the target 5 ft (DEX save as listed). The shot and push resolve immediately; it does not fire again. No Concentration.
Runic Restraint - Base | Standard	3 AP · 3 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX save on casting. On a failed save, deal 2d6 force damage once and reduce target movement by 10 ft until the end of its next turn, while Concentration is maintained. On a successful save, no damage or movement reduction. Damage is instantaneous and is not undone if Concentration breaks.
Runic Restraint - Mid | Standard	3 AP · 4 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX save on casting. On a failed save, deal 2d6 force damage once and apply the core Restrained condition until the end of its next turn, while Concentration is maintained. On a successful save, neither damage nor restraint applies. Damage is instantaneous and is not undone if Concentration breaks.
Runic Restraint - Greater | Standard	4 AP · 5 MP Save: DEX	30 ft Up to 2 affected target turns Focus: Yes	Target makes a DEX save on casting. A successful save negates both effects. On failure, deal 3d6 force damage once and apply the core Restrained condition while Concentration is maintained, for at most two affected target turns. At the end of each affected target turn, the target makes a DEX recovery save; success ends Restrained early. Otherwise Restrained expires automatically at the end of the second affected target turn. Damage does not repeat and is not undone if Concentration breaks.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Animate Armament - Base | Potent	2 AP · 4 MP Save: None	30 ft Until start of next turn Focus: Yes	Casting (2 AP) creates an animated weapon. The caster may immediately spend another 2 AP to command one 2d6 strike on the casting turn (4 AP total); every additional strike likewise costs 2 AP from the caster's available AP. No automatic strikes. Duration until start of next turn; Concentration required.
Animate Armament - Mid | Potent	3 AP · 5 MP Save: None	30 ft 2 rounds Focus: Yes	Animated weapon can strike for 2d6 damage per commanded attack while maintained. Each strike costs the caster 2 AP; no automatic strikes. Casting costs 3 AP separately.
Animate Armament - Greater | Potent	4 AP · 6 MP Save: None	30 ft Up to 3 rounds Focus: Yes	Casting for 4 AP creates an animated weapon; no attack occurs on the casting turn. Beginning on later caster turns while Concentration lasts, the caster may spend 2 AP per commanded strike to deal 3d6 damage. No automatic attacks. The weapon persists for up to 3 rounds.
Glyph of Detonation - Base | Potent	3 AP · 5 MP Save: DEX	30 ft Instant Focus: No	Casting creates a rune that immediately detonates for 3d8 force damage in a 10 ft area (DEX save as listed). No preplaced trap or ongoing effect.
Glyph of Detonation - Mid | Potent	4 AP · 6 MP Save: DEX	30 ft Instant Focus: No	Casting creates a rune that immediately detonates for 4d8 force damage in a 15 ft area (DEX save as listed). No preplaced trap or ongoing effect.
Glyph of Detonation - Greater | Potent	4 AP · 7 MP Save: DEX	30 ft Until end of caster's next turn (trap) Focus: Yes	Place a rune at a point within 30 ft. A creature entering its 20-ft detonation area triggers a single 5d8 force explosion; every creature within the 20-ft area makes the listed DEX save. The trap expires at the end of the caster's next turn if untriggered, and requires Concentration until detonation or expiration.
Forged Guardian - Base | Potent	4 AP · 6 MP Save: None	30 ft Until end of caster's next turn Focus: Yes	Casting (4 AP) summons a construct with a 2d8 strike. It remains through the end of the caster's next turn, allowing commanded attacks on that next turn. Each strike costs the caster 2 AP separately; no automatic strikes. Concentration must be maintained.
Forged Guardian - Mid | Potent	4 AP · 7 MP Save: None	30 ft 2 rounds Focus: Yes	Casting (4 AP) summons a construct; no strike occurs on the casting turn. On later caster turns during its 2-round duration, each 2d8 strike requires a separate 2 AP command paid by the caster. No automatic strikes; Concentration must be maintained.
Forged Guardian - Greater | Potent	4 AP · 8 MP Save: None	30 ft Up to 3 rounds Focus: Yes	Casting (4 AP) summons the construct; no strike occurs on the casting turn. On subsequent caster turns while Concentration lasts (up to 3 rounds), each 3d8 strike requires a separate 2 AP command paid by the caster. No automatic strikes.
Runic Bastion - Base | Exceptional	4 AP · 7 MP Save: None	20 ft radius Until start of caster next turn Focus: Yes	Create a stationary 20-ft-radius dome. Allies gain +1 AC only while inside it, until the start of the caster next turn or until Concentration breaks. Leaving the dome ends the benefit; re-entering while active restores it. Subject to the +2 temporary magical AC cap.
Runic Bastion - Mid | Exceptional	4 AP · 8 MP Save: None	20 ft radius 2 rounds Focus: Yes	Create a stationary 20-ft-radius dome for 2 rounds while Concentration is maintained. Allies gain +2 AC only while inside it. Leaving ends the benefit; re-entering while active restores it. Subject to the +2 temporary magical AC cap.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Runic Bastion - Greater | Exceptional	4 AP · 9 MP Save: None	20 ft radius Up to 3 rounds Focus: Yes	Create a stationary 20-ft-radius dome for up to 3 rounds while Concentration is maintained. Allies inside gain +2 AC (subject to the +2 temporary magical AC cap) and advantage on one saving throw against a spell per ally turn while inside. The one-save allowance refreshes each ally turn and does not carry over. All benefits end upon leaving the dome, spell expiration, or broken Concentration; re-entering an active dome restores eligibility.
Arcane Engine - Base | Exceptional	4 AP · 8 MP Save: None	20 ft radius Until end of next turn Focus: Yes	Casting creates the engine without immediate damage. Exactly once, at the start of the caster's next turn while Concentration is maintained, the engine pulses for 4d6 force damage in its listed area. The engine then persists without further pulses until the listed expiration at the end of that turn, unless Concentration ends earlier.
Arcane Engine - Mid | Exceptional	4 AP · 9 MP Save: None	20 ft radius 2 rounds Focus: Yes	Casting (4 AP) creates the engine with no immediate damage. While Concentration is maintained, the engine pulses for 5d6 force damage in its listed 20-foot radius at the start of each of the caster's next two turns (maximum two pulses). It ends after the second pulse or earlier if Concentration ends. No pulse on the casting turn.
Arcane Engine - Greater | Exceptional	4 AP · 10 MP Save: None	20 ft radius Up to 3 rounds Focus: Yes	Casting creates a 20-foot-radius arcane engine, with no damage pulse on the casting turn. At the start of each subsequent caster turn while Concentration is maintained, the engine pulses for 6d6 force damage, within the listed duration. Saving throw and target rules remain as listed or pending individual review.
Blueprint of Eternity - Base | Exceptional	2 AP · 9 MP Save: None	30 ft Until end of each affected ally next turn Focus: Yes	Each ally within 30 ft when cast gains +2 on one attack roll, ability check, or saving throw before the end of that ally next turn; consumed when used. Recipients are locked at casting and retain eligibility after leaving 30 ft, provided Concentration continues. Each ally can benefit from only one active Blueprint of Eternity instance: Greater outranks Mid, which outranks Base. A new successful casting of equal or higher tier replaces the previous instance and resets the roll allowance; weaker castings do not replace stronger instances. Apply existing temporary magical bonus caps by category (including +3 to attack rolls); excess bonuses are lost, not converted. Concentration Yes.
Blueprint of Eternity - Mid | Exceptional	3 AP · 10 MP Save: None	30 ft 2 rounds Focus: Yes	Each ally within 30 ft when cast gains +3 on one attack roll, ability check, or saving throw during the 2-round duration; consumed when used. Recipients are locked at casting and retain eligibility after leaving 30 ft, provided Concentration continues. Each ally can benefit from only one active Blueprint of Eternity instance: Greater outranks Mid, which outranks Base. A new successful casting of equal or higher tier replaces the previous instance and resets the roll allowance; weaker castings do not replace stronger instances. Apply existing temporary magical bonus caps by category (including +3 to attack rolls); excess bonuses are lost, not converted. Concentration Yes.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Blueprint of Eternity - Greater | Exceptional	4 AP · 11 MP Save: None	30 ft Up to 3 rounds Focus: Yes	Each ally within 30 ft when cast gains +2 and advantage together on the same one attack roll, ability check, or saving throw per affected ally turn for up to 3 rounds; both consumed together. Recipients are locked at casting and retain eligibility after leaving 30 ft, provided Concentration continues. Each ally can benefit from only one active Blueprint of Eternity instance: Greater outranks Mid, which outranks Base. A new successful casting of equal or higher tier replaces the previous instance and resets the roll allowance; weaker castings do not replace stronger instances. Apply existing temporary magical bonus caps by category (including +3 to attack rolls); excess bonuses are lost, not converted. Concentration Yes.
Colossus Frame - Base | Legendary	4 AP · 10 MP Save: None	30 ft Until end of caster next turn Focus: Yes	Casting costs 4 AP and manifests a visible Huge construct with a 5d10 strike. It is a spell manifestation, not a separate combatant: it has no HP, cannot be targeted independently, does not block movement or line of sight, and has no independent turn, automatic attacks, or reactions. No strike occurs on the casting turn. On a later caster turn while it persists, spend 2 caster AP to command a strike against a target within the construct reach; the caster makes a spell attack roll using their spell attack modifier against target AC. On a hit, deal 5d10 damage. Requires Concentration. The manifestation remains through the end of the caster next turn and then expires, explicitly overriding the general one-round expiration rule. Each strike costs a separate 2 AP command.
Colossus Frame - Mid | Legendary	4 AP · 11 MP Save: None	30 ft Until end of caster next turn Focus: Yes	Casting costs 4 AP and manifests a visible Huge construct with a 6d10 strike. It is a spell manifestation, not a separate combatant: it has no HP, cannot be targeted independently, does not block movement or line of sight, and has no independent turn, automatic attacks, or reactions. No strike occurs on the casting turn. On a later caster turn while it persists, spend 2 caster AP to command a strike against a target within the construct reach; the caster makes a spell attack roll using their spell attack modifier against target AC. On a hit, deal 6d10 damage. Requires Concentration. The manifestation remains through the end of the caster next turn and then expires, explicitly overriding the general one-round expiration rule. Each strike costs a separate 2 AP command.
Colossus Frame - Greater | Legendary	4 AP · 12 MP Save: None	30 ft Up to 2 rounds Focus: Yes	Casting costs 4 AP and manifests a visible Huge construct with a 7d10 strike. It is a spell manifestation, not a separate combatant: it has no HP, cannot be targeted independently, does not block movement or line of sight, and has no independent turn, automatic attacks, or reactions. No strike occurs on the casting turn. On a later caster turn while it persists, spend 2 caster AP to command a strike against a target within the construct reach; the caster makes a spell attack roll using their spell attack modifier against target AC. On a hit, deal 7d10 damage. Requires Concentration. Maximum one commanded strike per caster turn regardless of remaining AP; expires after its listed duration or when Concentration ends.
World-Engine Sigil - Base | Legendary	4 AP · 12 MP Save: DEX	40 ft radius Instant Focus: No	Deals 5d10 fire damage once immediately in the listed 40-ft radius (DEX save as listed); no maintained effect.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
World-Engine Sigil - Mid | Legendary	4 AP · 13 MP Save: DEX	40 ft radius Instant Focus: No	Deals 6d10 fire damage once immediately in the listed 40-ft radius (DEX save as listed); no maintained effect.
World-Engine Sigil - Greater | Legendary	4 AP · 14 MP Save: DEX	40 ft radius Up to 2 rounds Focus: Yes	On casting, deal 7d10 fire damage once in the listed area (DEX save as listed). A quake persists for up to 2 rounds while the caster maintains Concentration. At the start of each affected creature's turn while the quake persists, that creature makes a DEX save or falls prone.

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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Tarnish - Base | Trivial	1 AP · 0 MP Save: None	Touch Current round Focus: Yes	Touch one mundane item currently held by a creature. The current holder suffers -1 on its next saving throw made before the end of the current round; the penalty is consumed when used. The item dulls slightly, but suffers no Durability Point (DP) loss. Concentration Yes.
Tarnish - Mid | Trivial	2 AP · 0 MP Save: None	Touch Until end of holder next turn Focus: Yes	Touch one mundane held weapon or object. Its holder suffers -1 to attack rolls only while holding the item, through the end of that holder next turn. Dropping or relinquishing the item ends the penalty on that creature. No DP loss. Concentration Yes.
Tarnish - Greater | Trivial	3 AP · 0 MP Save: WIS	Touch 2 rounds Focus: Yes	Touch one mundane held item. The holder makes a WIS save when cast; on a failed save the holder drops the item. The affected item suffers mundane corrosion, not a magical curse: a creature holding it suffers -1 to attack rolls while holding it during the 2-round duration, provided Concentration continues. Rust and Renewal may remove this mundane corrosion penalty. No DP loss. Concentration Yes.
Evil Eye - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS save on casting. On failure, impose -1 on the next attack roll, ability check, or saving throw made before the end of its next turn. This single penalty is consumed on use. Success negates the effect. Concentration ends as soon as the penalty is consumed, or at expiration or interruption.
Evil Eye - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS save on casting. On failure, impose -1 on the next attack roll and separately -1 on the next ability check before the end of its next turn. Each penalty is consumed independently. Success negates both. Concentration ends when both penalties have been consumed, or at expiration or interruption.
Evil Eye - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, impose -1 on its next attack roll, ability check, or saving throw (one d20 roll) and disadvantage on its next attack roll. These are separate allowances, each consumed on use; if the next d20 roll is an attack, both can apply to that same roll. Unused allowances expire after two affected turns. Concentration ends when both are consumed, or at expiration or interruption.
Alex's Ear - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Instant Focus: No	Deals 1d4 psychic damage.
Alex's Ear - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Instant Focus: No	Deals 2d4 psychic damage and −1 Perception check.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Alex's Ear - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Until end of next turn Focus: No	Deals 3d4 psychic damage once. When casting, choose either Perception checks or Concentration saves; the target has disadvantage on the chosen type until the end of its next turn. This effect does not require Concentration.
Bleeding Glyph - Base | Simple	2 AP · 1 MP Save: DEX	30 ft Instant Focus: No	Rune strikes immediately for 1d6 fire damage once (DEX save as listed); no maintained effect.
Bleeding Glyph - Mid | Simple	3 AP · 2 MP Save: DEX	30 ft Instant Focus: No	Rune strikes immediately for 2d6 fire damage once (DEX save as listed); no maintained effect.
Bleeding Glyph - Greater | Simple	4 AP · 3 MP Save: DEX	30 ft Until end of next turn Focus: No	Deals 3d6 fire damage once (DEX save as listed). The target suffers –5 ft movement until the end of its next turn; this penalty persists independently without Concentration.
Whispered Ruin - Base | Simple	2 AP · 1 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS save on casting. On failure, target suffers -1 to all attack rolls through the end of its next turn while Concentration holds; success negates the effect. The belief that something is broken is narrative only, not actual item damage. Concentration Yes.
Whispered Ruin - Mid | Simple	3 AP · 2 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, target suffers -1 to attack rolls and damage rolls for up to two affected turns while Concentration holds; success negates both penalties. Concentration Yes.
Whispered Ruin - Greater | Simple	4 AP · 3 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, target suffers -2 to attack rolls while Concentration holds. At the end of its first affected turn, target makes a WIS recovery save to end the penalty early. Otherwise the penalty expires automatically at the end of its second affected turn. Success on initial save negates effect. Concentration Yes.
Mark of Frailty - Base | Standard	2 AP · 2 MP Save: WIS	30 ft Instant Focus: No	Target makes a WIS save on casting. On failure, deal 1d6 necrotic damage once; success negates damage. The mark is descriptive only and causes no ongoing effect. Concentration No.
Mark of Frailty - Mid | Standard	3 AP · 3 MP Save: WIS	30 ft Until start of target next turn Focus: Yes	Target makes a WIS save on casting. On failure, deal 2d6 necrotic damage immediately and apply a maintained mark. At the start of the target next turn, if Concentration holds, target makes a new WIS save before the second 2d6 necrotic pulse: success ends the mark without further damage; failure deals the second 2d6 damage once. No further pulses. Initial success negates spell. Concentration Yes.
Mark of Frailty - Greater | Standard	4 AP · 4 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 3d6 necrotic damage once and impose -1 on CON saving throws while Concentration holds. Target makes a WIS recovery save at the end of its first affected turn to end the penalty early; otherwise the penalty expires automatically after its second affected turn. Initial success negates both damage and penalty. No repeated damage. Concentration Yes.
Rebecca's Stairs - Base | Standard	2 AP · 2 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX save on casting. On failure, it has disadvantage on all Acrobatics checks through the end of its next turn while Concentration holds. A successful save negates the effect. Concentration Yes.
Rebecca's Stairs - Mid | Standard	3 AP · 3 MP Save: DEX	30 ft Up to 2 affected turns Focus: Yes	Target makes a DEX save on casting. On failure, the first Dash action or deliberate leap it takes during each of its next two affected turns triggers 1d6 force damage once for that turn while Concentration holds. Additional Dash actions or leaps on the same turn deal no additional damage. A successful initial save negates the effect. Concentration Yes.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Rebecca's Stairs - Greater | Standard	4 AP · 4 MP Save: DEX	30 ft Up to 2 affected turns Focus: Yes	Target makes a DEX save on casting. On failure, the first voluntary movement during each affected turn triggers 2d6 force damage once for that turn while Concentration holds. At the end of its first affected turn, it makes a DEX recovery save to end the effect early; otherwise the effect expires at the end of its second affected turn. Additional movement during the same turn does not retrigger damage. A successful initial save negates the effect. Concentration Yes.
Glyph of Withering - Base | Standard	3 AP · 3 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS save on casting. On failure, deal 2d6 cold damage once and impose -1 on its CON saving throws through the end of its next turn while Concentration holds. A successful save negates both. Concentration Yes.
Glyph of Withering - Mid | Standard	3 AP · 4 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 3d6 cold damage once and impose disadvantage on CON saving throws for up to two affected turns while Concentration holds. A successful save negates both. No repeated damage. Concentration Yes.
Glyph of Withering - Greater | Standard	4 AP · 5 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 4d6 cold damage once and impose disadvantage on CON saving throws while Concentration holds. Target makes a WIS recovery save at the end of its first affected turn to end the penalty early; otherwise the penalty expires automatically at the end of its second affected turn. A successful initial save negates both. No repeated damage. Concentration Yes.
Doom Sigil - Base | Potent	3 AP · 4 MP Save: WIS	30 ft Instant Focus: No	Target makes a WIS save when cast. On failure, deal 3d6 lightning damage once; on success, no damage. No ongoing effect. Concentration No.
Doom Sigil - Mid | Potent	4 AP · 5 MP Save: WIS	30 ft 2 rounds Focus: Yes	Target makes a WIS save when cast. On failure, deal 3d8 lightning damage once and impose -1 on its damage rolls for up to 2 rounds while Concentration holds. On success, no damage or penalty. The initial damage does not repeat. Concentration Yes.
Doom Sigil - Greater | Potent	4 AP · 6 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save when cast. On failure, deal 4d8 lightning damage once and impose -2 on its damage rolls. On success, no damage or penalty. At the end of its first affected turn, the target makes a WIS recovery save to end the penalty early. Otherwise the penalty expires automatically at the end of its second affected turn, without a redundant save. Breaking Concentration ends the penalty early but does not undo damage already dealt. Concentration Yes.
Words To Yo Mom - Base | Potent	3 AP · 5 MP Save: WIS	30 ft Instant Focus: No	Deals 3d6 psychic damage once immediately (WIS save as listed); no maintained effect.
Words To Yo Mom - Mid | Potent	4 AP · 6 MP Save: WIS	30 ft Instant Focus: No	Deal 3d8 psychic damage once (WIS save as listed). Until the end of its next turn, the target cannot communicate intelligibly, issue spoken commands, or deliver clear speeches. It can still cast spells with verbal components. No Concentration.
Words To Yo Mom - Greater | Potent	4 AP · 7 MP Save: WIS	30 ft Until end of next turn Focus: No	Deal 4d8 psychic damage once (WIS save as listed). The target cannot cast spells with verbal components until the end of its next turn; this restriction persists independently without Concentration.
Curse of Hunger - Base | Potent	4 AP · 6 MP Save: WIS	30 ft Instant Focus: No	Target makes a WIS save on casting. On failure, deal 3d6 necrotic damage once; success negates damage. No ongoing effect. Concentration No.
Curse of Hunger - Mid | Potent	4 AP · 7 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 4d8 necrotic damage once and impose disadvantage on STR ability checks for up to two affected turns while Concentration holds. Success negates both. No repeated damage.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Curse of Hunger - Greater | Potent	4 AP · 8 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 5d8 necrotic damage once and impose disadvantage on STR ability checks while Concentration holds. WIS recovery save at end of first affected turn ends penalty early on success; otherwise expires automatically at end of second affected turn. Initial success negates both. No repeated damage.
Rot Beneath Beauty - Base | Exceptional	4 AP · 7 MP Save: WIS	30 ft Instant Focus: No	On casting, the target makes a WIS save before a single 4d6 necrotic damage application. The spell is Instant and requires no Concentration; no further damage pulses. The effect of a successful save remains subject to the spell's general save rules.
Rot Beneath Beauty - Mid | Exceptional	4 AP · 8 MP Save: WIS	30 ft 2 rounds Focus: Yes	Before each 4d8 necrotic damage pulse, each affected target makes a WIS save. Success ends the effect on that target before damage; failure causes that pulse's damage. The spell otherwise persists while Concentration is maintained.
Rot Beneath Beauty - Greater | Exceptional	4 AP · 9 MP Save: WIS	30 ft Up to 2 rounds (save each turn) Focus: Yes	Before each 6d8 necrotic damage pulse, each affected target makes a WIS save. Success ends the effect on that target before damage; failure causes that pulse's damage. The spell otherwise persists while Concentration is maintained.
Fate Sealed - Base | Exceptional	4 AP · 8 MP Save: WIS	30 ft Instant Focus: No	Target makes a WIS save on casting. On failure, deal 3d8 necrotic damage once; success negates damage. No ongoing effect. Concentration No.
Fate Sealed - Mid | Exceptional	4 AP · 9 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 4d10 necrotic damage once and reduce HP regained from each healing instance by 25% for two affected turns while Concentration holds. Round the amount of the reduction down to a whole HP, minimum zero HP reduction; healing cannot be reduced below zero. Success negates both. No repeated damage.
Fate Sealed - Greater | Exceptional	4 AP · 10 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS save on casting. On failure, deal 5d10 necrotic damage once and halve HP regained from each healing instance, rounded down, while Concentration holds. WIS recovery save at end of first affected turn ends healing penalty early on success; otherwise expires automatically at end of second affected turn. Initial success negates both. No repeated damage.
Ruinous Lattice - Base | Exceptional	4 AP · 9 MP Save: DEX	20 ft radius Instant Focus: No	Deals 4d8 lightning damage once immediately to creatures in the listed 20-ft radius (DEX save as listed); no maintained field.
Ruinous Lattice - Mid | Exceptional	4 AP · 10 MP Save: DEX	20 ft radius Instant Focus: No	Deals 5d8 lightning damage once immediately to creatures in the listed 20-ft radius (DEX save as listed); no maintained field.
Ruinous Lattice - Greater | Exceptional	4 AP · 11 MP Save: DEX	20 ft radius Until end of next turn Focus: No	Deal 6d8 lightning damage once on casting to creatures in the listed 20-ft radius (DEX save as listed). The affected area is difficult terrain until the end of the caster's next turn, independently without Concentration.
Soul Unraveled - Base | Legendary	4 AP · 10 MP Save: WIS	30 ft Instant Focus: No	Deals 5d10 necrotic damage once as an Instant effect; no Concentration is required.
Soul Unraveled - Mid | Legendary	4 AP · 11 MP Save: WIS	30 ft Until end of next turn Focus: Yes	On casting, deal 6d10 necrotic damage once. The target suffers −1 to saving throws while the caster maintains Concentration, ending at the listed expiration (end of the caster's next turn) or sooner if Concentration breaks. The damage does not repeat.
Soul Unraveled - Greater | Legendary	4 AP · 12 MP Save: WIS	30 ft Up to 2 rounds (save each turn) Focus: Yes	Deals 7d10 necrotic damage once on the initial application and stuns the target until the end of its next turn unless it recovers earlier. The target repeats a WIS save at the end of its affected turn to end the stun. No repeated damage.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Cataclysm Sigil - Base | Legendary	4 AP · 12 MP Save: DEX	30 ft radius Instant Focus: No	Deals 5d10 necrotic damage once immediately on casting (DEX save as listed) to all creatures in the listed 30-ft radius. No ongoing effect or Concentration.
Cataclysm Sigil - Mid | Legendary	4 AP · 13 MP Save: DEX	30 ft radius Instant Focus: No	Deals 6d10 necrotic damage once immediately on casting (DEX save as listed) to enemies in the listed 30-ft radius. No ongoing effect or Concentration.
Cataclysm Sigil - Greater | Legendary	4 AP · 14 MP Save: DEX	30 ft radius Up to 2 rounds (save each turn) Focus: Yes	Deals 7d10 necrotic damage once on casting to enemies within the listed 30-ft radius (DEX save as listed). The terrain cracks and a quake persists for up to 2 rounds while the caster maintains Concentration. At the start of each turn, every creature within the affected terrain, including allies, makes a DEX save or falls prone. The quake stops if Concentration ends; the initial damage does not repeat.

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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Soul's Echo - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: No	Target makes a WIS save on casting. On failure, disadvantage applies to its next attack roll, ability check, or saving throw before the end of its next turn. Consumed on use; success negates the effect. No Concentration.
Soul's Echo - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: No	Target makes a WIS save on casting. On failure, disadvantage applies separately to its next attack roll and its next ability check before the end of its next turn. Each allowance is consumed independently; success negates both. No Concentration.
Soul's Echo - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Up to 2 affected turns Focus: No	Target makes a WIS save on casting. On failure, disadvantage applies to its next two d20 rolls (attack rolls, ability checks, or saving throws), consumed independently within two affected turns. Unused allowances expire; success negates the effect. No Concentration.
Parasitic Favor - Base | Trivial	1 AP · 0 MP Save: None	Touch Instant Focus: No	Touch a willing living creature. Transfer up to 1 current HP from caster to recipient: caster loses only the HP the recipient actually regains, never reducing caster below 1 HP or raising recipient above its maximum HP. No temporary HP, HP creation, or revival of dead creatures; if no HP can transfer, no HP changes. No saving throw or Concentration.
Parasitic Favor - Mid | Trivial	2 AP · 0 MP Save: None	Touch Instant Focus: No	Touch a willing living creature. Transfer up to 2 current HP from caster to recipient, limited by recipient's missing HP and by caster retaining at least 1 current HP. Caster loses exactly the HP actually restored, never more. No temporary HP, HP creation, or revival of dead creatures; if no HP can transfer, no HP changes. No saving throw or Concentration.
Parasitic Favor - Greater | Trivial	3 AP · 0 MP Save: None	Touch Instant Focus: No	Touch a willing living creature. Transfer up to 3 current HP from caster to recipient, limited by recipient's missing HP and by caster retaining at least 1 current HP. Caster loses exactly the HP actually restored, never more. No temporary HP, HP creation, resurrection, or revival of dead creatures; if no HP can transfer, no HP changes. No saving throw or Concentration.
Hunger's Kiss - Base | Trivial	1 AP · 0 MP Save: CON	Touch Instant Focus: No	Touch a target; it makes a CON save. On failure, drain up to 1 current HP from the target and restore to the caster only the HP actually drained, limited by caster's missing HP. Success negates both. Cannot drain a target already at 0 HP; no temporary HP or healing above maximum. Normal dying rules apply if drain reduces target to 0 HP.
Hunger's Kiss - Mid | Trivial	2 AP · 0 MP Save: CON	Touch Instant Focus: No	Touch a target; it makes a CON save. On failure, drain up to 2 current HP and restore to the caster only the HP actually drained, capped by caster's missing HP. Success negates both. Cannot drain a target already at 0 HP; no temporary HP or healing above maximum. Normal dying rules apply if target reaches 0 HP.
Hunger's Kiss - Greater | Trivial	3 AP · 0 MP Save: CON	Touch Instant Focus: No	Touch a target; it makes a CON save. On failure, drain up to 3 current HP, potentially reducing target to 0 HP and invoking normal dying rules. Caster restores only HP actually drained, limited by missing HP and maximum HP. Success negates both. Cannot drain a target already at 0 HP; no temporary HP.
Crimson Scent - Base | Simple	1 AP · 1 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS save on casting. On failure it is marked; the caster's allies (not the caster) gain +1 on attack rolls against that marked target through the end of the target's next turn while Concentration holds. Success negates mark. Temporary magical attack bonus cap +3 applies. Multiple Crimson Scent instances do not stack; strongest tier applies.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Crimson Scent - Mid | Simple	2 AP · 2 MP Save: WIS	30 ft Up to 2 affected target turns Focus: Yes	Target makes a WIS save on casting. On failure it is marked; caster's allies (not caster) gain +1 to attack rolls and +1 to damage rolls against the marked target for up to two affected target turns while Concentration holds. Success negates mark. Temporary magical attack and damage bonus caps (+3 each) apply. Multiple Crimson Scent instances do not stack; strongest tier applies.
Crimson Scent - Greater | Simple	3 AP · 3 MP Save: WIS	30 ft Up to 2 affected target turns Focus: Yes	Target makes a WIS save on casting. On failure it is marked; caster's allies (not caster) gain +2 on attack rolls against marked target for up to two affected target turns while Concentration holds. Success negates mark. Temporary magical attack bonus cap +3 applies. Multiple Crimson Scent instances do not stack; strongest tier applies (Greater > Mid > Base). No additional damage bonus.
Withering Word - Base | Simple	1 AP · 2 MP Save: CON	30 ft Instant Focus: No	Target makes a CON saving throw. On failure, deal 1d6 necrotic damage once on casting. Success negates damage. No ongoing effect or Concentration.
Withering Word - Mid | Simple	2 AP · 3 MP Save: CON	30 ft Instant Focus: No	Target makes a CON saving throw. On failure, deal 2d6 necrotic damage once on casting. Success negates damage. No ongoing effect or Concentration.
Withering Word - Greater | Simple	3 AP · 4 MP Save: CON	30 ft Until end of target next turn Focus: No	Target makes a CON saving throw. On failure, deal 3d6 necrotic damage once on casting and impose -1 on STR ability checks through the end of target's next turn. Success negates both. The penalty persists without Concentration; no repeat damage.
Breath Leashed - Base | Simple	2 AP · 2 MP Save: CON	30 ft Until end of target next turn Focus: Yes	Target makes a CON saving throw. On failure, it suffers -1 on all attack rolls through the end of its next turn while caster maintains Concentration. Success negates effect. Breathing difficulty is descriptive only.
Breath Leashed - Mid | Simple	3 AP · 3 MP Save: CON	30 ft Up to 2 affected target turns Focus: Yes	Target makes an initial CON saving throw. On failure, it is afflicted for up to two affected target turns while caster maintains Concentration. The first time on each affected turn it attempts Dash, target makes a fresh CON save: on failure it spends 1 AP but gains no Dash movement; on success it may Dash normally. Other actions remain available. Further Dash attempts in the same affected turn do not trigger another special save or penalty.
Breath Leashed - Greater | Simple	4 AP · 4 MP Save: CON	30 ft Up to 2 affected target turns Focus: Yes	Target makes an initial CON saving throw. On failure, it cannot Dash and suffers -2 on attack rolls while caster maintains Concentration. Target repeats CON recovery save at end of its first affected turn; success ends both effects. On failure, both persist through its second affected turn and then expire automatically. Initial success negates both.
Grasp of the Fallen - Base | Standard	2 AP · 3 MP Save: STR	30 ft Until end of target next turn Focus: Yes	Target makes a STR saving throw. On failure, reduce its movement by 10 ft (minimum 0 ft) through the end of its next turn while caster maintains Concentration. Success negates the effect.
Grasp of the Fallen - Mid | Standard	3 AP · 4 MP Save: STR	30 ft Up to 2 affected target turns Focus: Yes	Target makes an initial STR saving throw. On failure, it gains the core Restrained condition while caster maintains Concentration. Repeat STR recovery save at end of its first affected turn: success ends Restrained. On failure, Restrained persists through its second affected turn and then expires automatically. Initial success negates effect.
Grasp of the Fallen - Greater | Standard	4 AP · 5 MP Save: STR	30 ft Up to 2 affected target turns Focus: Yes	Target makes an initial STR saving throw. On failure, it becomes Restrained and takes 1d6 necrotic damage immediately. At the start of its next turn, before any further damage, target repeats STR saving throw: success ends spell and prevents the second damage pulse; failure deals one additional 1d6 necrotic and maintains Restrained. Effect expires automatically after the second affected turn or when Concentration ends. Initial success negates all effects. No other damage pulses.
Curse of Years - Base | Standard	2 AP · 3 MP Save: CON	30 ft Instant Focus: No	Target makes a CON saving throw. On failure, deal 2d6 necrotic damage once. Success negates damage. No ongoing effect or Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Curse of Years - Mid | Standard	3 AP · 4 MP Save: CON	30 ft Instant Focus: No	Target makes a CON saving throw. On failure, deal 3d6 necrotic damage once. Success negates damage. No ongoing effect or Concentration.
Curse of Years - Greater | Standard	4 AP · 5 MP Save: CON	30 ft Until end of target next turn Focus: No	Target makes a CON saving throw. On failure, deal 4d6 necrotic damage once and impose -1 on CON saving throws through the end of its next turn. Success negates both. The penalty persists without Concentration; no repeat damage.
Lingering Rot - Base | Potent	3 AP · 5 MP Save: CON	30 ft radius Until end of next turn Focus: Yes	Enemies take 1d6 necrotic damage.
Lingering Rot - Mid | Potent	4 AP · 6 MP Save: CON	30 ft radius 2 rounds Focus: Yes	Enemies take 2d6 necrotic damage per round.
Lingering Rot - Greater | Potent	4 AP · 7 MP Save: CON	30 ft radius Up to 2 rounds Focus: Yes	Enemies take 3d6 necrotic damage per round.
Soul Siphon - Base | Potent	3 AP · 5 MP Save: CON	30 ft Instant Focus: No	Target loses 2d6 HP once immediately; caster regains half the HP actually drained. No Concentration required.
Soul Siphon - Mid | Potent	4 AP · 6 MP Save: CON	30 ft Instant Focus: No	Target loses 3d6 HP once immediately; caster regains half the HP actually drained. No Concentration required.
Soul Siphon - Greater | Potent	4 AP · 7 MP Save: CON	30 ft Instant Focus: No	Instantly drain 4d6 HP from the target once (CON save as listed); the caster regains half the HP actually drained. No repeated drain or Concentration.
Dark Bond - Base | Potent	2 AP · 5 MP Save: None	30 ft Until end of next turn Focus: Yes	Linked creatures share damage.
Dark Bond - Mid | Potent	3 AP · 6 MP Save: None	30 ft 2 rounds Focus: Yes	Linked creatures share half damage.
Dark Bond - Greater | Potent	4 AP · 7 MP Save: None	30 ft Up to 3 rounds Focus: Yes	Linked creatures share half damage and −1 saves.
Drain Strength - Base | Exceptional	3 AP · 7 MP Save: STR	30 ft Until end of next turn Focus: Yes	Target −1 STR checks; caster +1 STR.
Drain Strength - Mid | Exceptional	4 AP · 8 MP Save: STR	30 ft 2 rounds Focus: Yes	Target −2 STR checks; caster +2 STR.
Drain Strength - Greater | Exceptional	4 AP · 9 MP Save: STR	30 ft Up to 2 rounds Focus: Yes	Target −2 STR checks and saves; caster +2 STR.
Ravenous Rush - Base | Exceptional	3 AP · 7 MP Save: None	Self Instant Focus: No	Caster drains 2d6 HP from enemies passed.
Ravenous Rush - Mid | Exceptional	4 AP · 8 MP Save: None	Self Instant Focus: No	Caster drains 3d6 HP from enemies passed.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Ravenous Rush - Greater | Exceptional	4 AP · 9 MP Save: None	Self Until end of next turn Focus: No	Caster drains 4d6 HP and gains +10 ft movement.
Maledict's Roulette - Base | Exceptional	4 AP · 8 MP Save: WIS	60 ft Instant Focus: No	On a failed WIS save, the target suffers -1 to attack rolls until the end of its next turn. No random curse or Concentration.
Maledict's Roulette - Mid | Exceptional	4 AP · 9 MP Save: WIS	60 ft Until end of next turn Focus: No	On a failed WIS save, roll 1d2: 1 - target is blinded until the end of its next turn; 2 - target speed is reduced by 10 ft until the end of its next turn (minimum 0). Either curse persists independently without Concentration.
Maledict's Roulette - Greater | Exceptional	4 AP · 10 MP Save: WIS	60 ft Up to 2 rounds Focus: Yes	On a failed WIS save, roll 1d2: 1 - target suffers the core rulebook Paralyzed condition, including only its published effects (no additional critical-hit or damage rule); 2 - target suffers -2 to attack rolls and saving throws. The curse requires Concentration. At the end of the target's first affected turn, it may repeat the WIS save, ending the curse on success. At the end of its second affected turn, the curse expires automatically without a redundant recovery save. Losing Concentration ends the curse early. A new successful Greater casting replaces any previous Greater curse on that target, rolls a fresh d2 outcome, and restarts its duration. The curses never stack; a failed new casting does not replace the existing curse.
Exsanguinate - Base | Legendary	4 AP · 10 MP Save: CON	60 ft radius Instant Focus: No	Enemies lose 4d6 HP; caster heals half.
Exsanguinate - Mid | Legendary	4 AP · 11 MP Save: CON	60 ft radius Instant Focus: No	Enemies lose 5d6 HP; caster heals half.
Exsanguinate - Greater | Legendary	4 AP · 12 MP Save: CON	60 ft radius Up to 2 rounds Focus: Yes	On casting, enemies in the spell's 60-foot-radius area make a CON save and lose 6d6 HP on failure, half on success; the caster heals half the HP actually drained. If Concentration is maintained, at the start of the caster's next turn, recheck enemies currently in the area: each makes a new CON save against a final 3d6 HP drain (half on success), and the caster again heals half the HP actually drained. No additional pulses.
Vampiric Ascendance - Base | Legendary	4 AP · 10 MP Save: None	Self Until end of next turn Focus: Yes	Caster gains regeneration 5 HP/round.
Vampiric Ascendance - Mid | Legendary	4 AP · 11 MP Save: None	Self 2 rounds Focus: Yes	Caster gains flight and regeneration 5 HP/round.
Vampiric Ascendance - Greater | Legendary	4 AP · 12 MP Save: None	Self Up to 2 rounds Focus: Yes	Caster gains flight, regeneration 10 HP/round, 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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Ember of Conviction - Base | Trivial	1 AP · 0 MP Save: None	Touch Instant Focus: No	Touch an unattended flammable object to ignite it without an attack roll. Against an unwilling creature, make a melee spell attack against AC; on hit, deal 1d4 fire damage once. Worn or held items do not automatically ignite. No saving throw or Concentration.
Ember of Conviction - Mid | Trivial	2 AP · 0 MP Save: None	Touch Until end of target next turn (penalty); damage Instant Focus: No	Against an unwilling creature, make a melee spell attack against AC. On hit, deal 1d4 fire damage once and impose -1 on its next attack roll, ability check, or saving throw before the end of its next turn; penalty is consumed on use. No saving throw or Concentration.
Ember of Conviction - Greater | Trivial	3 AP · 0 MP Save: None	Touch Until end of target next turn Focus: No	Against an unwilling creature, make a melee spell attack against AC. On hit, deal 1d4 fire damage once; until end of target next turn, target cannot benefit from advantage on attack rolls only. Advantage on ability checks and saving throws is unaffected. No Concentration.
Glare of Judgement - Base | Trivial	1 AP · 0 MP Save: CHA	15 ft Until end of target next turn Focus: No	Target makes a CHA saving throw. On failure, -1 on its next attack roll before the end of its next turn, consumed on use. Dazzled is descriptive, not an additional condition. Success negates effect. No Concentration.
Glare of Judgement - Mid | Trivial	2 AP · 0 MP Save: CHA	15 ft Until end of target next turn Focus: No	Target makes a CHA saving throw. On failure, -1 on all attack rolls and cannot benefit from advantage on attack rolls until end of its next turn. Dazzled is descriptive only. Success negates both. No Concentration.
Glare of Judgement - Greater | Trivial	3 AP · 0 MP Save: CHA	15 ft Up to 2 affected target turns Focus: No	Target makes initial CHA saving throw. On failure, -1 on attack rolls and saving throws for up to two affected turns. Repeat CHA save at end of first affected turn; success ends both penalties, failure retains them through second affected turn, then automatically expires. Dazzled is descriptive only. Initial success negates all. No Concentration.
Brand of Ash - Base | Trivial	1 AP · 0 MP Save: None	Touch Up to 1 hour Focus: Yes	Touch a willing creature or make a melee spell attack against an unwilling creature's AC. On successful touch or hit, apply a visible ash mark for up to 1 hour while Concentration holds. The marked target cannot benefit from invisibility. The mark does not reveal a target through walls, cover, or other concealment. No saving throw.
Brand of Ash - Mid | Trivial	2 AP · 0 MP Save: None	Touch Up to 1 hour Focus: Yes	Touch a willing creature or make a melee spell attack against an unwilling creature's AC. On success, mark target for up to 1 hour while Concentration holds. Target suffers -1 on all Stealth ability checks and cannot benefit from invisibility (incorporates Base effect). Mark does not reveal through walls, cover, or other concealment. No saving throw.
Brand of Ash - Greater | Trivial	3 AP · 0 MP Save: None	Touch Up to 1 hour (Stealth); until end of target next turn (saves) Focus: Yes	Touch a willing creature or make a melee spell attack against an unwilling creature's AC. On success, mark target for up to 1 hour while Concentration holds; target suffers -1 on all Stealth ability checks during that time. Target also suffers -1 on all saving throws only until the end of its next turn, ending earlier if Concentration ends. No saving throw. No automatic location tracking.
Spark of Healing - Base | Simple	1 AP · 1 MP Save: None	Touch Instant Focus: No	Touch a living creature to restore 1d4 HP, up to its maximum HP. May restore HP to a living creature at 0 HP under normal healing and dying rules; cannot revive a dead creature. No temporary HP, no saving throw, no Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Spark of Healing - Mid | Simple	2 AP · 2 MP Save: None	Touch Instant Focus: No	Touch a living creature to restore 1d6 HP, up to its maximum HP. May restore HP to a living creature at 0 HP under normal healing and dying rules; cannot revive a dead creature. No temporary HP, no saving throw, no Concentration.
Spark of Healing - Greater | Simple	3 AP · 3 MP Save: None	Touch Instant (healing); until end of target next turn (save bonus) Focus: No	Touch a living creature to restore 2d6 HP, up to its maximum HP. May heal a living creature at 0 HP under normal dying rules but cannot revive the dead. Grant +1 to its next saving throw made before the end of its next turn, consumed on use; repeated Spark of Healing bonuses do not stack. No temporary HP or Concentration.
Brand of Faith - Base | Simple	1 AP · 2 MP Save: None	Touch Until end of recipient next turn Focus: Yes	Touch a creature. It gains +1 on saving throws specifically against effects that would cause or maintain the Frightened condition through the end of its next turn while Concentration holds. This bonus does not apply to unrelated saving throws. No saving throw required to receive this spell.
Brand of Faith - Mid | Simple	2 AP · 3 MP Save: None	Touch Up to 2 affected recipient turns Focus: Yes	Touch a creature. For up to two affected turns while Concentration holds, it gains +1 on saving throws against fear and cannot gain the Frightened condition. If already Frightened, the condition is suppressed while protected, not removed; it may resume when protection ends if its underlying duration remains. No saving throw required to receive this spell.
Brand of Faith - Greater | Simple	3 AP · 4 MP Save: None	Touch Up to 3 affected recipient turns Focus: Yes	Touch a creature. For up to three affected turns while Concentration holds, it gains +1 on saving throws and ability checks specifically made to resist, escape, or overcome fear effects, and cannot gain the Frightened condition. Existing Frightened is suppressed rather than removed and may resume if still active when protection ends. No bonus on unrelated rolls; no saving throw required to receive this spell.
Ashcloud - Base | Simple	2 AP · 2 MP Save: CON	20 ft radius 1 round Focus: No	Create a stationary 20-ft-radius cloud lasting one round. All creatures, including allies and enemies, make a CON saving throw the first time they enter or start their turn within the cloud (whichever occurs first). One save per creature per casting. On failure, -1 on attack rolls while inside; leaving ends the penalty. Success negates the penalty for this casting. Reentry does not cause a new save; a creature that failed is penalized again while inside.
Ashcloud - Mid | Simple	3 AP · 3 MP Save: CON	20 ft radius 2 rounds Focus: No	Create a stationary 20-ft-radius cloud lasting two rounds. All creatures, allies and enemies, make one CON save per casting when they first enter or start a turn inside (whichever occurs first). On failure, -1 on attack rolls and -5 ft movement while inside (movement minimum 0 ft). Leaving ends both penalties; reentry reapplies them to a creature that failed. Success negates both penalties for this casting. No Concentration.
Ashcloud - Greater | Simple	4 AP · 4 MP Save: CON	20 ft radius Up to 2 rounds Focus: No	Create a stationary 20-ft-radius cloud lasting up to two rounds. All creatures, allies and enemies, make one CON save per casting upon first entry or first turn starting inside (whichever occurs first). On failure, while inside they suffer -1 on attack rolls and saving throws and cannot Dash. Leaving ends these effects; reentry reapplies them to a creature that failed. Success negates all effects for that casting. No Concentration.
Shield of Martyrs - Base | Standard	2 AP · 3 MP Save: CON	Self 1 round Focus: Yes	Gain +1 AC; the first qualifying hit each round heals an ally 1d4 HP. Additional hits in the same round do not trigger healing. Cannot stack.
Shield of Martyrs - Mid | Standard	3 AP · 4 MP Save: CON	Self 2 rounds Focus: Yes	Gain +2 AC; the first qualifying hit each round heals an ally 1d4 HP. Additional hits that round do not trigger healing.
Shield of Martyrs - Greater | Standard	4 AP · 5 MP Save: CON	Self Up to 3 rounds Focus: Yes	Gain +2 AC and +1 to saves; the first qualifying hit each round heals an ally 1d6 HP. Additional hits that round do not trigger healing.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Pillar of Flame - Base | Standard	2 AP · 3 MP Save: DEX	30 ft Instant Focus: No	Choose a point within 30 ft. Every creature, ally or enemy, within a 10-ft radius of that point makes a DEX saving throw. On failure, it takes 1d6 fire damage once; success negates the damage. No Concentration.
Pillar of Flame - Mid | Standard	3 AP · 4 MP Save: DEX	30 ft Instant (damage); until end of each affected creature next turn (movement) Focus: No	Choose a point within 30 ft. Each creature, ally or enemy, in the 10-ft-radius area makes a DEX saving throw. Failure deals 1d6 fire damage once and reduces that creature's movement by 5 ft (minimum 0 ft) through the end of its next turn. Success negates both effects. No Concentration.
Pillar of Flame - Greater | Standard	4 AP · 5 MP Save: DEX	30 ft Instant (damage); until end of each affected creature next turn (attacks) Focus: No	Choose a point within 30 ft. Each creature, ally or enemy, in the 10-ft-radius area makes a DEX saving throw. Failure deals 2d6 fire damage once and imposes -1 on all its attack rolls through the end of its next turn. Success negates both effects. No Concentration.
Oathkeeper's Ward - Base | Potent	3 AP · 5 MP Save: None	20 ft radius 1 round Focus: Yes	Allies gain +1 AC. Cannot stack
Oathkeeper's Ward - Mid | Potent	4 AP · 6 MP Save: None	20 ft radius 2 rounds Focus: Yes	Allies gain +1 AC and +1 saves. Cannot stack
Oathkeeper's Ward - Greater | Potent	4 AP · 7 MP Save: None	20 ft radius Up to 3 rounds Focus: Yes	Allies gain +2 AC and +1 saves. Cannot stack
Radiant Smite - Base | Potent	2 AP · 5 MP Save: None	Self 1 attack Focus: No	Next hit deals +2d6 radiant.
Radiant Smite - Mid | Potent	3 AP · 6 MP Save: None	Self 1 attack Focus: No	Next hit deals +2d6 radiant and −1 saves.
Radiant Smite - Greater | Potent	4 AP · 7 MP Save: None	Self 1 attack Focus: No	Next hit deals +3d6 radiant; target cannot gain advantage.
Burden of Sin - Base | Exceptional	3 AP · 7 MP Save: WIS	30 ft 1 round Focus: Yes	Target suffers −1 attacks.
Burden of Sin - Mid | Exceptional	4 AP · 8 MP Save: WIS	30 ft 2 rounds Focus: Yes	Target suffers −2 attacks and saves.
Burden of Sin - Greater | Exceptional	4 AP · 9 MP Save: WIS	30 ft Up to 3 rounds Focus: Yes	Target suffers −2 attacks and saves; takes +1 damage per die.
Pyre of the Righteous - Base | Exceptional	4 AP · 8 MP Save: DEX	40 ft Instant Focus: No	Deals 2d6 fire damage once immediately in a 20-ft radius at the listed 40-ft range (DEX save as listed); no maintained effect.
Pyre of the Righteous - Mid | Exceptional	4 AP · 9 MP Save: DEX	40 ft Instant Focus: No	Deals 4d6 fire damage once (DEX save as listed); affected targets suffer −1 to attacks until the end of each target's next turn, independently without Concentration.
Pyre of the Righteous - Greater | Exceptional	4 AP · 10 MP Save: DEX	40 ft Instant Focus: No	Deals 5d6 fire damage once (DEX save as listed); affected targets suffer −1 to attacks and saves until the end of each target's next turn, independently without Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Immolation of the Faithful - Base | Exceptional	4 AP · 8 MP Save: None	Touch Instant Focus: No	Touch an ally. If its current HP is below half its maximum HP (rounded down, minimum 1), raise current HP to that floor; never reduce existing HP. The ally gains +1 to saving throws until the end of its next turn. Multiple Base castings may repeat HP restoration but do not stack their +1 saving throw bonus; only one such bonus applies at a time. The effect persists independently without Concentration.
Immolation of the Faithful - Mid | Exceptional	4 AP · 9 MP Save: None	Touch Instant Focus: No	Touch an ally and immediately restore it to full HP. Count two complete turns of the affected ally after the spell resolves. After that ally finishes its second such turn, a -1 saving throw penalty activates and lasts until the end of that ally's following turn. The penalty persists independently without Concentration. Each casting restores HP. Only one pending or active Immolation of the Faithful penalty can affect an ally; the most severe applies. A weaker casting restores HP but does not replace, downgrade, or reset a stronger pending or active penalty. A new casting of equal or greater severity resets the two-ally-turn delay. Penalties do not stack.
Immolation of the Faithful - Greater | Exceptional	4 AP · 10 MP Save: None	Touch Instant Focus: No	Touch an ally and immediately restore it to full HP. Count two complete turns of the affected ally after the spell resolves. After that ally finishes its second such turn, a -2 saving throw penalty activates and lasts until the end of that ally's following turn. The penalty persists independently without Concentration. Each casting restores HP. Only one pending or active Immolation of the Faithful penalty can affect an ally; the most severe applies. A weaker casting restores HP but does not replace, downgrade, or reset a stronger pending or active penalty. A new casting of equal or greater severity resets the two-ally-turn delay. Penalties do not stack.
Sanctuary of Oaths - Base | Exceptional	3 AP · 7 MP Save: None	30 ft radius 2 rounds Focus: Yes	Enemies must save or cannot enter area.
Sanctuary of Oaths - Mid | Exceptional	4 AP · 8 MP Save: None	30 ft radius Up to 3 rounds Focus: Yes	Enemies must save or cannot enter; suffer −1 attacks inside.
Sanctuary of Oaths - Greater | Exceptional	4 AP · 9 MP Save: None	30 ft radius Up to 3 rounds Focus: Yes	Enemies must save or cannot enter; suffer −1 attacks and saves inside.
Wrath of the Covenant - Base | Legendary	4 AP · 10 MP Save: DEX	60 ft line Instant Focus: No	Deals 6d10 fire/radiant damage once immediately (DEX save as listed); no maintained effect.
Wrath of the Covenant - Mid | Legendary	4 AP · 11 MP Save: DEX	60 ft line Instant Focus: No	Deals 7d10 damage once (DEX save as listed); affected targets suffer −1 to attacks until the end of each target's next turn. The penalty persists independently without Concentration.
Wrath of the Covenant - Greater | Legendary	4 AP · 12 MP Save: DEX	60 ft line Instant Focus: No	Deals 7d10 damage once (DEX save as listed); affected targets suffer −1 to attacks and saves until the end of each target's next turn. Both penalties persist independently without Concentration.
Resurrection by Flame - Base | Legendary	4 AP · 10 MP Save: None	Touch Instant Focus: No	Revive an eligible ally immediately at 25% of its maximum HP, rounded down (minimum 1). The creature returns conscious and prone, remains in its initiative order, and may spend AP normally when its next turn begins. Target must have died within the preceding 1 minute and have a physically intact body without major missing body parts. A creature can benefit from Resurrection by Flame once per long rest. Revival repairs ordinary lethal injuries sufficiently to sustain life but does not remove persistent diseases, curses, or external hazards. No Concentration. On successful revival, reset the creature's accumulated dying-track points to zero. Existing lingering injuries remain unless another effect explicitly removes them.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Resurrection by Flame - Mid | Legendary	4 AP · 11 MP Save: None	Touch Instant Focus: No	Revive an eligible ally immediately at 50% of its maximum HP, rounded down (minimum 1). The creature returns conscious and prone, remains in its initiative order, and may spend AP normally when its next turn begins. The revived ally gains +1 to saving throws until the end of its next turn; this bonus does not require Concentration. Target must have died within the preceding 1 minute and have a physically intact body without major missing body parts. A creature can benefit from Resurrection by Flame once per long rest. Revival repairs ordinary lethal injuries sufficiently to sustain life but does not remove persistent diseases, curses, or external hazards. No Concentration. On successful revival, reset the creature's accumulated dying-track points to zero. Existing lingering injuries remain unless another effect explicitly removes them.
Resurrection by Flame - Greater | Legendary	4 AP · 12 MP Save: None	Touch Instant Focus: No	Revive an eligible ally immediately at 50% of its maximum HP, rounded down (minimum 1). The creature returns conscious and prone, remains in its initiative order, and may spend AP normally when its next turn begins. Immediately remove Bleeding, Poisoned, Slowed, Restrained, and similar ordinary nonmagical negative physical conditions. Do not remove diseases, curses, permanent injuries, or magical effects unless expressly allowed. Target must have died within the preceding 1 minute and have a physically intact body without major missing body parts. A creature can benefit from Resurrection by Flame once per long rest. Revival repairs ordinary lethal injuries sufficiently to sustain life but does not remove persistent diseases, curses, or external hazards. No Concentration. On successful revival, reset the creature's accumulated dying-track points to zero. Existing lingering injuries remain unless another effect explicitly removes them.

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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Lumen Mark - Base | Trivial	1 AP · 0 MP Save: None	30 ft Until end of marked creature next turn Focus: Yes	Mark a creature within 30 ft. An unwilling creature makes a WIS saving throw; success negates the mark. A willing creature may accept it without a save. On a successful mark, its invisibility is suppressed through the end of its next turn while Concentration holds. The mark does not reveal a creature through walls or total cover.
Lumen Mark - Mid | Trivial	2 AP · 0 MP Save: None	30 ft Up to 2 affected creature turns Focus: Yes	Mark a creature within 30 ft. An unwilling creature makes a WIS saving throw; success negates the mark. A willing creature may accept without a save. While marked for up to two affected turns and Concentration holds, its invisibility is suppressed and it emits dim light in a 10-ft radius. The light follows the creature but does not pass through opaque barriers.
Lumen Mark - Greater | Trivial	3 AP · 0 MP Save: None	30 ft Up to 3 affected creature turns Focus: Yes	Mark a creature within 30 ft. An unwilling creature makes a WIS saving throw; success negates the mark. A willing creature may accept without a save. While marked for up to three affected turns and Concentration holds, its invisibility is suppressed and all attackers (including caster, allies, and enemies) gain +1 on attack rolls against it. Existing temporary magical attack bonus caps apply. The mark does not reveal a creature through walls or total cover.
Resonant Snap - Base | Trivial	1 AP · 0 MP Save: DEX	30 ft Instant Focus: No	Target makes a DEX saving throw. On failure, deal 1d4 thunder damage once. Success negates the damage. Instant; no Concentration.
Resonant Snap - Mid | Trivial	2 AP · 0 MP Save: DEX	30 ft Instant (damage); until end of target next turn (deafening) Focus: No	Target makes a DEX saving throw. On failure, deal 2d4 thunder damage once and deafen the target until the end of its next turn. Deafening prevents hearing but does not automatically penalize attack rolls or saving throws. Success negates both effects. No Concentration.
Resonant Snap - Greater | Trivial	3 AP · 0 MP Save: DEX	30 ft Instant (damage); until end of target next turn (attack penalty) Focus: No	Target makes a DEX saving throw. On failure, deal 3d4 thunder damage once and impose -1 on its next attack roll before the end of its next turn, consumed on use. Success negates both effects. No Concentration.
Prism Dart - Base | Trivial	1 AP · 0 MP Save: DEX	30 ft Instant Focus: No	Target makes a DEX saving throw. On failure, deal 1d4 radiant damage once. Success negates the damage. Instant; no Concentration.
Prism Dart - Mid | Trivial	2 AP · 0 MP Save: DEX	30 ft Instant Focus: No	Target makes a DEX saving throw. On failure, deal 2d4 radiant damage once. Success negates the damage. Instant; no Concentration.
Prism Dart - Greater | Trivial	3 AP · 0 MP Save: DEX	30 ft Instant (damage); until end of target next turn (cosmetic glow) Focus: No	Target makes a DEX saving throw. On failure, deal 3d4 radiant damage once and cause the target to glow faintly until the end of its next turn. The glow is cosmetic: it grants no additional visibility, targeting benefit, or attack-roll penalty beyond ordinary lighting rules. Success negates both damage and glow. No Concentration.
Dazzling Gleam - Base | Simple	2 AP · 1 MP Save: DEX	30 ft Instant (damage); until end of target next turn (next attack penalty) Focus: No	Target makes a DEX saving throw. On failure, deal 1d6 radiant damage once and impose -1 on its next attack roll before the end of its next turn, consumed on use. Success negates both. Dazzled is descriptive only, not a separate condition. No Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Dazzling Gleam - Mid | Simple	3 AP · 2 MP Save: DEX	30 ft Instant (damage); until end of target next turn (next attack penalty) Focus: No	Target makes a DEX saving throw. On failure, deal 2d6 radiant damage once and impose -1 on its next attack roll before the end of its next turn, consumed on use. Success negates both. Dazzled is descriptive only. No Concentration.
Dazzling Gleam - Greater | Simple	4 AP · 3 MP Save: DEX	30 ft Instant (damage); until end of target next turn (attack penalty) Focus: No	Target makes a DEX saving throw. On failure, deal 3d6 radiant damage once and impose -1 on all attack rolls through the end of its next turn. Success negates both. Dazzled is descriptive only, not a separate condition. No Concentration.
Harmonic Pulse - Base | Simple	2 AP · 1 MP Save: WIS	30 ft 1 round Focus: Yes	Ally gains +1 to next attack or save.
Harmonic Pulse - Mid | Simple	3 AP · 2 MP Save: WIS	30 ft 2 rounds Focus: Yes	Ally gains +1 to two rolls.
Harmonic Pulse - Greater | Simple	4 AP · 3 MP Save: WIS	30 ft 3 rounds Focus: Yes	Ally gains +2 to next roll.
Bind in Light - Base | Standard	2 AP · 2 MP Save: DEX	30 ft 1 round Focus: Yes	Target slowed in radiant strands.
Bind in Light - Mid | Standard	3 AP · 3 MP Save: DEX	30 ft 2 rounds Focus: Yes	Target restrained on failed save.
Bind in Light - Greater | Standard	4 AP · 4 MP Save: DEX	30 ft 3 rounds (save each turn) Focus: Yes	Target restrained and takes 1d6 radiant damage.
Echo Vision - Base | Standard	2 AP · 2 MP Save: None	30 ft 5 minutes Focus: Yes	Reveal hidden objects; advantage on one Perception check.
Echo Vision - Mid | Standard	3 AP · 3 MP Save: None	30 ft 5 minutes Focus: Yes	Reveal hidden objects and creatures.
Echo Vision - Greater | Standard	4 AP · 4 MP Save: None	30 ft 10 minutes Focus: Yes	Reveal invisible creatures and illusions in area.
Shard Burst - Base | Standard	3 AP · 3 MP Save: DEX	10 ft radius Instant Focus: No	Deals 3d6 radiant damage once immediately in the listed 10-ft radius (DEX save as listed). No ongoing effect or Concentration.
Shard Burst - Mid | Standard	3 AP · 4 MP Save: DEX	10 ft radius Instant Focus: No	Deals 4d6 radiant damage once immediately in the listed 10-ft radius (DEX save as listed). No ongoing effect or Concentration.
Shard Burst - Greater | Standard	4 AP · 5 MP Save: DEX	10 ft radius Instant Focus: No	Deals 5d6 radiant damage once immediately in the listed 10-ft radius (DEX save as listed). No ongoing effect or Concentration.
Beacon's Call - Base | Potent	3 AP · 4 MP Save: None	20 ft radius Instant Focus: No	Allies heal 2d6 HP.
Beacon's Call - Mid | Potent	4 AP · 5 MP Save: None	20 ft radius Instant Focus: No	Allies heal 3d6 HP.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Beacon's Call - Greater | Potent	4 AP · 6 MP Save: None	20 ft radius Instant Focus: No	Allies heal 4d6 HP.
Radiant Chains - Base | Potent	3 AP · 5 MP Save: DEX	30 ft 1 round Focus: Yes	Target restrained briefly.
Radiant Chains - Mid | Potent	4 AP · 6 MP Save: DEX	30 ft 2 rounds Focus: Yes	Target restrained; takes 2d6 radiant damage.
Radiant Chains - Greater | Potent	4 AP · 7 MP Save: DEX	30 ft 3 rounds (save each turn) Focus: Yes	Target restrained; takes 3d6 radiant damage.
Symphonic Ward - Base | Potent	4 AP · 6 MP Save: None	20 ft radius 3 rounds Focus: Yes	Allies gain +1 AC.
Symphonic Ward - Mid | Potent	4 AP · 7 MP Save: None	20 ft radius 3 rounds Focus: Yes	Allies gain +1 AC and radiant resistance.
Symphonic Ward - Greater | Potent	4 AP · 8 MP Save: None	20 ft radius 4 rounds Focus: Yes	Allies gain +2 AC and radiant resistance.
Prism Cage - Base | Exceptional	4 AP · 7 MP Save: DEX	15 ft cube 1 round Focus: Yes	Radiant cage forms briefly.
Prism Cage - Mid | Exceptional	4 AP · 8 MP Save: DEX	15 ft cube 2 rounds Focus: Yes	Enemies trapped; take 3d6 radiant damage.
Prism Cage - Greater | Exceptional	4 AP · 9 MP Save: DEX	15 ft cube 3 rounds Focus: Yes	Enemies trapped; take 4d6 radiant damage.
Harmony of the Many - Base | Exceptional	4 AP · 8 MP Save: None	30 ft Instant Focus: No	Heal 3d6 HP to up to 4 allies.
Harmony of the Many - Mid | Exceptional	4 AP · 9 MP Save: None	30 ft Instant Focus: No	Heal 4d6 HP to up to 4 allies.
Harmony of the Many - Greater | Exceptional	4 AP · 10 MP Save: None	30 ft Instant Focus: No	Heal 5d6 HP to up to 4 allies.
Lens of Revelation - Base | Exceptional	4 AP · 9 MP Save: WIS	30 ft 1 minute Focus: Yes	Reveal illusions.
Lens of Revelation - Mid | Exceptional	4 AP · 10 MP Save: WIS	30 ft 1 minute Focus: Yes	Reveal 1 ememy vulnerability.
Lens of Revelation - Greater | Exceptional	4 AP · 11 MP Save: WIS	30 ft 1 minute Focus: Yes	Reveal 1 ememy vulnerability, illusions and hidden doors.
Solar Symphony - Base | Legendary	4 AP · 10 MP Save: DEX	40 ft radius Instant Focus: No	Deals 5d10 radiant damage once immediately on casting (DEX save as listed) to all creatures, including allies and enemies, in the listed 40-ft radius. No ongoing effect or Concentration.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Solar Symphony - Mid | Legendary	4 AP · 11 MP Save: DEX	40 ft radius Instant Focus: No	Deals 6d10 radiant damage once immediately on casting (DEX save as listed) to enemies in the listed 40-ft radius. No ongoing effect or Concentration.
Solar Symphony - Greater | Legendary	4 AP · 12 MP Save: DEX	40 ft radius Instant Focus: No	Deals 7d10 radiant damage once immediately on casting (DEX save as listed) to enemies in the listed 40-ft radius. No ongoing effect or Concentration.
Language of Light - Base | Legendary	4 AP · 12 MP Save: WIS	60 ft 2 rounds Focus: Yes	Allies heal 5d10 HP.
Language of Light - Mid | Legendary	4 AP · 13 MP Save: WIS	60 ft 2 rounds Focus: Yes	Allies heal 6d10 HP; enemies dazzled.
Language of Light - Greater | Legendary	4 AP · 14 MP Save: WIS	60 ft 3 rounds Focus: Yes	Allies heal 7d10 HP; 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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Binding Thread - Base | Trivial	1 AP · 0 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX saving throw. On failure, reduce its movement by 5 ft (minimum 0) through the end of its next turn while Concentration holds. Success negates the effect.
Binding Thread - Mid | Trivial	2 AP · 0 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX saving throw. On failure, reduce its movement by 10 ft (minimum 0) and prevent Dash through the end of its next turn while Concentration holds. Success negates both effects.
Binding Thread - Greater | Trivial	3 AP · 0 MP Save: DEX	30 ft Two affected target turns Focus: Yes	Target makes an initial DEX saving throw. On failure, reduce its movement by 10 ft (minimum 0) for up to two affected turns while Concentration holds. Once each affected turn, before moving farther than 5 ft from the space occupied when marked, target makes a DEX saving throw. On success, it may move within its remaining speed for that turn; on failure, it cannot move beyond that 5-ft boundary that turn. The spell automatically expires at the end of the second affected turn. A successful initial save negates the entire effect.
Oath Whisper - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, impose -1 on its next attack roll, ability check, or saving throw before the end of its next turn, consumed on use. Success negates. Concentration required.
Oath Whisper - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, it cannot gain advantage on attack rolls, ability checks, or saving throws through the end of its next turn while Concentration holds. Existing disadvantage is unaffected. Success negates.
Oath Whisper - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, impose -1 on its attack rolls and ability checks and prevent advantage on all d20 rolls (attacks, ability checks, saving throws) while Concentration holds. No numerical penalty to saving throws. Repeat the WIS saving throw at the end of the first affected turn; success ends all effects. Otherwise effects expire automatically at the end of the second affected turn. Initial success negates.
Tether Pulse - Base | Trivial	1 AP · 0 MP Save: STR	30 ft Instant Focus: No	Target makes a STR saving throw. On failure, deal 1d4 force damage once and pull target up to 5 ft directly toward the caster. Success negates damage and pull. Forced movement stops before solid obstacles or occupied spaces. No Concentration.
Tether Pulse - Mid | Trivial	2 AP · 0 MP Save: STR	30 ft Instant Focus: No	Target makes a STR saving throw. On failure, deal 1d4 force damage once and pull target up to 10 ft directly toward the caster, stopping before solid obstacles or occupied spaces. Success negates both. No Concentration.
Tether Pulse - Greater | Trivial	3 AP · 0 MP Save: STR	30 ft Instant (damage and pull); until end of target next turn (movement penalty) Focus: No	Target makes a STR saving throw. On failure, deal 2d4 force damage once, pull target up to 10 ft directly toward the caster (stopping before solid obstacles or occupied spaces), and reduce its movement by 5 ft (minimum 0) through the end of its next turn. Success negates all effects. No Concentration.
Chain of Accord - Base | Simple	2 AP · 1 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, it cannot voluntarily move farther than 10 ft from the space it occupied when marked through the end of its next turn while Concentration holds. Success negates. This does not impose the Restrained condition.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Chain of Accord - Mid | Simple	3 AP · 2 MP Save: WIS	30 ft Up to two affected target turns Focus: Yes	Target makes a WIS saving throw. On failure, it cannot voluntarily move farther than 10 ft from the space it occupied when marked unless it pays 1 AP once during that affected turn to cross the boundary. After paying, it can move normally within its remaining speed for that turn. Lasts up to two affected turns while Concentration holds. Initial success negates.
Chain of Accord - Greater | Simple	4 AP · 3 MP Save: WIS	30 ft Up to two affected target turns Focus: Yes	Target makes a WIS saving throw. On failure, crossing beyond 10 ft from its marked position costs 1 AP once per affected turn. If it crosses the boundary, it suffers -1 on all attack rolls through the end of that turn. Once paid, it may move within remaining speed. Lasts up to two affected turns while Concentration holds. Initial success negates.
Seal of Stillness - Base | Simple	2 AP · 1 MP Save: CON	30 ft Until end of target next turn Focus: Yes	Target makes a CON saving throw. On failure, it suffers -1 on all attack rolls through the end of its next turn while Concentration holds. Success negates.
Seal of Stillness - Mid | Simple	3 AP · 2 MP Save: CON	30 ft Up to two affected target turns; end-first-turn CON recovery Focus: Yes	Target makes an initial CON saving throw. On failure, it suffers -1 on all attack rolls and saving throws while Concentration holds. Repeat CON saving throw at the end of the first affected turn; success ends both penalties. Otherwise they expire at the end of the second affected turn. Initial success negates.
Seal of Stillness - Greater | Simple	4 AP · 3 MP Save: CON	30 ft Up to two affected target turns; end-first-turn CON recovery Focus: Yes	Target makes an initial CON saving throw. On failure, it suffers -2 on all attack rolls while Concentration holds, with no saving throw penalty. Repeat CON saving throw at the end of the first affected turn; success ends the attack penalty. Otherwise it expires at the end of the second affected turn. Initial success negates.
Anchoring Sigil - Base | Simple	2 AP · 1 MP Save: STR	Touch Until end of target's next turn Focus: No	Deals 1d6 force damage once (STR save as listed) and reduces target speed by 5 ft until the end of its next turn. The speed penalty persists independently; no Concentration.
Anchoring Sigil - Mid | Simple	3 AP · 2 MP Save: STR	Touch Until end of target's next turn Focus: No	Deals 1d6 force damage once (STR save as listed) and reduces target speed by 10 ft until the end of its next turn. The speed penalty persists independently; no Concentration.
Anchoring Sigil - Greater | Simple	4 AP · 3 MP Save: STR	Touch Until end of target's next turn Focus: No	Deals 2d6 force damage once (STR save as listed). Target cannot Dash until the end of its next turn. This restriction persists independently without Concentration.
Chains of Binding - Base | Standard	2 AP · 2 MP Save: STR	30 ft Until end of target next turn Focus: Yes	Target makes a STR saving throw. On failure, reduce its movement by 10 ft (minimum 0) and prevent Dash through the end of its next turn while Concentration holds. Success negates both. Slowed is descriptive only, not a separate condition.
Chains of Binding - Mid | Standard	3 AP · 3 MP Save: STR	30 ft Up to two affected target turns; end-first-turn STR recovery Focus: Yes	Target makes an initial STR saving throw. On failure, apply the core Restrained condition while Concentration holds. Repeat STR save at the end of its first affected turn: success ends Restrained. Otherwise Restrained expires automatically after its second affected turn. Initial success negates.
Chains of Binding - Greater | Standard	4 AP · 4 MP Save: STR	30 ft Up to two affected target turns; end-first-turn STR recovery Focus: Yes	Target makes an initial STR saving throw. On failure, apply core Restrained and reduce available AP by 1 (minimum 0) on its first affected turn only. Repeat STR save at the end of that first affected turn: success ends Restrained. Otherwise Restrained expires automatically after its second affected turn. Initial success negates.
Contract Mark - Base | Standard	2 AP · 2 MP Save: WIS	30 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, impose -1 on all saving throws while Concentration holds. Repeat WIS save at the end of its first affected turn; success ends the penalty. Otherwise the penalty expires after its second affected turn. Initial success negates.
Contract Mark - Mid | Standard	3 AP · 3 MP Save: WIS	30 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, impose -1 on all saving throws and suppress advantage on saving throws only (not attacks or ability checks) while Concentration holds. Repeat WIS save at the end of its first affected turn; success ends both. Otherwise both expire after its second affected turn. Initial success negates.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Contract Mark - Greater | Standard	4 AP · 4 MP Save: WIS	30 ft Up to three affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, impose -2 on all saving throws while Concentration holds. Its next spell cast while the mark remains active costs +1 MP before discounts, consumed on that cast. Repeat WIS save at the end of its first affected turn; success ends the mark and any unconsumed MP surcharge. Otherwise the mark expires after its third affected turn. Initial success negates.
Sigil of Denial - Base | Standard	3 AP · 3 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, the next spell it casts while this sigil remains active costs +1 MP before discounts; consume the surcharge on that casting. The sigil expires at the end of the target's next turn or when Concentration ends. Success negates.
Sigil of Denial - Mid | Standard	3 AP · 4 MP Save: WIS	30 ft Up to two affected target turns Focus: Yes	Target makes a WIS saving throw. On failure, each of its next two spells cast while this sigil remains active costs +1 MP before discounts. Consume each surcharge separately on casting. Any unused surcharges expire after its second affected turn or when Concentration ends. Success negates.
Sigil of Denial - Greater | Standard	4 AP · 5 MP Save: WIS	30 ft Up to three affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, its next spell cast while the sigil remains active costs +2 MP before discounts, consumed on casting. It also cannot Dash through the end of its next turn. Repeat WIS save at the end of its first affected turn; success ends the remaining sigil, including any unused surcharge and Dash restriction. Otherwise the sigil expires after its third affected turn or when Concentration ends. Initial success negates.
Grasp of the Bound - Base | Potent	3 AP · 4 MP Save: STR	30 ft Until end of target next turn Focus: Yes	Target makes a STR saving throw. On failure, apply the core Restrained condition through the end of its next turn while Concentration holds. No repeat recovery save. Success negates.
Grasp of the Bound - Mid | Potent	4 AP · 5 MP Save: STR	30 ft Up to two affected target turns; end-first-turn STR recovery Focus: Yes	Target makes an initial STR saving throw. On failure, apply core Restrained and -1 on all attack rolls while Concentration holds. Repeat STR save at the end of its first affected turn; success ends both effects. Otherwise both expire after its second affected turn. Initial success negates.
Grasp of the Bound - Greater | Potent	4 AP · 6 MP Save: STR	30 ft Up to three affected target turns; end-of-turn STR recovery each turn Focus: Yes	Target makes an initial STR saving throw. On failure, apply core Restrained and -1 on all attack rolls and saving throws while Concentration holds. Repeat STR save at the end of each affected turn; success ends all effects immediately. Otherwise all effects expire after its third affected turn. Initial success negates.
Oathbreaker's Burden - Base | Potent	3 AP · 5 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, it suffers -1 on all attack rolls and saving throws through the end of its next turn while Concentration holds. Success negates.
Oathbreaker's Burden - Mid | Potent	4 AP · 6 MP Save: WIS	30 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, it suffers -1 on all attack rolls and cannot gain advantage on attack rolls only while Concentration holds. Repeat WIS save at the end of its first affected turn; success ends both effects. Otherwise both expire after its second affected turn. Initial success negates.
Oathbreaker's Burden - Greater | Potent	4 AP · 7 MP Save: WIS	30 ft Up to three affected target turns; end-of-turn WIS recovery each turn Focus: Yes	Target makes an initial WIS saving throw. On failure, it suffers -2 on all attack rolls and saving throws while Concentration holds. Repeat WIS save at the end of each affected turn; success ends both penalties. Otherwise both expire after its third affected turn. Initial success negates.
Linked Fate - Base | Potent	2 AP · 5 MP Save: None	30 ft Two rounds Focus: Yes	Choose two willing creatures within 30 ft at casting; no saving throw. While Concentration holds for up to two rounds, whenever either takes damage, apply defenses to the original target first, then split the actual remaining damage equally between both creatures, assigning any odd point to the original target. Damage assigned through the link does not trigger further damage-sharing events. No duplication or recursive sharing.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Linked Fate - Mid | Potent	3 AP · 6 MP Save: None	30 ft Two rounds Focus: Yes	Choose two willing creatures within 30 ft at casting; no saving throw. Split actual damage between them as in Linked Fate - Base (defenses of original target first, odd point to original target, no recursion). Both creatures suffer -1 on all saving throws while linked for up to two rounds while Concentration holds.
Linked Fate - Greater | Potent	4 AP · 7 MP Save: None	30 ft Three rounds Focus: Yes	Choose two willing creatures within 30 ft at casting; no saving throw. Split actual damage between them as in Linked Fate - Base (defenses of original target first, odd point to original target, no recursion). Both creatures suffer -1 on all attack rolls and saving throws while linked for up to three rounds while Concentration holds.
Prison of Glass - Base | Exceptional	4 AP · 7 MP Save: DEX	30 ft Until end of target next turn Focus: Yes	Target makes a DEX saving throw. On failure, a transparent magical enclosure surrounds it through the end of its next turn while Concentration holds. The target cannot voluntarily leave; the enclosure blocks physical passage but does not impose the core Restrained condition and does not automatically block vision. Success negates.
Prison of Glass - Mid | Exceptional	4 AP · 8 MP Save: DEX	30 ft Up to two affected target turns; end-first-turn DEX recovery Focus: Yes	Target makes an initial DEX saving throw. On failure, it suffers the core Restrained condition for up to two affected turns while Concentration holds. Repeat DEX save at the end of the first affected turn; success ends the effect. Otherwise it expires after the second affected turn. Initial success negates.
Prison of Glass - Greater | Exceptional	4 AP · 9 MP Save: DEX	30 ft Up to three affected target turns; end-of-turn DEX recovery each turn Focus: Yes	Target makes an initial DEX saving throw. On failure, it suffers the core Restrained condition and cannot gain advantage on attack rolls, ability checks, or saving throws while Concentration holds, for up to three affected turns. Repeat DEX save at the end of each affected turn; success ends both effects. Otherwise both expire after the third affected turn. Initial success negates.
Edict of Silence - Base | Exceptional	4 AP · 8 MP Save: WIS	30 ft Until end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, it cannot cast spells requiring verbal components through the end of its next turn while Concentration holds. Spells without verbal components remain available. The effect does not prevent ordinary communication unless another rule says so. Success negates.
Edict of Silence - Mid | Exceptional	4 AP · 9 MP Save: WIS	30 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes an initial WIS saving throw. On failure, it cannot cast spells requiring verbal components, and the next otherwise legal spell it casts while this effect remains active costs +1 MP before discounts; this surcharge is consumed on that cast. Spells without verbal components remain available. Repeat WIS save at the end of its first affected turn; success ends both restrictions and any unused surcharge. Otherwise all expire after its second affected turn or when Concentration ends. Initial success negates.
Edict of Silence - Greater | Exceptional	4 AP · 10 MP Save: WIS	30 ft Up to three affected target turns; end-of-turn WIS recovery each turn Focus: Yes	Target makes an initial WIS saving throw. On failure, it cannot cast spells requiring verbal components, and the next otherwise legal spell it casts while this effect remains active costs +2 MP before discounts; this surcharge is consumed on that cast. Spells without verbal components remain available. Repeat WIS save at the end of each affected turn; success ends all effects and any unused surcharge. Otherwise all expire after its third affected turn or when Concentration ends. Initial success negates.
Absolute Seal - Base | Exceptional	4 AP · 9 MP Save: WIS	30 ft 1 round Focus: Yes	Target cannot move freely; its speed becomes 0 until the start of the caster's next turn, consistent with the approved one-round duration. Concentration: Yes; the effect ends earlier if Concentration breaks.
Absolute Seal - Mid | Exceptional	4 AP · 10 MP Save: WIS	30 ft 2 rounds Focus: Yes	Target is restrained and cannot be moved willingly by allies. The target makes a WIS save at the end of each affected turn; on success, the restraint ends early. Otherwise the spell ends at its listed duration or when Concentration breaks.
Absolute Seal - Greater | Exceptional	4 AP · 11 MP Save: WIS	30 ft 3 rounds Focus: Yes	Target is restrained; at the start of each affected turn, before taking actions, it makes a WIS save or loses 1 available AP for that turn.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Judgment Chain - Base | Legendary	4 AP · 10 MP Save: STR	60 ft Instant Focus: No	Target makes a STR saving throw. On failure, it takes 4d10 force damage once and is pulled up to 10 ft toward a point chosen by the caster within 60 ft. Forced movement stops at solid obstacles or occupied spaces. Success negates both damage and pull. No ongoing damage.
Judgment Chain - Mid | Legendary	4 AP · 11 MP Save: STR	60 ft Instant Focus: No	Target makes a STR saving throw. On failure, it takes 5d10 damage once (3d10 force and 2d10 radiant), is pulled up to 15 ft toward a point chosen by the caster within 60 ft, stopping at obstacles or occupied spaces, and is knocked Prone. Success negates all effects. No repeat damage.
Judgment Chain - Greater | Legendary	4 AP · 12 MP Save: STR	60 ft Up to two affected target turns for no-Dash restriction; initial effects instant Focus: Yes	Target makes a STR saving throw. On failure, it takes 6d10 damage once (3d10 force and 3d10 radiant), is pulled up to 20 ft toward a point chosen by the caster within 60 ft (stopping at solid obstacles or occupied spaces), and is knocked Prone. It cannot Dash for up to two affected turns while Concentration holds. Repeat STR save at end of its first affected turn; success ends the no-Dash restriction, otherwise it expires after the second affected turn. The recovery save does not undo damage, movement, or Prone. Initial success negates all effects.
Eternal Contract - Base | Legendary	4 AP · 12 MP Save: WIS	60 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes a WIS saving throw. On failure, it suffers -1 on all attack rolls, ability checks, and saving throws, but not damage or healing rolls, for up to two affected turns while Concentration holds. Repeat WIS save at end of first affected turn; success ends penalty, otherwise expires after second. Initial success negates.
Eternal Contract - Mid | Legendary	4 AP · 13 MP Save: WIS	60 ft Up to two affected target turns; end-first-turn WIS recovery Focus: Yes	Target makes a WIS saving throw. On failure, it cannot gain advantage on attack rolls, ability checks, or saving throws and the next spell it casts while the effect is active costs +1 MP before discounts, consumed on that cast. Repeat WIS save at end of first affected turn; success ends all effects and unused surcharge. Otherwise expires after second affected turn or when Concentration ends. Initial success negates.
Eternal Contract - Greater | Legendary	4 AP · 14 MP Save: WIS	60 ft Up to three affected target turns; end-of-turn WIS recovery each turn Focus: Yes	Target makes a WIS saving throw. On failure, it suffers -2 on attack rolls, ability checks, and saving throws (not damage or healing rolls), cannot gain advantage on those d20 rolls, and its next spell cast while this effect remains active costs +2 MP before discounts, consumed on that cast. Repeat WIS save at end of each affected turn; success ends all effects and any unused surcharge. Otherwise expires after third affected turn or when Concentration ends. Initial success negates.

The Craft

The 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 The Craft is beloved in Cyndara's moonlit festivals, feared in Zelgazar's bazaars, and revered wherever words and music hold sway.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Stage Whisper - Base | Trivial	1 AP · 0 MP Save: None	30 ft 1 round Focus: No	Choose one creature within 30 ft. It hears a short spoken message clearly despite ordinary background noise. Others do not hear the magically transmitted message. This is one-way only: no reply, compulsion, or roll modifier.
Stage Whisper - Mid | Trivial	2 AP · 0 MP Save: None	30 ft Until end of target next turn Focus: No	Choose one creature within 30 ft. A private whisper reaches it clearly through ordinary noise. Caster gains +1 on the next Persuasion or Deception check directed at that creature before the end of its next turn; bonus is consumed on use. No mind control.
Stage Whisper - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Until end of target next turn Focus: No	Choose one creature within 30 ft to hear a magically conveyed whisper. Target makes a WIS saving throw; on failure, it suffers -1 on its next ability check before the end of its next turn, consumed on use. Success negates distraction; whisper is still heard. No attack or saving throw penalty.
Happy Place - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Through end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, surroundings seem pleasant and it suffers -1 on its next attack roll against an unwilling creature before end of its next turn, consumed on use. Success negates. Concentration required.
Happy Place - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Up to two affected target turns; WIS recovery after first Focus: Yes	Target makes a WIS saving throw. On failure, it suffers -1 on all attack rolls for up to two affected turns while Concentration holds. Repeat WIS save at end of first affected turn; success ends penalty, otherwise expires after second. Initial success negates.
Happy Place - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Up to three affected target turns; WIS recovery each turn or consumed Focus: Yes	Target makes a WIS saving throw. On failure, it has disadvantage on its next attack roll against an unwilling creature made while this effect remains active, consumed on use. Repeat WIS save at end of each affected turn; success ends the effect. Otherwise expires after third affected turn or on consumption; Concentration required. Initial success negates.
Embarrassing Spotlight - Base | Trivial	1 AP · 0 MP Save: CHA	30 ft Through end of target next turn Focus: No	Target makes a CHA saving throw. On failure, it is visibly illuminated and suffers -1 on Stealth checks through the end of its next turn. Glow does not automatically negate invisibility. Success negates both.
Embarrassing Spotlight - Mid | Trivial	2 AP · 0 MP Save: CHA	30 ft Up to two affected target turns; CHA recovery after first Focus: No	Target makes a CHA saving throw. On failure, it is illuminated and has disadvantage on Stealth checks for up to two affected turns. Repeat CHA saving throw at end of first affected turn; success ends illumination and penalty, otherwise both expire after second. Illumination does not automatically suppress invisibility. No Concentration.
Embarrassing Spotlight - Greater | Trivial	3 AP · 0 MP Save: CHA	30 ft Up to three affected target turns; CHA recovery each turn Focus: No	Target makes a CHA saving throw. On failure, it is brightly illuminated and suffers -1 on all attack rolls while illuminated, for up to three affected turns. Repeat CHA saving throw at end of each affected turn; success ends illumination and attack penalty, otherwise both expire after third. No automatic invisibility suppression. No Concentration.
Soothing Refrain - Base | Simple	1 AP · 2 MP Save: None	30 ft Instant Focus: No	Heal one willing living ally within 30 ft for 1d6 HP, capped at its maximum HP. Healing that raises a dying ally from 0 HP above 0 restores consciousness; cannot revive a dead creature or grant temporary HP.
Soothing Refrain - Mid | Simple	2 AP · 3 MP Save: None	30 ft Instant Focus: No	Heal one willing living ally within 30 ft for 2d6 HP, capped at maximum HP, and end the core Frightened condition on that ally if present. Other fear-related effects are unchanged unless expressly identified. Healing that raises a dying ally from 0 HP above 0 restores consciousness; no resurrection or temporary HP.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Soothing Refrain - Greater | Simple	3 AP · 4 MP Save: None	30 ft Instant; +1 save bonus through end of ally next turn Focus: No	Heal one willing living ally within 30 ft for 3d6 HP, capped at maximum HP, and end the core Frightened condition on that ally if present. Ally gains +1 to its next saving throw before the end of its next turn, consumed on use; repeated Soothing Refrain bonuses do not stack. Healing that raises a dying ally from 0 HP above 0 restores consciousness; no resurrection or temporary HP.
Mocking Verse - Base | Simple	1 AP · 1 MP Save: CHA	60 ft Instant Focus: No	Target makes a CHA saving throw. On failure, it takes 1d6 psychic damage once. Success negates the damage. No lingering effect.
Mocking Verse - Mid | Simple	2 AP · 2 MP Save: CHA	60 ft Instant; attack penalty until end of target next turn Focus: No	Target makes a CHA saving throw. On failure, it takes 2d6 psychic damage once and suffers -1 on its next attack roll before the end of its next turn, consumed on use. Success negates both. No Concentration.
Mocking Verse - Greater | Simple	3 AP · 3 MP Save: CHA	60 ft Instant; attack disadvantage until end of target next turn Focus: No	Target makes a CHA saving throw. On failure, it takes 3d6 psychic damage once and has disadvantage on its next attack roll before the end of its next turn, consumed on use. Success negates both. No Concentration.
Disguise Melody - Base | Simple	1 AP · 2 MP Save: None	Self Up to 5 minutes Focus: Yes	While Concentration holds, alter your visible appearance, including clothing and superficial features, without changing physical size, body shape, voice, statistics, or tactile properties. Close physical inspection may reveal discrepancies.
Disguise Melody - Mid | Simple	2 AP · 3 MP Save: None	Self Up to 10 minutes Focus: Yes	While Concentration holds, alter your visible appearance and apparent voice. The illusion does not change physical body, size, statistics, or tactile properties. Voice imitation provides no automatic Deception bonus.
Disguise Melody - Greater | Simple	3 AP · 4 MP Save: None	Self Up to 10 minutes Focus: Yes	While Concentration holds, alter visible appearance and apparent voice as Mid and gain advantage on Deception checks made to maintain the assumed identity only, not unrelated lies or negotiations. Physical inspection may reveal discrepancies; physical body, size, statistics, and tactile properties do not change.
Discordant Chorus - Base | Standard	2 AP · 3 MP Save: WIS	30 ft radius Through end of each affected enemy next turn Focus: Yes	Enemies within the 30 ft radius at casting make a WIS saving throw. On failure, each suffers -1 on all attack rolls through the end of its next turn while Concentration holds. Success negates the penalty. Allies are unaffected.
Discordant Chorus - Mid | Standard	3 AP · 4 MP Save: WIS	30 ft radius Up to 2 affected turns Focus: Yes	Enemies within the 30 ft radius at casting make a WIS saving throw. On failure, each suffers -1 on all attack rolls for up to two affected turns; repeat WIS save at end of first affected turn, success ending its penalty. Allies within the radius at casting gain +1 on all attack rolls for two affected turns. Both effects end if Concentration ends.
Discordant Chorus - Greater | Standard	4 AP · 5 MP Save: WIS	30 ft radius Up to 3 affected turns Focus: Yes	Enemies within the 30 ft radius at casting make a WIS saving throw. On failure, each suffers -2 on all attack rolls for up to three affected turns; repeat WIS save at end of each affected turn, success ending its penalty. Allies within radius at casting gain +1 on attack rolls and saving throws for up to three affected turns. All effects require Concentration.
Rallying Cry - Base | Standard	2 AP · 3 MP Save: None	30 ft radius Until end of each affected ally next turn Focus: Yes	Each ally within the 30 ft radius at casting gains +1 on its next attack roll, ability check, or saving throw before the end of its next turn, consumed on use while Concentration holds. Does not modify damage or healing rolls.
Rallying Cry - Mid | Standard	3 AP · 4 MP Save: None	30 ft radius Grant at start of each affected ally next turn only Focus: Yes	Each ally within the 30 ft radius at casting gains +1 available AP at the start of its next turn only, to a maximum of 5 AP total that turn. Granted AP does not carry over or stack with other AP grants beyond the cap. Concentration must remain active until the AP grant.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Rallying Cry - Greater | Standard	4 AP · 5 MP Save: None	30 ft radius AP next turn only; attacks up to 3 affected turns Focus: Yes	Each ally within the 30 ft radius at casting gains +1 available AP at the start of its next turn only (maximum 5 AP), plus +1 on all attack rolls for up to three affected turns while Concentration holds. AP does not carry over or exceed cap. Magical attack bonus cap +3 and strongest-only stacking apply.
Siren's Encore - Base | Standard	2 AP · 3 MP Save: WIS	30 ft Through end of target next turn Focus: Yes	Target makes a WIS saving throw. On failure, it gains the core Charmed condition toward the caster through the end of its next turn while Concentration holds. Success negates. The spell gives no commands or compelled actions.
Siren's Encore - Mid | Standard	3 AP · 4 MP Save: WIS	30 ft Up to 2 affected turns Focus: Yes	Target makes a WIS saving throw. On failure, it gains the core Charmed condition toward the caster and cannot make attack rolls targeting the caster for up to two affected turns while Concentration holds. Other creatures remain valid attack targets. Repeat WIS save at end of first affected turn; success ends both effects, otherwise they expire after second.
Siren's Encore - Greater | Standard	4 AP · 5 MP Save: WIS	30 ft Up to 3 affected turns Focus: Yes	Target makes a WIS saving throw. On failure, it gains the core Charmed condition toward the caster and has disadvantage on all attack rolls for up to three affected turns while Concentration holds. Repeat WIS save at end of each affected turn; success ends both effects, otherwise they expire after third.
Piercing Note - Base | Standard	2 AP · 3 MP Save: CON	60 ft cone Instant Focus: No	Each creature within the 60 ft cone, including allies, makes a CON saving throw. On failure, it takes 2d8 thunder damage once. Success negates damage. No ongoing effect.
Piercing Note - Mid | Standard	3 AP · 4 MP Save: CON	60 ft cone Instant Focus: No	Each creature within the 60 ft cone, including allies, makes a CON saving throw. On failure, it takes 3d8 thunder damage once. Success negates damage. No ongoing effect or Concentration.
Piercing Note - Greater | Standard	4 AP · 5 MP Save: CON	60 ft cone Instant; penalty until end of target next turn Focus: No	Each creature within the 60 ft cone, including allies, makes a CON saving throw. On failure, it takes 4d8 thunder damage once and suffers -1 on its next attack roll, ability check, or saving throw before the end of its next turn; the penalty is consumed on use. Success negates both damage and penalty. No Concentration.
Ballad of Renewal - Base | Potent	3 AP · 5 MP Save: None	30 ft radius Instant Focus: No	Each living ally within the 30 ft radius at casting regains 2d6 HP, capped at its maximum HP. An ally dying at 0 HP can regain consciousness if healed above 0 HP. Cannot revive dead creatures or grant temporary HP.
Ballad of Renewal - Mid | Potent	3 AP · 6 MP Save: None	30 ft radius Instant; bonus through end of ally next turn Focus: No	Each living ally within the 30 ft radius at casting regains 3d6 HP, capped at maximum HP, and gains +1 on its next attack roll, ability check, or saving throw before the end of its next turn; bonus is consumed on use and does not stack with itself. Can heal a dying ally at 0 HP, but cannot revive dead creatures or grant temporary HP. No Concentration.
Ballad of Renewal - Greater | Potent	4 AP · 7 MP Save: None	30 ft radius Instant; bonus through end of ally next turn Focus: No	Each living ally within the 30 ft radius at casting regains 4d6 HP, capped at maximum HP, and gains +1 on all attack rolls through the end of its next turn. The +3 magical attack bonus cap and strongest-only stacking apply. Bonus persists without Concentration. Can heal a dying ally at 0 HP, but cannot revive dead creatures or grant temporary HP.
Curtain Call - Base | Potent	3 AP · 5 MP Save: CHA	30 ft radius Through end of affected creature next turn Focus: Yes	Every creature within the 30 ft radius at casting, including allies, makes an initial CHA saving throw. On failure, it gains the core Stunned condition through the end of its next turn while Concentration holds. At the end of that affected turn, repeat CHA save; success ends Stunned, and it expires at that time regardless. No repeated duration. Success on initial save negates.
Curtain Call - Mid | Potent	3 AP · 6 MP Save: CHA	30 ft radius Up to 2 affected turns Focus: Yes	Every creature within the 30 ft radius at casting, including allies, makes an initial CHA saving throw. On failure, it gains the core Stunned condition for up to two affected turns while Concentration holds. Repeat CHA save at the end of each affected turn; success ends Stunned, otherwise it expires after the second. Success on initial save negates.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Curtain Call - Greater | Potent	4 AP · 7 MP Save: CHA	30 ft radius Up to 3 affected turns Focus: Yes	Every creature within the 30 ft radius at casting, including allies, makes an initial CHA saving throw. On failure, it takes 1d6 psychic damage once and gains the core Stunned condition for up to three affected turns while Concentration holds. Repeat CHA save at end of each affected turn; success ends Stunned, otherwise it expires after third. Damage does not repeat. Success on initial save negates both.
Masque of Many Faces - Base | Potent	2 AP · 5 MP Save: None	Self Up to 10 minutes Focus: Yes	Choose up to two willing creatures within 30 ft at casting, including the caster as one of the two if desired. Their visible appearance and clothing change while Concentration holds. The illusion does not alter voice, physical size or body shape, statistics, or tactile properties. Close physical inspection can reveal discrepancies.
Masque of Many Faces - Mid | Potent	3 AP · 6 MP Save: None	Self Up to 30 minutes Focus: Yes	Choose up to three willing creatures within 30 ft at casting, including the caster if desired. Their visible appearance and apparent voice change while Concentration holds. Each gains +1 on Deception checks specifically to maintain its assumed identity, not on unrelated lies. Physical body, size, statistics, and tactile properties do not change; physical inspection may expose the illusion.
Masque of Many Faces - Greater | Potent	4 AP · 7 MP Save: None	Self Up to 1 hour Focus: Yes	Choose up to four willing creatures within 30 ft at casting, including the caster if desired. Their visible appearance and apparent voice change while Concentration holds. Each gains advantage on Deception checks specifically to maintain its assumed identity, not unrelated lies or negotiations. Physical body, size, statistics, and tactile properties do not change; physical inspection may reveal discrepancies. Unwilling creatures are not eligible.
Symphony of Despair - Base | Exceptional	4 AP · 8 MP Save: WIS	60 ft Through end of each affected enemy next turn Focus: Yes	Choose a point within 60 ft; enemies within a 10 ft radius of that point at casting make WIS saving throws. On failure, each suffers -1 on all attack rolls and ability checks through the end of its next turn while Concentration holds. Success negates. Allies are unaffected.
Symphony of Despair - Mid | Exceptional	4 AP · 9 MP Save: WIS	60 ft Up to 2 affected turns Focus: Yes	Choose a point within 60 ft; enemies within a 10 ft radius at casting make WIS saves. On failure, each suffers -1 on all attack rolls and cannot gain advantage on attack rolls only (not ability checks or saving throws) for up to two affected turns while Concentration holds. Repeat WIS save at end of first affected turn; success ends both effects. Otherwise expire after second. Success on initial save negates. Allies unaffected.
Symphony of Despair - Greater | Exceptional	4 AP · 10 MP Save: WIS	60 ft Up to 3 affected turns Focus: Yes	Choose a point within 60 ft; enemies within a 10 ft radius at casting make WIS saves. On failure, each suffers -2 on all attack rolls and cannot gain advantage on attack rolls only (not ability checks or saving throws) for up to three affected turns while Concentration holds. Repeat WIS save at end of each affected turn; success ends both effects. Otherwise expire after third. Success on initial save negates. Allies unaffected. Affected creatures are determined at casting, not by later entry or exit.
Rewrite the Script - Base | Exceptional	4 AP · 9 MP Save: WIS	30 ft Through end of target next turn Focus: No	Choose one hostile creature within 30 ft. On failed WIS save, it has disadvantage on its next attack roll, ability check, or saving throw before end of its next turn; effect is consumed on that roll. Success negates. Rewrite the Script effects do not stack; Greater supersedes Mid, which supersedes Base.
Rewrite the Script - Mid | Exceptional	4 AP · 10 MP Save: WIS	30 ft Through end of target next turn Focus: No	Choose one hostile creature within 30 ft. On failed WIS save, its next attack roll, ability check, or saving throw before end of its next turn suffers disadvantage and -1, both consumed together on that roll. Success negates. Rewrite the Script tiers do not stack; Greater supersedes Mid, which supersedes Base.
Rewrite the Script - Greater | Exceptional	4 AP · 11 MP Save: WIS	30 ft Through end of target next turn Focus: Yes	Choose one hostile creature within 30 ft. On failed WIS save, it has disadvantage on all attack rolls, ability checks, and saving throws through end of its next turn while Concentration holds. Success negates; no repeat saving throw. Rewrite the Script tiers do not stack; Greater supersedes Mid and Base.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Grand Opera of Souls - Base | Legendary	4 AP · 10 MP Save: WIS	40 ft radius Through end of each affected creature next turn Focus: Yes	Every creature within the 40 ft radius at casting, including allies, makes a WIS saving throw. On failure, it takes 4d6 psychic damage once and gains the core Charmed condition toward the caster through end of its next turn while Concentration holds. Success negates both damage and Charmed. No repeat damage or compelled actions.
Grand Opera of Souls - Mid | Legendary	4 AP · 11 MP Save: WIS	40 ft radius Up to 2 affected turns Focus: Yes	Enemies within the 40 ft radius at casting make WIS saving throws. On failure, each takes 5d8 psychic damage once, gains the core Charmed condition toward the caster, and suffers -1 on all attack rolls for up to two affected turns while Concentration holds. Repeat WIS save at end of first affected turn; success ends both continuing effects. Otherwise expire after second turn. Success on initial save negates all. Allies unaffected.
Grand Opera of Souls - Greater | Legendary	4 AP · 12 MP Save: WIS	40 ft radius Up to 3 affected turns Focus: Yes	Enemies within the 40 ft radius at casting make WIS saving throws. On failure, each takes 6d6 psychic damage once, gains the core Charmed condition toward the caster, suffers -1 on all attack rolls, and loses 10 ft of movement (minimum 0) for up to three affected turns while Concentration holds. Repeat WIS save at end of each affected turn; success ends all continuing effects. Otherwise expire after third turn. Success on initial save negates all. Slowed is descriptive only, not an additional condition; allies unaffected; no repeat damage.
Chorus of Immortality - Base | Legendary	4 AP · 10 MP Save: None	30 ft radius 2 affected turns Focus: Yes	All living allies within the 30 ft radius at casting cannot be reduced below 1 HP by ordinary damage for up to two affected turns while Concentration holds. They gain +1 on attack rolls and saving throws during that time. Instant-death effects and explicitly designated exceptions bypass the 1 HP floor. This spell does not heal, revive, or grant temporary HP. Strongest-only stacking and applicable magical attack caps apply. The 1 HP floor applies only to living allies when the spell is cast, including allies at 1 HP. Ordinary damage cannot reduce protected allies to 0 HP. Instant-death effects and explicit exceptions bypass this protection. This spell does not revive the dead; healing follows normal maximum-HP and dying rules.
Chorus of Immortality - Mid | Legendary	4 AP · 11 MP Save: None	30 ft radius Up to 3 affected turns Focus: Yes	All living allies within the 30 ft radius at casting cannot be reduced below 1 HP by ordinary damage and gain +1 on attack rolls and saving throws for up to three affected turns while Concentration holds. Each affected ally regains 1d6 HP at the start of each of its affected turns, capped at maximum HP. Instant-death effects and explicit exceptions bypass the floor; no resurrection or temporary HP. Strongest-only stacking and applicable magical attack caps apply. The 1 HP floor applies only to living allies when the spell is cast, including allies at 1 HP. Ordinary damage cannot reduce protected allies to 0 HP. Instant-death effects and explicit exceptions bypass this protection. This spell does not revive the dead; healing follows normal maximum-HP and dying rules.
Chorus of Immortality - Greater | Legendary	4 AP · 12 MP Save: None	30 ft radius Up to 4 affected turns Focus: Yes	All living allies within the 30 ft radius at casting cannot be reduced below 1 HP by ordinary damage and gain +2 on attack rolls and saving throws for up to four affected turns while Concentration holds. Each affected ally regains 2d6 HP at the start of each of its affected turns, capped at maximum HP. Instant-death effects and explicit exceptions bypass the floor; no resurrection or temporary HP. The +3 magical attack cap and strongest-only stacking apply. The 1 HP floor applies only to living allies when the spell is cast, including allies at 1 HP. Ordinary damage cannot reduce protected allies to 0 HP. Instant-death effects and explicit exceptions bypass this protection. This spell does not revive the dead; healing follows normal maximum-HP and dying rules.

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 / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Autumn's Whisper - Base | Trivial	1 AP · 0 MP Save: WIS	30 ft Through end of target next turn or consumed Focus: Yes	Choose one creature within 30 ft. On a failed WIS save, it is calmed and suffers -1 on its next attack roll against an unwilling creature or ability check intended to harm or hinder another creature before the end of its next turn. The penalty is consumed on use; success negates. Calming does not compel behavior. Concentration required while effect remains.
Autumn's Whisper - Mid | Trivial	2 AP · 0 MP Save: WIS	30 ft Through end of target next turn Focus: Yes	Choose one creature within 30 ft. On a failed WIS save, it cannot benefit from advantage on attack rolls against unwilling creatures or on ability checks intended to harm or hinder another creature through the end of its next turn while Concentration holds. Saving throws and nonhostile checks are unaffected; success negates.
Autumn's Whisper - Greater | Trivial	3 AP · 0 MP Save: WIS	30 ft Up to 2 affected turns; WIS recovery after first; ends on damage Focus: Yes	Choose one creature within 30 ft. On a failed WIS save, it cannot make attack rolls for up to two affected turns while Concentration holds. It may move, defend, and take non-attack actions normally. Repeat WIS save at the end of its first affected turn; success ends the restriction. Taking any damage ends the restriction immediately. Otherwise it expires at the end of its second affected turn; success on initial save negates.
Sigil Spark - Base | Trivial	1 AP · 0 MP Save: None	10 ft Instant Focus: No	Mark one visible surface or unattended object within 10 ft with a small luminous rune. It briefly illuminates its immediate surroundings and then fades. No damage, detection bonus, or invisibility suppression.
Sigil Spark - Mid | Trivial	2 AP · 0 MP Save: None	10 ft Until end of caster next turn Focus: No	Choose a visible point within 10 ft. A stationary 5 ft radius glows until the end of the caster's next turn. Creatures inside cannot benefit from invisibility or concealment based solely on darkness; cover still applies. No automatic detection through walls. The effect applies to creatures already inside and creatures entering the area.
Sigil Spark - Greater | Trivial	3 AP · 0 MP Save: None	10 ft 2 rounds Focus: No	Choose a visible point within 10 ft. A stationary 5 ft radius pulses for two rounds. All creatures inside, including allies, suffer -1 on Stealth and Perception checks while inside and cannot benefit from invisibility while within the area. Cover still applies; the rune does not detect through walls. No Concentration.
Echoing Strike - Base | Trivial	1 AP · 0 MP Save: None	Self Through end of caster next turn or consumed Focus: No	Your next successful melee weapon attack before the end of your next turn deals +1d4 thunder damage once. Misses do not consume the effect. The spell does not grant an additional attack.
Echoing Strike - Mid | Trivial	2 AP · 0 MP Save: None	Self Through end of caster next turn or consumed Focus: No	Your next successful melee weapon attack before the end of your next turn deals +2d4 thunder damage once and pushes the target 5 ft directly away if an unoccupied space permits. No additional attack or saving throw. Misses do not consume the effect.
Echoing Strike - Greater | Trivial	3 AP · 0 MP Save: None	Self Through end of caster next turn or consumed; movement penalty through end of target next turn Focus: No	Your next successful melee weapon attack before the end of your next turn deals +2d4 thunder damage once, pushes the target 5 ft directly away if an unoccupied space permits, and reduces its movement by 5 ft (minimum 0) through the end of its next turn. No additional attack, saving throw, or Concentration. Misses do not consume the effect.
Guardian's Step - Base | Simple	1 AP · 1 MP Save: None	Self 1 round Focus: No	Increase available movement by 10 ft during the casting turn only. Does not grant additional AP, ignore difficult terrain, or carry over. Subject to the +15 ft temporary magical movement cap.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Guardian's Step - Mid | Simple	2 AP · 2 MP Save: None	Self Until end of caster next turn Focus: No	Gain +15 ft movement during the casting turn only, subject to the +15 ft temporary magical movement cap. Ignore nonmagical difficult terrain through the end of your next turn; this does not extend the movement bonus.
Guardian's Step - Greater | Simple	3 AP · 3 MP Save: None	Self 2 rounds Focus: No	Gain +15 ft movement on each of your next two affected turns, subject to the +15 ft temporary magical movement cap, and ignore nonmagical difficult terrain during those turns. No exception to the movement cap.
Rusted Bite - Base | Simple	1 AP · 1 MP Save: CON	Touch Through end of wielder next turn Focus: No	Touch one mundane weapon, including a held or worn weapon. Its wielder makes a CON saving throw. On failure, that weapon takes -1 on damage rolls through the end of its wielder's next turn. No DP loss, permanent damage, or stacking. Magical equipment is unaffected. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.
Rusted Bite - Mid | Simple	2 AP · 2 MP Save: CON	Touch Through end of holder/wearer next turn Focus: No	Touch one mundane weapon or piece of armor. Its holder or wearer makes a CON saving throw. On failure, choose -1 on weapon damage rolls or -1 to the armor's AC bonus (minimum 0) through the end of the holder's or wearer's next turn. No DP loss, permanent damage, or stacking. Magical equipment is unaffected. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.
Rusted Bite - Greater | Simple	3 AP · 3 MP Save: CON	Touch 2 affected turns Focus: No	Touch one mundane weapon or piece of armor. Its holder or wearer makes a CON saving throw. On failure, choose -2 on weapon damage rolls or -1 to the armor's AC bonus (minimum 0) for two affected turns. No permanent damage or DP loss; only the strongest corrosion applies, without stacking. Magical equipment is unaffected. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.
Tawny Mark - Base | Standard	2 AP · 3 MP Save: WIS	60 ft Through end of target next turn Focus: Yes	One creature within 60 ft makes a WIS save. On failure it is marked through the end of its next turn while Concentration holds. The caster's allies (not the caster) gain +1 on attack rolls against the marked target. Success negates. Magical attack cap +3 and strongest-only stacking apply.
Tawny Mark - Mid | Standard	3 AP · 4 MP Save: WIS	60 ft Up to 2 affected turns Focus: Yes	One creature within 60 ft makes a WIS save. On failure it is marked for up to two affected turns while Concentration holds. The caster's allies (not the caster) gain +1 on attacks against it. The marked creature cannot benefit from advantage on attack rolls only; checks and saves are unaffected. Repeat WIS save at end of first affected turn; success ends the mark. Magical attack cap and strongest-only stacking apply.
Tawny Mark - Greater | Standard	4 AP · 5 MP Save: WIS	60 ft Up to 3 affected turns Focus: Yes	One creature within 60 ft makes a WIS save. On failure it is marked for up to three affected turns while Concentration holds. The caster's allies (not the caster) gain +1 on attacks against it; the marked creature cannot benefit from advantage on attack rolls and suffers -1 on all saving throws. Repeat WIS save at end of each affected turn; success ends the mark. Magical attack cap and strongest-only stacking apply. The -1 saving throw penalty does not apply to WIS recovery saves against Tawny Mark itself; it applies to other saving throws.
Spirit Ward - Base | Standard	2 AP · 3 MP Save: None	10 ft radius 1 round Focus: Yes	Create a stationary ward of 10 ft radius centered on a visible point within 30 ft. While Concentration holds, each ally inside the ward may reduce one instance of incoming damage by 1d4 per affected round, to a minimum of 0 damage. Reduction applies only while inside and does not stack with another Spirit Ward. If also protected by Ancestral Phalanx damage reduction, each ally benefits from only the strongest applicable ward reduction on one incoming damage instance per combat round. Uses reset at the beginning of each combat round; reductions do not stack.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Spirit Ward - Mid | Standard	3 AP · 4 MP Save: None	10 ft radius 2 rounds Focus: Yes	Create a stationary ward of 10 ft radius centered on a visible point within 30 ft for two rounds while Concentration holds. Each ally inside may reduce one incoming damage instance per affected round by 1d4 (minimum 0) and gains +1 on saving throws while inside. Only the strongest overlapping Spirit Ward applies. If also protected by Ancestral Phalanx damage reduction, each ally benefits from only the strongest applicable ward reduction on one incoming damage instance per combat round. Uses reset at the beginning of each combat round; reductions do not stack.
Spirit Ward - Greater | Standard	4 AP · 5 MP Save: None	10 ft radius Up to 3 rounds Focus: Yes	Create a stationary ward of 10 ft radius centered on a visible point within 30 ft for up to three rounds while Concentration holds. Each ally inside may reduce one incoming damage instance per affected round by 1d6 (minimum 0), gains +1 on saving throws, and cannot be pushed or knocked Prone while inside. Other forced movement and conditions remain possible. Only the strongest overlapping Spirit Ward applies. If also protected by Ancestral Phalanx damage reduction, each ally benefits from only the strongest applicable ward reduction on one incoming damage instance per combat round. Uses reset at the beginning of each combat round; reductions do not stack.
Steelwind Dash - Base | Standard	2 AP · 3 MP Save: None	Self Instant Focus: No	As part of casting, move up to 15 ft, subject to the +15 ft temporary magical movement cap and normal terrain restrictions, and make one melee weapon attack against one enemy passed. This attack requires no additional AP; roll and deal damage normally. No additional attacks. Included melee attacks are resolved as part of the listed casting AP cost, require separate attack rolls, cost no additional AP, and grant no independent extra action.
Steelwind Dash - Mid | Standard	3 AP · 4 MP Save: None	Self Instant Focus: No	As part of casting, move up to 10 ft and make one melee weapon attack against each of up to two distinct enemies passed, with separate attack rolls and no additional AP. No creature may be attacked twice by this casting. Normal terrain restrictions apply. Included melee attacks are resolved as part of the listed casting AP cost, require separate attack rolls, cost no additional AP, and grant no independent extra action.
Steelwind Dash - Greater | Standard	4 AP · 5 MP Save: None	Self Instant Focus: No	As part of casting, move up to 10 ft and make one melee weapon attack against each of up to three distinct enemies passed, once per enemy, with separate attack rolls and no additional AP. Each hit reduces the target's movement by 5 ft (minimum 0) through the end of its next turn. This movement penalty does not stack with itself. Normal terrain restrictions apply. Included melee attacks are resolved as part of the listed casting AP cost, require separate attack rolls, cost no additional AP, and grant no independent extra action.
Autumn Mantle - Base | Potent	3 AP · 5 MP Save: CON	Self Through end of your next turn Focus: Yes	Choose one nonmagical physical damage type: bludgeoning, piercing, or slashing. While Concentration holds, gain resistance to qualifying damage of that type (halve damage, round down) through the end of your next turn. No self-targeted CON save is required; the listed CON save is not rolled to activate the spell.
Autumn Mantle - Mid | Potent	4 AP · 6 MP Save: CON	Self 2 rounds Focus: Yes	Choose one nonmagical physical damage type (bludgeoning, piercing, or slashing) and one magical damage type (such as fire, cold, lightning, or force). While Concentration holds for up to two rounds, gain resistance to qualifying damage of those two selected types (halve damage, round down). No self-targeted CON save is required. The chosen magical damage type applies only when damage of that type comes from a magical source (for example, magical fire but not mundane fire). The separately chosen nonmagical physical resistance applies only to nonmagical damage of that physical type.
Autumn Mantle - Greater | Potent	4 AP · 7 MP Save: CON	Self Up to 3 rounds Focus: Yes	While Concentration holds for up to three rounds, gain resistance to nonmagical bludgeoning, piercing, and slashing damage (halve qualifying damage, round down) and +1 on all saving throws. Magical damage is unaffected. No self-targeted CON save is required. Strongest-only magical bonus stacking applies.
Sentinel's Rebuke - Base | Potent	3 AP · 5 MP Save: WIS	30 ft 1 round Focus: Yes	One creature within 30 ft makes a WIS saving throw. On failure, it loses 1 AP at the start of its next turn (minimum 0; ordinarily 4 AP becomes 3). "Staggered" is descriptive, not an additional condition. Concentration must remain active until the AP reduction applies; success negates.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Sentinel's Rebuke - Mid | Potent	4 AP · 6 MP Save: WIS	30 ft Up to 2 rounds Focus: Yes	One creature within 30 ft makes a WIS saving throw. On failure, it loses 1 AP at the start of its next turn only (minimum 0) and cannot Dash for up to two affected turns while Concentration holds. Repeat the WIS saving throw at the end of the first affected turn; success ends the remaining no-Dash restriction. Initial success negates.
Sentinel's Rebuke - Greater | Potent	4 AP · 7 MP Save: WIS	30 ft Up to 2 rounds Focus: Yes	One creature within 30 ft makes a WIS saving throw. On failure, it loses 1 AP at the start of each of up to two affected turns (minimum 0), cannot Dash throughout the effect, and has -5 ft movement (minimum 0) during the first affected turn only. Repeat WIS save at end of first affected turn; success ends all remaining effects. Requires Concentration; initial success negates.
Blade of the Unbroken Line - Base | Potent	2 AP · 5 MP Save: None	Self Through end of next turn Focus: Yes	Your next successful melee weapon attack before the end of your next turn deals +1d6 radiant damage once. Missed attacks do not consume this benefit. The spell grants no additional attack. Concentration ends immediately after the empowered hit or when the duration expires.
Blade of the Unbroken Line - Mid | Potent	3 AP · 6 MP Save: None	Self 2 rounds Focus: Yes	For two rounds while Concentration holds, each successful melee weapon attack deals +1d6 bonus radiant damage. Only this bonus radiant damage ignores radiant damage resistance, not immunity. Ordinary weapon damage does not bypass unrelated resistance. No extra attacks are granted.
Blade of the Unbroken Line - Greater | Potent	4 AP · 7 MP Save: None	Self Up to 2 rounds Focus: Yes	For up to two rounds while Concentration holds, each successful melee weapon attack deals +2d6 bonus radiant damage, which ignores radiant resistance but not immunity. Each creature hit becomes marked until this spell ends and suffers -1 on saving throws against the caster's Watchkeeper spells. Multiple marks from this spell do not stack. No extra attacks are granted. The additional +2d6 radiant damage is rolled bonus damage, not a flat magical damage modifier, and does not count against the +3 flat magical damage bonus cap. Flat modifiers remain subject to that cap.
Grove Eternal - Base | Exceptional	4 AP · 8 MP Save: None	30 ft (placement); Area: 30 ft radius 2 rounds Focus: Yes	Create a stationary 30 ft radius grove centered on a visible point within 30 ft. For two rounds while Concentration holds, allies inside gain +1 AC and enemies inside treat the area as nonmagical difficult terrain. The benefits and penalties apply only while within the grove and end immediately upon leaving. The grove is stationary; its center is placed at a visible point within 30 ft of the caster, and its area has a 30 ft radius. It does not move with the caster.
Grove Eternal - Mid | Exceptional	4 AP · 9 MP Save: None	30 ft (placement); Area: 30 ft radius Up to 3 rounds Focus: Yes	Create a stationary 30 ft radius grove centered on a visible point within 30 ft. For up to three rounds while Concentration holds, allies inside gain +2 AC, subject to the +2 temporary magical AC cap. Enemies inside have -10 ft movement (minimum 0) and treat the grove as nonmagical difficult terrain. Both effects end immediately upon leaving. The grove is stationary; its center is placed at a visible point within 30 ft of the caster, and its area has a 30 ft radius. It does not move with the caster.
Grove Eternal - Greater | Exceptional	4 AP · 10 MP Save: None	30 ft (placement); Area: 30 ft radius Up to 3 rounds Focus: Yes	Create a stationary 30 ft radius grove centered on a visible point within 30 ft. For up to three rounds while Concentration holds, allies inside gain +2 AC (subject to the magical AC cap) and +1 on saving throws. Enemies inside treat the area as nonmagical difficult terrain, suffer -10 ft movement (minimum 0), and cannot Dash. All effects apply only while inside the grove. The grove is stationary; its center is placed at a visible point within 30 ft of the caster, and its area has a 30 ft radius. It does not move with the caster.
Ancestral Phalanx - Base | Exceptional	3 AP · 7 MP Save: None	30 ft radius 2 rounds Focus: Yes	Create a stationary 30 ft radius phalanx centered on a visible point within 30 ft. Allies inside gain +1 on all saving throws for two rounds while Concentration holds. The bonus ends immediately upon leaving; strongest-only magical bonus stacking applies.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Ancestral Phalanx - Mid | Exceptional	4 AP · 8 MP Save: None	30 ft radius Up to 3 rounds Focus: Yes	Create a stationary 30 ft radius phalanx centered on a visible point within 30 ft. For up to three rounds while Concentration holds, allies inside have advantage on saving throws against fear and charm and each reduces one incoming damage instance per affected round by 1d4 (minimum 0 damage). The benefits apply only while inside; damage reduction refreshes once per ally per round, not per hit. When overlapping Spirit Ward, only the strongest applicable damage reduction applies to one incoming damage instance per ally per combat round. Uses reset at the beginning of each combat round; reductions do not stack.
Ancestral Phalanx - Greater | Exceptional	4 AP · 9 MP Save: None	30 ft radius Up to 3 rounds Focus: Yes	Create a stationary 30 ft radius phalanx centered on a visible point within 30 ft. For up to three rounds while Concentration holds, allies inside gain +1 on saving throws and immunity to the core Frightened and Charmed conditions. Enemies entering the area suffer -1 on attack rolls until the end of their current turn; this triggers at most once per enemy per turn and does not stack. All ally benefits end upon leaving. An existing Frightened or Charmed condition is suppressed while the ally remains inside. Its original duration continues to elapse; if still unexpired, it resumes on leaving. New applications cannot affect the ally while protected.
Rust and Renewal - Base | Exceptional	3 AP · 7 MP Save: CON	30 ft radius Instant Focus: No	Each creature (ally or enemy) in the 30 ft radius may voluntarily fail its CON save or roll normally. On a failed save, the caster selects one eligible mundane item belonging to that creature: worn armor, an equipped shield, or a weapon currently held or wielded (not stowed equipment). Any material qualifies; magical equipment is immune unless expressly eligible. The chosen weapon suffers -1 damage, or chosen armor/shield suffers -1 to its AC contribution, until repaired. Corrosion does not remove DP. Use only the strongest corrosion penalty per item and only the single strongest corrosion AC penalty across a creature's armor and shield. Apply ordinary 0-DP impairment separately; each item's AC contribution has a floor of zero. Corrosion persists until repaired, independently of Concentration. Rules clarification (v81): Corrosion penalties from this spell and Rusted Bite do not stack. Apply only the strongest relevant penalty to weapon damage or armor AC at any given time; each effect retains its own duration and repair conditions. No armor DP is lost unless an effect expressly says so. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.
Rust and Renewal - Mid | Exceptional	4 AP · 8 MP Save: CON	30 ft radius Instant Focus: No	Each enemy creature in the 30 ft radius may voluntarily fail its CON save or roll normally. On failure, the caster selects one eligible mundane item belonging to that creature: worn armor, an equipped shield, or a weapon currently held or wielded (not stowed equipment). Any material qualifies; magical equipment is immune unless expressly eligible. The selected weapon suffers -2 damage, or selected armor/shield suffers -1 to its AC contribution, until repaired. No DP is lost. Corrosion does not stack: use the strongest penalty per item and the single strongest corrosion AC penalty across armor and shield. Apply 0-DP impairment separately, flooring each item's AC contribution at zero. On casting, immediately remove explicit mundane rust, corrosion, oxidation, or equivalent mundane equipment penalties from eligible allied mundane gear in the area, regardless of source. This does not restore DP, repair broken items, permanent wear or missing parts, or remove magical curses; no materials or downtime are required. Persistent corrosion is independent of Concentration. Rules clarification (v81): Corrosion penalties from this spell and Rusted Bite do not stack. Apply only the strongest relevant penalty to weapon damage or armor AC at any given time; each effect retains its own duration and repair conditions. No armor DP is lost unless an effect expressly says so. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Rust and Renewal - Greater | Exceptional	4 AP · 9 MP Save: CON	30 ft radius Instant Focus: No	Each enemy creature in the 30 ft radius may voluntarily fail its CON save or roll normally. On failure, the caster selects one eligible mundane item belonging to that creature: worn armor, an equipped shield, or a weapon currently held or wielded (not stowed equipment). Any material qualifies; magical equipment is immune unless expressly eligible. The selected weapon suffers -2 damage, or selected armor/shield suffers -2 to its AC contribution, until repaired. No DP is lost. Use the strongest corrosion penalty per item and only the single strongest corrosion AC penalty across armor and shield; apply 0-DP impairment separately, flooring each item's AC contribution at zero. On casting, immediately remove explicit mundane rust, corrosion, oxidation, or equivalent mundane equipment penalties from eligible allied mundane gear in the area, regardless of source. This restores no DP, repairs no broken items, permanent wear, or missing parts, removes no magical curses, and costs no materials or downtime. Every ally within the 30 ft radius at casting gains +1 AC through the end of that ally's next turn even after leaving the area. Multiple Rust and Renewal Greater bonuses do not stack; recasting refreshes the expiration, subject to the overall +2 temporary magical AC cap. All effects resolve on casting; corrosion lasts until repaired and the AC bonus has its own expiration, independently of Concentration. Rules clarification (v81): Corrosion penalties from this spell and Rusted Bite do not stack. Apply only the strongest relevant penalty to weapon damage or armor AC at any given time; each effect retains its own duration and repair conditions. No armor DP is lost unless an effect expressly says so. Corrosion from Rust and Renewal and Rusted Bite never stacks: apply only the strongest applicable weapon-damage or armor-AC penalty. Each effect retains its own expiration or repair condition. If a stronger temporary effect ends, a weaker persistent effect resumes if still active.
March of the Ancients - Base | Legendary	4 AP · 10 MP Save: WIS	30 ft radius 1 round Focus: Yes	Allies in radius gain +1 AP at the start of their next turn while affected (maximum 5 available AP per turn); enemies must save or become frightened until the end of their next turn. Rules clarification (v81): The +1 AP is granted only at the start of each eligible ally's turn while the effect remains active, to a maximum of 5 available AP; unused bonus AP does not carry over and does not create another turn. Core Frightened caused by this spell cannot affect a creature protected by Ancestral Phalanx Greater while it is inside that phalanx; other March effects apply normally. An ally receives the +1 AP only if inside the listed radius when its turn begins. AP already granted is not revoked if the ally subsequently leaves. The maximum is 5 available AP; unused AP does not carry over or grant extra turns.
March of the Ancients - Mid | Legendary	4 AP · 11 MP Save: WIS	30 ft radius 2 rounds Focus: Yes	Allies in radius gain +1 AP at the start of each eligible ally's next turn while affected (maximum 5 available AP per turn) and +1 on attacks; enemies must save or become frightened and lose 5 ft of movement. Rules clarification (v81): The +1 AP is granted only at the start of each eligible ally's turn while the effect remains active, to a maximum of 5 available AP; unused bonus AP does not carry over and does not create another turn. Core Frightened caused by this spell cannot affect a creature protected by Ancestral Phalanx Greater while it is inside that phalanx; other March effects apply normally. An ally receives the +1 AP only if inside the listed radius when its turn begins. AP already granted is not revoked if the ally subsequently leaves. The maximum is 5 available AP; unused AP does not carry over or grant extra turns.
March of the Ancients - Greater | Legendary	4 AP · 12 MP Save: WIS	30 ft radius Up to 3 rounds Focus: Yes	Allies in radius gain +1 AP at the start of each eligible ally's next turn while the march continues (maximum 5 available AP per turn); enemies must save each turn or become frightened and cannot Dash. Rules clarification (v81): The +1 AP is granted only at the start of each eligible ally's turn while the effect remains active, to a maximum of 5 available AP; unused bonus AP does not carry over and does not create another turn. Core Frightened caused by this spell cannot affect a creature protected by Ancestral Phalanx Greater while it is inside that phalanx; other March effects apply normally. An ally receives the +1 AP only if inside the listed radius when its turn begins. AP already granted is not revoked if the ally subsequently leaves. The maximum is 5 available AP; unused AP does not carry over or grant extra turns.

Spell / Tier	AP / MP / Save	Range / Duration / Focus	Effect
Keeper's Immolation - Base | Legendary	4 AP · 10 MP Save: None	Self 1 round Focus: Yes	A 10 ft radius aura of fire surrounds the caster. Enemies within 10 ft when the spell is cast take 2d6 fire damage once, without a saving throw, and suffer -1 on attack rolls through the end of their next turn. The caster gains resistance to fire damage for one round while Concentration holds. The damage does not repeat or trigger upon entry. Damage pulses require no saving throw. The approved fire damage, AP and MP costs, and Concentration requirements are unchanged.
Keeper's Immolation - Mid | Legendary	4 AP · 11 MP Save: None	Self 2 rounds Focus: Yes	A 10 ft radius aura of fire surrounds the caster for two rounds while Concentration holds. Enemies within 10 ft when cast take 3d6 fire damage once, without a saving throw. At the start of the caster's next turn, enemies then within 10 ft take 3d6 fire damage once more. Enemies damaged by a pulse suffer -1 on attack rolls through the end of their next turn; the penalty does not stack. The caster gains immunity to fire damage while Concentration holds. No extra pulse occurs on entering the aura. Damage pulses require no saving throw. The approved fire damage, AP and MP costs, and Concentration requirements are unchanged.
Keeper's Immolation - Greater | Legendary	4 AP · 12 MP Save: None	Self Up to 3 rounds Focus: Yes	A 10 ft radius aura of fire surrounds the caster for up to three rounds while Concentration holds. Enemies within 10 ft when cast take 4d6 fire damage once, without a saving throw; enemies within 10 ft at the start of each of the caster's next two turns take 4d6 fire damage once per pulse, for a maximum of three pulses. While inside the aura, enemies suffer -1 on attack rolls and cannot benefit from advantage on attack rolls; these effects end upon leaving. The caster gains immunity to fire damage while Concentration holds. No extra pulse occurs on entry. Damage pulses require no saving throw. The approved fire damage, AP and MP costs, and Concentration requirements are unchanged.

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.

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

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

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

- Swamp Rot (Fenrath): Fatigue accumulation and hallucinations.
- •Moon Fever (Umbralis): Intensifies during Red Moon phases; induces frenzy.
- 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:

- Blood Hex – Lose 1 max HP per day until lifted.
- 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.

- Red Moon (Aggression): Save or enter Frenzy during full phase.
- Silver Moon (Purity): Disadvantage on Deception; advantage on Insight.
- 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.

- 1–3: Minor hallucinations; −10% concentration.
- 4–6: Visible marks (veins, glow); −10% Social; risk Lingering Injury.
- 7–9: Severe mutation; disadvantage Social; attract hostile Veil entities.
- 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:

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

Sample Encounter Templates:

- *Street Ambush – Skavs + Thug Captain in a narrow alley.*
- *Moon-Touched Beast Hunt – Elite monster empowered by lunar phase, with minions.*
- *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)

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

Exploration Dangers (d12)

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

Social Dangers (d12)

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

Discoveries (d12)

- Relic tied to a god.
- Dream-vision artifact.
- Secret passage or Veil road.
- Forgotten journal or tome.
- Hidden faction contact.
- Unstable but potent mana crystal.
- New spell formula.
- Divine omen or symbol.
- Friendly NPC ally appears.
- Lost treasure hoard.
- Ancient map fragment.
- 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.

- Minor Events: whispers in dreams, sudden chill, glowing flora.
- Major Events: portals open, mana surge storms, corruption burst.
- 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:

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

11.8 Running Tiers & Legendary Foes

Boss Tech ensures climactic foes feel dangerous:

- Hearts: multiple HP bars.
- Stagger: free turn at 50% HP.
- Second Wind: recover HP when bloodied.
- 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)
Street Ambush
Moon-Touched Hunt
Faction Trial
Cursed Ruins
Veilstorm Clash
Dream Invasion
Arena of Shadows
Temple Defense

Encounter Tier (d4)
Local Heroes (Lv 1–4)
Regional Heroes (Lv 5–10)
Realm Heroes (Lv 11–16)
Legends (Lv 17–20)

Roles (d6)
Frontliner
Skirmisher
Half-Caster
Full Mage
Mixed Party
Boss + Minions

Special Features (d6)
Moon phase surge
Veil anomaly
Political stakes
Environmental hazard
Faction interference
Artifact in play

Notes (d6)
Fast skirmish
Drawn-out duel
Puzzle element
Social resolution possible
Dream consequence
Legendary foe present

Sample Randomized Encounters

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

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

12.3 Roles & Templates

Frontliner – Tanks with high HP and melee damage.
Skirmisher – Mobile, agile, ambushers with burst damage.
Caster – Spell-focused, fragile but deadly.
Support – Buffs and debuffs, battlefield controllers.
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:

Skav Cutthroat
Type: Humanoid (Skav)
Role: Skirmisher
AP: 3
HP: 18
MP: 0
AC: 13 (light armor)
Attacks: Rusted Knife (1 AP, 1d6+2 piercing, Finesse), Bite (1 AP, 1d4+2 piercing; CON save or Bleeding)
Abilities: Pack Ambush (+1 AP if Skav ally within 10 ft)
Conditions: Susceptible to Veil-sickness
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.

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

12.6 Sample Adversaries by Creature Type

Humanoids

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Skav Cutthroat Humanoid (Skav) – Skirmisher	AP 3 · HP 18 MP 0 · AC 13	Rusted Knife (1d6+2), Bite (1d4+2; CON save or Bleeding) Pack Ambush (+1 AP if Skav ally within 10 ft	Prone to Veil-Sickness Vermin of Zelgazar's depths, striking from shadows.
Inquisitor Acolyte Humanoid – Caster	AP 2 · HP 14 MP 6 · AC 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	AP 3 · HP 20 MP 0 · AC 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	AP 3 · HP 24 MP 0 · AC 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

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

Constructs & Forged

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Runic Sentinel Construct – Frontliner	AP 3 · HP 30 MP 0 · AC 16	Runic Blade (1d8+3) Magic Resistance, Immutable Form	Vulnerable to lightning Ancient dwarven guardians of rune and stone.
Bronze Golem Construct – Frontliner	AP 3 · HP 40 MP 0 · AC 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	AP 2 · HP 20 MP 0 · AC 15	Longsword (1d8+2) False Appearance, Durable	Mindless Empty suits of armor animated by residual magic.
Siege Automaton Construct – Support	AP 3 · HP 35 MP 0 · AC 14	Bolt Launcher (2d8 piercing, 60 ft) Area Suppression, Mechanical Precision	Clumsy Massive machines of war, relics of bygone battles.

Corrupted Beasts

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Bog Serpent Beast – Skirmisher	AP 3 · HP 26 MP 0 · AC 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	AP 3 · HP 22 MP 0 · AC 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	AP 3 · HP 28 MP 0 · AC 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	AP 3 · HP 20 MP 0 · AC 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

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

Elemental & Environmental Spirits

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

Fae & Dream Entities

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Twilight Courtier Fae – Support	AP 3 · HP 20 MP 6 · AC 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	AP 3 · HP 22 MP 0 · AC 15	Blade (1d8+3) Riposte, Blur	Fragile mask Masked fae warriors who challenge mortals for sport and pride.
Butterfly Swarm Fae – Support	AP 2 · HP 16 MP 4 · AC 13	Swarm (1d4 psychic) Drain MP, Distract	Fragile Dream-born swarms that feed on the magic of mortals.
Dream Harlequin Fae – Caster	AP 3 · HP 18 MP 8 · AC 13	Illusion Strike (2d6 psychic) Spellcasting (Bound, Sparks), Trickster Aura	Fragile Fae jesters weaving nightmare illusions into reality.

Monstrous Folk

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Orc Raider Humanoid (Orc) – Frontliner	AP 3 · HP 26 MP 0 · AC 14	Axe (1d8+3) Battle Cry (+1 ally attack), Relentless	Brutal Savage warriors raiding from the wilds.
Feral Goliath Humanoid (Goliath) – Frontliner	AP 3 · HP 32 MP 0 · AC 15	Club (2d6+3) Stone's Endurance (reduce damage), Throw Boulder (2d8 bludgeoning)	Slow Massive nomads descended into savagery.
Tabaxi Corsair Humanoid (Tabaxi) – Skirmisher	AP 3 · HP 20 MP 0 · AC 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	AP 3 · HP 24 MP 6 · AC 13	Null Lash (1d6 psychic, disrupt spell) Anti-Magic Aura, Spell Drain	Veil-scarred Null-mages turned hunters of spellcasters.

Plagueborn & Blighted

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Spore Walker Blighted – Frontliner	AP 3 · HP 26 MP 0 · AC 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	AP 2 · HP 22 MP 0 · AC 12	Claws (1d6+2) Regenerates unless burned, Fungal Spores	Weak to radiant Once humanoids, now overtaken by fungal infestation.
Mire-Fiend Blighted – Skirmisher	AP 3 · HP 24 MP 0 · AC 14	Bite (1d8+2 necrotic) Swamp Stealth, Corrupting Touch	Sunlight sensitivity Swamp-born predators infused with plague energies.
Chult's Chosen Blighted – Boss	AP 4 · HP 40 MP 8 · AC 15	Plague Scythe (2d8 necrotic) Aura of Decay, Spellcasting (Leechcraft, Deathlight)	Corrupted Fanatics blessed by Chult to spread decay and renewal.

Relics Made Flesh

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

Undead

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Veil Husk Undead – Frontliner	AP 2 · HP 22 MP 0 · AC 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	AP 3 · HP 16 MP 4 · AC 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	AP 3 · HP 30 MP 0 · AC 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	AP 3 · HP 18 MP 6 · AC 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

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Nightmare Spawn Horror – Skirmisher	AP 3 · HP 22 MP 4 · AC 13	Claws (1d6+2 psychic) Frightful Presence, Dreamstrike	Weak to radiant Monsters born of broken dreams that stalk sleepers.
Dream-Wraith Horror – Caster	AP 2 · HP 18 MP 8 · AC 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	AP 3 · HP 20 MP 4 · AC 13	Scream (WIS save or −1 AP) Aura of Madness, Psychic Leech	Unstable Mangled remnants echoing whispers of the Veil.
Corruption Mass Horror – Frontliner	AP 4 · HP 36 MP 0 · AC 12	Pseudopod (2d6 bludgeoning + corruption) Split Form, Veil Corruption Aura	Mindless Chaotic amalgams of corrupted essence, spreading veil rot.

Boss Templates

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Corrupt Guildmaster Humanoid – Boss	AP 4 · HP 60 MP 10 · AC 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	AP 5 · HP 80 MP 0 · AC 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	AP 4 · HP 70 MP 12 · AC 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	AP 5 · HP 75 MP 14 · AC 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)

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.

Narrative: Open wounds that weaken stamina and momentum.

Choking (Debuff – harmful to creature or player)

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.

Narrative: Suffocation from water, smoke, or magical grips.

Corrupted (Debuff – harmful to creature or player)

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.

Narrative: The Veil has warped your body and soul.

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

Rule: On an attack roll of natural 1, the creature takes 1d4 piercing damage.

Narrative: Razor-sharp hide or unstable body injures itself.

Easily Enraged (Buff – enemy advantage)

Rule: When reduced below half HP, gain +1 AP but suffer Disadvantage on all WIS saves.

Narrative: Beasts and berserkers grow more dangerous when bloodied.

Fanatical (Buff – enemy advantage)

Rule: Immune to Fear and Charm. Gains +2 attack vs. targets that oppose its ideology/faction.

Narrative: Zealots and cultists are driven by unshakable conviction.

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

Rule: When taking a critical hit, roll a DEX save (DC 12). On a fail, item/armor breaks and AC −2.

Narrative: Weak armor or masks that shatter under stress.

Greedy (Debuff – exploitable weakness)

Rule: If offered treasure worth 50 gp or more, must make a WIS save (DC 13) to resist being distracted for 1 round.

Narrative: Mercenaries and pirates swayed by coin.

Immune to Nonmagical Weapons (Buff – enemy advantage)

Rule: Damage from mundane weapons is halved unless silvered, enchanted, or empowered.

Narrative: Specters and incorporeal beings ignore mortal steel.

Mindless (Mixed – buff + debuff)

Rule: Immune to Fear, Charm, or Psychic effects. Cannot make Insight or complex INT checks.

Narrative: Constructs and husks that feel no fear but lack cunning.

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

Rule: When exposed to Veil effects, roll CON save (DC 12). On fail, lose 1 AP until end of turn.

Narrative: Skavs and lesser creatures easily overwhelmed by Veil energies.

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

Rule: Movement speed halved. Cannot Dash. Initiative −2.

Narrative: Heavy constructs, revenants, massive beasts.

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

Rule: While in direct sunlight, attacks have Disadvantage, Perception checks −2.

Narrative: Drow, fungal husks, and Veil-born horrors recoil from the sun.

Unstable (Debuff – enemy weakness, boon for players)

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).

Narrative: Aberrations and flesh amalgams prone to catastrophic collapse.

Vulnerabilities (Debuff – enemy weaknesses, boons for players)

Vulnerable to Radiant: Double damage from radiant.

Vulnerable to Fire: Double damage from fire.

Vulnerable to Water: Double damage from water/ice.

Fragile in Rain: While in rain, AC −2.

Easily Grounded: Lightning/Thunder disables flight until end of next turn.

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.

Creature / Role	Core statistics	Attacks / Abilities	Conditions / Narrative
Nashara Velroth, the Renegade Magister Humanoid (Human) – Caster/Boss	AP 4 · HP 65 MP 18 · AC 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	AP 4 · HP 58 MP 10 · AC 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	AP 3 · HP 72 MP 12 · AC 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	AP 4 · HP 90 MP 0 · AC 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	AP 4 · HP 68 MP 14 · AC 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	AP 4 · HP 75 MP 16 · AC 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	AP 4 · HP 80 MP 0 · AC 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	AP 4 · HP 62 MP 8 · AC 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 The 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: The 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): The Craft, research, heal lingering injuries.

Conditions

Prone: Melee attacks vs you advantage.

Grappled: Speed 0.

Poisoned: Disadvantage on attacks/checks. While Dying: Inflicts 1d4 damage each turn until removed.

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.
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.

Action	AP Cost	Rules Notes	Examples

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 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.

d20	Injury	Effect	Recovery
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

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Arbalest 1d10	AP: 1 · Wt: Heavy Ammunition (100/400), Loading, Two-Handed	Cost: 12 gp DP: 10	100 min · 12 sp Massive crossbow requiring a crank to draw.
Arming Sword 1d6 (1d8)	AP: 1 · Wt: Medium Versatile	Cost: 45 sp DP: 7	70 min · 4 sp Knight's straight blade, balanced for battle.
Arquebus 2d8	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 30 gp DP: 10	100 min · 3 gp Matchlock firearm, unreliable but powerful.
Atlatl 1d8	AP: 1 · Wt: Medium Thrown (30/120)	Cost: 15 sp DP: 7	70 min · 2 sp Spear-thrower tool increasing range and power.
Ballista 8d10	AP: 3 · Wt: Huge Siege, Heavy, Ranged	Cost: 300 gp DP: 7	70 min · 30 gp Bolt-thrower siege engine.
Bardiche 1d10	AP: 1 · Wt: Heavy Two-Handed	Cost: 75 sp DP: 10	100 min · 8 sp Poleaxe with a long blade, brutal infantry weapon.
Battering Ram 6d10	AP: 3 · Wt: Huge Siege, Heavy	Cost: 150 gp DP: 7	70 min · 15 gp Log weapon to batter fortifications.
Battle Axe 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 6 gp DP: 7	70 min · 6 sp Compact axe with wide blade, common among dwarves.
Blowgun 1	AP: 1 · Wt: Light Ammunition (25/100), Loading	Cost: 2 gp DP: 5	50 min · 2 sp Tube for firing darts, often poisoned.
Blunderbuss 2d8	AP: 2 · Wt: Heavy Reload (1), Scatter	Cost: 45 gp DP: 10	100 min · 45 sp Short wide-barrel firearm, devastating at close range.
Bone Dagger 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 15 sp DP: 5	50 min · 2 sp Jagged dagger carved from bone, favored by tribal rogues.
Catapult 6d10	AP: 3 · Wt: Huge Siege, Area	Cost: 400 gp DP: 7	70 min · 40 gp Primitive war engine that hurls massive stones.
Club 1d4	AP: 1 · Wt: Light Bludgeoning	Cost: 1 sp DP: 5	50 min · 0 gp Crude bludgeon of wood or bone, wielded by commoners and hunters.
Crossbow (Hand) 1d6	AP: 1 · Wt: Light Ammunition (30/120), Loading	Cost: 25 sp DP: 5	50 min · 2 sp Concealed assassin's weapon.
Crossbow (Heavy) 1d10	AP: 1 · Wt: Heavy Ammunition (100/400), Loading, Two-Handed	Cost: 6 gp DP: 10	100 min · 6 sp Siege-tier piercing power.
Crossbow (Light) 1d8	AP: 1 · Wt: Medium Ammunition (80/320), Loading	Cost: 35 sp DP: 7	70 min · 4 sp Reliable soldier's tool.
Dagger / Claw 1d6	AP: 1 · Wt: Light Finesse, Light	Cost: 2 gp DP: 5	50 min · 2 sp Quick blades and natural talons favored by rogues and Skavs.
Falchion 2d4	AP: 1 · Wt: Heavy Two-Handed	Cost: 55 sp DP: 10	100 min · 6 sp Broad curved sword, devastating slashes.
Fire-hardened Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 15 sp DP: 7	70 min · 2 sp Wooden spear hardened in flame.
Flail 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 5 gp DP: 7	70 min · 5 sp Weighted chain weapon, dangerous to friend and foe.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Flint Knife 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 5 sp DP: 5	50 min · 0 gp Sharp flint knife, favored for survival and assassins.
Flintlock Musket 2d8	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 40 gp DP: 10	100 min · 4 gp Standard musket of later eras.
Greataxe 1d12	AP: 1 · Wt: Heavy Two-Handed	Cost: 8 gp DP: 10	100 min · 8 sp Brutal arcs of steel, favored by frontliners.
Greatsword / Maul 1d12	AP: 1 · Wt: Heavy Two-Handed	Cost: 10 gp DP: 10	100 min · 1 gp Wide sweeps or crushing blows, both battlefield staples.
Halberd / Glaive 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 75 sp DP: 10	100 min · 8 sp Polearms of disciplined militia ranks.
Hand Cannon 2d6	AP: 2 · Wt: Heavy Reload (1), Two-Handed	Cost: 35 gp DP: 10	100 min · 35 sp Early portable gunpowder weapon.
Handaxe / Hatchet 1d8	AP: 1 · Wt: Medium Light, Thrown (20/60)	Cost: 2 gp DP: 5	50 min · 2 sp Raider's favorite, light enough to throw.
Handgunne 1d10	AP: 1 · Wt: Heavy Reload (1), Two-Handed	Cost: 25 gp DP: 10	100 min · 25 sp Earliest true firearm, crude and dangerous.
Hand-thrown Stones 1	AP: 1 · Wt: Light Thrown (20/60)	Cost: 0 gp DP: 5	50 min · 0 gp The simplest of weapons, stones hurled by hand.
Longbow 1d8	AP: 1 · Wt: Heavy Ammunition (150/600), Two-Handed	Cost: 5 gp DP: 10	100 min · 5 sp Great yew bows, elves' legacy weapons.
Longsword / War Pick 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 5 gp DP: 7	70 min · 5 sp Knightly or miner's tools reforged for war.
Mace / Club 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 3 gp DP: 7	70 min · 3 sp Simple crushing arms of mercenaries and temple guards.
Morning Star 1d8	AP: 1 · Wt: Medium Bludgeoning	Cost: 4 gp DP: 7	70 min · 4 sp Spiked mace head, crushing and piercing armor.
Mortar 8d10	AP: 3 · Wt: Huge Siege, Area	Cost: 500 gp DP: 7	70 min · 50 gp Stone or iron shell lobber.
Natural Weapons (Horns, Claws, Fangs) 1d6	AP: 1 · Wt: Bludgeoning Finesse (varies)	Cost: 8 gp DP: 7	70 min · 8 sp Beastfolk and fae-born carry their heritage into battle.
Partisan 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 7 gp DP: 10	100 min · 7 sp Long-bladed spear, favored in knightly ranks.
Poleaxe 1d10	AP: 1 · Wt: Heavy Two-Handed, Reach	Cost: 7 gp DP: 10	100 min · 7 sp Combination axe and hammer on a pole.
Primitive Bow 1d6	AP: 1 · Wt: Light Ammunition (60/240)	Cost: 1 gp DP: 5	50 min · 1 sp Early bow, made from simple wood and sinew.
Repeating Crossbow 1d8	AP: 1 · Wt: Medium Ammunition (60/240), Loading	Cost: 20 gp DP: 7	70 min · 2 gp Crossbow with rapid crank system.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Rocket Launcher (Primitive) 4d10	AP: 3 · Wt: Heavy Single-use, Explosive	Cost: 150 gp DP: 10	100 min · 15 gp Firework-based weapon that launches rockets.
Rondel Dagger 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 25 sp DP: 5	50 min · 2 sp Narrow thrusting dagger, pierces armor gaps.
Sharp Sticks / Stakes 1d4	AP: 1 · Wt: Light Bludgeoning	Cost: 1 sp DP: 5	50 min · 0 gp Simple sharpened sticks, effective in ambushes.
Shortbow 1d6	AP: 1 · Wt: Light Ammunition (80/320)	Cost: 25 sp DP: 5	50 min · 2 sp Compact bows used by scouts.
Shortsword / Scimitar 1d6	AP: 1 · Wt: Light Finesse	Cost: 4 gp DP: 5	50 min · 4 sp Balanced dueling blades for precision fighters.
Sling 1d4	AP: 1 · Wt: Light Ammunition (30/120)	Cost: 1 sp DP: 5	50 min · 0 gp Shepherd's sling, deadly in skilled hands.
Spear (short haft) 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 2 gp DP: 7	70 min · 2 sp Common soldier's weapon, wielded one or two-handed.
Spiked Club 1d6	AP: 1 · Wt: Light Bludgeoning	Cost: 8 sp DP: 5	50 min · 1 sp Club reinforced with spikes, vicious in close combat.
Stone Axe 1d6	AP: 1 · Wt: Light Thrown (20/60)	Cost: 6 sp DP: 5	50 min · 1 sp Primitive axe chipped from stone, light but deadly.
Stone Mace 1d6	AP: 1 · Wt: Medium Bludgeoning	Cost: 6 sp DP: 7	70 min · 1 sp Rough mace of stone bound to a haft, brutal but unwieldy.
Stone-tipped Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 8 sp DP: 7	70 min · 1 sp Spear tipped with stone, primitive but serviceable.
Thorn Whip 1d6	AP: 1 · Wt: Light Finesse, Reach	Cost: 15 sp DP: 5	50 min · 2 sp Barbed whip of thorns, weapon of druids and fae.
Throwing Spear / Javelin 1d6	AP: 1 · Wt: Light Thrown (30/120)	Cost: 1 gp DP: 5	50 min · 1 sp Balanced for distance throws, used by skirmishers.
Throwing Stick / Boomerang 1d4	AP: 1 · Wt: Light Thrown (20/60)	Cost: 2 sp DP: 5	50 min · 0 gp Curved stick, returns when thrown by skilled hunters.
Trebuchet 8d10	AP: 3 · Wt: Huge Siege, Area	Cost: 700 gp DP: 7	70 min · 70 gp Counterweight-powered siege engine.
Volley Gun 2d10	AP: 3 · Wt: Heavy Reload (2), Multi-Barrel	Cost: 100 gp DP: 10	100 min · 10 gp Battery of barrels, massive salvo fire.
War Hammer (stone) 1d8 (1d10)	AP: 1 · Wt: Medium Versatile	Cost: 25 sp DP: 7	70 min · 2 sp Hammer with a stone head, primitive dwarven imitation.
Wheellock Pistol 1d10	AP: 1 · Wt: Light Reload (1)	Cost: 25 gp DP: 5	50 min · 25 sp Refined early firearm, ornate and expensive.
Wooden Dart 1d4	AP: 1 · Wt: Light Thrown (20/60)	Cost: 1 sp DP: 5	50 min · 0 gp Small carved dart, hurled by hand.
Wooden Knife 1d4	AP: 1 · Wt: Light Finesse, Thrown (20/60)	Cost: 1 sp DP: 5	50 min · 0 gp Carved wooden blade, fragile but concealable.

Item / Damage	Use / Tags	Cost / DP	Repair / Description
Wooden Spear 1d6 (1d8)	AP: 1 · Wt: Medium Thrown (20/60), Versatile	Cost: 2 sp DP: 7	70 min · 0 gp Simple sharpened wood spear, light infantry weapon.

Armor & Shields

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