

LEOVAUNT'S
DIABLO
ROLEPLAYING

GAME
D I A B L O
IN-DEVELOPMENT ALPHA



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CHAPTER 1: DIABLO

ROLEPLAYING GAME BASICS

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a tabletop game where one or more individuals create a character that they control and act out in a fictional universe. This fictional universe is controlled by the Game Master, who sets up the adventures and scenarios for the players to interact with. The Game Master represents the Diablo universe that the adventure takes place in, and all its inhabitants, hazards, and dangers. The Diablo universe is an ancient world built on the foundation of the conflicts between angels and demons, with mankind trapped in the middle. It is a dark, gruesome world filled with ancient evil, massive dungeons, and foul magic. The Game Master engages the with the players to tell a story that is about the player' s experience in Diablo.

Each player will have their own character, who is a mortal adventurer in the game world. The player will control their character and their actions in the universe, as they live a life of excitement and danger. They will face many trials as they search for fortune and glory.

Like any person, a player' s character has their suite of skills or abilities that they are good or bad at. These perks play into how well your character performs in intense situations. To represent their character' s abilities, a player character has several statistics and values to represent what they are good, or bad, at. These statistics are combined with random chance, represented by dice rolls, that determines if a character' s action succeeds or not.

The Diablo Roleplaying Game is designed for a group of one or more players, each controlling a single character who they act out and interact with the world with, and with a single Game Master. The players will likely need to work together to overcome the massive threats placed before them by the Game Master, as Sanctuary is a dangerous place. The interaction between the Game Master and the players is not a competitive environment; they are not trying to 'beat' the other. Rather, it is communal story telling as the novel unwinds based how the protagonists (the players) face the obstacles set by the Game Master. Like any great fantasy novel, as the characters progress, they overcome greater and greater obstacles and get an increasingly more impressive skill set. This is represented by the statistical values of their character increasing, making them more likely to succeed at checks, as well as gaining more powerful abilities.

The players get to create a character of the image and design that they want, using the parameters of the game' s rule set as a guide to their capabilities. The GM creates adventures for the characters to go on, settings for them to enjoy, people for them to meet, and enemies for them to defeat. A lot of work is involved for the Game Master but is a rewarding prospect as they get to see their players enjoy the adventure and story that they lovingly crafted.

CORE DICE MECHANICS

This section lists all the core mechanics of the Diablo Role Playing Game, and how to play the game. Note that to play this game, the players and the Game Master will need at least one twenty-sided die. You can generally find bundles of twenty-sided dice at your local hobby store, either mixed in with other d20s or dice of different shapes.

In the Diablo RPG, the players will control a fictional character within the universe and describe their actions. This is everything from what they say, to what they do, what they think, or how they react to things. For normal mundane actions, such as making small-talk or walking down a street, no test is required; the character simply does what the player describes them doing. However, when a character performs a difficult action, such as climbing a cliff, attacking with a sword, shooting a spell, or talking their way out of danger, this requires a **check**.

When you make a check, you roll a twenty-sided die, known as a **d20**. This represents the luck aspect of the game, and how well your character performs that check in that instant. The character will be trying to hit a certain **Difficult Class**, or **DC**, to succeed the check. For example, you might be trying to hit a DC 15, so they must score a 15 or higher on the dice.

But luck is not everything. Your training and skill also factor into how successful you are at the check. For this reason, your character has **skills** and **ability scores**. These numeric values represent how good you are at different tasks, and give a bonus to the dice check, allowing a greater chance of success and less reliance on mere luck.

For example, if a character's skill and ability scores give them a +5 bonus on a check, then the dice roll would be a 1d20+5. If the final result after the dice roll and bonus equals or passes the DC, then the check is successful and you perform that action. If you fails the check, then you are unable to perform the action, which might result in complications.

Some factors can give advantage or disadvantage on a check. If a check has advantage, roll two dice for the check, and take the higher dice result. If a check has disadvantage, roll two dice, and take the lowest result. If a check has advantage and disadvantage, the effects cancel each other out and the dice is rolled as normal.

If you roll a natural 20 on a d20 result, count the result as an automatic success. If you need to account for degrees of success, count your result as a 30+ the bonus on the d20 check. If you roll is opposed to another character, you win automatically unless they also roll a 20.

If you roll a natural 1 on the check, the check is failed, no matter what.

ABILITY SCORES

There are six ability scores in the Diablo RPG. A character begins with 2 in each ability score. At character creation, they have 5 additional points that they can freely divide between these attributes, bringing them to a maximum of 5 at first level. Your character gains +1 to an ability score of your choice every even level. After character creation, the maximum points you can place in an ability score is 12. The following are the ability scores and what they effect.

STRENGTH

Strength is a general measure of your might and physical power. Strength is the core attack characteristic for most melee weapons, and is added to your accuracy and damage with melee weapons. Your full strength score is added to your toughness score. Strength also determines how much you can carry. Higher strength is required for heavier weapons and armor

DEXTERITY

Dexterity is your speed and agility. Dexterity is the core attack characteristic for light melee weapons and most ranged weapons, and is used for their accuracy and damage. Your dexterity is added to your defense. Your movement speed is half your dexterity plus 4. Your shift speed is $1 + 1$ per 5 points of dexterity. Higher dexterity is required for some advanced dexterity weapons.

VITALITY

Your vitality is your stamina, fortitude, and general ability to weather exhaustion and pain. At level 1, you gain bonus hit points equal to $3x$ your vitality. You also increase your maximum hit points on every level up equal to your vitality plus your class bonus. You add $3x$ your vitality to your damage threshold, and $5x$ vitality to protection. You add your full vitality to your damage resistance.

INSTINCT

Instinct is your precision, your wits, and your reaction time. Your initiative is equal to your instinct. You also add $1/3$ your instinct to your attack accuracy, spell accuracy, defense, toughness, and resolve.

INTELLIGENCE

Intelligence is how smart and adaptive you are. Your intelligence determines your spell damage and your full intelligence is added to spell accuracy and spell DC. At level 1, you have bonus mana equal to $3x$ your intelligence. You also increase your maximum mana points on every level up equal to your intelligence plus your class bonus.

WILLPOWER

Willpower is the strength of your resolve, your discipline, your spiritual strength, and how easily you can impose your will on others. Every round, you regain a number of mana points equal to $1/2$ your willpower. In addition, your willpower is added to your damage threshold. Your full willpower is added to your resolve. You also add twice your willpower to your sanity score. Higher willpower allows you to resist suffering damage to your sanity.

PROWESS

Your character's combat ability is rated as a single value, known as their prowess score. As a general measure of your experience, training, and ability, prowess is added to a great deal of factors to show your character's development. You add your prowess to the following: attack accuracy, defense, protection, toughness, resolve, spell accuracy, spell DC, mana recovery, skill checks, and sanity.

DERIVED CHARACTER STATISTICS

A number of different statistical values determines your character's effectiveness in battle. These numbers, known as derived character statistics, are based on your level, prowess, and ability scores, as well as the equipment you chose later. Understanding what each of these attributes do is important to playing the Diablo Roleplaying Game.

After learning these statistics, see to the Building Character Statistics section to see how you determine each of these numbers.

LEVEL

A character's level is how powerful and experienced they are. Characters start at level 1 and can reach level 30. As characters level up, they gain additional hit points, mana points, ability scores, and talents. Character level is also used in some calculations, such as damage threshold and spell damage.

HIT POINTS

Hit points is a currency that determines how much damage you can suffer before falling in battle. You have a maximum and current hit point value. You start a day at the maximum hit point value. Once you take damage, your maximum hit points is reduced by how much damage points you suffer. You can also be healed, regaining hit points, but cannot gain hit points above your maximum value. If you are reduced to 0 hit points, you are defeated and fall. You do not necessarily die of your wounds, but you are out for the time being.

PROTECTION

Protection is a secondary hit point pool aside from your hit points. It is derived from having a defensive combat stance, impact absorption, and magical barriers. Whenever you take damage, the damage is subtracted from your protection first. Afterwards, whatever is left over is subtracted from your hit points. Unlike hit points, your protection begins encounters at 0. Protection is gained from a variety of talents, spells, and magic items. You have a maximum amount of protection you can benefit from at once and cannot exceed that protection value. At the end of an encounter, all of your protection goes away.

HEALING THRESHOLD

Healing thresholds is how much healing your body can handle before it is worn out and cannot be healed further. Most times, when you are healed, you will have to spend a healing threshold to receive that healing. Once you are out of healing threshold, your body and spirit cannot handle additional healing. At 0 remaining healing thresholds, you cannot be healed through magic, only through the medicine skill and healing potions. In addition, all healing you receive through medicine and healing potions is halved while at 0 healing thresholds. You regain healing thresholds when you rest.

MANA POINTS

Mana points are used to cast spells. Like hit points, all characters have a maximum mana pool. When they cast spells, they reduce their mana pool by the mana cost of the spell. They must have enough mana in their mana pool to cast a spell. Spell casters recover mana slowly on their own, regaining a small amount of mana at the start of each turn. Spell casters often also carry mana potions to recover their supply of mana quickly in battle.

ATTACK DIFFICULTY CLASSES

All characters have three attack difficult classes, or attack DCs, that determine how hard they are hit with different attacks. All attacks against a character will be applied to one or more of the three attack DCs. If an attack roll surpasses the target's effected attack DC, the attack successfully hits. If an attack target's multiple attack DCs, its effect varies based on the DCs hit. The three attack DCs are defense, toughness, and resolve.

The primary attack DC is defense. Hitting a target's defense means you have successfully struck the target and they were not able to block or avoid the attack. Almost every attack in the game targets defense as at least one of its target attack DC. **If an attack does not specify an attack DC, it is applied against Defense.**

Toughness is a second attack DC that is based being able to physically move the target. Larger and stronger targets are more difficult to move and have higher toughness. Because attacks against toughness have to physically hit in order to work, they usually also require hitting the target's defense.

Resolve is the final attack DC, and the rarest. Rather than hitting or moving the target, resolve target's their opponent's mind. Thus, physical defenses are less important than the strength of will to resist the effect. Attacks against resolve will often not require a successful attack against defense, because mind effecting powers usually do not require hitting a target. This does not apply all the time, however.

DAMAGE THRESHOLD

If you are hit with a particularly damaging attack, you will suffer a crippling wound point. To see if you suffer a crippling wound, you apply the attack damage against your damage threshold. The damage surpasses your damage threshold, you suffer a crippling wound point, which gives you a penalty to attack accuracy and skill checks. For every 5 crippling wound points you suffer, you have a chance of breaking or losing a limb.

ATTACKS

The most common way of beating enemies is to attack them with a weapon. This involves two steps. The first is attacking the enemy. To do so, you roll an attack with a weapon you possess, making a d20 roll like any other check. You add your accuracy bonus to the d20 roll. The accuracy bonus includes your prowess, your weapon accuracy, and a bonus equal to the core weapon attribute of that weapon. For example, if you are using a strength weapon, you would apply your strength to the accuracy bonus. If the attack roll, the d20 plus your bonus, surpasses the target's attack DC, you hit with the attack.

Upon hitting, you apply your weapon's damage value to the target. This damage value is based on the weapon, your core attribute, and many other factors, including weapon quality, weapon enchantments, the talents you possess, and what special attack you use with the weapon. You also gain bonus damage on the attack equal to how much you surpassed the target's defense attack DC with the attack, up to a maximum of your weapon's core attribute. Your attack damage is reduced by the target's damage resistance. Remember, before you apply your damage, to keep in mind any special traits on the attack, such as penetration.

All of this will be discussed in greater depth later in the Encounter Rules.

SPELL EFFECTS

Spells work in a very similar manner to weapons, but the attack is based on the spell you are casting instead of the weapon you are using. Unlike weapons, spells always use intelligence for accuracy. The effect of the spell is based on the spell description. If it deals damage, it will have a spell damage level that gives a formula to determine the spell damage based on your level and intelligence. Unlike physical attacks, spells do not gain attack overages based on how much they hit by.

Some spells may require the target to make skill checks to resist or end their effects. All characters have a standardized spell DC based on their prowess and ability scores. Commonly, targets will have to make Resist Magic skill checks versus the DC of the spell. If their skill check equals or surpasses the DC of the spell, they will succeed at overcoming the spells effects.

DAMAGE RESISTANCE

When you suffer damage from an attack, you reduce the damage suffered by your damage resistance. Damage resistance largely comes from your worn armor. Thus, armor is important for survival. Without armor, you will take drastically more damage from attacks and your hit points will go down quickly. Unless stated otherwise, all damage is reduced by your damage resistance.

ELEMENTAL RESISTANCE

There are many forms of elemental attacks that are not physical blows. These are broken into many different categories of elements: fire, cold, lightning, holy, and shadow. These attacks are applied against your elemental resistance instead. The exact type of element is important for any resistances or vulnerabilities you have to elements. If you have resistance to an element, you increase your elemental resistance by that much against attacks of that element. If you have vulnerability to an element, you decrease your elemental resistance by that much. Elemental vulnerabilities can bring your elemental resistance below 0, causing you to take extra elemental damage.

Elemental attacks will usually be described in the form of their exact type of elemental damage. For example, a hit of 30 fire damage, will be 30 damage against your elemental resistance, modified by your specific fire resistances or vulnerabilities.

SPEED

By spending a move action, you can move around an encounter map. You can perform two types of move actions: a standard move and a shift. A standard move allows you to move further but leaves you vulnerable to attack. By moving out of a target's reach, they can instantly gain an attack against you even though it is not their turn. Meanwhile, a shift move is a much shorter movement, but enemies cannot attack you if you move near them.

INITIATIVE

At the start of an encounter, every character rolls a d20 and adds their initiative score. When ordered, this creates a descending list of activations. Every turn, the list starts at the top and descends. When a character or NPC's number comes up, it is their turn to take their full suite of actions (standard, move, and minor). Once they take all their actions, or forfeit their actions, their turn is done. Your initiative is based on your instinct, with cunning characters able to react faster in a battle.

BUILDING YOUR CHARACTER'S STATISTICS

This section is a quick summary on how to determine all your character's statistics on their record sheet.

HIT POINTS

$60 + 3 \times \text{Vitality}$. In addition, every level after the first, you gain bonus hit points equal to your vitality plus your class modifier to hit points.

MAXIMUM PROTECTION

$5 \times \text{prowess} + 5 \times \text{vitality}$

HEALING THRESHOLD

$8 + \frac{1}{2} \text{Vitality}$

MANA POINTS

$20 + 3 \times \text{Intelligence}$. In addition, every level after the first, you gain bonus mana points equal to your intelligence plus your class modifier to mana points.

MANA RECOVERY

$\text{Prowess} + \frac{1}{2} \text{Willpower}$

DEFENSE

$10 + \text{Prowess} + \text{Dexterity} + \frac{1}{3} \text{Instinct} + \text{their armor's defense penalty} + \text{size bonus or penalty}$

TOUGHNESS

$10 + \text{Prowess} + \text{Strength} + \frac{1}{3} \text{Instinct} + \text{size bonus or penalty}$

RESOLVE

$10 + \text{Prowess} + \text{Willpower} + \frac{1}{3} \text{Instinct}$

DAMAGE THRESHOLD

$24 + \text{character level} + 2 \times \text{Vitality} + \text{willpower}$

ATTACK ACCURACY

$\text{Prowess} + \frac{1}{3} \text{instinct} + \text{weapon core attribute} + \text{weapon accuracy}$

WEAPON DAMAGE

$\text{Base Weapon Damage} + \text{core weapon attribute} + \text{any additional power ratings gained}$

SPELL ACCURACY

Prowess + $\frac{1}{3}$ instinct + intelligence

SPELL DIFFICULTY CLASSES

10 + Prowess + Intelligence + Willpower

SPELL DAMAGE

Based on the damage level of the spell, following the formula below.

Minor Spell Damage: 5 + 2x level + intelligence

Light Spell Damage: 10 + level + 2x intelligence

Moderate Spell Damage: 15 + level + 3x intelligence

Medium Spell Damage: 20 + 1.5x level + 3x intelligence

Heavy Spell Damage: 30 + 2x level + 4x intelligence

Lethal Spell Damage: 50 + 3x level + 5x intelligence

DAMAGE RESISTANCE

Vitality + Armor Bonus

ELEMENTAL RESISTANCE

$\frac{1}{2}$ Damage Resistance + specific energy resistances or penalties

MOVE SPEED

4 + one half Dexterity

SHIFT SPEED

1 + 1 per 5 points of Dexterity

INITIATIVE

Equal to Instinct

SKILL CHECK BONUS

Relevant Ability Score + Prowess + any proficiency bonus

SANITY SCORE

5 + (2x willpower) + level

SANITY CHECK BONUS

Willpower + Prowess

ARCHETYPES, CLASSES, AND TALENTS

The most important decision you make about your character is their archetype and class. This is the primary profession and origin for your character. It determines how they play, what they believe in, how they fight, and how they become more powerful. Archetypes and classes effect many attributes, but mainly determine your character's talent list. Your talent list is the array of spells, abilities, and passive traits that makes your character who they are.

ARCHETYPE

The first detail your character needs to decide is their archetype. The archetype is the general play style for your character. Are you the type who gets into melee with sword and heavy armor? Choose the warrior. Stay back and blast enemies with spells? The mage is for you.

Your archetype will affect your HP and MP growth as you level up, as well as giving you several proficiency bonuses on skill checks. It will also give options for your starting equipment. Most importantly, it will give you access to two talent trees that you can take talents from.

After you select your archetype, you must select your class from one of the classes available to that archetype. There are five archetypes to choose from:

The *Warrior* is a close quarters fighter, that combines strength of arms with heavy armor to battle the forces of Evil up close. They are strong, tough, but not adept at magic or skills. Their classes are the Barbarian, Paladin, or Champion. The Paladin has a variant that can be taken, the Crusader. See Chapter 2 for the Warrior.

The *Archer* is a ranged combatant who relies on speed, guile, and a bow or crossbow to assail enemies from a distance. They are a skillful character, with good skill bonuses, but do not possess great hit points or magic. Their classes are the Scoundrel, Amazon, or Demon Hunter. The Amazon has a variant that can be taken, the Rogue. See Chapter 3 for the Archer.

The *Mage* is a dedicated spell caster and a master of the arcane arts. They utilize great and powerful magic that they use to decimate their foes and conjure powerful magic. Mages possess great magic and have high mana pools, but few hit points. Their classes are the Sorcerer, Cultist, and War Mage. The sorcerer has a variant that can be taken, the Wizard. See Chapter 4 for the Mage.

The *Priest* is a magic using character that relies heavily on support magic, healing, and having an army of minions. Clerics fill a hybrid role, and are slightly good at many things, but rely heavily on their followers to contribute to battle. They possess little hit points but are only bested on mana points by the mage. They have many variants, each with their own types of followers. The Necromancer leads an army of undead, supported by powerful golems. The Hierophant guides a band of Zakarum zealots. The Witch Doctor is followed by voodoo zombies and fetishes. The Druid commands animals such as wolves and bears, as well as other forces of nature. See Chapter 5 for the Priest.

The final archetype is the *Marital Artist*, who prefers to fight without weapons and little armor. The martial artist is a melee class that focuses on damage and avoiding being hit. They have good hit points and skills, but poor mana. Their archetypes are the Monk, the Assassin, and the Brawler. See Chapter 6 for the Marital Artist.

CLASSES

After you choose your archetype, you will choose your class from the list of those available for your archetype. Your choice of class will greatly shape your character, not only in abilities, but also where your character comes from. Many classes are based on different nationalities, cultures, and customs of societies on Sanctuary. Therefore, your class might determine where your character comes from or their religious affiliation. So, make sure to pick a class that has a roleplaying idea that appeals to you.

The biggest effect your class has is your talent selection. While your archetype determines two of your talent trees, your class determines five more. Therefore, most of your primary abilities is determined by your class. It is important to note that several classes have variants between them. This includes the Paladin, Amazon, and Sorcerer. Variant classes have much in common with the class they are variants of, with most of the talent trees consistent between them. However, which variant you chose determines what the final talent trees are. For example, when choosing between the Paladin or Crusader, either choice will have the same four talent trees. But whether you chose to be a Paladin or Crusader will determine what the fifth talent tree is for your character.

Some classes have their own mechanic you must keep track of depending on how the class functions. For example, Barbarians must keep track of their building rage, while scoundrels manage their luck points. It is important to know and understand your mechanic to make good use of your character.

TALENTS

After you choose your archetype and class, you must select five talents from the talent trees of your class and archetype. At character creation, you may only select talents from the first three rows of talents. As you level up, you will pick more talents and gain access to higher level talents. See the character progression chart later for your talent growth.

Talents take a wide variety of forms. Many are spells that cost mana. Others are abilities that cost certain actions or use your classes built-in mechanic. Others are passive that are either always in effect or come into play at certain times. It is often important to have a wide variety of talents, both passive and active abilities, to make sure your character has a balanced growth. Some talents show up multiple times, their effects increasing the more you take the talent. You cannot save or bank talents; you must choose them when you level up.

JOBS

Jobs are what your character does besides their adventuring class. It is what makes one Paladin different from another Paladins, besides talent selection. Jobs are secondary roles that you pick up and allows you to contribute to your adventuring group in different ways. For example, your character might be a Barbarian, but you are also a blacksmith who forges weapons for your people. You might be a Sorcerer, but you are also a devout adherent to the Zakarum church and seek to convert and inspire the masses as part of your work as a missionary. Your Demon Hunter has spent plenty of time in the wild and has collected many animal friends that help you in battle. A paladin may have fought in a major war and has the tactical training and knowledge of a dedicated soldier.

There are numerous jobs your character can perform. All jobs have between 1 and 8 ranks of proficiency; the more ranks you have the greater the benefits and features. Unlike your class and archetypes, you can

have more than one job. However, the more jobs you have, the less likely you are to be focused in any one job. You purchase ranks in a job by spending job points.

You gain 20 job points at character creation, and gain additional job points as you level up, to a maximum of 150 job points. When you process your level up, you put your job points in a job of your choosing. Once you have enough points in a job to achieve a rank, you gain all benefits of that job rank. The following table displays how many points you must have in a job to achieve a rank in that job.

Job Rank	Job Points
1	5
2	10
3	20
4	40
5	60
6	80
7	100
8	120

For example, with the 20 job points you have available at first level, you can instantly start with a single job at rank 3. Otherwise, you can have two jobs at rank 2, four jobs at rank 1, or any combination of those options.

The more you split your job points between different professions, the more perks and overall versatility you will have. However, you will probably not be able to reach the highest tier of jobs and not be able to get the greatest benefits. It will be important to plan your character's growth between how many jobs you want to split your points between and how of a benefit you want to reach in your jobs.

SKILLS

In Diablo, you will be required to make checks to see if you are able to perform an action. Whether you are trying to climb a cliff, pick a lock, or recall a bit of obscure information, the Game Master will call upon you to make a skill check with a certain difficulty. If you pass the skill check, you perform the action. Otherwise, you fail and suffer the consequences determined by the Game Master.

A skill check is simply an attribute check. The chosen attribute is based on what type of action is being performed. See the section below for the common skill actions associated with each attribute.

Strength- Climbing, Jumping, Pushing, Lifting

Dexterity- Acrobatics, Balancing, Stealing, Hiding

Vitality- Resist Poison, Resist Fatigue

Instinct- Perception, Tracking

Intelligence- Knowledge, Deciphering, Identifying, Appraisal, Identify Monster, Medicine

Willpower- Resist Torture, Resist Magic, Persuasion, Empathy, Deception

Many classes and archetypes will give a bonus to different skills under the categories above. For example, Warriors gain a +2 bonus to climbing. This is a proficiency bonus and is added to your skill check. Keep in mind not every action will fall under one of the skills listed by the attributes, In this case, it will just be a test of the ability score closest to what they action requires, as chosen by the GM.

Your total skill bonus is your relevant attribute + your prowess + your proficiency bonuses.

An easy skill check will have a DC of 10. A normal skill check will have a DC of 15. A challenging skill check will have a DC of 20. A hard skill check will have a DC of 25. A very hard skill check will have a DC of 30. The very hardest skill checks will have a DC of 40. The Game Master should use these guidelines to determine the DC, based on how hard they think the check should be.



ADVANCEMENT TABLE

Your character will grow in power as they level up and progress. As you progress, you increase your prowess, gain new talents, and increase what tier of talents you have access to. You also gain job points to increase ranks of your jobs. Refer to the following table to see how your character grows.

Level	Prowess	Total Talent	Talent Levels	Job Points
1	1	5	Talent Levels 1-3	20
2	1	6		20
3	2	7		25
4	2	8	Talent Level 4	30
5	2	10		40
6	3	11		40
7	3	12		45
8	3	13	Talent Level 5	45
9	4	14		50
10	4	16		60
11	4	17		65
12	5	18	Talent Level 6	65
13	5	19		70
14	5	20		70
15	6	22		75
16	6	23	Talent Level 7	75
17	6	24		80
18	7	25		80
19	7	26		85
20	7	28	Talent Level 8	100
21	8	29		105
22	8	30		105
23	8	31		110
24	9	32	Talent Level 9	110
25	9	34		115
26	9	35		115
27	10	36		120
28	10	37	Talent Level 10	130
29	10	38		140
30	10	40		150

SANITY

Diablo is a dark fantasy world, filled with great horrors, terrible atrocities, and gruesome acts of violence. Many people who fight against evil eventually succumb to it, as their sanity is frayed by pure darkness leaving their soul vulnerable. Therefore, in the Diablo Roleplaying Game, you must make sure to keep track of your sanity or risk being consumed by evil.

Your character has a sanity score of $5 + \text{twice your willpower} + \text{your character level}$. As you are exposed to evil, you must make sanity checks to ensure you do not suffer sanity damage. If you succeed, you are fine. Otherwise, you suffer damage to your sanity. Your bonus on sanity checks is your willpower plus your prowess. You regain 1 point of sanity for every full day of rest.

If your current sanity score is one-half your maximum or less, you suffer a -1 penalty on attacks, skill checks, and your defense. If your sanity score is one-quarter your maximum or less, you suffer a -2 penalty on those statistics. If your sanity score reaches 0, you gain a corruption point and must make a DC 15 sanity check or fall unconscious. If you do not fall unconscious, you suffer -3 to attacks, skill checks, and defenses until your sanity score increases. If you ever have more corruption points than you have willpower, your character has gone mad and become a puppet of evil. More on this will be covered in the future.

The following is a list of level of sanity damage, their causes, and the DC to resist sanity drain.

Sanity Infliction	Sanity Damage	Sanity DC	Cause
Common Event	1	12	Being in the presence of a frightening creature, witness the raising of the dead, see a gruesome totem, watching a party member go to 0 hit points
Serious Event	2	16	Being in the presence of a terrifying creature, witness human sacrifices or dark ritual, witnessing cannibalism, being reduced to 0 hit points,
Terrifying Event	3	20	Being in the presence of one of the Seven Evils, witness demonic possession, every day you are tortured, witness the mass raising of the dead, every hour you spend in hell
Traumatic Event	5	24	Every hour you are possessed by a demon, witnessing a loved one raised as an undead, observing the aftermath of a brutal massacre, witnessing the grim fates of tortured souls
Unholy Event	10	30	Observing a brutal massacre as it takes place, every hour you are possessed by one of the Seven Evils, witnessing an act of purest unholy evil

CHAPTER 2: THE WARRIOR

ARCHETYPE

Warriors are front line combat specialists. Wearing heavy armor and wielding powerful melee weapons, warriors charge into battle with valor and bravado. A trained warrior can take on many times their number in battle, as their flurries of attacks overwhelm their opponents, while their toughness and armor protect them from harm.

Warriors are generally military figures. Whether they come from organized armies, militant sections of other organizations, or a martial-based culture, warriors are all dedicated devotees of battle. Combat is their life, their passion, and their purpose. They seek to challenge themselves in battle to eliminate threats to their homeland.

The Warrior archetype is for players that want to play as a close combat specialist who can take punishment and deal pain with powerful weapons. Warriors are the toughest characters in the game, but they struggle with enemies that are resistant to physical weapons or attack from afar. While the best at using weapons and armor, warriors are the worst spellcasters in the game.

WARRIOR FEATURES

Hit Points per Level: Vitality +4

Mana per Level: Intelligence +0

Skill Proficiencies: Climbing +2, Pushing +2, Lifting +2, Resist Fatigue +2

Starting Equipment: The warrior gains 5 choices of items from the one-handed weapon, two-handed weapon, ranged weapon, and armor categories. They can only choose up to 1 two-handed weapon or ranged weapon at character creation. Afterwards, they gain all the equipment listed under the gear section.

-One Handed Weapons: Short Sword, Club, Hand Axe

-Two Handed Weapons: Claymore, Large Axe, Spear

-Ranged Weapon: Throwing Knives, Throwing Axes, Crossbow with 20 bolts

-Armor: Leather Armor, Ring Mail, Skull Cap, Leather Gloves, Leather Boots, Sash, Buckler

-Gear: 3 Minor Healing Potions, Torch x3, Healing Kit, 3 days of rations, 50 gold

Classes: Upon selecting the warrior archetype, you chose a class from the following list: barbarian, champion, or paladin/crusader. Once you make this choice, it is irreversible and plays a major part of your character's growth and abilities, so choose carefully!

WARRIOR MARTIAL PROWESS

Warriors all gain a special trait known as Martial Prowess, which they gain automatically by possessing the archetype. They do not need to spend a talent to unlock this ability. When a warrior makes an attack, or uses an attack power, that requires a standard or full-round action, they immediately gain another standard action. This standard action can only be used to make standard melee weapon attack, without applying a special attack power talent to it. This standard action cannot be used for any other purpose and cannot be dropped for a lower action. If the action is not used by the end of the turn, the action goes away.

WARRIOR TALENTS

Talents are most of the growth and development for your roleplaying game character. They will provide you with abilities and passive traits that make you more effective as you battle the forces of Hell. At creation, first level, you have access to five talents. You can pick any talent between levels 1-3 at character creation. You can choose your talent from either the two talent trees for the Warrior archetype, or the five talent trees for your class. As you increase in level, you will gain more talents and access to new and improved talents.

Talent Level	Warrior Powers Talent	Warrior Training Talent
1	Heroic Strike	Melee Weapon Mastery
2	Counterattack	Armor Mastery
3	Living Shield	Shield Mastery
4	Charge	Melee Weapon Mastery II
5	Sweeping Strike	Armor Mastery II
6	Improved Heroic Strike	Shield Mastery II
7	Heroic Valor	Melee Weapon Mastery III
8	Endure	Armor Mastery III
9	Executioner' s Strike	Shield Mastery III
10	Nerves of Steel	Grand Weapon Mastery

WARRIOR POWER TALENTS

These are active abilities that a warrior can use to enhance their damage and performance in battle. Most of them require some sort of action to activate. They differ from Warrior Training talents in that they must be used to provide a benefit, instead of providing a passive benefit.

Level 1: Heroic Strike

As a standard action, the warrior can perform a heroic strike with a melee weapon. If they do, they can perform a standard melee weapon attack. If they hit, they deal bonus damage equal to their character level +5.

Level 2: Counterattack

Once per round, after the warrior is missed by a melee attack or blocks it with a shield, they can use this ability to make a normal standard action attack back at their attacker. This uses their reaction.

Level 3: Living Shield

The warrior can spend a minor action to draw enemy' s attacks towards them. For the next round, all enemies have a -5 accuracy penalty to attack any allies of the warrior that are within 6 squares of the warrior. Enemies can ignore this power if the warrior has cover or concealment against the enemy.

Level 4: Charge

The warrior can spend a full-round action to charge towards an enemy. By doing so, they move twice their move speed in a straight line towards the enemy, and then make a melee attack. This attack gains +5 accuracy and deals bonus damage equal to twice the warrior' s strength. If the attack bypasses the target' s defense and toughness, they are slowed for 1 turn. This power can only be used against

enemies that are at least 4 squares away. After using the power, the warrior suffers -4 defense for 1 turn.

Level 5: Sweeping Strike

When making an attack as a standard action, you can choose to make a sweeping strike. If you do, you choose two targets that are adjacent to each other and within your reach. You can make a melee attack and apply it to both targets.

Level 6: Improved Heroic Strike

The warrior's heroic strike power improves. It now gains bonus damage equal to your strength score, and bonus penetration equal to your vitality. This talent requires and improves heroic strike.

Level 7: Heroic Valor

The warrior now gains Heroic Valor points, which they can spend for extra bonuses and actions. They start an encounter with 0 points and can have a maximum of 3. They gain 1 heroic valor whenever they slay an enemy with an attack. They can also spend a full-round action to gain 1 heroic valor. They can use heroic valor points as a free action once per turn. You can use these points for the following purposes.

-Extra Action: You can spend a heroic valor to gain a bonus standard action attack on your turn that does not gain the benefit of an attack power.

-Mighty Strike: You can spend a heroic valor to gain +20 accuracy on your next attack, with bonus damage on the attack equal to $\frac{1}{2}$ your level.

-Second Wind: You can spend a heroic valor to regain hit points equal to 5x your vitality. This does not use a healing threshold.

Level 8: Endure

The first time the warrior takes damage in a round, reduce the damage by half after all modifiers, including damage resistance and hailfire. This resets at the end of the warrior's next turn.

Level 9: Executioner's Strike

The warrior can make a powerful strike to quickly terminate a foe. They make a check against an adjacent foe as a standard action, with a bonus of triple their Strength plus their level. If that result surpasses their defense, toughness, and current hit point total, the target is instantly slain. If the check fails, the action is wasted.

If the warrior also has the Heroic Valor ability, they gain 2 heroic valor if they succeed an executioner's strike.

Level 10: Nerves of Steel

Once per day, when the warrior is reduced to 0 hit points, they automatically revive themselves with half their maximum hit points. They cannot choose not to use this ability when it could activate. This ability can be used again after the warrior takes a long rest.

Warrior Training Talents

Warrior training talents are passive talents that increase the warrior's statistics while they are using the corresponding equipment. They represent the warrior's better skill at using and maintaining their equipment.

Level 1/4/7: Melee Weapon Mastery I-III

The warrior deals +1 power rating of damage with all melee weapons per rank of this talent.

Level 2/5/8: Armor Mastery I-III

The warrior increases the damage resistance of their armor by +1 resistance rating per rank of this talent.

Level 3/6/9: Shield Mastery I-III

While using a shield, the warrior gains +1 block chance with their shield per rank of this talent.

Level 10: Grand Weapon Mastery

The warrior has gained grand mastery over all weapons. They gain +2 accuracy, penetration, and +2 power ratings of damage with all weapons.



A B L O

BARBARIAN CLASS

The warriors known as barbarians come from a variety of tribes that live around Mount Arreat, the resting place of the sacred Worldstone. The descendants and worshippers of the nephalem ancient, Bul-Kathos, the barbarians considered it their sacred duty to protect the worldstone from the forces of evil.

The barbarians come from a grueling environment formed of a collection of mountainous steppes. Forced to live hard lives to protect their homeland, they are trained in the arts of weapons and killing at an early age. They are raised to be tougher than those who live in more hospitable regions of the world. Their rough nature, brutal upbringings, and nomadic lifestyle made many outsiders to see them as savages or brutes. However, those who fight alongside the barbarians have learned them to be wise, practical, and level-headed. Barbarians who travel to the lower regions amaze outsiders with their tactical skills and codes of honor.

Barbarians value strength, courage, and wisdom. They disdain cowardly weapons and methods of fighting, so they prefer melee weapons over bows and magic. They condition themselves to be able to absorb large amounts of punishment, with or without armor. They are brave and proud, and do not believe in retreat or surrender.

Most barbarians live in nomadic clans that wander around the northern steppes. However, they have some permanent settlements along the mountains, as well as fortifications to help them protect Mount Arreat. They usually prevent outsiders from entering their homeland but will trade with others along the border of their lands. Barbarians will rarely leave their home, but occasionally will, to find adventure, prove their worth, or fight evil.

BARBARIAN TALENT TREES

Talent Level	Offense	Weapon Training	War Cries	Powers	Passives
1	Bash	Sword Mastery	Shout	Ground Stomp	Survivability
2	Cleave	Axe Mastery	Taunt	Seismic Slam	Vigor
3	Frenzy	Mace Mastery	Shout Mastery	Leap	Dual-Weapon Skill
4	Weapon Throw	Polearm Mastery	Battle Cry	Ignore Pain	Fitness
5	Stun	Throwing Expertise	Howl	Leap Attack	Building Rage
6	Rend	Sword Mastery II	Shout Mastery II	Spirit Spear	Survivability II
7	Whirlwind	Axe Mastery II	Into Battle!	Earthquake	Vigor II
8	Revenge	Mace Mastery II	Battle Command	Ancestral Call	Fitness II
9	Berserk	Polearm Mastery II	Shout Mastery III	Avalanche	Magic Resistance
10	Wrath and Fury	Critical Mastery	Blasting Cry	Wrath of the Berserker	Blood Rage

BARBARIAN RAGE

Barbarians have a unique resource known as rage. As a barbarian fights, they will generate rage that they use to fuel their attacks. They can have a maximum of 100 rage at a time. They start encounters with 0 rage. They build rage in the following ways:

-When they perform any attack that does not cost rage to activate, they build 5 rage. Many attacks build additional rage on top of this 5.

-When the barbarian suffers damage from an attack, they gain rage equal to half the damage dealt, to a maximum of 20.

OVERSIZED WEAPON WIELDER

Barbarians have the innate ability to use two-handed melee weapons in a single hand. They can use all two-handed swords, axes, and maces as one-handed weapons. However, when using a two-handed weapon in one-hand, the weapon gains -2 accuracy, -1 power rating of damage, and the strength requirement of the item is increased by 2.

BARBARIAN OFFENSE TALENTS

These are the common attack abilities of a barbarian. All these attacks supplement their normal weapon attacks. Some of them generate rage, while others spend rage.

Level 1: Bash

As a standard action, the barbarian can make a normal weapon attack. If it hits, they deal bonus damage equal to 2x strength. In addition, the attack generates bonus rage equal to twice the barbarian's strength. If the barbarian is dual wielding, they can only bash with one weapon.

Level 2: Cleave

As a standard action, the barbarian can perform a sweeping blow. They make a single attack and apply it against three adjacent targets, all of whom must be within 2 squares of the barbarian. The attack suffers -2 accuracy. For each target hit, the attack generates +3 rage.

Level 3: Frenzy

As a standard action, the barbarian can make a flurry of weapon attacks. They make two separate attacks with their weapon. This effects both weapons while dual-wielding. The barbarian gains 2 rage for each attack they hit with.

Level 4: Weapon Throw

As a standard action, the barbarian can throw a weapon that cannot normally be thrown. The weapon can be thrown squares equal to twice the barbarian's strength. It deals normal weapon damage, with bonus damage equal to 3x the user's strength. After being thrown, the weapon lands in the target's square, regardless of whether it hits. This ability costs 10 rage.

Level 5: Stun

As a move action, the barbarian can make a standard attack versus a target's defense and toughness. The attack deals bonus damage equal to the barbarian's strength + vitality. If it hits, the target must make a Resist Fatigue check (DC 12+ Prowess + Strength + Vitality) or be stunned for 1 round. This ability costs 20 rage.

Level 6: Rending

As a move action, the barbarian can make a weapon attack against all adjacent enemies. If the attack hits, it deals +10 damage and all of those targets suffer 5 bleed. This ability costs 20 rage.

Level 7: Whirlwind

As a full-round action, the barbarian begins to spin in a tornado of blades. By doing this action, they gain a shift action and an attack, and can use them in either order. The shift action allows them to shift 3 squares, possibly moving through enemy squares as long as they do not end in an enemy's square. The attack action lets them attack all adjacent targets with a standard attack, with the attack gaining Hailfire (1). This ability costs 10 rage. If the barbarian used whirlwind on the previous turn, they can continue using it on subsequent turns for only 5 rage.

Level 8: Revenge

As a reaction, when the barbarian takes damage from a melee attack, they can spend 30 rage to make an attack back at the target. If the attack hits, they deal +20 damage and heal 40 hit points without needing to spend a healing threshold.

Level 9: Berserk

As a standard action, the barbarian can make a reckless attack. This is a standard attack that gains bonus damage equal to 5x strength, and gains penetration (+20). However, the barbarian suffers -5 defense and -10 damage resistance until the start of their next turn. This ability costs 20 rage.

Level 10: Wrath and Fury

The barbarian can use a special any ability from the Barbarian Offense talent tree when they perform a bonus attack from Martial Prowess or Heroic Valor.

BARBARIAN WEAPON TRAINING TALENTS

Barbarian weapon training increase the user's passive statistics with a variety of weapons and fighting styles.

Level 1/6: Sword Mastery I-II

The barbarian deals +2 power ratings of damage with all swords per rank of this talent. Sword attacks also cause 2 bleed per rank of this talent.

Level 2/7: Axe Mastery I-II

The barbarian deals +2 power ratings of damage with all axes per rank of this talent. Axe attacks also generate 2 extra rage per rank of this talent.

Level 3/8: Mace Mastery I-II

The barbarian deals +2 power ratings of damage with all maces per rank of this talent. If a mace attack hits a target's defense and toughness, they are pushed 1 square in any direction. The second rank gains +3 on attack's versus a target's toughness attack DC.

Level 4/9: Polearm Mastery I-II

The barbarian deals +2 power ratings of damage with all polearms per rank of this talent. While an enemy is within reach of your polearm, allies adjacent to that enemy can gain flanking bonus with you regardless of relative positioning. At rank 2, allies gain +2 to attacks against flanked opponents when flanking in this way.

Level 5: Throwing Expertise

When using a designated throwing weapon, the barbarian deals +2 power ratings with such weapons, increases the range of such weapons by their strength square. This power synergizes with the Weapon Throw power.

Level 10: Critical Mastery

Critical Mastery allows the barbarian to now score critical hits with melee attacks on any natural dice rolls of 18-20.

BARBARIAN WAR CRIES TALENTS

War cries are shouts and cries the barbarian emits in battle to rally and empower their allies or frighten their enemies. War cries are used as a minor action and generally cost rage. They effect all applicable targets within squares of the barbarian equal to their strength + vitality.

Level 1: Shout

The bolstering shout gives all effected allies +2 defense for 2 rounds. This ability costs 20 rage.

Level 2: Taunt

Taunt forces all enemies within 3 squares to attack the barbarian on their next turn, if able. This war cry lasts for 1 round and costs 10 rage.

Level 3/6/9: Shout Mastery I-III

This ability passively improves all war cries. The first round increases the area of war cries by 3 squares, causes all war cries to cost 5 less rage, and causes ally bolstering war cries to last 1 round longer. The second rank increases the area of war cries by 6 squares, causes war cries to cost 10 less rage, bolstering war cries to last 2 rounds longer, and offensive shouts to gain +5 accuracy. The third rank increases the area of war cries by 9 squares, causes war cries to cost 20 less rage, and offensive shouts to gain +10 accuracy.

Level 4: Battle Cry

The bolstering shout causes all allies to do +3 weapon damage for 2 rounds. This ability costs 20 rage.

Level 5: Howl

The offensive shout can cause enemies to run in fear. The barbarian makes an attack (Prowess + Strength + Willpower) against all enemy' s resolve. Any that are hit are Feared for 1 round. This ability costs 20 rage.

Level 7: Into Battle!

The bolstering shout causes all allies to gain +2 movement speed for 2 rounds. In addition, when this shout is used, all allies can instantly shift 1 square. This ability costs 20 rage.

Level 8: Battle Command

The bolstering shout causes all allies to gain +2 prowess for all purposes for 1 round. This ability costs 40 rage.

Level 10: Blasting Cry

The offensive shout makes an attack versus toughness of all enemies in the area (Prowess + Strength + Willpower). If the attack hits a target, they suffer strength + vitality +10 piercing damage. This ability costs 40 rage.

BARBARIAN POWERS TALENTS

Powers are non-weapon attacks that barbarian's can perform through both physical and spiritual strength. They include conjuring spiritual avatars, shaking the ground, and performing athletic feats. When a power requires a non-weapon attack roll, the accuracy is prowess + 1/3 instinct + strength + vitality. Their DCs are 10 + Prowess + Strength + Vitality.

Level 1: Ground Slam

As a standard action, the barbarian slams the ground at their feet, sending out a shockwave in a Burst 2 area centered on them. All enemies must make a Resist Fatigue check or be staggered for 1 round. The barbarian gains 5 rage for each target staggered.

Level 2: Seismic Slam

As a standard action, the barbarian slams the ground, creating a shockwave that travels away from them. They make a power attack in a Cone (6) area, only effecting the targets along the ground. Any struck targets suffer 15 + 3x strength + 2x vitality damage. All other targets suffer half damage. This ability costs 30 rage.

Level 3: Leap

As a move action, the barbarian can leap squares through the air equal to their strength. Combine both the horizontal and vertical distances traveled for the total distance. Thus, if leaping 6 squares, you can choose to move 2 squares up and 4 squares left, for example. You fall if your movement does not end on the ground. This ability costs 10 rage.

Level 4: Ignore Pain

Activated as a free action once per encounter, this power reduces all damage taken by the barbarian by half until the start of their next turn. This power does not reduce their rage gained from taking damage, however.

Level 5: Leap Attack

This talent is an upgrade of the Leap talent and requires it. After performing a leap action, any target you attack that round with a weapon attack is flat-footed. Your attack deals bonus damage equal to strength.

Level 6: Sprit Spear

Activated as a standard action, the barbarian conjures a spectral spear and hurls it at a target within short range. After being thrown at a target, it becomes a Line (10) extending past the target's closest square. The power must target an enemy's square; it cannot target an empty square. The attack at every target within the area. On a hit, it deals 30 damage plus 2x strength, with Penetration (10). This power costs 25 rage.

Level 7: Earthquake

Activated as a full-round action, the barbarian uses their strength to rip open chasms in the earth. This effects a Burst (4) area centered on the barbarian. That area becomes difficult terrain and deals 80 fire damage per round for enemies standing in it. It does not require an attack roll. This area lasts 5 rounds. This power costs 60 rage.

Level 8: Ancestral Call

As a move action, the barbarian summons a spectral barbarian ancestor that fights alongside them for a short time. This ancestor goes after the barbarian in initiative, and functions identically to the barbarian regarding level, gear, and abilities. It can use any attacks and powers you can. However, the ancestor suffers -5 penalty to all attacks, skill checks, and defenses, has half as many hit points, and cannot be healed. The ancestor is around for 3 rounds, after which it dissipates. You can only have 1 ancestor activate at once. This power costs 75 rage.

Level 9: Avalanche

Activated as a full-round action, the barbarian can cause a cave in within an indoor area. They choose an indoor region within 15 squares and cause the ceiling to collapse. This affects all targets within a Burst (5) area. All targets in the area suffer 100 physical damage and must make a Lifting skill check versus the power DC or be stunned for 1 round. Depending on what type of structure this was used on, it could have caused serious damage to a larger structure or completely destroy a smaller structure. The GM can also decide that the power deals more or less damage based on the material and size of the structure. This power cost 75 rage.

Level 10: Wrath of the Berserker

Activated as a free action, the barbarian can, once per day, become an avatar of their people's fury, turning into a molten giant. Upon doing so, they become large-sized for 3 rounds. As a large sized character, they gain a 2 by 2 space and 2 square base reach. While this power is active, they gain +10 attack accuracy with both weapons and barbarian powers, deal +20 damage with all attacks and powers, and gain +5 movement speed. This power costs 60 rage.

BARBARIAN PASSIVE TALENTS

Barbarian passive talents are generic talents that increase the overall effectiveness of a barbarian both in and out of combat. Most of them are background abilities that do not need to be actively used.

Level 1/6: Survivability I-II

The barbarian gains +25 maximum hit points and +2 maximum hit points per level. This is retroactive for previous levels if taken later. The second rank increases this benefit to +50 maximum hit points and +3 maximum hit points per level.

Level 2/7: Vigor I-II

The barbarian gains +8 damage threshold and +3 to the resist poison and resist fatigue skills per rank of this talent.

Level 3: Dual Weapon Skill

The barbarian suffers no penalty when dual-wielding two one-handed weapons. This includes allowing them to use two over-sized weapons.

Level 4/8: Fitness I-II

The barbarian gains +3 to the climbing, jumping, pushing, and lifting skills per rank of this talent. For every rank, their strength counts as 2 higher for the purpose of what weapons and armor they can equip and for determining their carrying capacity.

Level 5: Building Rage

Whenever the barbarian gains rage, they gain +3 rage. They can gain 30 rage at once, instead of 20.

Level 9: Magic Resistance

The barbarian is naturally resistant to magic. They gain +4 to the resist magic skill and gains +5 elemental resistance.

Level 10: Blood Rage

For every 10 points of rage that a barbarian has when they begin their turn, they gain +1 accuracy with all attacks and gain 5 protection at the start of their turn.



PALADIN CLASS

Guardians of the faith, paladins are holy warriors that come from the church of Zakarum. They are trained within a sacred order of knights that were baptized in the belief of the Light and were taught how to use its energies. Combined with significant martial training, the paladin ventures out in the world to expand the faith in the Light and destroy wickedness.

While the paladins originated with the eastern church of Zakarum, their orders are now found as far as Westmarch. They come from a variety of origins, but individuals are adopted and indoctrinated by their knightly orders. They are taught to uphold the Light and maintain virtue in all things. They are frequently thought as overzealous or blind by those that meet them. While that might sometimes be true, most paladins are beacons of justice. As they travel, they seek to right wrongs and impose order on a dark world.

Paladins value order, but their self-righteousness can make them dangerous. By acting against a perceived injustice, they can end up fighting on the wrong side of the conflict. Their desire to redeem themselves from a mistake can make them a serious threat. However, a paladin that follows their training and their heart can be a major source of good for a region in need of a champion of the light.

In battle, paladins combine their warrior training with some magic. Drawing upon the holy light in battle, paladins can blast the undead, heal the sick, and create spiritual armaments that harm their enemies.

PALADIN TALENT TREES

Talent Level	Offense	Faith and Arms Training	Auras	Holy Spells	Paladin Abilities
1	Smite	Mace Mastery	Might	Holy Bolt	Servant of the People I
2	Punish	Sword Mastery	Prayer	Heal	Protect the Weak
3	Zeal	Shield Focus	Resist Energy	Justice	Provoke Evil
4	Holy Charge	Channel the Light	Thorns	Blessed Hammer	Calm
5	Slash	Heightened Willpower	Holy Energy	Rebuke Undead	Servant of the People II
6	Blessed Shield	Mace Mastery II	Concentration	Holy Shield	Tireless
7	Improved Smite	Sword Mastery II	Sanctuary	Consecration	Dispel Magic
8	Vengeance	Shield Focus II	Meditation	Conversion	Double Auras
9	Improved Zeal	Channel the Light II	Conviction	Mass Healing	Banish
10	Falling Sword	Indomitable Will	Fanaticism	Fist of the Heavens	Improved Auras

PALADIN OFFENSE TALENTS

These are the common attack abilities of a paladin. Some of them require mana.

Level 1: Smite

As a move action, the paladin can bash an enemy with their shield. They make an attack roll with their shield (Prowess + 1/3 Instinct + shield's block value). If they hit defense, the attack deals damage equal to the shield's block value x3 + twice strength + willpower. If it hits defense and toughness, the target is knocked back 1 square.

Level 2: Punish

As a standard action, the paladin can make a weapon attack that increases their defenses. If they hit with the attack, it deals bonus damage equal to strength + willpower and they gain +3 block chance with their shield for 1 round.

Level 3: Zeal

As a standard action, the paladin can make three weapon attacks against a single target. Each attack gains bonus accuracy and damage equal to $\frac{1}{2}$ willpower.

Level 4: Holy Charge

This talent is an upgrade for the Charge warrior talent and requires it. When using the charge talent, the attack at the end of the charge gains +10 accuracy and the defense penalty is reduced to -2. In addition, the target of the attack suffers an automatic hit of 10+ 3x willpower holy damage.

Level 5: Slash

As a standard action, the paladin makes a sweeping blow, hitting all enemies in their reach within a 180-degree arc. They make a standard weapon attack at -2 against all targets. The attack gains bonus damage equal to willpower.

Level 6: Blessed Shield

As a standard action, the paladin can throw their shield at a target within short range. They make an attack roll with their shield (Prowess + 1/3 Instinct + shield's block value). If they hit defense, the target suffers damage equal to the shield's block value x3 + strength + willpower, and the shield attacks another target within 3 squares of the first target. The shield continues to bounce if it continues to hit, hitting a total of 4 targets. After the attack, the shield returns to the user.

Level 7: Improved Smite

This ability improves and requires smite. The smite power gains +10 accuracy and damage and knocks the target back 2 squares instead of 1 if it hits defense and toughness.

Level 8: Vengeance

This ability can be used as a free action at the start of the turn, and costs 10 mana. Until the start of the paladin's next turn, all of their weapon attacks and weapon attack powers deal an additional hit of elemental damage. The paladin chooses which element when they use this ability, between fire, lightning, cold, or holy. The damage automatic occurs on the weapon attack and is equal to light spell damage.

Level 9: Improved Zeal

This ability improves and requires zeal. The zeal power allows the user to make four standard weapon attacks instead of 3, and gains bonus accuracy and damage equal to their full willpower.

Level 10: Falling Sword

Once per encounter, the paladin can activate this ability as a full-round action. When they do, they jump into the air, disappearing. On the next round, they land anywhere within 15 squares of their origin point, crashing down with their weapon as a bolt of heavenly judgement. All enemies within 2 squares of their arrival point suffer an automatic hit of lethal spell holy damage.

FAITH AND ARMS TALENTS

Faith and Arms are passive talents relating to the paladin's weapon training and spiritual strength.

Level 1/6: Mace Mastery I-II

The paladin deals +2 power ratings of damage with maces per rank of this talent. The paladin's mace attacks gain +3 penetration against undead per rank of this talent.

Level 2/7: Sword Mastery I-II

The paladin deals +2 power ratings of damage with swords per rank of this talent. The paladin's sword attacks give them +1 protection per ranks of this talent.

Level 3/8: Shield Mastery I-II

While using a shield, the paladin gains +1 block chance with their shield per rank of this talent.

Level 4/9: Channel the Light I-II

The paladin gains +2 mana regeneration per round per rank of this talent.

Level 5: Heightened Willpower

The paladin gains +2 to the resist torture and resist magic skills, and +3 resolve. They also gain +2 on sanity checks.

Level 10: Indomitable Willpower

The paladin gains advantage on Resist Torture and Resist Magic skill, as well as sanity checks. They also reduce sanity damage suffered by half.

PALADIN AURAS TALENTS

Auras are divine effects that are emitted from the paladin. These energies reach out and surround all allies within 3x willpower squares, giving the allies a benefit based on which aura is used. While an aura is active, the paladin and all allies gain the effect. Auras can be used outside of an encounter, and it requires a minor action to activate, deactivate, or swap an aura.

A single character can benefit from multiple auras at once, but only once from each aura. A paladin can only emit a single aura at once. These auras are the same abilities used by hierophants and

do not stack with hierophant auras. They are also the same as monk mantras and do not stack with monk mantras of the same name.

Level 1: Might Aura

Allies effected by this aura do +2 damage with weapon attacks. It also gives +4 to strength related skill checks.

Level 2: Prayer Aura

This aura can only be used in an encounter. When active, it costs 5 mana per round, but heals all allies equal to the paladin's willpower at the start of each of their turns. This does not cost a healing threshold.

Level 3: Resist Energy Aura

Allies effected by this aura gain +5 elemental resistance.

Level 4: Thorns Aura

When an ally effected by this aura suffers damage from a melee attack, the attacker suffers automatic piercing damage equal to 1/3 the damage the ally suffered.

Level 5: Holy Energy Aura

When this aura is activated, choose an elemental enemy type between fire, lightning, and cold. If an enemy ends their turn adjacent to an ally with this aura, they suffer an automatic hit of 15+ 2x willpower elemental damage of that type. This does not stack with enemies adjacent to multiple allies.

Level 6: Concentration Aura

When this aura is activated, all allies gain +3 to all skill checks.

Level 7: Sanctuary Aura

This aura actively repels undead from allies. If an undead enemy ends their turn adjacent to an ally with this aura, they suffer an automatic hit of 15+ 2x willpower holy damage and is pushed 1 square away from the ally. This does not stack with enemies adjacent to multiple allies.

Level 8: Meditation Aura

Allies effected by this aura regain 3 additional mana each turn.

Level 9: Conviction Aura

This aura can only be used in an encounter, and it effects enemies within aura range instead of allies. Each effected enemy suffers -5 damage and elemental resistance while within the aura.

Level 10: Fanaticism Aura

Allies effected by this aura gain +2 defense, +2 move speed, and +2 attack and spell accuracy.

PALADIN HOLY SPELLS TALENTS

While the paladin is primarily a warrior, their divine nature allows them to use mana and cast a restricted number of spells. As spells, these powers all cost mana, and use typical formula for spell accuracy, DC, and spell damage.

SPELL DAMAGE

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + \text{level} + \text{intelligence}$

Light Spell Damage: $10 + \text{level} + 2x \text{ intelligence}$

Moderate Spell Damage: $15 + \text{level} + 3x \text{ intelligence}$

Medium Spell Damage: $20 + 1.5x \text{ level} + 3x \text{ intelligence}$

Heavy Spell Damage: $30 + 2x \text{ level} + 4x \text{ intelligence}$

Lethal Spell Damage: $50 + 3x \text{ level} + 5x \text{ intelligence}$

Level 1: Holy Bolt

Cast as a standard action, holy bolt is a medium range spell that is targeted at either an ally or an undead enemy. Against a living ally, it automatically heals hit points equal to light spell damage. It spends a healing threshold. Against an undead, it deals holy damage equal to light spell damage. Against undead, the spell requires an attack roll. This spell costs 5 mana.

Level 2: Heal

Cast as a standard action, heal mends the wounds of a target within short range. The target spends a healing threshold and recovers lost hit points equal to $20 + 5x$ their level. This spell costs 15 mana.

Level 3: Justice

Cast as a standard action, this spell conjures a bolt of divine justice and launches it at a target within medium range. This power gains a +2 accuracy bonus and deals light spell damage as holy against the target if it hits. This spell costs 5 mana.

Level 4: Blessed Hammer

Cast as a standard action, the spell creates a magical floating hammer that spins through the air around the caster, following them while expanding outward. When the power is cast, make a spell attack against every enemy within 2 squares of the caster. On a hit, the power deals light spell holy damage against struck targets. It deals no damage on a missed attack. At the start of the paladin's next turn, it deals damage around them again, even if they moved. This time it attacks every target within 2-3 squares of the paladin, with the same effect as before. This spell costs 10 mana.

Level 5: Rebuke Undead

Cast as a full-round action, this spell releases a blast holy light that repulses all undead within 15 squares. All undead within the area suffer automatic minor spell holy damage, no attack roll required, and must make a Resist Magic check against spell DC or be knocked back 1 square.

Level 6: Holy Shield

Cast as a standard action, this spell enchants the user's shield to help protect the user. While enchanted, the user gains bonus damage resistance equal to the block chance of the shield. This spell lasts 5 rounds and costs 15 mana.

Level 7: Consecration

Cast as a standard action, this spell creates an area of glowing, holy ground on the area around them. This effect the ground in a Burst (1/3 level) area centered on the paladin. Each enemy on the ground within the area suffers minor spell holy damage, while all allies heal 5 hit points per round in the area. This area of consecration lasts for 3 rounds. Multiple consecration areas do not stack. This spell costs 30 mana.

Level 8: Conversion

Cast as a standard action, the caster tries to instill fanatical devotion in a target enemy or NPC within short range. The paladin makes a spell attack versus the resolve of the target. If the attack hits, the target becomes a fanatical servant of the paladin and their faith. When used in an encounter, the target viciously attacks the paladin's enemies. When used outside an encounter, the target gives the paladin whatever they want and tries to appease them. Normally, the target gets to make a Resist Magic save each round at the end of their turn to break the effect. However, if the target is more than 10 levels below the paladin, they only get to make Resist Magic checks every minute. This spell costs 30 mana.

Level 9: Mass Heal

Cast as a full-round action, mass heal mends the wounds of all allies within short range. All allies can spend a healing threshold to heal hit points equal to 10+ 4x their level. This spell costs 50 mana.

Level 10: Fist of the Heavens

Cast as a standard action, this spell conjures a divine lightning bolt to strike an area with tremendous force, then release a volley of holy bolts to fill the surrounding area. This spell targets a Burst (1) area within long range. The caster makes a spell attack. If it hits, it deals heavy spell lightning damage to struck targets, or half that much damage on a missed attack. Afterwards, the caster makes a spell attack at every enemy within medium range of the primary target. All targets that are hit suffer light spell holy damage. This spell costs 60 mana.

PALADIN ABILITY TALENTS

Paladin abilities are extra passives and abilities that are available only to paladins. They are not available to character's who take the crusader class variant.

Level 1/5: Servant of the People I-II

The paladin gains +2 ranks of the persuasion, empathy, and medicine skills for each rank of this talent.

Level 2: Protect the Weak

Allies adjacent to the paladin gains bonus damage resistance equal to $\frac{1}{2}$ the paladin's willpower. This does not take effect if the paladin is stunned or defeated.

Level 3: Provoke Evil

The paladin can spend a minor action to taunt demons to attack them. This effects demons equal to $\frac{1}{2}$ willpower, all of whom must be within 15 squares. Those enemies must direct attacks at the paladin on their turn, if able.

Level 4: Calm

The paladin has an active aura of meditative calm that helps relax their allies. All the paladin's allies that are affected by their aura gain a +2 bonus to sanity checks.

Level 6: Tireless

The paladin gains +3 to the following skill checks: Resist Poison, Resist Fatigue, Resist Torture, and Lifting.

Level 7: Dispel Magic

This is a spell that is cast as a standard action. This spell is cast on a target with active spell enchantments or a persistent spell that is ongoing. When cast on a target, the paladin makes a spell attack roll against the target for each spell cast on them. The DC is the spell of the caster who cast the spell. For each successful check, one enchantment is removed. When casting on a persistent area spell, a single spell attack roll is required against the spell DC of the original caster. If the attacker wins, that spell effect ends instantly. This spell costs 20 mana.

Level 8: Double Auras

The paladin can have two auras active at once. Each one is set, dismissed, or swapped with a different minor action. Both active auras take effect.

Level 9: Banish

This is a spell that is cast as a full-round action. It targets a demon or angel, and either banishes them back to their home dimension or slows them temporarily. Upon being targeted by this power, the target must make five Resist Magic checks against the spell DC. The target is staggered for rounds equal to the number of Resist Magic checks they failed. If they failed four or more checks, they are instead banished back to their home dimension. Archangels and the Seven Evils are too powerful to be affected by this power, and it has no effect on them. A single entity can only be targeted with this power once per day. This spell costs 75 mana.

Level 10: Improved Auras

Each of the paladin's auras are slightly empowered. Each aura gains the increased benefits as listed below.

- Might Aura: Additional +2 damage and strength checks
- Prayer: Heals twice willpower hit points
- Resist Energy: +10 elemental resistance
- Thorns: Also effects ranged attacks made within short range of the target
- Holy Energy: Deals +10 elemental damage
- Concentration: Additional +1 to skill checks
- Sanctuary: Deals +10 holy damage
- Meditation: Restores +2 mana per turn
- Conviction: Enemies lose an additional 3 damage resistance
- Fanaticism: Additional +2 defense, +2 accuracy, and +1 move speed



PALADIN CLASS VARIANT: CRUSADER

The crusaders are an offshoot of the paladin, created once corruption in the Zakarum was detected. When it was feared that the corruption would begin tainting the paladin orders of the church, the priest Akkhan began his own order of crusaders that would follow a pure version of the Zakarum faith that could not be corrupted by the prime evils. He created the crusaders; a pure, more militant form of the paladin that would not be so easily warped.

The crusaders wander the world, purging evil much like a crusader. Instead of functioning as an organized order, each crusader trains their own replacements. Once they die, their recruit adopts their name and armor, and the cycle continues. This results in all crusaders being related, and named for, the original group of crusaders.

Crusaders are the ultimate form of humanity's service to the light. Their training and faith give them powerful spells that make them a major threat to evil. If you choose to play a crusader instead of a paladin, you substitute the Paladin Abilities talent tree for the Crusader Abilities talent tree. You also decide if you a crusader in training, or one that has already risen to replace their master. This has no gameplay effect.

CRUSADER VARIANT TALENT TREES

Talent Level	Crusader Abilities
1	Crusader Combat Training I
2	Spectral Steed
3	Shield Glare
4	Phalanx
5	Unbreakable Will
6	Crusader Combat Training II
7	Condemn
8	Inspiring Presence
9	Heaven's Fury
10	Akarat's Champion

CRUSADER ABILITY TALENTS

Crusader abilities are extra passives and abilities that are available only to crusaders. They replace the Paladin Abilities talent tree. They are not available to characters who do not take the crusader class variant.

Level 1/6: Crusader Combat Training I-II

The crusader deals +2 power ratings of damage and +2 accuracy with flails per rank of this talent. The crusader also gains +1 block chance with shields per rank of this talent.

Level 2: Spectral Steed

This is a spell that can be cast one of two ways. Outside of an encounter, this spell takes a minute to cast. It creates a spectral steed that lasts for 8 hours. This steed is an armored warhorse that feels no fear. It can be used as a normal horse and dismissed at will. Inside an encounter, this spell takes a standard action to cast. Upon casting, the spell causes the rider to be teleported upon a steed that instantly moves them 20 squares and then disappears. This spell costs 25 mana.

Level 3: Shield Glare

Once per encounter, the crusader can blast blinding light off their shield as a minor action. This hits all enemies in a Cone (6) with a special attack (Prowess +1/3 Instinct + Block Chance). If the attack hits a target's toughness, they are blinded for 1 round.

Level 4: Phalanx

This is a spell that summons a quintuple of spiritual crusader soldier. This spell summons five spectral soldiers that each take up one square within medium range. When created, each soldier must be within 1 square of another soldier. Any soldiers that could not be placed are not created. Upon creation, each spectral soldier makes a weapon attack at an adjacent enemy, using your normal attack profile with your equipped weapon. If they hit, they deal your standard weapon damage with no attack overages. These soldiers remain afterwards. They can be attacked and use all your normal defenses and resistance. They only have 1 hit point, however, and take no damage from missed attacks. At the start of your next turn, each soldier moves up to 3 squares and attacks again. Any soldier that is ever not adjacent to another soldier disappears. This power persists for a total of 3 rounds, allowing the phalanx to make three attacks, and then dissipates. The caster can only have 1 phalanx active at once. This spell costs 50 mana.

Level 5: Unbreakable Will

The crusader gains +2 to the Resist Torture, Resist Magic, and Resist Fatigue skills. They also gain +2 resolve and +2 to sanity checks.

Level 7: Condemn

This is a spell cast as a standard action. Once cast, it begins to build up holy energy around the caster. At the start of the caster's next turn, the holy energy explodes in a Burst (2) centered on the caster. They make a spell attack against each target in the area. Any target that is hit suffers medium spell holy damage, or half that much damage on a missed attack. This spell costs 30 mana.

Level 8: Inspiring Presence

The crusader's mere presence inspires allies. All allies within 6 squares and line of sight gain a +1 bonus on attack accuracy, skill checks, and sanity checks.

Level 9: Heaven's Fury

This is a spell cast as a standard action. A beam of divine wrath blasts from the heavens upon a target within long range. The beam only effects 1 square but goes up to 100 squares high (or as high as the ceiling indoors). The target suffers automatic medium spell holy damage. The beam persists for 3 rounds. One the second and third rounds, the caster can spend an action to move the beam. They can spend a minor action to move it 3 squares, a move action to move it 6 squares, or a standard action to move it 12 squares. Any target the beam moves over suffers automatic moderate spell holy damage. Any target the beam is over at the end of the turn suffers automatic medium spell holy damage. This spell costs 60 mana.

Level 10: Akarat's Champion

This is a spell activated as a free action but only useable once per day. The crusader becomes an armored juggernaut of divine wrath. While this power is active, they gain +10 attack accuracy with weapons and attack powers, deal +20 damage with all attacks and powers, and gains +10 damage resistance. When this power is activated, the crusader loses all adverse conditions and becomes immune to adverse conditions until the power is over. This spell costs 100 mana and lasts 3 rounds.



CHAMPION CLASS

The champion is an expert warrior at arms that can come from all walks of life. Most champions are professional soldiers, knights, or nobility trained in the ways of battle. For various reasons, they have eschewed staying as part of a dedicated military and instead fight their own battles. They look for mercenary work, adventure, or foes to match their prowess against.

Champions excel at using heavy armor, weapons, and strategy. They do not generally use magic or trickery. They face their foes directly. They lack the brutality of a barbarian or the devotion of a paladin. They fight with trained instincts and cunning tactics. Once a battle is over, each individual champion chooses what type of person they are. Are they honorable warriors who act with grace and respect? Dedicated arms masters who religiously maintain and practice with their weapons? Or are they boisterous braggarts seeking to enhance their own legend while availing themselves of food, liquor, and pleasurable company?

Because champions come from a wide range of backgrounds, their stories are much more unique for each individual. Any culture on Sanctuary can produce a champion, assuming they have enough of a martial culture to provide the training required. Champion is thus a generic class that can be played without forcing you to play part of a certain culture or religion. As a champion, your story and origin are your own.

CHAMPION TALENT TREES

Talent Level	Offense	Heavy Armor Training	Grand Strategy	Defense	Passives
1	Double Strike	Heavy Armor Mastery I	Push Forward!	Intercept Attack	Connections I
2	Great Weapon Heave	Armor Focus	Retreat!	Marked Target	Martial Discipline I
3	Arterial Strike	Absorb Punishment	On Me!	Extra Block	Hit Recovery
4	Challenge	Layered Armor	Pincer Formation	Warrior's Endurance I	Champion of the People
5	Quick Throw	Heavy Armor Mastery II	Close the Noose	Sword and Board	Connections II
6	Follow Up	Energy Absorption	On My Command!	Block Arrow	Martial Discipline II
7	Sweeping Charge	Helmet Mastery	All Forces: Attack!	Defensive Quick Throw	Hero of the People
8	Double Spin	Weighted Rush	Take Cover!	Warrior's Endurance II	Extra Heroic Valor
9	Exhilaration	Heavy Armor Mastery III	Defensive Formation	Block Spell	Connections III
10	Impale	Grand Armor Mastery	I Have You Now!	Second Chance	Unstoppable Form

CHAMPION MORALE

Champions use a unique resource known as morale. Morale is the champion's enthusiasm and battlefield zeal that they can channel into special attacks. A champion starts an encounter with 0 morale and can gain up to 5 at once. They gain 1 morale at the end of each turn and gain 1 morale for each enemy they kill.

CHAMPION OFFENSE TALENTS

These are the common attack abilities of the champion. All these attacks supplement their normal weapon attacks. Some of them require morale.

Level 1: Double Strike

As a standard action, the champion can make two standard weapon attacks. These attacks can be at the same or different targets. If they hit with both attacks, they each deal bonus damage equal to strength.

Level 2: Great Weapon Heave

As a standard action, the champion can make an attack with a two-handed melee weapon. The attack gains bonus accuracy, damage, and penetration equal to strength.

Level 3: Arterial Strike

As a standard action, the champion can make an attack with a one-handed melee weapon. The attack gains bonus accuracy and damage based on dexterity. If the attack hits, the target also suffers 5 bleed.

Level 4: Challenge

Whenever the champion damages an enemy with a melee weapon attack or power, the target is Taunted for 1 round.

Level 5: Quick Throw

This ability is useable if the champion has a throwing knife or throwing axe in their hand or on their belt. That weapon can be drawn and thrown as a minor action, even if the user's hands are full. The thrown attack gains bonus accuracy and damage equal to dexterity.

Level 6: Follow Up

When gaining a bonus attack from Heroic Valor or Martial Prowess, the champion can spend a morale to either get two extra attacks or use an Champion Offense attack power on their bonus attack.

Level 7: Sweeping Charge

This talent is an upgrade for the Charge warrior talent and requires it. When using the charge talent, the charge attack is made against two targets within the character's reach at the end of the charge.

Level 8: Double Spin

This ability is used as a standard action and costs 3 morale. The champion makes a standard weapon attack against each adjacent enemy twice. For each target hit by both attacks, the champion gains +1 defense until the start of their next turn, to a maximum of +8 defense.

Level 9: Exhilaration

This talent is an upgrade for the Heroic Valor warrior talent and requires it. The champion can spend a minor action to transfer any of their heroic valor points into morale, or any of their morale points into heroic valor. They can transfer any number of points but may only use this power once every 5 rounds.

Level 10: Impale

As a standard action, the champion can try to run through an enemy with their weapon. The enemy must be flanked or otherwise flat-footed against the attack. They make a weapon attack with -5 accuracy. If they hit, the attack gains +20 penetration and deals 3x strength bonus damage.

CHAMPION HEAVY ARMOR TRAINING TALENTS

These are passive traits that empower the champion that relate to heavy armor. Most of these traits specifically require the champion to have heavy armor to take effect.

Level 1/5/9: Heavy Armor Mastery I-III

The champion increases the damage resistance of all heavy armor worn by +2 resistance rating per rank.

Level 2: Armor Focus

The champion counts their strength score as 3 higher for meeting the strength requirements of armor.

Level 3: Absorb Punishment

While wearing heavy armor, the champion gains 5 protection at the start of each turn.

Level 4: Layered Armor

The champion is so skilled at wearing armor that they can wear a suit of light armor underneath their heavy armor. If they do, they gain 1/3 the damage resistance value of their light armor added to their total damage resistance. If the light armor is enchanted, they gain all the enchantments of that armor as well. However, this is rather cumbersome, so the user suffers -2 defense and -1 move speed.

Level 6: Energy Absorption

While wearing heavy armor, the champion gains +5 elemental resistance.

Level 7: Helmet Mastery

Any helmet's the champion wears gives double its normal benefit to damage threshold.

Level 8: Weighted Rush

This talent is an upgrade for the Charge warrior talent and requires it. When using the charge talent, you deal bonus damage to the primary target of your charge equal to your damage resistance.

Level 10: Grand Armor Mastery

The champion gains bonus damage threshold equal to 1/3 their damage resistance.

CHAMPION GRAND STRATEGY TALENTS

Grand strategies are battlefield orders that a champion can activate to manipulate ally formations in a battle. By spending a morale, they can issue an order to allies equal to their instinct. These allies must be within 3x willpower squares. They count themselves as an applicable target to issue orders towards. Grand strategies always require morale to activate

Level 1: Push Forward

By spending 2 morale as a move action, all effected allies can move 2 squares towards an enemy.

Level 2: Retreat!

By spending 2 morale as a move action, all effected allies can move 2 squares away from all enemies. They must end their movement non-adjacent to all enemies. This movement does not provoke opportunity attacks.

Level 3: On Me!

By spending 1 morale as a move action, all effected allies can move five squares towards you without provoking opportunity attacks.

Level 4: Pincer Formation

By spending 2 morale as a move action, chose two allies that are flanking with each other against an enemy. Each of those allies can instantly make an attack against that enemy. If they hit, they deal bonus damage equal to your instinct.

Level 5: Close the Noose

By spending 2 morale as a move action, all effected allies can move 5 squares towards a single enemy within range of your orders. This movement does not provoke opportunity attacks.

Level 6: On My Command

By spending 1 morale as a move action, you prepare all effected allies with a future order. If your next grand strategy order effects them, they can either move +2 squares or gain +5 accuracy on their attack as part of that order.

Level 7: All Forces: Attack!

By spending 3 morale as a standard action, all effected allies can make a normal weapon attack.

Level 8: Take Cover

By spending 3 morale as a move action, all effected allies gain +2 defense and +5 damage/elemental resistance against any incoming area of effect attacks until the start of your next turn.

Level 9: Defensive Formation

By spending 3 morale as a move action, all effected allies gain +2 defense for each effected ally that is adjacent to them until the start of their next turn.

Level 10: I Have You Now!

By spending 5 morale as a standard, all effected allies can make use a standard action attack, spell, or power against the targeted foe. The foe must be within range of the battlefield commands.

CHAMPION DEFENSE TALENTS

Defense talents are active abilities and passive that relate to improving the champion's defensive abilities. Some of the active powers use morale.

Level 1: Intercept Attack

By spending 1 morale as a reaction, the champion can cause one single target attack that hit an adjacent ally to hit you instead. Against the champion, the attack gains maximum attack overages.

Level 2: Marked Target

As a minor action, the champion can mark a single target as they preferred enemy. They gain +2 defense and block chance against that enemy. The mark lasts until the enemy dies or the champion marks another target.

Level 3: Extra Block

After successfully blocking with a shield, the champion can try to block 1 additional time that turn.

Level 4/8: Warrior Endurance I-II

The champion gains +4 toughness and +4 Resist Fatigue skillchecks per rank.

Level 5: Sword and Board

When the champion is using a one-handed sword and a shield at the same time, they gain +1 block chance.

Level 6: Block Arrow

When the champion is using a shield, they gain +1 block chance against ranged weapon attacks.

Level 7: Defensive Quick Throw

This talent is an upgrade for the Quick Throw champion talent and requires it. As a reaction, when the champion is attacked by a target within 2-6 squares, they can spend a morale to use the Quick Throw ability at that target.

Level 9: Block Spell

The champion can use their shield to try to block single target, damage dealing, elemental spells.

Level 10: Second Chance

Once per day, when the champion is reduced to 0 hit points, they automatically revive themselves with half their maximum hit points. They cannot choose not to use this ability when it could activate. This ability can be used again after the warrior takes a long rest.

CHAMPION PASSIVE TALENTS

These are passive talents that increase the champion's combat abilities and skills.

Level 1/5/9: Connections I-III

The champion's reputation and connections lets them get gear at a cheaper cost while in a friendly town or home territory. They reduce the gold cost of all purchased weapons and armor by 5%. The second rank increases this to 10%. The third rank increases it to 20%. Finally, the champion gains +10 job points per rank of this talent.

Level 2/6: Martial Discipline I-II

The champion gains +1 accuracy with all weapon attacks per rank.

Level 3: Hit Recovery

The champion is immune to the staggered condition.

Level 4: Champion of the People

The champion gains +2 to the persuasion and deception skills. In addition, they can usually avoid paying for food and lodging in a friendly town or inn. The champion also gains +10 job points.

Level 7: Hero of the People

The champion gains +2 to the persuasion and deception skills. The champion's name and reputation are well known, inspiring both fear and awe. Any day that the champion is in a friendly town, the GM rolls a d20. On a 15-20, a local visit the champion and gives them a gift of 1d20x10 gold. The champion also gains advantage on social checks to prove to someone that they are a formidable individual. The champion also gains +10 job points.

Level 9: Extra Heroic Valor

This talent is an upgrade for the Heroic Valor warrior talent and requires it. The champion starts encounters with 1 heroic valor.

Level 10: Unstoppable Form

The champion is immune to the stunned condition.

CHAPTER 3: THE ARCHER

ARCHETYPE

Archers are ranged specialists. They fight from afar, bombarding foes with bows, crossbows, and throwing weapons. Rather than focus on heavy armor and layered defenses, archers focus on maneuverability, stealth, and out ranging their foes. They are clever combatants that rely on positioning and precision.

While some archers, such as rogues and amazons, are the warriors of other cultures, most simply prefer the bow as their instrument of choice. Bows can be lethal killing instruments in the hands of a skilled user, and archers possess a versatile skill set. Whether they are hunters, soldiers, thieves, or assassins, an archer is more than an archer: they are a jack-of-all trades that has a trick or a move for any situation.

The Archer archetype is ideal for players who want a character that focuses on ranged weapons. They are powerhouses of precision, able to deal death quickly and far from immediate danger. However, archers cannot take much punishment compared to other weapon users and are only mediocre spell casters. However, they have the most skills in the game, making them exceptionally useful problem solvers outside of encounters.

ARCHER FEATURES

Hit Points per Level: Vitality +1

Mana per Level: Intelligence +1

Skill Proficiencies: Climbing +2, Jumping +2, Acrobatics +2, Balancing +2, Hiding +2, Perception +2, +2 all skill checks

Starting Equipment: The archer gains 5 choices of items from the melee weapon, ranged weapon, thrown weapon, and armor categories. They can only choose up to 2 pieces of armor and 1 melee weapon. Afterwards, they gain all the equipment listed under the gear section.

-Melee Weapons: Dagger, Short Sword, Spear

-Ranged Weapon: Short Bow, Long Bow, Crossbow, Hand Crossbow

-Throwing Weapons: Throwing Knives, Javelins, 2 Fulminating Potions

-Armor: Quilted Armor, Cap, Leather Gloves, Thief Gloves, Leather Boots, Sash

-Gear: 2 Minor Healing potions, 1 Minor Mana potion, 40 arrows OR 40 bolts, Torch x3, Thieves' Kit, Rope, 3 days of rations, 50 gold

Classes: Upon selecting the archer archetype, you chose a class from the following list: scoundrel, demon hunter, or amazon/rogue. Once you make this choice, it is irreversible and plays a major part of your character's growth and abilities, so choose carefully!

ARCHER QUICK DRAW

Archers all gain a special trait known as Quick Draw, which they gain automatically by possessing the archetype. They do not need to spend a talent to unlock this ability. When an archer makes an attack, or uses an attack power, that requires a standard or full-round action, they immediately gain another standard action. This standard action can only be used to make standard ranged weapon attack, without applying a special attack power talent to it. This standard action cannot be used for any other purpose and cannot be dropped for a lower action. If the action is not used by the end of the turn, the action goes away.

ARCHER TALENTS

Talents are most of the growth and development for your roleplaying game character. They will provide you with abilities and passive traits that make you more effective as you battle the forces of Hell. At creation, first level, you have access to five talents. You can pick any talent between levels 1-3 at character creation. You can choose your talent from either the two talent trees for the Archer archetype, or the five talent trees for your class. As you increase in level, you will gain more talents and access to new and improved talents.

Talent Level	Archer Power Talents	Archer Training Talents
1	Deadly Shot	Ranged Weapon Mastery
2	Multi-Shot	Swiftess
3	Hunter' s Mark	Throwing Weapon Mastery
4	Hemorrhaging Shot	Ranged Weapon Mastery II
5	Disengage	Subterfuge
6	Improved Deadly Shot	Throwing Weapon Mastery II
7	Improved Quick Draw	Ranged Weapon Mastery III
8	Avoidance	Free Running
9	Sniper	Throwing Weapon Mastery III
10	Barrage	Flawless Accuracy

ARCHER POWER TALENTS

These are active abilities that all archers can use to improve their combat effectiveness. They generally involve escaping danger and making more powerful ranged attacks.

Level 1: Deadly Shot

As a standard action, the archer can perform a deadly shot with a ranged weapon. If they do, they can perform a regular ranged weapon attack. If they hit, they deal bonus damage equal to their character level +5. This cannot be used with thrown alchemical items.

Level 2: Multi-Shot

As a standard action, the archer can fire three shots at once. They make a ranged attack at a target as normal and apply that attack to 2 other enemies they can see that are adjacent to the primary target. They gain a bonus to accuracy and damage with the attack equal to $\frac{1}{2}$ dexterity.

Level 3: Hunter's Mark

As a minor action, the archer can mark a target within medium ranged. All of the archer's attacks against that target gain penetration equal to $\frac{1}{2}$ instinct. The mark lasts until the end of the encounter, the target dies, or the archer applies the mark against someone else.

Level 4: Hemorrhaging Shot

The archer can make a wounding shot as a standard action. They make a single ranged attack with a bonus to accuracy equal to $\frac{1}{2}$ dexterity. If the attack hits, the target suffers no damage, but instead gains the Bleed (X), where X is character's instinct + $\frac{1}{2}$ dexterity.

Level 5: Disengage

Disengage is used as a standard action when the archer is adjacent to an enemy. They instantly shift a number of squares equal to their dexterity away from that enemy. Once they are away, they make an instant standard action attack at that foe. After being used, disengage cannot be used again for 3 rounds.

Level 6: Improved Deadly Shot

The archer's deadly shot power improves. It now gains bonus damage equal to your dexterity score, and bonus penetration equal to your instinct. This talent requires and enhances Deadly Shot.

Level 7: Improved Quick Draw

Whenever you gain a bonus attack from the Quick Draw ability, you gain two attacks instead.

Level 8: Avoidance

The first time the archer takes damage in a round from an area of effect attack, they can roll acrobatics check against the attack roll. If their acrobatics test equals or surpasses the attack roll, they shift 1 square in any direction and take no damage from the attack.

Level 9: Sniper

If the character is hidden from sight or invisible, they can spend multiple rounds lining up a perfect shot. They can prepare for the shot by spending 1-3 full-rounds charging the attack. Afterwards, they make a shot as per the Deadly Shot power. This attack gains +10 accuracy, +10 damage, and +5 penetration for each round the character spent charging the attack. They cannot use this against enemies that are aware of them. This power requires Deadly Shot.

Level 10: Barrage

Once per encounter, the archer can fire a volley of arrows in the area and hit a group of enemies. This is a ranged attack at medium ranged, that has the following changes. The archer chooses to spend between 5-50 shots of their ranged weapon. For every 5 shots they spend, the attack gains 1 Burst area, +5 accuracy, and +3 damage. Thus, spending 25 ammunition would make a Burst (5) area with +25 accuracy and +15 damage. This attack the archer themselves but will hit allies if they are in a burst area. Targets are flat-footed against this attack.

ARCHER TRAINING TALENTS

Archer training talents are passives that improve the archer's effectiveness with ranged weapons, skills, and maneuverability.

Level 1/4/7: Ranged Weapon Mastery I-III

The archer deals +2 power rating of damage with all bows and crossbows per rank of this talent.

Level 2: Swiftess

The archer gains +1 movement speed, and gains +2 to the following skills: climbing, jumping, acrobatics, and balancing.

Level 3/6/9: Throwing Weapon Mastery I-III

The archer deals +2 power rating of damage with all throwing knives, throwing axes, and javelins. They gain +2 accuracy with thrown alchemical items.

Level 5: Subterfuge

The archer gains +2 to the following skills: balancing, stealing, hiding, tracking, and deception.

Level 8: Free Running

The archer ignores difficult terrain and gains +3 to the following skills: climbing, jumping, acrobatics, balancing.

Level 10: Flawless Accuracy

The archer ignores cover, improved cover, and concealment when making ranged attacks. They gain +4 accuracy and +5 penetration with all bow and crossbow attacks.



DEMON HUNTER CLASS

The demon hunters are a clade of secretive warriors that live to hunt and slay the minions of Hell. Most of their number were once the victims of demonic violence, usually the sole survivors of a demonic attack on their home. Traumatized and bitter by what they witnessed, they are adopted into the demon hunter order and taught to fight back against evil.

Demon hunters come from all walks of life, but all of them learned their trade from the order. The order bases themselves in the Dreadlands, the demon-infested ash wastes that lay where Mount Arreat once stood. Honing their training in a brutal but target rich environment, demon hunters undergo lethal trials to own their marksmanship, survivability, and use of killing devices.

Demon hunters have a great internal darkness derived from past traumas and their constant fights against pure evil. Their exposure to evil has tainted them; their isolation from the rest of humankind has left them cynical. While they dedicate themselves to fighting evil and protecting mankind, they are outsiders feared by the commonfolk. Many see their sinister abilities and appearance and consider them no better than the demons they fight.

Once they are fully trained, demon hunters roam Sanctuary searching for evil to fight. Occasionally they will return to the Dreadlands to resupply, share information with their fellows, or bring a promising recruit to be trained. However, they mostly live solitary lives unleashing their hatred on demons.

DEMON HUNTER TALENT TREES

Talent Level	Offense	Combat Mastery	Gadgets	Shadow Magic	Passives
1	Hungering Arrow	Demon Hunter	Grenade	Nether Tentacles	Hunter Mastery
2	Dark Arrow	Crossbow Mastery	Caltrops	Shadow Web	Field Crafting
3	Entangling Shot	Dual-Weapon Skill	Chakram	Demon Sight	Hatred
4	Fan of Knives	Night Stalker	Bolas	Spirit Siphon	Hunter Mastery II
5	Evasive Fire	Demon Hunter II	Spike Trap	Shadow Step	Shadow Heart
6	Rapid Fire	Crossbow Mastery II	Smoke Screen	Dark Cloud	Athletic
7	Cluster Arrow	Night Stalker II	Cluster Grenade	Shadow Beast	Hatred II
8	Strafe	Demon Hunter III	Gadget Mastery	Shadow Ammunition	Hunter Mastery III
9	Spray of Teeth	Crossbow Mastery III	Sentry	Illusionary Form	Dark Sorcery
10	Arsenal	Thrill of the Hunt	Rockets	Vengeance	Hatred III

DEMON HUNTER OFFENSE TALENTS

These are the common attack abilities of the demon hunter, generally focused on improving their archery abilities. Because demon hunters frequently dual-wield hand crossbows, if they activate any of these powers, it applies to both hand crossbows the demon hunter is using.

Level 1: Hungering Arrow

As a standard action, the demon hunter can make a ranged weapon attack against a target as normal. This attack gains bonus accuracy and penetration equal to their instinct. If the natural dice result on the attack roll is a 16 or higher, then they can make another attack at a different target within short range of the first target. This cannot generate additional attacks.

Level 2: Dark Arrow

As a standard action, the demon hunter can spend 5 mana to empower their ranged attack. This can be done in combination with any Archer Power talents, Quick Draw attacks, or any Demon Hunter Offense talents that rely on ranged attacks. If the attack hits the primary target, it deals a bonus hit of light spell shadow damage.

Level 3: Entangling Shot

As a standard action, the demon hunter may fire an arrow attached to a bladed chain at a target. They make a standard ranged attack against the target. If they hit the target's defense, the attack deals +10 damage and the target is slowed for 1 turn. In addition, if there is another enemy adjacent to the primary target, apply the attack against their defense as well. If they are hit, they are also slowed.

Level 4: Fan of Knives

As a move action, the demon hunter can release a fan of knives in a Burst (2) centered on themselves. Doing so requires that the demon hunter has a set of 10 throwing knives or 5 parts for gadgets. They make an attack against all targets (Prowess + Instinct + Dexterity). If they hit, they deal $15 + 3x \text{ dexterity} + 2x \text{ instinct}$ damage to all targets, causes 5 bleed, and slow those targets for 1 round. If they miss, the attack deals half damage and no conditions.

Level 5: Evasive Fire

As a full-round action, the demon hunter can shoot a cluster of shots at nearby targets. This power can only be used at enemies within short range. The attack is made against a primary target, and the attack is also applied against 2 more enemies that must be within 3 squares of the primary target. This attack gains bonus damage equal to dexterity. If the attack hits the primary target, the demon hunter can then shift 4 squares directly away from the primary target.

Level 6: Rapid Fire

As a full-round action, the demon hunter can fire a determined volley of arrows in a line. This requires spending 20 shots. The attack takes up a Line (20) area with an accuracy bonus equal to dexterity. The base ranged weapon damage is reduced by half its normal value but gains Hailfire (4).

Level 7: Cluster Grenade

As a standard action, the demon hunter can fire an arrow laden with explosives. Doing so requires spending 4 parts or 4 grenades, without needing to spend any extra time to assemble parts. They make a standard ranged attack against a target, the attack deal +10 damage and gaining bonus accuracy

equal to intelligence. Afterwards, four grenades split off from the arrow. Each grenade lands 2 squares from the primary target, with one landing above, below, to the left, and to the right. They then all explode as per the *Grenade* ability. Make one attack roll for every target within the area of all the grenades; no target can be hit more than once, even if they are in multiple grenade areas. This power requires the *Grenade* ability.

Level 8: Strafe

As a full-round action, the demon hunter can fire a volley of shots at nearby targets. This spends 10 shots of ammunition. They chose up to 10 targets within medium range and make an attack at all of them. Each attack gains bonus accuracy and damage equal to instinct.

Level 9: Spray of Teeth

When using *Hungering Arrow*, if the attack roll dice was a natural 18 or higher, the arrow also releases a spray of spikes and spines that hurt nearby targets. Make another attack in a Burst (2) centered on the primary target (Prowess + Dexterity + Intelligence). If the attack hits any nearby targets, they suffer moderate spell shadow damage. It does nothing on a missed attack. This power requires and enhances *Hungering Arrow*.

Level 10: Arsenal

When using the *Rockets* ability to supplement a demon hunter offense power, you can fire two rockets for the cost of only 1 rocket, each making separate attacks. Both rockets gain +5 accuracy and damage. This is a passive ability that requires the *Rockets* ability.

DEMON HUNTER COMBAT MASTRIES TALENTS

Demon hunters train to increase their effectiveness with crossbows, killing demons, and fighting from stealth.

Level 1/5/8: Demon Hunter I-III

The demon hunter gains +2 accuracy, damage, and penetration with all weapon attacks against demons per rank of this talent. This does not affect spells or gadgets.

Level 2/6/9: Crossbow Mastery I-III

The demon hunter deals +2 power ratings of damage with all crossbows per rank of this talent.

Level 3: Dual Weapon Skill

The demon hunter suffers no penalty when dual-wielding two one-handed weapons.

Level 4/7: Nightstalker I-II

When the demon hunter attacks an unaware foe while hidden or invisible, they deal +10 damage per rank of this talent.

Level 10: Thrill of the Hunt

The demon hunter heals 2 hit point for every shot they spend as part of an attack. They also heal 20 hit points each enemy they kill. None of this healing requires healing thresholds.

DEMON HUNTER GADGETS TALENTS

Gadgets are custom devices that demon hunters collect, tinker with, and turn into weapons. They are used by spending parts, which can be purchased from most settlements for 25 gold a piece. Most gadgets take several parts to make. They can either convert parts into certain gadgets ahead of time or spend a full-round action to turn any number of parts into a single gadget as needed. Therefore, the demon hunter can spend time turning their parts into gadgets ahead of time or assemble gadgets from parts as needed on the battlefield. In general, a demon hunter can access a stored gadget as a free action.

Gadgets that require an attack use Prowess + Intelligence + Dexterity.

Level 1: Grenade

As a standard action, the demon hunter can throw a grenade. The grenade has short range and effects a Burst (2) area. If it hits, it deals 15 +5x intelligence damage (penetration 5). It deals half damage on missed attack. It uses standard gadget accuracy and requires 1 part to build.

Level 2: Caltrop

As a minor action, the demon hunter can drop tiny, spiked devices into nearby squares. This fills a 2 by 2 area that must be adjacent to the demon hunter. Anyone that moves into the area is slowed for 1 turn and suffers automatic 15 damage (penetration 15). Caltrops require 1 part to build.

Level 3: Chakram

The demon hunter can build a throwing disk chakram out of 2 parts. They can throw this chakram as a standard action attacking up to 10 squares away. They attack every target between them and the target squares with a standard gadget attack. The primary target is whoever is in the targeted square. Any targets hit suffer 20 + 4x dexterity damage (penetration equal to 4x dexterity). At the start of the demon hunter's next turn, the chakram comes back to them. Draw a line between the square the chakram was thrown to and the demon hunter's current square. It attacks everyone on that line, until it reaches the demon hunter. If the demon hunter has a free hand, they can catch the chakram and use it again later. Otherwise, the chakram is destroyed.

Level 4: Bola

As a minor action, you can throw a bola loaded with explosive charges at a target within short range. This requires a standard gadget attack versus the target's defense and toughness. If the attack hits their defense, they are tagged with the bolas and they will explode on the start of the target's next turn. On the targets turn, they suffer 15+ 5x intelligence damage as the bombs explode (penetration 10). If the attack hits toughness as well as defense, they are immobilized on their next turn and the exploding bola gains +10 penetration. Bolas require 2 parts to build.

Level 5: Spike Trap

As a standard action, you can deploy a hidden spike trap to a location within 3 squares. This spike trap is hidden, thus can only be seen by enemies performing spotter actions. If anyone other than the demon hunter enters the target square, they must make an acrobatics check (DC 20 + intelligence + instinct) or trigger the trap. If triggered the trap deals 30 + 5x intelligence damage to the target (penetration 10). If they succeed the acrobatics check, the trap is triggered but has no effect. The spike trap requires 3 parts to build.

Level 6: Smoke Screen

As a minor action, the demon hunter can drop a smoke bomb at their feet, making them disappear in the smoke. Upon doing so, they gain the Hidden condition until broken, even if they are in plain sight, being observed, or in melee. The smoke screen requires 1 part to build.

Level 7: Cluster Grenade

As a standard action, the demon hunter can throw a grenade that explodes into smaller grenades when detonating. The grenade has short range and effects a Burst (4) area. If it hits, it deals 15 +5x intelligence damage, with penetration 5 and hailfire (1). It deals half damage on missed attack. It uses standard gadget accuracy and requires 4 parts to build. This ability requires the *Grenade* power but does not replace it.

Level 8: Gadget Mastery

You have increased your effectiveness with your gadgets. All your gadgets that require an attack roll gain +3 accuracy. All your gadgets that have a DC gain +3 DC. All your gadgets that deal damage deal +5 damage. In the meantime, when you spend parts to create gadgets, roll a d20. On a 16+, you create two of those gadgets with the same parts.

Level 9: Sentry

You can create an automated crossbow turret out of 20 parts. You can place this turret as a standard action, where it will remain for 5 rounds. Every round at the end of your turn, the sentry will fire at the closest enemy within long range. If there are multiple, equally close enemies, the demon hunter chooses the target. Performing standard gadget attacks, on hit the sentry deals 15 +3x intelligence + 3x dexterity damage (penetration 10 + intelligence).

Level 10: Rockets

You can spend 1 part to create a rocket. Any time that you use perform a ranged attack that has a primary target, you can spend a rocket on the attack. Make a gadget attack against the primary target of the attack. The attack deals 20 damage +5x intelligence damage, with the burst 1 and penetration 10 traits. You can only spend 1 rocket per attack.



DEMON HUNTER SHADOW SPELLS TALENTS

While the demon hunters are the sworn foes of the demons, they embrace the dark magics of demons to defeat them. Demon hunters have a variety of shadow magic that they can use punish their enemies. Like all spells, these use mana.

SPELL DAMAGE

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + \text{level} + \text{intelligence}$

Light Spell Damage: $10 + \text{level} + 2x \text{intelligence}$

Moderate Spell Damage: $15 + \text{level} + 3x \text{intelligence}$

Medium Spell Damage: $20 + 1.5x \text{level} + 3x \text{intelligence}$

Heavy Spell Damage: $30 + 2x \text{level} + 4x \text{intelligence}$

Lethal Spell Damage: $50 + 3x \text{level} + 5x \text{intelligence}$

Level 1: Nether Tentacles

Cast as a standard action, nether tentacles create a sphere of shadow energies that slowly moves in a single direction. It spawns next to the caster and moves 5 squares each round for 3 rounds. Every target within 1 square of the *Nether Tentacles* at any point of its move suffers a spell attack, suffering moderate spell shadow damage if hit. This spell costs 10 mana.

Level 2: Shadow Web

Cast as a standard action, this power roots all enemies in a Burst (4) area as the shadows themselves hold them in place. This requires a spell attack against toughness. The attack gains +3 accuracy in dim light, or +6 accuracy in true darkness. If a target is hit, they are immobilized for 2 rounds. This spell costs 15 mana.

Level 3: Demon Sight

Cast as a free action, this spell enhances the user's sight until the start of the next round. They can see perfectly in the darkness up to 15 squares away. In addition, they can see all demons within 30 squares, even through walls. This spell costs 5 mana.

Level 4: Spirit Siphon

Cast as a standard action, the spell drains the essence of a slain demon within short range. Upon being cast, they destroy the demon corpse to take its energies. They gain protection and regain mana equal to the demon's level. These protection last 5 minutes or until used. They do not stack with multiple uses of *Spirit Siphon*. This spell costs 5 mana.

Level 5: Shadow Step

Cast as a move action, the caster can teleport to any area of dim light or darkness that is both within sight and 60 squares. This spell costs 15 mana.

Level 6: Dark Cloud

Cast as a full-round action, this power creates a dark cloud of destructive shadow energies that seeks out enemies. This cloud is a Burst (4) that can be created within long range. At the end of the demon hunter's turn, the cloud can move up to 3 squares. Afterwards, it deals automatic moderate spell shadow damage to all enemies within the area. This spell lasts for 4 rounds and costs 30 mana.

Level 7: Shadow Beast

Cast as a standard action, this spell summons a shadowy version of a common animal, between a boar, bear, or wolf. These use the same statistics as the creatures summoned with the Beastmaster job. This companion follows the demon hunter for 10 rounds and attacks their enemies. The shadow beast gains a bonus to attack accuracy, damage resistance, defense, and damage resistance equal to the demon hunter's intelligence. In addition, roll a d20 any time the shadow beast is hit by an attack. On a 1-6, the attack simply goes through their incorporeal form. The shadow beast must remain within 15 squares of the caster. This spell costs 50 mana.

Level 8: Shadow Ammunition

Once per 8 hours, the demon hunter can use this spell to form usable items out of shadow matter. They can use this ability to create bolts, arrows, gadget parts, or throwing knives. They can create 1 arrow or bolt per mana spent. They can spend 10 mana per part they create, or 3 mana per throwing knife they create. They can spend an amount of mana up to their maximum by using this spell and can split their available mana between any of the options. For example, they could spend 90 mana to create 50 crossbow bolts, 1 part, and 10 throwing knives, or any other combination. This spell takes 15 minutes of peaceful channeling to use.

Level 9: Illusionary Form

Cast as a free action, the demon hunter surrounds themselves with shadowy illusions that make it difficult for attacks to hit them. Any time the demon hunter is hit by an attack while this effect is active, roll a d20. On a 1-6, the attack automatically misses as it hits an illusion. This spell costs 15 mana per turn.

Level 10: Avatar of Vengeance

This is a spell activated as a free action but only useable once per day. The demon hunter becomes the shadowy avatar of humanity's vengeance against demon kind. While this power is active, they gain +20 damage and +10 penetration with all attacks, powers, and spells (besides gadgets). When this power is activated, the demon hunter loses all adverse conditions and becomes immune to adverse conditions until the power is over. They also gain +6 move speed and ignore difficult terrain. This spell costs 100 mana and lasts 3 rounds.

DEMON HUNTER PASSIVES

Demon hunter passives increase their skills and allow them to tap their hatred in battle.

Level 1/4/8: Hunter Mastery I-III

The demon hunter gains +2 to the perception, tracking, identify monster, and resist fatigue skills for each rank of this talent.

Level 2: Field Crafting

When the demon hunter performs a long rest, they spend part of the time crafting new supplies. They create 50 +10 x intelligence gold worth of supplies, from the following types: arrows, bolts, parts, and throwing weapons.

Level 3/7/10: Hatred I-III

The demon hunter's hatred is a powerful, palpable emotion that they can use to fuel their actions. They gain hatred points as they fight in battle, which they can use for a variety of effects. A demon hunter can have up to 25 hatred for the first rank, 50 hatred for the second rank, or 100 hatred for the third rank. They gain hatred from the following sources:

- At the start of their turn, gain 1 hatred for each enemy within medium range and line of sight
- Gain 10 hatred when killing an enemy, once per turn.
- Gain 5 hatred when using a demon hunter offense power.

The demon hunter can use hatred on the following factors. The more hatred they spend, the bigger the effect:

- They can spend a healing threshold as a move action to heal hit points equal to the hatred spent
- As a free action, they can give their next ranged attack bonus damage against the primary target equal to the hatred spent.
- As a move action, they can recover mana equal to the hatred spent
- As a move action, they can enact a defensive stance. While in this stance, they gain a bonus to their defense equal to 1/10 the hatred spent.

Demon hunters always start encounters with 0 hatred.

Level 5: Shadow Heart

The demon hunter has embraced the darkness. They do not suffer sanity damage and do not need to check for sanity for any reason. In addition, they gain +4 to the resist torture skill.

Level 6: Athletic

The demon hunter gains +2 to the climbing, jumping, acrobatics, and balancing skills.

Level 9: Dark Sorcery

The demon hunter gains +40 maximum mana. In addition, they can choose one of the following mage talent trees: Fire, Cold, or Lightning. They can pick 2 spells from that talent tree that are talent level 6 or lower. The demon hunter can cast those spells as normal. When they cast them, they can have them do the normal elemental damage or shadow damage.



AMAZON CLASS

The amazons are the all-female warrior caste of the Askari, the humans that settled on the Skovos Isles. The amazons train relentless in the harsh jungles of their homeland, perfecting their skill with the bow and spear. They view it as their fate to fight and defeat the Prime Evils, as they predicted the Dark Exile ages before it occurred.

The askari have a heavily matriarchal society. Women are broken into two castes: the fighting amazons and the oracles that observed the world and predicted the future. In the meantime, the men did most of the common tasks in Skovos, such as labor and running businesses. In the meantime, amazons focus on their combat training and their magical abilities.

Amazon fighting style focuses on the bow, their chosen instrument of death. However, amazon training is far more versatile than relying on one weapon. They also practice with the spear and javelin and are experts at evasive combat and utilizing their lithe forms. As opposed to other archers, the amazons are not afraid to enter battle directly and engage their foes with aggression.

It is not unusual for amazons to leave their homelands on important quests. In addition to political missions where they act as agents of Skovos, amazons seek out important missions in which to thwart the forces of evil. They seek and destroy demonic cults, close hell portals, and slay powerful demons that breach into the universe. While they often leave their homeland in tight nit squads of warrior sisters, some leave alone and then team with like-minded outsiders to complete their goals.

AMAZON TALENT TREES

Talent Level	Bow Offense	Divination and Holy Magic	Combat Training	Amazon Traits	Amazon Spear Skills
1	Magic Arrow	Inner Sight	Bow Mastery	Focus	Spear Mastery I
2	Fire Arrow	Insight	Evasion Mastery	Wilderness Survival	Jab
3	Cold Arrow	Prescience	Lithe	Active Dodge	Lightning Strike
4	Strafe	Dispel Magic	Bow Mastery II	Focus II	Spear Mastery II
5	Improved Elemental Arrows	Slow Missiles	Evasion Mastery II	Wilderness Survival II	Poison Strike
6	Improved Magic Arrow	Heal	Lithe II	Active Dodge II	Lightning Bolt Javelin
7	Burst Arrow	Decoy	Bow Mastery III	Focus III	Spear Mastery III
8	Improved Multi-Shot	Illusionary Form	Evasion Mastery III	Wilderness Survival III	Fend
9	Greater Elemental Arrows	Purify	Lithe III	Active Dodge III	Plague Spear
10	Slaying Arrow	Valkyrie	Critical Strikes	Legendary Focus	Greater Lightning Strike

AMAZON BOW OFFENSE TALENTS

The amazons have numerous ways to empower their ranged attacks with mana to make them more effective. Many of these effects stack or augment one another.

Level 1: Magic Arrow

When using a ranged weapon, you can spend mana to conjure arrows for your attack if you do not have enough arrows or do not want to spend them. You spend 1 mana for each arrow you conjure. Thus, if you fire 3 arrows on your turn, you can spend 3 mana instead of using physical resources. You cannot use these magic arrows in conjunction with the *Fire Arrow*, *Cold Arrow*, or *Slaying Arrow* abilities.

Level 2: Fire Arrow

Whenever you perform a ranged attack, you can spend 3 mana to enchant that ranged attack with fire. If the attack hits the primary target, you deal a bonus hit of fire damage equal to $10 + 3x$ level. This can be used with other ranged attack powers or bonus quick draw attacks, but you must pay the cost with each attack. You cannot use both *Fire Arrow* and *Cold Arrow* with the same attack.

Level 3: Cold Arrow

Whenever you perform a ranged attack, you can spend 3 mana to enchant that ranged attack with magic ice. If the attack hits the primary target, you deal a bonus hit of cold damage equal to $10 + 3x$ level. This can be used with other ranged attack powers or bonus quick draw attacks, but you must pay the cost with each attack. You cannot use both *Cold Arrow* and *Fire Arrow* with the same attack.

Level 4: Strafe

As a full-round action, the amazon can fire a volley of shots at nearby targets. This spends 10 shots of ammunition. They chose up to 10 targets within medium range and make an attack at all of them. Each attack gains bonus accuracy and damage equal to instinct.

Level 5: Improved Elemental Arrow

When using the *Fire Arrow* power, the attack inflicts the Ongoing Damage (fire, 30) condition on the target if it hits toughness. When using the *Cold Arrow* power, the attack inflicts the Chilled condition on the target for 2 rounds if it hits toughness. In addition, both arrows gain bonus accuracy equal to intelligence.

Level 6: Improved Magic Arrow

You can use the *Fire Arrow* or *Cold Arrow* abilities when firing an arrow conjured with *Magic Arrow*. If you do, the mana costs stack. In addition, you can use *Magic Arrow* even when firing regular arrows to give them extra punch. If you do, increase their attack penetration by $\frac{1}{2}$ your level. If you use *Magic Arrow* in conjunction with fire or cold arrows while also augmenting regular arrows as part of the attack, then the elemental damage also gains this penetration. This power requires an enhances *Magic Arrow*.

Level 7: Burst Arrow

When you use either *Fire Arrow* or *Cold Arrow* powers to enhance a shot, the elemental effect explodes around the primary target. Apply the attack and the elemental damage (and conditions) to all targets within a Burst 2 of the primary target. The mana cost of your elemental arrows are increased by 5 when used in this way.

Level 8: Improved Multi-Shot

When using the *Multi-Shot* archer talent, you gain +5 accuracy. You use ammunition equal to your number of shots x3. In addition, the attack gains Hailfire (1). This talent requires and enhances *Multi-Shot*.

Level 9: Greater Elemental Arrow

The benefits you gain from your *Improved Elemental Arrow* power further increases. When using *Fire Arrow*, the hit of fire damage gains +10 damage and Hailfire (1) against all struck targets. When using *Cold Arrow*, the hit of cold damage gains +10 penetration and applies the Freeze condition for 1 turn and Chilled for 2 turns if it hits toughness. This power requires and enhances *Improved Elemental Arrow*.

Level 10: Slaying Arrow

You can spend 40 mana and a full-round action to enchant a physical arrow with increased killing power. When you do, you bind the arrow to a single target within your line of sight. You can then make a Deadly Shot attack with this arrow against the target that it was set against. If the arrow hits the target, it deals +100 damage and +20 penetration. This power requires the *Deadly Shot* ability and can only be used once per encounter.

AMAZON HOLY AND DIVINATION SPELLS TALENTS

Because of their tight connection to the Heavens, the angels, and the Sightless Eye, amazons naturally have a variety of abilities that relate to divination and holy magic. Like all spells, these abilities use mana.

SPELL DAMAGE

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + \text{level} + \text{intelligence}$

Light Spell Damage: $10 + \text{level} + 2x \text{ intelligence}$

Moderate Spell Damage: $15 + \text{level} + 3x \text{ intelligence}$

Medium Spell Damage: $20 + 1.5x \text{ level} + 3x \text{ intelligence}$

Heavy Spell Damage: $30 + 2x \text{ level} + 4x \text{ intelligence}$

Lethal Spell Damage: $50 + 3x \text{ level} + 5x \text{ intelligence}$

Level 1: Inner Sight

Cast as a free action, this spell allows the user to perceive their surroundings within their mind for 1 round. They gain a +30 bonus to perception checks while this ability is active. In addition, they can see in perfect darkness and total concealment up to 15 squares away. This spell costs 5 mana.

Level 2: Insight

Cast as an instant action, insight can be used while outside of an encounter to reroll a skill or ability check you just made. This power costs 20 mana and can only be used once per 5 minutes. Insight cannot be used in an encounter and cannot be used for attack rolls.

Level 3: Prescience

Cast as an instant action, prescience allows you to spend 10 mana to reroll an attack roll you just made. You can only use Prescience to reroll an attack once, but otherwise you can use this spell any number of times per round.

Level 4: Dispel Magic

This is a spell that is cast as a standard action. This spell is cast on a target with active spell enchantments or a persistent spell that is ongoing. When cast on a target, the amazon makes a spell attack roll against the target for each spell cast on them. The DC is the spell of the caster who cast the spell. For each successful check, one enchantment is removed. When casting on a persistent area spell, a single spell attack roll is required against the spell DC of the original caster. If the attacker wins, that spell effect ends instantly. This spell costs 20 mana.

Level 5: Slow Missiles

Cast as a free action, the amazon uses their divination to be able to see projectiles moving in slow motion towards them, allowing them to avoid them more easily. This lasts until the start of their next turn. Each round this is used, all ranged attacks, including area of effect attacks, suffer disadvantage against the amazon. This spell costs 15 mana.

Level 6: Heal

Cast as a standard action, heal mends the wounds of a target within short range. The target spends a healing threshold and recovers lost hit points equal to $20 + 5 \times$ their level. This spell costs 15 mana.

Level 7: Decoy

Cast as a standard action, this spell creates an illusionary copy of the caster that moves away from them. Upon casting and each turn thereafter, the illusion moves where directed by the caster, and performs the same attacks she does. However, the attacks deal no damage or have any sort of effect at all; it is merely the decoy trying to make the enemies think the decoy is the true caster. The decoy lasts for 5 rounds, or until destroyed. For the purpose of destruction, it is identical in defenses and resistance to the amazon but has half as many hit points. This spell costs 50 mana.

Level 8: Illusionary Form

Cast as a free action, the amazon surrounds themselves with shadowy illusions that make it difficult for attacks to hit them. Any time the demon hunter is hit by an attack while this effect is active, roll a d20. On a 1-6, the attack automatically misses as it hits an illusion. This spell costs 15 mana per turn.

Level 9: Purify

Cast as a standard action, purify cures the target from poison effects and protects them from future poison effects. When cast on a target within short range, the power ends any poison effects on the target, and makes them immune to poison damage for the next 2 turns. This spell costs 20 mana.

Level 10: Valkyrie

As a full-round action once per day, the amazon can summon a valkyrie, a spectral amazon warrior, to fight at the casters side. This valkyrie goes after the amazon in initiative, and functions identically to the amazon regarding level, gear, and abilities. It can use any attack abilities and benefit from all the passives you can, but it cannot cast spells. However, the valkyrie suffers -5 penalty to all attacks and deals half damage with all attacks and powers. Its defense and hit point are the same as yours, but it gains +10 damage resistance. The valkyrie is around for 20 rounds, after which it dissipates. This spell costs 100 mana.

AMAZON COMBAT TRAINING TALENTS

Amazons focus on mastery their effectiveness with their powers, perfecting their acrobatic forms, and avoiding attacks.

Level 1/4/7: Bow Mastery I-III

The amazon deals +2 power rating of damage with all bows (but not crossbows) per rank of this talent.

Level 2/5/8: Evasion Mastery I-III

While the amazon is wearing light or no armor, she gains +2 defense per rank of this talent. If she is wearing medium armor, she gains +1 defense per rank. If she is wearing heavy armor, she gains no bonus.

Level 3/6/9: Lithe I-III

The amazon gains a +2 bonus to the following skills per rank of this talent: climbing, jumping, acrobatics, and balancing.

Level 10: Critical Strikes

Critical Mastery allows the amazon to now score critical hits with ranged attacks on any natural dice rolls of 18-20.

AMAZON TRAITS TALENTS

Amazon traits are traits that are exclusive to the amazons. Characters that take the Rogue variant class do not have access to these traits.

Level 1/4/7: Focus I-III

The amazon can spend a minor action to increase their focus and concentration. Mechanically, this gives them a focus point. The amazon can have up to 3 focus points at once. Focus points can be spent on a variety of functions, and the exact benefit the amazon gains depends on her ranks in this talent.

-As a free action, the amazon can spend a focus to recover 10/25/40 mana, depending on her ranks of focus.

-As a free action, the amazon can gain a +2/4/6 bonus to attack accuracy on an attack that they already rolled. The bonus to accuracy depends on the amazon's ranks of focus.

-As an instant action, when the amazon is attacked and uses the *Active Dodge* talent, she can spend a focus to improve her active dodge by 1/2/3 against that attack. The bonus to dodge depends on the amazon's ranks of focus.

Level 2/5/8: Wilderness Survival I-III

The amazon gains +2 to the perception, tracking, and medicine skills per rank of this talent.

Level 3/6/9: Active Dodge I-III

The amazon can naturally dodge incoming attacks. She gains an active dodge chance, which functions identically to the block chance of a shield. It follows all the same rules as block chance, and it does not stack with block chance. She can dodge one attack per turn with the first rank, and additional ranks let her block more attacks with a lower chance per previous successful block.

-Rank 1 allows her to block one attack per turn with a 1-4 success chance

-Rank 2 allows her to block one attack with a 1-7 success chance, then a second attack with a 1-4 success chance.

-Rank 3 allows her to block one attack with a 1-10 success chance, then a second attack with a 1-7, then a third attack with 1-4.

Level 10: Legendary Focus

You can have a maximum of 5 focus at once when using the *Focus* talent. In addition, you gain 1 free focus at the start of each turn. This talent requires and enhances the Focus talent.

AMAZON SPEAR SKILLS TALENTS

In addition to their training the bow, amazons have trained extensively with spears and javelins. Characters that take the Rogue variant class do not have access to these traits.

Level 1/4/7: Spear Mastery I-III

The amazon deals +2 power ratings of damage and +2 penetration with all spears and javelins per rank of this talent. The second rank of the talent allows for spear and javelin attacks to activate Quick Draw, and for Quick Draw to allow extra spear or javelin attacks in addition to range.

Level 2: Jab

Used as a standard action, this power allows the amazon to make three melee attacks with a spear or javelin. All three attacks must be made against the same target. The attacks gain bonus accuracy and damage equal to $\frac{1}{2}$ dexterity.

Level 3: Lightning Strike

Whenever you perform a melee or ranged attack with a spear or javelin, you can spend 3 mana to enchant that attack with lightning. If the attack hits the primary target, you deal a bonus hit of lightning damage equal to $10 + 3x$ level. If you use this power with Jab, you must pay the mana cost for each attack you made. If you use this power with Fend, you must pay 10 mana instead, but the damage applies to all struck targets. You cannot use both *Lightning Strike* and *Poison Strike* with the same attack.

Level 5: Poison Strike

Whenever you perform a melee or ranged attack with a spear or javelin, you can spend 3 mana to enchant that attack with poison. If the attack hits the primary target, you deal a bonus hit of poison damage equal to $2x$ level, then the target suffers $5 + \frac{1}{3}$ level poison damage each round for 5 rounds. If you use this power with Jab, you must pay the mana cost for each attack you made. If you use this power

with Fend, you must pay 10 mana instead, but the damage applies to all struck targets. You cannot use both *Poison Strike* and *Lightning Strike* with the same attack.

Level 6: Lightning Bolt Javelin

Whenever you use the *Lightning Strike* power with a ranged javelin attack, you can spend an addition 5 mana to turn it into a bolt of lightning. After the ranged attack hits or misses the target, it turns into a line going away from the amazon. The line's starting square is the target of the initial attack, allowing them to be hit again. Make a spell attack against all targets in the line. Those who are struck suffer moderate spell lightning damage, of half that much damage on a missed attack. This talent requires lightning strike.

Level 8: Fend

Used as a full-round action, this power allows the amazon to use a spear or javelin to make a melee attack in Cone (3) area. This melee attack gains a bonus to accuracy and damage equal to her dexterity.

Level 9: Plague Spear

As a standard action, you can throw a javelin that emits a poison cloud as it flies through the air instead of attacking normally. This power costs 20 mana. Make a standard javelin attack, except have it effect a line (20) area instead. The power hits everyone in the line, and can even effect target adjacent to the line, although it suffers -5 accuracy against them. If the javelin hits any targets, they suffer poison damage equal to 2x your level and additional poison damage equal $5 + 1/3$ your level every round for 5 rounds. This power gains an accuracy bonus equal to your intelligence. This talent requires poison strikes.

Level 10: Greater Lightning Strike

You can spend 15 extra mana with a *Lightning Strike* ability to empower it. Your lightning strikes now gain penetration 10. In addition, when they their target, make a spell attack against every other enemy within 6 squares of the target. Any hit targets then suffer medium spell lightning damage. You can also use this ability in conjunction with the *Lightning Bolt Javelin* attack. If you do, the *Lightning Bolt Javelin* gains Hailfire (1) and is a 3 square wide line. This talent requires lightning strike.



AMAZON CLASS VARIANT: ROGUE

The Sisterhood of the Sightless Eye is an all-female order of archers and mystics who operate out of a monastery in Khanduras. Long ago, their forebears split from the Askari of the Skovos Islands, taking their people's holy relic, the Sightless Eye, with them. The rogues' skill with the bow are only matched by the amazons.

Rogues are like amazons, as both their orders originate from the Askari. However, where the amazons focus on spear and evasion skills, the rogues prefer stealth, surprise attacks, and focusing on divination magic. They are also the best characters at finding traps and secret doors, useful to have in an ancient dungeon. The sisters are a much looser organization, training any willing and capable female into their number, and allowing them to follow their own agendas.

Rogues are reliable and valuable adventurers in a party, no matter what their mysterious motives may be. If you choose to play a rogue instead of an amazon, you substitute the Amazon Traits and Amazon Spear Skills talent trees for the Rogue Traits and Stealth Skills talent tree. You must replace both talent trees; you cannot choose to keep one and not the other.

ROGUE VARIANT TALENT TREES

Talent Level	Rogue Traits	Rogue Stealth Skills
1	Trap Handling	Dagger Mastery I
2	Magical Reservoir	Stealth
3	Active Dodge	Thief Skills
4	Divination Mastery	Dagger Mastery II
5	Trap Handling II	Poisoned Weapon
6	Active Dodge II	Thief Skills II
7	Improved Divination	Dagger Mastery III
8	Guided Arrow	Vanish
9	Active Dodge III	Thief Skills III
10	Ambush	Shank

ROGUE TRAITS TALENTS

Rogues differ from amazons due to their skill at dealing with traps, improved magic skills, and focus on stealth. Only characters that take the rogue class variant can gain these talents.

Level 1/5: Trap Handling I-II

The rogue has a natural ability to find and disarm traps. She can make a DC 20 perception check while within 6 squares of any trap. If she succeeds, she spots the trap, even if she was not actively looking. She also gains a +10 bonus to disarm any traps. Finally, she gains +5 defense against the attack of traps, and suffers only half damage from them (determined after damage resistance).

This talent has a second rank. If she gains the second rank, she automatically notices traps within 6 squares, and can make a perception check to notice traps within 12 squares. She gains +20 on checks to disarm traps, instead of +10. She also gains +10 defense against the attacks of traps and suffers no damage on any missed attacks that would normally deal half damage.

Level 2: Magical Reservoir

The rogue gains +20 maximum mana and regains +1 mana at the start of every turn.

Level 3/6/9: Active Dodge I-III

The rogue can naturally dodge incoming attacks. She gains an active dodge chance, which functions identically to the block chance of a shield. It follows all the same rules as block chance, and it does not stack with block chance. She can block one attack per turn with the first rank, and additional ranks let her block more attacks with a lower chance per previous successful block.

-Rank 1 allows her to block one attack per turn with a 1-4 success chance

-Rank 2 allows her to block one attack with a 1-7 success chance, then a second attack with a 1-4 success chance.

-Rank 3 allows her to block one attack with a 1-10 success chance, then a second attack with a 1-7, then a third attack with 1-4.



Level 4: Divination Mastery

The rogue has mastered her powers of foresight. The following spells cost only half as much mana for her to use: *Inner Sight*, *Insight*, *Prescience*, and *Slow Missiles*.

Level 7: Improved Divination

When you use the *Insight* or *Prescience* spells to get a reroll on your check, you gain a +3 bonus on the rerolled check.

Level 8: Guided Arrow

You can spend 5 mana on any ranged attack to turn it into a guided projectile. This includes any bow attacks that have been empowered with elemental power, as per the Amazon Bow Offense talents, or even Quick Draw attacks. This power can have one of two effects. If used against an enemy you can see, it causes the power to ignore cover and concealment and gain a +3 bonus to accuracy. If used against an enemy that you cannot see but are aware of you, you can have the arrow track the target to hit them even while obscured. For the purposes of this power, you can instruct the missile to make a single 180 degree turn at any point of its path. For example, you can choose to fire a missile down a corridor, and then turn 90 degrees and attack someone you cannot see down a turn in the corridor. The downside of this method is the attack suffers -5 accuracy instead of normal concealment penalties and cannot benefit from attack overages.

Level 10: Ambush

Before an encounter begins, you always act in the surprise round, even if you were surprised or no one was surprised. In the surprise round, you gain a move, minor, and 2 standard actions instead of a single standard action.

ROGUE STEALTH SKILLS TALENTS

Rogues focus heavily on subtle combat, using stealth, infiltration, and assassination to solve their problems. Only characters that take the rogue class variant can gain these talents. This talent tree is identical to the Scoundrel's Stealth Skills talent tree.

Level 1/4/7: Dagger Mastery I-III

The rogue deals +2 power ratings of damage with all daggers per rank of this talent. You also deal 2 bleed to flat-footed enemies with daggers per rank of this talent. In addition, any rank of this talent allows the rogue to dual-wield 2 daggers without penalty and use Quick Draw in conjunction with daggers to gain additional dagger attacks. The second rank of this talent allows you to never suffer dual-wielding penalties with a dagger, even when they are not used with another dagger.

Level 2: Stealth

The rogue can try to hide from sight in an encounter. To do so, she must not have an enemy within 3 squares of her, must have cover or concealment, and her enemies must have other foes to fight. If these conditions are met, she can try to hide from sight as a standard action. Doing so requires a DC 15 hiding check, with the DC increased by 1 for each enemy within 10 squares of her. If she succeeds, she gains the hidden condition if she follows the rules of being hidden.

Level 3/6/9: Thief Skills I-III

The rogue gains a +2 bonus to the following skills per rank of this talent: stealing, hiding, deception, and appraisal.

Level 5: Poisoned Weapon

Up to twice per day, the rogue can spend 1 minute poisoning a weapon or a collection of 20 ammunition. The poison lasts for 1 hour. If they wound a target with a poisoned weapon, the target takes 10 poison damage and 5 poison damage per round for 5 rounds. This can affect multiple enemies, but only a single enemy once.

Level 8: Vanish

When using the Stealth ability, the rogue can gain the hidden condition even while enemies are within 3 squares of her or she is the only enemy they are in combat with. She can disappear as a move action instead of a standard action. The check still requires a hiding check at the same DC, but she gains advantage on this check.

Level 10: Shank

The rogue can use a shank attack on an enemy that cannot see her due to being hidden or invisible. This is a standard action. She instantly makes 3 attacks with her dagger against the foe. If dual-wielding, she can attack with both weapons. Each attack gains a bonus to accuracy, penetration, and damage equal to her dexterity. Each hit that wounds the target also causes 5 bleed. If the target dies from this attack, the rogue does not remove the hidden condition.



SCOUNDREL CLASS

Crime is common on Sanctuary. Whether they are robbers, bandits, thieves, or grifters, countless individuals seek to make a living off thievery and grave robbing. Some of these individuals might even be somewhat benevolent, despite their illicit nature. While many of these criminals are simple thugs and cutpurses, the most successful and brilliant of them are known as scoundrels.

Scoundrels are the experts on all forms of crime. They are also quite capable fighters, relying on numerous stunts and tricks that they learned fighting in the mean streets of cities like Westmarch. Scoundrels are gifted individuals with a wide variety of skills and techniques that can be of use to an adventuring party, such as stealth, manipulation, acrobatics, and sleight of hand. Of course, skill is not everything to a scoundrel. They believe they live and die by their luck, and often have superstitious beliefs that they can shape luck to work for them. How much reality is in this belief is disputable, but fate does seem to bend itself to the will of certain scoundrels.

Scoundrel is a quite different class for the archer. First, it has no connection to any homeland or origin, giving much more freedom for backstory generation. Furthermore, the scoundrel is less focused in ranged offense than other archers, gaining a great deal of melee abilities. They rely heavily on the archer archetype talents for their core ranged abilities. They are also less directly powerful than other archers, and their effectiveness is very dependent on their ability to generate luck by rolling well. This makes them a very random, but potentially powerful character.

SCOUNDREL TALENT TREES

Talent Level	Combat Traits	Luck Perks	Street Fighting	Stealth Skills	Passives
1	Slide	Fortune Favors	Kick	Dagger Mastery I	Crime Pays
2	Trick Shot	Next Time!	Eye Gouge	Stealth	Grifter
3	Shoot and Throw	Leaving an Opening	Quick Reflexes	Thief Skills	Versatility
4	Dual Weapon Skill	Deceptive Shot	Dirty Fighting	Dagger Mastery II	Back Against the Wall
5	Impaling Shot	Luck Mastery	Master Brawler	Poisoned Weapon	Treasure Hunter
6	Swashbuckler	Fortune's Hex	Quick Reflexes II	Thief Skills II	Crime Pays II
7	Hit and Run	Defy the Odds	Bleeding Strike	Dagger Mastery III	Grifter II
8	Lucky Shot	Luck Mastery II	Bottom Feeder	Vanish	Versatility II
9	Bouncing Shot	Escapable Fate	Quick Reflexes III	Thief Skills III	Smuggling
10	Infectious Wound	Whimsical Fate	Follow Up	Shank	King of Thieves

SCOUNDREL LUCK

Scoundrels live by their luck. Performing gambits and gambles is their key to success. An unlucky scoundrel will probably not last long. Therefore, scoundrels often have a great deal of superstition about channeling their luck. Whether their luck is anything real or just the whimsical bits of fate siding with them is a manner of dispute.

Many of the scoundrel's ability is fueled by their luck points. At the start of every encounter, the scoundrel rolls 5d20. Every dice result that is 14 or higher generates them 1 luck. In addition, while in an encounter, every natural dice roll of 14+ on any check generates +1 luck. They cannot gain luck on an action they spent luck on. In addition, the scoundrel can spend a minor action in an encounter to bolster their luck. Every minor action they spend in this way gives them another luck generation roll. As usually, a 14+ on a luck generation roll produces +1 luck.

Luck can betray a scoundrel. If a scoundrel rolls a natural 1 on any check, including any luck generating check, they suffer tough luck. Not only do they not gain a luck, but they will also lose all luck points.

Luck only function inside an encounter. When an encounter ends, the scoundrel loses all luck points.

SCOUNDREL COMBAT TRAITS TALENTS

Scoundrel combat traits are a mixture of active and passive abilities that relate to movement as well as both melee and ranged fighting styles.

Level 1: Slide

Once per round, as a minor action, the scoundrel can shift a number of squares in a single direction equal to half their dexterity.

Level 2: Trick Shot

When you make a ranged attack against an enemy, you can spend +3 shots of ammunition to make the target flat-footed against your attack. You can use this in conjunction with ranged attack powers, but it only effects the primary target (if there is one).

Level 3: Shoot and Throw

When you perform a ranged attack or ranged power against a single target within short range, you can follow up with a thrown weapon attack as the same action. You count as drawing and attacking with the thrown weapon as part of the standard action. You can do so even if both of your hands are full. If your ranged attack against the target hit, then the thrown attack gains bonus accuracy and damage equal to your dexterity.

Level 4: Dual Weapon Skill

The scoundrel suffers no penalty when dual-wielding two one-handed weapons.

Level 5: Impaling Shot

When you use the *Deadly Shot* power, you can spend 1 luck for the shot to pass through the target and hit additional foes. If you do, the shot continues for up to 6 squares beyond the target, hitting enemies beyond your primary target. Perform the attack at each target the line until it misses, hits 2

targets, or travels 6 squares. These are secondary targets of the same attack roll. This talent requires *Deadly Shot*.

Level 6: Swashbuckler

When the scoundrel is equipped with 2 one-handed swords, daggers, or a combination of the two, they gain a 1-4 block chance as if they were equipped with a shield. If they have at least 1 dagger equipped, they gain +1 block chance per rank of Dagger Mastery they possess. This talent requires Dual Weapon Skill talent.

Level 7: Hit and Run

After the scoundrel performs any standard action melee or ranged attacks or power, including Quick Draw attacks, they can shift 1 square for free after the attack.

Level 8: Lucky Shot

If you generate luck from an attack that also defeated an enemy, such as by rolling a 14+ on the check, you gain 2 luck instead of 1. As normal, this only applies to actions in which you did not spend luck on for the attack.

Level 9: Bouncing Shot

After hitting a target with a single target ranged weapon attack, you can spend 2 luck for the attack to bounce to another enemy within 6 squares. Make a second attack roll at the next target. This second target is flat-footed against the attack.

Level 10: Infectious Wound

When you deal damage with a melee or ranged attack against a target that is currently suffering from bleed damage, the target begins to suffer from poison damage for the 5 rounds equal to their current bleed damage. Thus, if you hit a target that is suffering from 8 bleed, they are then suffering from 8 poison damage per round for 5 rounds. In addition, any time this effect would occur against a foe, you can spend a luck point. If you do, their current bleed damage increases by 4, and the poison damage per round is equal to their new bleed value.



SCOUNDREL LUCK PERKS TALENTS

Luck perks give you new ways to gain and utilize luck. They are especially important for any scoundrel, as they give a wide variety of survivability.

Level 1: Fortune Favors

After failing a check or attack inside an encounter, the scoundrel can spend a luck to reroll the check.

Level 2: Next Time!

The scoundrel can gain luck by rolling a 14+ on skill checks outside an encounter. These luck points last 24 hours or until the start of the next encounter. The scoundrel can spend luck points outside of encounters to reroll skill and ability score checks.

Level 3: Leaving an Opening

Before making an attack, the scoundrel can spend a luck to make 1 target flat-footed against the attack.

Level 4: Deceptive Shot

When making an attack, but before the enemy rolls for block chance or similar mechanic that allows you to negate an attack based on a d20 roll, you can spend a morale to make the block check or comparable action automatically fail.

Level 5/8: Luck Mastery I-II

You generate luck on any roll of 12+ instead of 14+. This includes spending a minor action to bolster your luck, your luck generation roll at the start of encounters, and any check that you make that you did not spend luck on. The second rank of this talent increases your luck generation to a 10+ instead.

Level 6: Fortune's Hex

The scoundrel spends 2 luck to hex the failed attack of an enemy with poor luck. The scoundrel must have been one of the targets of the attack to hex it. The effect of the hex depends on what manner of attack it was. This power cannot be used on extreme threat enemies or enemies that are more than 5 levels higher than the scoundrel.

- Enemies using manufactured melee weapons are disarmed and their weapon is placed in an adjacent square to them, in a square of the target's choosing.

- Enemies using melee natural weapons apply their attack against themselves

- Enemies using single target ranged attacks or spells have their attack rerolled at one of their allies within 3 squares of the scoundrel

- Enemies using area of effect damaging attacks have their power cancelled and not doing any damage to anyone in the area.

Level 7: Defy the Odds

As a reaction, the scoundrel can spend all their current luck to shield themselves from an incoming attack after it is rolled. They make a luck generation check for each luck they spent. They gain 5 protection for each successful check and +3 protection for each point they surpassed the DC on all the luck generation checks, combining the results of all checks.

For example, if a scoundrel spends 4 luck points against the attack, they will roll 4d20. They roll a 14, 18, 6, and 15. The 14 is a success, so it generates 5 protection. The 18 is a success that is 4 over the goal, so it generates 17 (5+3x4) protection. The 6 fails the luck generation check, so it generates nothing. The 15 is 1 over the goal, so it generates 8 (5+3) temporary hit points. Therefore, the scoundrel would have 30 protection, at the cost of all their luck.

Level 9: Escapable Fate

When the scoundrel would gain an adverse condition, such as ongoing damage, freezing, or bleeding, they can spend 1 luck to not gain that condition from that source.

Level 10: Whimsical Fate

When the scoundrel would be reduced to 0 hit points by an attack, they can spend 3 luck points to avoid death. Upon doing so, they automatically return to half of their maximum hit points instead of dying. This also cancels all wounds they have suffered. However, after doing this, they lose all luck they have, and cannot generate or spend luck until they have performed a long rest and 24 hours have passed.

SCOUNDREL STREET FIGHTING TALENTS

Scoundrels rely on more than luck to survive the mean streets. They learn to fight in the dirties and most dishonorable methods possible to win. They can perform a variety of stunts to disable their foes and set enemies up for killing blows.

Level 1: Kick

As a reaction, you can try to interrupt an adjacent enemy's spell with a kick attack. The spell must be one manifested as a standard, move, or full-round action. To kick them, you make an acrobatics test against their toughness. If hit, the target must make a DC 20 resist fatigue check or lose their spell. They spend their action, but the spell does not go off and the mana is not spent. If the acrobatics check fails, or the resist fatigue check succeeds, the action has no effect.

Level 2: Eye Gouge

As a reaction, when an adjacent enemy that is large-size or smaller tries to attack you, you can interrupt the attack with an eye gouge. The scoundrel makes an acrobatics check against the target's toughness. If the check is successful, the enemies attack has a -5 penalty and cannot gain attack overages.

Level 3/6/9: Quick Reflexes

For every rank of this talent, the scoundrel gains +2 accuracy with opportunity attacks and can make 1 additional reaction every turn.

Level 4: Dirty Fighting

You can try to blind enemies by tossing sand, dirt, or powder in their faces. This effects a Cone (3) area, with the scoundrel making a Prowess + Dexterity check as a standard action. All enemies in the area must make a resist torture check against the scoundrel's attack roll or be blinded for 1 round.

Level 5: Master Brawler

You have focused on expanding your unarmed fighting. You gain +4 accuracy and damage with your unarmed attacks. In addition, this talent improves your *Kick* and *Eye Gouge* talents. Both talents gain +5 to the acrobatics check. *Kick* increases the resist fatigue check to DC 24. *Eye Gouge* now gives a -10 accuracy on the attack.

Level 7: Bleeding Strike

All weapon attacks that you make that successful damage a target deal 1 bleed per attack or increases bleed by 1.

Level 8: Bottom Feeder

When you perform an attack against a bleeding target, you gain bonus damage on your attack equal to the target's current bleed value, determined before you made the attack.

Level 10: Follow Up

After you perform a successful *Kick*, *Eye Gouge*, or *Dirty Fighting* action, you can perform a basic standard action attack against the target. This attack must be with a melee weapon, thrown weapon, or unarmed attack. In the case of *Dirty Fighting*, the attack must be against one of the targets of the power that failed their check and are within reach of the attack.

SCOUNDREL STEALTH SKILLS TALENTS

Scoundrels focus heavily on subtle combat, using stealth, infiltration, and assassination to solve their problems. This talent tree is identical to the Rogue's Stealth Skills talent tree.

Level 1/4/7: Dagger Mastery I-III

The scoundrel deals +2 power rating of damage with all daggers per rank of this talent. You also deal 2 bleed to flat-footed enemies with daggers per rank of this talent. In addition, any rank of this talent allows the scoundrel to dual-wield 2 daggers without penalty and use Quick Draw in conjunction with daggers to gain additional dagger attacks. The second rank of this talent allows you to never suffer dual-wielding penalties with a dagger, even when they are not used with another dagger.

Level 2: Stealth

The scoundrel can try to hide from sight in an encounter. To do so, they must not have an enemy within 3 squares of her, must have cover or concealment, and her enemies must have other foes to fight. If these conditions are met, they can try to hide from sight as a standard action. Doing so requires a DC 15 hiding check, with the DC increased by 1 for each enemy within 10 squares of her. If they succeed, they gains the hidden condition if she follows the rules of being hidden.

Level 3/6/9: Thief Skills I-III

The scoundrel gains a +2 bonus to the following skills per rank of this talent: stealing, hiding, deception, and appraisal.

Level 5: Poisoned Weapon

Up to twice per day, the scoundrel can spend 1 minute poisoning a weapon or a collection of 20 ammunition. The poison lasts for 1 hour. If they wound a target with a poisoned weapon, the target takes 10 poison damage and 5 poison damage per round for 5 rounds. This can affect multiple enemies, but only a single enemy once.

Level 8: Vanish

When using the Stealth ability, the scoundrel can gain the hidden condition even while enemies are within 3 squares of them or they are the only enemy they are in combat with. The scoundrel can disappear as a move action instead of a standard action. The check still requires a hiding check at the same DC, but the scoundrel gains advantage on this check.

Level 10: Shank

The scoundrel can use a shank attack on an enemy that cannot see her due to being hidden or invisible. This is a standard action. They instantly makes 3 standard attacks with their dagger against the foe. If dual-wielding, they can attack with both weapons. Each attack gains a bonus to accuracy, penetration, and damage equal to their dexterity. Each hit that wounds the target also causes 5 bleed. If the target dies from this attack, the scoundrel does not remove the hidden condition.

SCOUNDREL PASSIVES TALENTS

Scoundrels have a versatile skill set that ultimately involves acquiring more money and power. Many of these passive traits help them earn an income and increase their power in the criminal underworld.

Level 1/6: Crime Pays I-II

When spending time in a city, the scoundrel finds ways to find an income via grifts and petty theft. Every 12 hours they spend in town causes them to generate gold coins based on the town size and their general skill. If they have the second rank of this talent, they generate twice as much gold each 12-hour period.

-In a small village of less than 100 people, they generate gold equal to 3 + their bonus to the stealing skill.

-In a large village, of between 100 and 500 people, they generate gold equal to 10 + twice their bonus to the stealing skill.

-In a small city, with between 500 and 5,000 people, they generate gold equal to 20 + twice their bonus in the stealing skill + their bonus in the deception skill.

-In a large city, with over 5,000 people, they generate gold equal to 50 + twice their bonus in the stealing skill + twice their bonus in the deception skill.

For the purpose of the bonus, this just includes bonus to those skills from classes, archetypes, and talents, not the ability score bonus.

Finally, this talent gives +10 job points per rank of the talent.

Level 2/7: Grifter I-II

The scoundrel gains a +2 bonus to the following skills perk rank of this talent: knowledge, deciphering, deception, stealing, and empathy.

Level 3/8: Versatility I-II

The scoundrel is good at adapting to any circumstance. They gain a +1 bonus to all skill checks and all ability checks that do not have a skill attached to them. The second rank increase this to +2.

Level 4: Back Against the Wall

The scoundrel knows how to react on both side in an encounter. Enemies cannot gain flanking bonuses against the scoundrel in an encounter.

Level 5: Treasure Hunter

The scoundrel is exceptionally good, and lucky, at making the most out of any cache of treasure that is found. When looting a protected treasure hoard, increase the gold reward found in the hoard by 10%. In addition, once per day, when discovering a treasure hoard, the scoundrel can choose to find an extra magic item in the hoard. The GM generates another randomly determined magic item and places it in the hoard.

Level 9: Smuggler

The scoundrel knows the contacts to get the best prices on any item that they find in most big cities. When in a city of at least 500 people, the scoundrel can sell items for their full value, instead of half their value. This talent also gives +10 job points.

Level 10: King of Thieves

The scoundrel is an infamous criminal whose deeds and aliases are known throughout Sanctuary. Wherever they go, there are people who have heard of them, and favors to call in. They gain +5 to all persuasion and deception checks with criminals. In addition, they gain increase benefit out of several different talents:

- They generate twice as much gold as they normally would each day from *Crime Pays*, quadruple if they have the second rank of that talent.
- They gain +2 to the stealing and knowledge skills for each rank of *Grifter* they possess, on top of the normal bonuses for those talents.
- They generate an additional 25%, instead of 10%, gold with each treasure cache they find if they have the *Treasure Hunter* talent.



CHAPTER 4: THE MAGE

ARCHETYPE

Mages are the primary spell users of Sanctuary. Studying for years on how to master mystical energies, these individuals are capable of harnessing power beyond what ordinary mortals can possess. They can hurl fire and lightning from their fingertips, summon portals, create matter from nothing, and design illusions the size of cities. The most powerful can rain fire from the sky and forge their own dimensions.

It takes a great deal of practice to learn how to use magic, and most mages spend their formative years studying under a mentor or at an order hall. Even upon becoming a full-fledged mage, their power only continues to grow. Many mages travel and adventure to improve their deadly powers and become a master of magic that the world looks up to.

The Mage archetype is for players that want to destroy their foes from afar with a variety of powerful magic. In time, mages will have unparalleled utility and damage dealing abilities, but are reliant heavily on their mana pools. Mages have the highest mana pools of any archetype, but they have the least hit points. They are also only mediocre in skills, and the skills they possess are better for the library than the battlefield. Mages that survive to high levels, however, will have the spells to overcome any weakness and bring explosive death to any enemy.

MAGE FEATURES

Hit Points per Level: Vitality +0

Mana per Level: Intelligence +4

Skill Proficiencies: Knowledge +2, Identifying +2, Deciphering +2, Resist Magic +2

Starting Equipment: The mage chooses 1 weapon and 2 pieces of armor. Afterwards, they gain all the equipment listed under the gear section.

-Weapon: Short Staff, Eagle Orb, Short Sword, Club

-Armor: Quilted Armor, Leather Gloves, Leather Boots, Sash, Buckler

-Gear: 2 Minor Healing Potions, 3 Minor Mana Potions, 3 days of rations, 80 gold

Classes: Upon selecting the mage archetype, you chose a class from the following list: sorcerer/wizard, warrior mage, or cultist. Once you make this choice, it is irreversible and plays a major part of your character's growth and abilities, so choose carefully!

MAGE TALENTS

Talents are most of the growth and development for your roleplaying game character. They will provide you with abilities and passive traits that make you more effective as you battle the forces of Hell. At creation, first level, you have access to five talents. You can pick any talent between levels 1-3 at character creation. You can choose your talent from either the two talent trees for the Mage archetype, or the talent trees for your class. As you increase in level, you will gain more talents and access to new and improved talents.

Mages function differently from other archetypes, as they have four base talent trees. All mages have access to the Spell Crafting talents, while their access to others will be dependent on their class. Often, they will be forced to choose one or more of the elemental talent trees to possess: fire, cold, or lightning. Once chosen, the choice is irreversible so be sure to plan what type of magic you will use ahead of time.

SPELL DAMAGE

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + \text{level} + \text{intelligence}$

Light Spell Damage: $10 + \text{level} + 2x \text{ intelligence}$

Moderate Spell Damage: $15 + \text{level} + 3x \text{ intelligence}$

Medium Spell Damage: $20 + 1.5x \text{ level} + 3x \text{ intelligence}$

Heavy Spell Damage: $30 + 2x \text{ level} + 4x \text{ intelligence}$

Lethal Spell Damage: $50 + 3x \text{ level} + 5x \text{ intelligence}$

Talent Level	Fire Talents	Cold Talents	Lightning Talents	Spell Crafting Talents
1	Fire Bolt	Ice Bolt	Charged Bolt	Dispel Magic
2	Channel Fire	Frozen Aura	Lightning Conduit	Expanded Mind Training I
3	Inferno	Frost Armor	Electrocute	Basic Spells
4	Fire Ball	Frost Nova	Lightning Bolt	Rapid Casting I
5	Fire Mastery I	Cold Mastery I	Lightning Mastery I	Expanded Mind Training II
6	Burning Blade	Ray of Frost	Nova	Advanced Magic Theory
7	Fire Wall	Glacial Spike	Static Field	Advanced Spells
8	Meteor	Blizzard	Chain Lightning	Expanded Mind Training III
9	Hydra	Frozen Orb	Thunderstorm	Rapid Casting II
10	Fire Mastery II	Cold Mastery II	Lightning Mastery II	Portal

FIRE TALENTS

Fire spells are one of the three basic elemental types of spells. They are the most commonly known of the elemental spell, as they are direct and destructive.

Level 1: Fire Bolt

Cast as a standard action, this spell shoots a single bolt of pure fire at a target. Used at medium range, this spell gains a +3 accuracy bonus. If it hits, it deals light spell fire damage. This spell costs 5 mana.

Level 2: Channel Fire

As a move action, you channel a current of fire, brimstone, and energy around yourself. Charging you with pure elemental flame, channeling makes it easier to cast fire spells. In a turn you channel, fire spells costs 2 less mana and deal bonus damage equal to your level. In addition, adjacent enemies suffer automatic minor spell fire damage. You also gain +10 fire resistance while you channel. Channeling costs 5 mana per round.

Level 3: Inferno

Cast as a standard action, this spell releases a torrent of flame in a cone in front of you. This spell is a Cone (6) area and makes a spell attack roll. If it hits, it deals light spell fire damage with hailfire (1). If it misses, it deals half damage and no hailfire. This spell costs 10 mana.

Level 4: Fire Ball

Cast as a standard action, this spell shoots a single ball of fire that explodes when it reaches the designated area. Used at medium range, this spell effects a Burst (2) area. If it hits, it deals moderate spell fire damage to everyone in the area, or half damage on missed attacks. This spell costs 10 mana.

Level 5/10: Fire Mastery I-II

You have further mastered the use of fire spells. For each rank of this talent, you gain the following bonuses with all spells from the fire talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with fire spells equal to willpower.

Level 6: Burning Blade

Cast as a minor action, this weapon enchants a weapon in your hand with fire. Any time you hit with your held weapon; you deal an extra hit of light spell fire damage. This only effect melee weapons and ends after 3 rounds or you let go of the weapon. This spell costs 15 mana.

Level 7: Fire Wall

Cast as a full-round action, this spell creates a massive wall of fire. This wall is 1 square wide but has a length of squares up to your level. It must be created within medium range of you. Any or ally, including yourself, that moves into, ends their turn, or starts their turn within the wall suffers medium spell fire damage. The wall lasts for 3 rounds before disappearing. This spell costs 40 mana.

Level 8: Meteor

Cast as a standard action, this spell summons a meteor that falls from the sky and crashes on the target location. It deals considerable damage, but there is some delay that makes it inaccurate. Used at long range, this spell effects a Burst (2) area. It has a -3 accuracy penalty. If it hits, it deals heavy spell fire damage to everyone in the area, or half damage on missed attacks. Afterwards, it leaves an area of burning ground behind in the struck area, dealing moderate spell fire damage to anyone that is in the area at any point of their turn. This burning area lasts for 2 rounds. This spell costs 50 mana.

Level 9: Hydra

Cast as a standard action, this spell summons a three headed elemental hydra that spits bolts of fire at all nearby enemies. The hydra is created within short range of you and cannot be attacked or damaged. At the end of each of your turns, the hydra makes a *Fire Bolt* attack at up to 3 enemies within medium range of it. It cannot attack any one target multiple times in a turn; each fire bolt must be against a different target. The hydra lasts for 4 rounds before disappearing. The mage can only have up to 3 hydras active at once. The hydra's attack does not benefit from you using *Channel Fire*. This spell costs 40 mana.

COLD TALENTS

Cold spells are one of the three basic elemental types of spells. Cold spells are generally less harmful than other elements but are popular because of their ability to slow and freeze their targets.

Level 1: Ice Bolt

Cast as a standard action, this spell shoots a single bolt of ice at a target. Used at short range, this spell deals light spell cold damage if it hits. In addition, the target is chilled for 1 round on hit. This spell costs 5 mana.

Level 2: Frozen Aura

As a move action, you channel a current of swirling ice, snow, and frosty air around yourself. Charging you with pure elemental cold, channeling makes it easier to cast cold spells. In a turn you channel, cold spells costs 2 less mana and deal bonus damage equal to your level. You also gain +10 cold resistance and immunity to the chill and freeze conditions while you channel. Channeling costs 5 mana per round.

Level 3: Frozen Armor

Cast as a move action, this spell wraps you in a protective casing of ice that shields you from attacks. While active, you gain bonus damage resistance equal to your intelligence, and bonus cold resistance equal to 3x your intelligence. In addition, anyone the damages you with a melee attack is Chilled for 1 turn. This spell lasts 5 rounds and costs 20 mana.

Level 4: Frost Nova

Cast as a minor action, this spell releases a wave of cold and ice that hits all nearby foes. This spell effects a Burst (3) area centered on you, but does not harm you. If it hits, it deals light spell cold damage to everyone in the area, and they are chilled for 1 round. On a miss it deals half damage and does not chill. This spell costs 10 mana.

Level 5/10: Cold Mastery I-II

You have further mastered the use of cold spells. For each rank of this talent, you gain the following bonuses with all spells from the cold talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with cold spells equal to willpower.

Level 6: Ray of Frost

Cast as a standard action, you shoot a beam of freezing cold at a single enemy. This spell has a range of medium, and a +2 accuracy bonus. If it hits, it deals light spell cold damage, but gains Hailfire (1) for every 2 points you surpass the target's defense (maximum hailfire 5). If it hits, the target is also chilled for 1 round. This spell costs 25 mana.

Level 7: Glacial Spike

Cast as a standard action, this spell hurls a massive javelin of ice that saps the warmth out of the area around it. This spell is used at medium range, and effects a Burst (1) area. If the spell attack hits defense, it deals moderate spell cold damage. If it hits defense and toughness, the target(s) gains the Freeze condition for 1 round. If it hits defense but not toughness, the target is only slowed for 1 round. This spell costs 15 mana.

Level 8: Blizzard

Cast as a standard action, this spell fills an area with an active blizzard that rains ice down over an area. This effects a Burst (5) area within long range. Everyone who starts or enters the area on their turn suffer an automatic moderate spell cold damage and are Chilled for 1 round. The blizzard lasts for 3 rounds. This spell costs 50 mana.

Level 9: Frozen Orb

Cast as a standard action, this spell creates an orb of ice next to you, that begins moving in a line away from your location. As it moves, it releases volleys of ice bolts in every direction around it. At the end of your turn, the frozen orb moves 3 squares in the chosen direction. It makes a spell attack at any enemy it moves through. On hitting defense, it deals medium spell cold damage and the target is Chilled for 1 round. On hitting defense and toughness, the target Freezes for 1 round. In addition, after its movement, every enemy within short range of the *Frozen Orb* is subjected to an *Ice Bolt* attack as if cast by you. These Ice Bolts do not gain the benefit of the *Frozen Aura* spell if active. The frozen orb lasts for 3 rounds after being cast, each time moving at the end of your turn 5 squares in the same direction, freezing targets it moves through and shooting ice bolts at the end of its movement. This spell costs 60 mana.

LIGHTNING TALENTS

Lightning spells are one of the three basic elemental types of spells. They are a powerful but unpredictable form of magic that can do incredible damage in the right circumstances.

Level 1: Charged Bolt

Cast as a standard action, this spell shoots an array of scattered bolts of electricity that extend outwards in a scatter pattern. This spell creates a number of charged bolts equal to $1/2$ intelligence. This spell effects a Cone (12) area, but only hits a number of targets equal to the bolts of electricity. The attacks are allocated to the closest targets to the caster within the area. Make a spell attack at each applicable target, with a -2 accuracy penalty. On a hit, the spell deals light spell lightning damage. This spell costs 5 mana.

Level 2: Lightning Conduit

As a move action, you become a conduit of electricity, which surrounds you and dances off your form. Charging you with pure elemental lightning, channeling makes it easier to cast lightning spells. In a turn you channel, lightning spells costs 2 less mana and deal bonus damage equal to your level. In addition, if you suffer damage, you release a selection of charged bolts. You make an spell attack at -2 against all enemies within 2 squares of you, dealing light spell lightning damage on a hit. Channeling costs 5 mana per round.

Level 3: Electrocute

Cast as a standard action, this spell shoots a concentrated blast of electricity at a target within short range. If the attack hits defense, it deals moderate spell lightning damage and jumps to another target. Make another spell attack against the second target, who must be within short range of the first target. The second target takes the same damage and effects if hit, but the effect does not jump again. If either target has both their defense and toughness hit by this power, they suffer the tormented and slowed conditions for 1 round. This spell costs 10 mana.

Level 4: Lightning Bolt

Cast as a standard action, this spell shoots a long bolt of lightning that hits all enemies in a line. This spell effects a Line (30) area. If it hits, it deals moderate spell lightning damage to everyone in the area, or half damage on missed attacks. This spell costs 10 mana.

Level 5/10: Lightning Mastery I-II

You have further mastered the use of lightning spells. For each rank of this talent, you gain the following bonuses with all spells from the lightning talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with lightning spells equal to willpower.

Level 6: Nova

Cast as a minor action, this spell releases a wave of lightning that strikes nearby foes. This spell effects a Burst (3) area centered on you, but not does not harm you. If it hits, it deals moderate spell lightning damage to everyone in the area. On a miss it deals half damage. This spell costs 25 mana.

Level 7: Static Field

Cast as a minor action, this spell blasts a target with static electricity, which gains more strength the larger the target is. This is a short ranged spell that attacks a single target. The attack must hit both the target's defense and toughness. If it hits, the target suffers damage equal to their damage threshold, ignoring damage resistance but not causing crippling wounds. A single target can only take damage from this power once per encounter. This spell costs 30 mana.

Level 8: Chain Lightning

Cast as a standard action, this spell summons a bolt of lightning that seeks out enemies to hit. This spell targets an enemy within long range. If it hits, it deals medium spell lightning damage to the target. Afterwards, it jumps to another target within 15 squares of the first target. If it hits, it deals the same damage and then jumps again. It continues going until it hits 5 targets or it misses an enemy. This spell costs 50 mana.

Level 9: Thunderstorm

Cast as a standard action, this spell summons a large storm of thunder and lightning that will occasionally bombard targets with powerful bolts of lightning. The storm is a Burst (6) and created within long range of you. At the end of each of your turns, roll a d20 for everyone that is within the area of the thunderstorm. On an 8+, a target is hit with a bolt of lightning, taking automatic heavy spell lightning damage. This storm persists for 6 rounds before disappearing. This spell costs 60 mana.



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SPELL CRAFTING TALENTS

Spell crafting talents are general abilities that every mage learns how to use and passives to increase their effectiveness casting spells.

Level 1: Dispel Magic

This is a spell that is cast as a standard action. This spell is cast on a target with active spell enchantments or a persistent spell that is ongoing. When cast on a target, the mage makes a spell attack roll against the target for each spell cast on them. The DC is the spell DC of the caster who cast the spell. For each successful check, one enchantment is removed. When casting on a persistent area spell, a single spell attack roll is required against the spell DC of the original caster. If the attacker wins, that spell effect ends instantly. This spell costs 20 mana.

Level 2/5/8: Expanded Mind Training I-III

The mage is more effective at managing their mana pool. The first rank of this talent gives the mage +20 mana pool and +2 mana regeneration. The second rank increases this to +50 mana pool and +4 mana regeneration. The third rank increases to +100 mana pool and +6 mana regeneration.

Level 3: Basic Spells

The mage gains access to two essential arcane spells: *Identify* and *Town Portal*.

-*Identify*: As a standard action, the mage can boost their ability to identify magic items and auras. After casting the spell, the mage gains +10 and advantage on all identifying skill checks that relate to magic items and magic phenomenon. This spell lasts for 10 minutes and costs 10 mana.

-*Town Portal*: As a full-round action, the mage can open a portal back to a town that is within 10 miles per point of intelligence of their current location. This town must be one that possess a population of at least 50 people and where the mage had spent the night. After being opened, the portal remains for 24 hours or until the mage closes it. While opened, anyone, including monsters and enemies, can use this portal to follow the mage back, so it should be used carefully. Town portal costs 30 mana to cast.

Level 4/9: Rapid Casting I-II

The mage can cast multiple spells in rapid succession. The mage gains a bonus standard action on their turn that they can only use to cast one of the following spells: *Fire Bolt*, *Ice Bolt*, or *Charged Bolt*. This standard action cannot be used for any purpose besides casting these spells. The second rank of *Rapid Casting* increases the list of spells that can be cast with this action to include: *Fire Ball*, *Frost Nova*, and *Lightning Bolt*.

Level 6: Advanced Magic Theory

The mage gains +2 to spell accuracy and +4 to the DCs of all their spells. They also gain +4 to the knowledge and identifying skills.

Level 7: Advanced Spells

The mage gains access to two useful utility spells: *Telekinesis* and *Teleport*.

-*Telekinesis*: As a minor action, the mage can move objects with their mind. This power can either effect an unattended object, target enemy, or willing ally within 15 squares. If used on an object, it can move a medium-sized or smaller object a number of squares equal to intelligence. Objects can used with this power to be launched into an enemy, dealing damage as if the target were struck by a falling object of that type. Alternatively, if an item is brought back to the caster's square, they can have it instantly come into one of their empty hands if small enough. If telekinesis is used on an enemy instead, make a spell attack against their toughness. If the attack surpasses their toughness, they are knocked prone. If the spell is used on a willing ally, the ally shifts 1 square of the caster's choosing. This spell costs 10 mana.

-*Teleport*: As a move action, the mage can teleport to a location within their line of sight, up to a maximum of 3x level squares. Teleport costs 10 mana.

Level 10: Portal

As a full-round action, the mage can open a portal to any location on that plane of existence that they are familiar with. In general, this is a location that they have spend at least 24 hours of time at. After being opened, the portal remains for 24 hours or until the mage closes it. While opened, anyone, including monsters and enemies, can use this portal to follow the mage back, so it should be used carefully. Portal costs 50 mana to cast.



SORCERER CLASS

Sorcerers are the most common form of mages in Sanctuary. Most of them come from the eastern mage clans. These ancient orders teach and pass down their secrets to new order members. Once trained, sorcerers seek to perfect their skills while manipulating and controlling the world around them as they see fit. Many sorcerers become terrible villains, while others become righteous forces of good.

Sorcerers often risk damnation by uncovering dark secrets better left alone. This is a risk in the art of magic; perfecting it requires research and experimentation, while that research opens their minds up to dark knowledge that can corrupt them. Many well-meaning and powerful sorcerers were driven mad by trying to understand the Hells and became a servant of that which they originally opposed. It was the mage clans that first alerted the Burning Hells to sanctuary, by summoning demons out of hell to be their slaves.

Sorcerers possess the most varied selection of magic of any other spell caster. While they possess a variety of elemental magic based on their preferred focus, they also can create matter via conjuration or influence others with enchantment. The most powerful sorcerers can create epic feats of magic through rituals, changing the very fabric of reality as they choose.

Most sorcerers are from the eastern mage clans or were at least tutored by someone from that realm. Sorcerers from the west are rare, but not unheard of. Because of this, there is a great deal of flexibility with the backstory of a sorcerer or sorceress. The motivations for adventuring sorcerers vary, but most seek power or knowledge, or simply counter what they perceive to be a threat.

TALENT SELECTION

Sorcerers possess a wide variety of powers. In addition to the four sorcerer talent trees found below, they possess all the generic mage talents. These are the Fire, Cold, Lightning, and Spell Crafting talents.

SORCERER TALENT TREES

Talent Level	Conjuration	Rituals	Enchantment	Sorcerer Training
1	Siphon Mana	Illusion	Disorient	Cantrips
2	Create Food and Water	Move Earth	Prescience	Scholarly Training I
3	Spectral Blade	Divination	Hallucination	Levitation
4	Mana Shield	Create Structure	Charm	Counter Spell
5	Recharge Item	Ritual Mastery I	Polymorph	Scholarly Training II
6	Diamond Skin	Change Weather	Blur	Field Experience I
7	Familiar	Summon Gateway	Slow Missiles	Extra Cast
8	Conjure Equipment	Cataclysm	Mass Confusion	Scholarly Training III
9	Drain Essence	Create Dimension	Mind Control	Field Experience II
10	Mirror Image	Ritual Mastery II	Mass Charm	Recycled Mana

CONJURATION TALENTS

Conjuration is a field of magic that involves creating or transmuting matter, creating corporeal forms of energy, or imbuing energy into an object.

Level 1: Siphon Mana

Siphon mana allows you to drain the life essence of a foe and transform it into pure mana that recharges your supply. Cast as a standard action at a target within 6 squares, on a hit the target suffers minor arcane spell damage. The caster then regains mana equal to twice the damage the target took. This spell costs 5 mana.

Level 2: Create Food and Water

This spell creates a bounty of food and water to feed several people. By channeling for 1 minute, this spell creates enough food and water to feed a number of people equal to the caster's intelligence. By base, this spell only creates basic food and water, such as bread, vegetables, and bland meat. If the caster has an intelligence score of 6 or higher, they can create more elaborate prepared food, such as stews, desserts, seasoned meats, and ale. If the caster has an intelligence of 10 or higher, they can create elaborate feasts that could only be created by the greatest cooks, including rare ingredients and seasoning, perfectly seasoned dishes, and aged wine. This spell cost 10 mana per individual you create food and water for.

Level 3: Spectral Blade

This spell creates a scimitar made of pure force energies to appear in one of your hands as a standard action. You can fight with this weapon when it is created. It is treated as a scimitar weapon that uses intelligence as the core weapon attribute and gains bonus penetration equal to $\frac{1}{2}$ intelligence. You do not need to meet the requirements of this weapons. If you have an intelligence of 10 or higher, the weapon also deals a bonus his light spell arcane damage on hit, in addition to normal damage. This spell lasts for 5 minutes (50 rounds) or until dismissed as a free action. This spell costs 20 mana to cast.

Level 4: Mana Shield

Summoned as a minor action, this spell creates a blue, spherical barrier around yourself that causes damage you suffer to go against your mana instead of hit points. All damage you suffer goes against your mana points instead of hit points, after damage resistance is applied. Any damage that surpasses your mana points are applied in full to your hit points (damage resistance is not applied again). The shield has the downside that your natural mana regeneration from willpower or talents does not apply while the mana shield is active. Once summoned, the mana shield lasts until you chose to end it as a free action, or until you have 0 mana points. This spell costs 5 mana to activate.

Level 5: Recharge Item

You can undergo a ritual to restore the charges of a magic item that has limited charges of a spell. This ritual takes 10 minutes to complete and costs an amount of mana equal to 5x the charges you restore to the item. You can only give charges to an item if you have an intelligence that equals the level of the spell the item casts. Once you recharge an item, it cannot be recharged again for 3 days.

Level 6: Diamond Skin

As a move action, you can transform your skin into pure, glistening diamond, causing attacks to bounce off your impenetrable skin. While active, you gain bonus damage resistance equal to 4x your intelligence. This damage resistance is an armor bonus and does not stack with any armor you wear. This spell lasts for 5 rounds. The spell costs 20 mana to activate.

Level 7: Familiar

As a minor action, you can summon a semi-sentient being of energy that helps you fight by shooting bolts of arcane energy at the target of your attacks. This globe of energy floats over your shoulder and cannot be attacked or interacted with. Every time you make a spell attack versus an enemy, the familiar also shoots a bolt of magic at one enemy you attacked. If you used an area of effect power to hit multiple targets, the familiar shoots the target that is closest to you. The familiar's attack is a normal spell attack that deals light spell arcane damage to the target on a hit. If you cast multiple offensive spells in a turn, the familiar assists with each one. The familiar lasts for 5 rounds. This spell costs 25 mana to activate.

Level 8: Conjure Equipment

This spell can be used to create a collection of common items. It can create ammunition, weapons, armor, and gear items. This spell cannot create gold, potions, or crafting components. All the created items must be basic quality and be non-magic. You can create 100x your level gear with a single casting. This spell costs 5 mana and takes 5 minutes per 100 gold worth of gear created. Thus, if you create 1,000 gold worth of gear, it takes 50 mana and 50 minutes to conjure.

Level 9: Drain Essence

This spell drains a number of nearby corpses for their life essence, which the caster recycles as energy for themselves. This spell effects any number of corpses within short range. Each effected corpse is disintegrated into blue energy, then drawn into the caster. As those corpses are consumed, they cannot be used for any other purpose. The caster regains 20 mana for each consumed corpse. This spell is cast as a full-round action and costs 10 mana.

Level 10: Mirror Image

This powerful spell creates two semi-real replicas of yourself crafted out of pure energy. These replicas follow within 3 squares of you. Any time you cast a spell, they also cast the spell at the same or different target. Any spell the mirror images casts suffers a -5 accuracy penalty and deals half damage after damage resistance is determined. The mirror images replicate all spell cast while active, not just direct offense spells. Thus, if you summon your mirror images, and then called a familiar for extra attacks, your mirror images would also summon a *Familiar* to help with their attacks. However, your mirror images only replicate spells cast while they are active. Thus, if you cast *Diamond Skin* and then use mirror image, the images would not have diamond skin.

Mirror images can be attacked and killed. They function identically to you as a target, except have half as many hit points. Crippling wounds simply deal +20 damage per wound and do not cause injuries. If the mirrors have *Mana Shield* active on them, the damage they suffer is subtracted from your mana pool, as the mirror images do not have a mana pool. This spell is cast as a minor action, costs 100 mana, and lasts for 4 rounds.

RITUAL TALENTS

Rituals are a special form of powerful magic that causes dramatic effects that are often massive in scope and sometimes permanent. They are powerful spells that cannot be cast in the heat of combat; they must be channeled over a long period of time spent chanting incantations, drawing runes, and shaping magical energies. Rituals usually also cost components that are consumed in the casting of the spell but are necessary to harness the required magical energies.

Level 1: Illusion

This spell creates a permanent illusion over an area. To anyone else, this illusion makes it seem like there is something there that is not or hide the presence of something. For example, this power can make there seem like there is a wall where there is a door, make a bridge become invisible, or create a phantom house where there is none. While the nothing has physically changed; if you walk over a cliff where there is a hidden bridge, you will still step on the bridge. If you take refuge inside of an illusionary house, you will still suffer the full heat of the sun, even if you cannot see the sun.

When creating an illusion, you can create or hide permanent features in an area. You can alter 3 squares per level you possess with a single casting. The ritual takes 10 minutes to cast, costs 40 mana, and costs the following ritual components: 20 arcane dust, 2 veiled crystals, and a topaz of any quality.

If another mage gets within 1 square of an illusion, they can make a DC 30 identifying skill checks to realize there is an illusion present and at work. An illusion can be removed with the *Dispel Magic* spell.

Level 2: Move Earth

This spell reshapes the earth in a pattern of your choosing. You can move the ground to create a tower of earth, a land bridge over a chasm, create a hole or chasm, a large wall of clay, or whatever else you imagine. This spell allows you to move 2x level squares of dirt, rock, clay, sand, or other earthen material to a position of your choosing, all within distant range. This power does not change the composition of the matter you are using from one to another; it simply rearranges it as you chose. Thus, you cannot create a land bridge out of sand; it would simply fall. Similarly, you must be careful moving rock, as it might fall out of gravity. The GM is the arbitrator on what materials can be found, how they can be moved, and the consequences of shaping different resources in different ways. In general, you can only create basic shapes, not elaborate statues or detailed designs.

When created, this spell is permanent and cannot be dispelled. The moved ground can be moved again through magic or normal physical labor or effort. The ritual costs 5 minutes to cast, costs 20 mana, and costs the following ritual components: 10 arcane dust and an amethyst of any quality.

Level 3: Divination

Divination allows you to spy on another target regardless of distance. By using *Divination*, you choose to spy on an individual or location. Upon casting the spell, you project your spiritual essence to watch the target or location for up to 1 minute per level. When projected, you cannot interact or perform any actions, and your physical body is helpless. However, you can have sight, sounds, and smell when observing your target. If your target is a moving individual, your projection follows them closely. If your target is a location, you have a bird's eye view of the location. You cannot move or travel around the location, but simply watch it in its entirety from above. The GM is the ultimate judge of what you can see and what your line of sight reveals.

This spell cannot be used to view other planes or times. If you are viewing an individual who is a mage, they can make a DC 30 identifying skill check to realize they are being spied upon, though not who is spying on them. You can be sent back to your body with a *Dispel Magic* spell. The ritual costs 5 minutes to cast, costs 30 mana, and costs the following ritual components: 10 arcane dust, 2 veiled crystals, and a token of the target you are spying on. For an individual, it must be a possession of theirs or a piece of them. For a location, it must be part of that location, such as a brick of the building or a rock or plant that comes from that place.

Level 4: Create Structure

Create structure is a powerful spell that allows the user to create a manmade structure out of pure magical energies. This house can be made of wood, clay, or stone or any similar material. Upon being crafted, it can have all the structural details of an actual structure, such as a foundation, doors, walls, windows, roof, and all the nails and bits it needs to make it all stay together. The caster can use this power to create a fully enclosed structure, an expansion on an existing building, or a few small buildings that are close together. It cannot make detailed work, like an elaborate statue or work of art, and the building will not be furnished. It can be made to any architectural style the caster is familiar with.

When casting this ritual, you can add up to 2 square area of structure for every level that you possess. This square area can have any combination of walls, floors, roof, or what not. For example, if you wanted to create a small cottage that was a 4 by 4 area and only 1 square high, you would need to be level 8. The ritual takes 10 minutes per square to cast, costs 5 mana per square, and costs the following ritual components: 30 arcane dust, 1 death's breath, 2 topaz, 2 amethyst, and 1 diamond. The gems can be of any quality. Once created, the structure is permanent as per an ordinary building.

Level 5/10: Ritual Mastery I-II

Ritual Mastery allows you to cast more powerful versions of the sorcerer rituals. Casting these empowered rituals takes a longer time and requires more spell reagents. Every ritual in this talent tree has an improved version for ritual mastery I and a second possible improvement for ritual mastery II. When casting a ritual, you must decide if you are using the base ritual without ritual mastery, the ritual mastery I upgraded version, or the ritual mastery II upgraded version (if you have it). You can also enact the ritual applying both ritual mastery I and II, for an ultimate version of the ritual.

In general, the cast the ritual mastery I variants, the spell takes twice as long, requires 2 additional death's breath, and any gems involved must be flawless quality. To cast the ritual mastery II variants, the spell takes twice as long, requires 2 forgotten souls, and any gems involved must be perfect quality. If you are enacting the effects of both ritual mastery I and II, the spell takes four

times as long to cast, requires 2 death's breath, 2 forgotten souls, and all gems involved must be perfect quality.

Illusion

-Ritual Mastery I: With ritual mastery I, the ritual can become semi-solid. If someone does not realize it is there, it becomes real for them. Hiding a bridge makes the bridge not exist if they do not realize the illusion. Creating an illusionary building has walls that can be touched and felt, and surfaces that block contact with the elements. In addition, you can double the number of squares you effect with a single casting.

-Ritual Mastery II: With ritual mastery II, you can create illusionary lifeforms following program designed for you. For example, if you create an illusionary house, you can create an illusionary family that lives there and goes about their daily chores. You can even have these illusions interact with their changing surroundings or other people based on pre-determined parameters. However, these people are not real and cannot move or change anything that is not also an illusion. Each character created costs 2 squares of creation for the illusion.

Move Earth

-Ritual Mastery I: With ritual mastery I, you can shape the earth you move into detailed forms, such as creating statues made of rock or creating clay walls with buttresses. Every square of earth you move costs 3 squares for your move limit if you make minor modifications, or 10 squares if you make a detailed work of art.

-Ritual Mastery II: With ritual mastery II, you can move metal ore as well as other forms of earth. In addition, you can transmute one type of earth into another, like turning stone into sand or clay into metal. Each square you transmute costs 5 squares of movable matter. However, this version of the ritual also gives twice as much squares of modification.

Divination

-Ritual Mastery I: With ritual mastery I, when using divination, you can move around your spiritual projection at 3 squares per round. You cannot pass more than 30 squares from the divined target, whether it is an individual or location. You can also increase the divination to last up to 10 minutes per level.

-Ritual Mastery II: With ritual mastery II, you can use divination to investigate a target's past. You can look into the target's past up to a number of years equal to your level x intelligence. When you manifest the spell, you must determine the exact date you wish to go back to. However, it is dangerous to pull back the veil of time and the GM must roll a d20 for the divination. On an 8-20, the spell does not take effect.

Create Structure

-Ritual Mastery I: With ritual mastery I, you gain twice as many squares to build your structure with. You can also furnish the structures you create, costing 1 square of creation per furnished square.

-Ritual Mastery II: With ritual mastery II, you may also create areas of nature as part of your act of creation. In a square that you do not create structures or furnishing, you can create grass, plants, trees, water, or even small animals. You can mix this act of genesis with created structures to form buildings surrounding by a garden or grove.

Change Weather

-Ritual Mastery I: With ritual mastery I, you can create larger areas of weather that last longer. The weather you create covers 250 squares per level and lasts 30 minutes per level.

-Ritual Mastery II: With ritual mastery II, you can create dangerous and devastating weather, such as tornadoes, hurricanes, lightning storms, and even earthquakes. If you are creating dangerous weather, the duration is only $\frac{1}{4}$ what it normally is.

Summon Gateway

-Ritual Mastery I: With ritual mastery I, you can choose for the portal to only be one-way, if you choose. You can also set the portal so that it stays open as long as 24 hours but can be closed at any time by you as a minor action. Finally, you can cause the portal to vary in size, from being anywhere from half the normal size to ten times the normal size.

-Ritual Mastery II: With ritual mastery II, the gateway you create is permanent. However, you can seal the gateway until the proper action is taken to open it, such as speaking a command word, performing a ritual or sacrifice, or pulling a lever.

Cataclysm

-Ritual Mastery I: With ritual mastery I, the spell lasts 1 minute per level of the caster and effects an area equal to 50 squares per level. Finally, targets are struck by lightning on an 18-20.

-Ritual Mastery II: With ritual mastery II, the spell effects also bombard the area with meteors, earthquakes, and powerful winds. Everyone with the area must roll a d20 every 2 turns. On a 20, they will be hit with the *Meteor* spell. In addition, the shaking of the earth causes all ground to be difficult terrain, and the torrential winds makes flying impossible. The additions to the ritual's onslaught make it likely to level all but the strongest structures and natural features in the area.

Create Dimension

-Ritual Mastery I: With ritual mastery I, the dimension you create or add to expands gains 10 times the amount of area that it would normally have. For example, if it would create a dimension with 150 squares of space, it would instead create a dimension with 1,500 squares of space.

-Ritual Mastery II: With ritual master II, you can alternate the fundamental laws of reality of your dimension. Examples include increasing or decreasing gravity, altering temperature or adding weather, changing the appearance of the bounds of the dimension, creating sounds or smells, adding a looping effect that causes individuals who walk off one edge of the dimension to step on the opposite side, modifying how fast time moves in the dimension by up to 50%, and whatever else the imagination can think of! Keep in mind that creating matter within the dimension is the purview of powers such as *Create Structure*.

Level 6: Change Weather

Change weather allows you to alter the weather in an area around you to something you desire more. It must be a type of natural phenomenon that is native and possible in the environment you are currently within (snow only where it is cold enough, sandstorm in the desert, etc.). This change in weather can be placed within remote range of you, and it effects an area of 100 squares per level you possess. Weather changes last for 5 minutes per level of the caster. It cannot create truly destructive types of weather, such as tornadoes, hurricanes, or lightning storms.

The ritual takes 15 minutes and 60 mana to cast. Once activated, a mage can make a DC 20 identification check to realize the weather change is magic in nature. They can try to use *Dispel Magic* to instantly end the spell. The spell costs the following ritual components: 30 arcane dust, 2 veiled crystal, 1 death's breath, 1 diamond, and 1 sapphire.

Level 7: Create Gateway

This ritual opens a portal to another plane of existence. The options for this power are generally the Burning Hells or the Shining Heavens. Once formed, this portal is 4 squares wide and 8 squares tall. Portals to heaven are usually filled with brilliant white light, while portals to hell appear filled with boiling blood. The gateway is a two-way portal in which individuals can pass back and forth through dimensions. This means that portals to Hell will usually involve demons rushing out to greet you, at least after a while. Once created, this gateway will remain for 10 minutes. It cannot be ended early. While a portal can be directed to a specific location, it will usually not bring you there, but to a nearby part of the realm instead.

Alternatively, this portal can create a gateway to sanctuary while in those other realms. This ritual takes 30 minutes and 60 mana to cast. This spell costs the following ritual components: 60 arcane dust, 5 veiled crystals, and 2 death's breath. In addition, a portal to hell requires 5 demon flesh and a bottled hellfire. A portal to heaven requires 5 angel essence and 5 holy water. Meanwhile, a portal back to Sanctuary requires 1 amethyst, 1 diamond, 1 emerald, 1 ruby, 1 topaz, and 1 sapphire.

This spell can potentially lead to other planes of existence, such as the Pandemonium Fortress or the personal realms forged by the Create Dimension ritual. The GM determines whether such portals are possible and what they require to travel there.

Level 8: Cataclysm

This dangerous ritual creates a storm that rains fire and bombards the area with lightning strike. When unleashed in a civilized area, it can cause massive casualties. Able to be manifested within remote range, this storm affects an area equal to 25 squares per level in size. Everyone within the area takes minor spell fire damage every round and must roll a d20 on their turn. On a 20, they are

struck by lightning and suffer heavy spell lightning damage. This spell lasts for 1 round per level of the caster.

This ritual takes 30 minutes and 60 mana to cast. This spell costs the following ritual components: 50 arcane dust, 2 death's breath, 2 rubies, and 1 topaz. After casting this spell, the caster must rest for 1 hour before casting it again.

Level 9: Create Dimension

A spell favored by powerful and reclusive sorcerers; this spell creates an empty alternate dimension for their own uses. This dimension has an area of 5 squares per character level, always in a perfectly square form. This dimension has nothing within it, and usually appears to be an infinite, pure blackness regardless of the bounds of the realm. The realm possesses comfortable temperature and breathable atmosphere. Once created, the caster can fill it with whatever they want, including material looted from Sanctuary or structures they build manually or with the Create Structure ritual. This ritual can be cast multiple times; either creating multiple dimensions or increasing the size of a pre-created dimension.

This ritual takes 4 hours and 80 mana to cast. This spell costs the following ritual components: 100 arcane dust, 10 veiled crystals, 3 diamonds, and 2 death's breath. Once created, the user can teleport to their dimension at any time by performing a 10 minute ritual. This ritual cost 40 mana and 10 arcane dust. They can also use the *Create Gateway* ritual to open a temporary (or sometimes) permanent portal to their own dimension.



ENCHANTMENT TALENTS

Enchantment are a group of spells that usually involve manipulating, controlling, or changing others into something else.

Level 1: Disorient

Disorient confuses the target, causing them to be distracted on their next action. This spell is cast as a minor action and involves a spell attack at a target's resolve with a +2 accuracy bonus. If it hits, the target suffers disadvantage on their next check. They also cannot perform opportunity attacks until they make their check with disadvantage. This spell costs 5 mana.

Level 2: Prescience

Cast as an instant action, prescience allows you to spend 10 mana to reroll an attack roll you just made. You can only use Prescience to reroll an attack once, but otherwise you can use this spell any number of times per round.

Level 3: Hallucination

Cast as a standard action, hallucination allows you to create a temporary illusion of a creature or character. This hallucination can be up to huge-sized and will very closely resembles the target you are replicating. Most often, this spell is used to distract or confuse enemies, and can be useful for fooling foes even outside of encounters. The hallucination you create can be created within medium range and must remain within medium range of you. On your turn, you control the hallucination's actions and sustain the power as a standard action. The power lasts if you sustain the image. While the hallucination looks and sounds real for all purposes, it can be revealed as false by touching or attacking it. If you try to attack it or are a mage looking upon it, you can make a DC 25 identification to reveal it is a hallucination. Physically touching it will always reveal it is false. This spell costs 20 mana.

Level 4: Charm

Cast as a move action, charm causes a target to like you more. Usable only on humans and other mortal creatures, this spell involves a spell attack versus a target's resolve. If it hits, the target is likely to lose their anger toward you and become more friendly. Consider them to be a step friendlier than they would normally be. If they did not like you, they will now have no feelings toward you. If they were neutral about you, they will like you. If they like you, they might consider you a good friend. This spell has its limitations. It cannot be used in combat, and it will not help against someone that will try to kill you on sight. If a user becomes aware that you cast *Charm* on them, they will become angry. If you cast *Charm* and missed the target's resolve by 10 or more, the spell mishaps and has the opposite effect; the target is now more opposed to you. This spell involves very subtle casting animations and ritual words, allowing it to be cast without much visual effect. It takes a DC 20 identification check from another mage to recognize you are casting it. This spell can be removed via *Dispel Magic*. This spell costs 10 mana.

Level 5: Polymorph

Polymorph transforms the target into a harmless animal, such as a sheep, rabbit, frog, or squirrel. Cast as a standard action, this spell targets an enemy within 15 squares and makes an attack versus their toughness. If the attack hits, the target gains the Polymorphed condition for 5 rounds. The target can spend a full-round action on their turn to make a Resist Magic check against your spell DC to end the effect. This spell costs 25 mana.

Level 6: Blur

Cast as a minor action, Blur obscures your form under a veil of illusions that distort your form. While active, you gain concealment against all attacks against you. This lasts until the start of the caster's next turn. This spell costs 10 mana.

Level 7: Slow Missiles

Cast as a free action, the caster uses their divination to be able to see projectiles moving in slow motion towards them, allowing them to avoid them more easily. This lasts until the start of their next turn. Each round this is used, all ranged attacks, including area of effect attacks, suffer disadvantage against the sorcerer. This spell costs 15 mana.

Level 8: Mass Confusion

Cast as a standard action, this spell hexes all enemies within a Burst (2) at medium range with confusion. Make an attack versus resolve against all enemies within the area. Any of them that you hit are confused for 5 rounds. Every round, a confused target must make a resist magic skill check in order to perform any actions. This spell costs 30 mana.

Level 9: Mind Control

Cast as a standard action, this spell takes over a target's mind and makes them your puppet. This requires a spell attack versus resolve at short range. If you hit, you determine all the target's actions, thoughts, and behaviors for as long as the spell is active. This spell lasts until you dismiss it as a free action, chose to mind control someone else, or the target makes a successful resist magic check after every hour of being affected by this power. For the victim, being mind controlled counts as a Traumatic Event for trauma purposes. For the caster, if the individual you are controlling is killed, it counts as a Serious Event for trauma purposes, as you experience dying on their behalf. This spell costs 40 mana.

Level 10: Mass Charm

Cast as a full-round action, *Mass Charm* functions similarly to the *Charm* spell except that it effects all targets within medium range that are looking at you. Unlike the *Charm* spell, this spell does not require an attack roll and automatically functions. However, it also only lasts for 1 hour, giving you a brief opportunity to sway people to your side. This spell is even more subtle than ordinary *Charm* and requires a DC 30 identification check from a mage to realize that you cast the spell. It is often used in conjunction with speeches and toasts to bewitch a group of people. This spell costs 40 mana. It requires the *Charm* spell.

SORCERER TRAINING TALENTS

Sorcerer training talents are a group of spell and passive abilities that represent the life-long formal training that sorcerers undergo to use their magic. They involve a number of efficient and practical uses of magic, and the skills they require to be a practicing master of the magic arts.

Level 1: Cantrips

The sorcerer can perform a variety of basic magical tricks without having to spend mana. These powers are no use in most encounters but can be useful in various circumstances. At the very least, they can impress non-mages or serve as a quality-of-life improvement for the sorcerer. The following can be performed with cantrips:

- Create a glowing light that flows over your head, providing bright light within 2 squares
- Ignite your hand in flame, allowing you to light torches or candles or provide dim light within 1 square
- Project or alter your own shadow
- Move tiny objects that are less than 10" or 25cm up to 2 squares per turn.
- Remove dirt, rust, or grime from a small area of an item
- Provide a brief, short-lasting electrical charge
- Cause a small item to be frozen in ice
- Cause a small plant to grow or die, or any plant to instantly produce its fruit or seeds
- Create a visible light show of pretty colors in up to a 2 by 2 area
- Make your voice loud and booming
- Perform minor changes to the surrounding temperature for 1 minutes

Level 2/5/8: Scholarly Training I-III

The sorcerer gains +2 to the following skills per rank of this talent: knowledge, deciphering, identifying, appraisal, identify monsters, medicine.

Level 3: Levitation

Cast as a minor action, levitation allows the caster to float about 6" or 15cm over the ground for 1 minute. During this time, they do not touch the ground and as such are not subjected to effects that target those on the ground. They do not trigger traps and can float over water or lava. You suffer half as much falling damage. You still move as you normally would, and this does not alter your attacks or attacks against you. This spell costs 10 mana.

Level 4: Counter Spell

You have the training to counter enemy spells with your own spells, effectively cancelling the spells out. As a reaction, when an enemy cast a spell, you can cast the exact same spell. This can only be done with spells that are cast as a standard action or less. You can choose to counter the spell immediately or until the make an attack roll as part of the spell. If you chose to counter, you pay the mana for casting your own version of the spell, then make an opposed spell attack roll against the other caster. If they already rolled your spell attack roll, you must go against that roll. If you win, both spells are cancelled out and have no effect. If you fail, then your spell is cancelled and their spell goes off as normal. Through having this talent, you gain 1 bonus reaction per turn that can only be used for counter spells.

Level 6/9: Field Experience

The sorcerer gains +2 to the following skills per rank of this talent: climbing, jumping, acrobatics, perception, tracking.

Level 7: Extra Cast

The sorcerer gains an extra standard action every round that can only be used to cast spells. This action can only be used to cast spells that require a move, minor, or standard action.

Level 10: Recycled Mana

Once per round, when the sorcerer kills an enemy with an offensive spell, they regain mana equal to 1/2 the cost of the spell that killed the enemy.

DIABLO



SORCERER CLASS VARIANT: WIZARD

A wizard is a magic user like a sorcerer, but much more dangerous. Rather than learning magic from study and practice, a wizard has an innate ability to use magic. Such power is very corruptive, leading wizards to be impulsive, dramatic, and chaotic individuals who are enamored with their raw strength.

Wizards disdain study and staying still, instead seeking out opportunities to unleash their magic. Their powers are amazing, but raw and untamed. Frequently, there are accidents by those who are too close to a wizard sampling their power. While some wizards are sympathetic to collateral damage, many are not, viewing empathy as an obstacle. The raw power of a wizard makes them a potential source of great good, but their egos make them dangerous and unpredictable allies.

If you choose to play a wizard instead of a sorcerer, you substitute the Sorcerer Training talent tree for the Magic Manipulation talent tree. In addition, you chose one of the following Sorcerer talent trees: Conjuration, Rituals, or Enchantment. That talent tree is replaced with Arcane Magic. In addition, as a wizard, you automatically have the Chaotic Energies trait. For Chaotic Energies, every time you cast an offensive or area of effect spell, roll on the following table to determine any modifiers it gains. You can double the mana cost of a power to not use Chaotic Energies.

Chaotic Energies Roll	Targeted Power	Area of Effect Power
1-2	Wizards is also affected by the spell as if cast by the target, but it gains +4 accuracy and +4 DC	Spell only effects a single target in the area, but costs no mana
3-5	Spell gains -4 accuracy, but any DCs are increased by 4	Increase area' s size by 4, but cut damage in half
6-7	Spell gains -2 accuracy, but increase damage by 10	Decrease area' s size by $\frac{1}{2}$, but increase damage by 10
8-12	No change	No change
13-15	Spell gains +2 accuracy	Increase area' s size by 2
16-18	Spell gains +10 penetration, if applicable	Increase area' s size by 4
19-20	Spell deals double damage, but user takes 2x level piercing damage	Spell is cast twice, but costs 3x as much mana



WIZARD VARIANT TALENT TREES

Talent Level	Arcane Magic	Magic Manipulation
1	Magic Missile	Spell Devastation I
2	Energy Surge	Element Swap
3	Arcane Orb	Rapid Recharge I
4	Arcane Torrent	Enlarge Area
5	Arcane Mastery I	Spell Devastation II
6	Disintegrate	Extra Cast
7	Wave of Force	Rapid Recharge II
8	Archon	Breaching Spells
9	Black Hole	Spell Devastation III
10	Arcane Mastery II	Dual Cast

ARCANE MAGIC TALENTS

Wizards are capable of manifesting pure arcane energies as a form of offensive spell. Arcane magic is comparable to the elemental spell disciplines, but is more powerful and taxing on the caster.

Level 1: Magic Missile

Cast as a standard action, this spell shoots a single bolt of pure arcane magic that homes in on a target. Used at long range, this spell gains a +3 accuracy bonus. If it hits, it deals light spell arcane damage with 5 penetration. This spell costs 12 mana.

Level 2: Energy Surge

As a move action, you summon a column of pure arcane energy to lift you up and empower you. Charging you with unlimited arcane energy, energy surge makes it easier to cast arcane spells. In a turn you use energy surge, arcane spells costs 2 less mana and deal bonus damage equal to your level. In addition, adjacent enemies suffer automatic minor spell arcane damage and the arcane energies gives you +3 damage resistance against attacks. Channeling costs 15 mana per round.

Level 3: Arcane Orb

Cast as a standard action, this spell creates an orb of swirling arcane energy within 6 squares of you. Every round, the orb moves 5 squares in the same direction. Make a spell attack against everyone the orb moves through on its turn. On a hit, the target takes moderate spell arcane damage with penetration 5. The spell lasts for 3 rounds until it dissipates. This spell costs 25 mana.

Level 4: Arcane Torrent

This spell releases a volley of concentrated arcane missiles at a single target within short range. This spell is normally used as a full-round action, but if the caster first cast *Energy Surge* on their turn, it is used as a standard action during that turn. Requiring a spell attack roll against the target, if this spell hits, it deals minor spell arcane damage with 5 penetration and hailfire 4. This spell costs 25 mana.

Level 5/10: Arcane Mastery I-II

You have further mastered the use of arcane spells. For each rank of this talent, you gain the following bonuses with all spells from the arcane talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with arcane spells equal to willpower.

Level 6: Disintegrate

Cas as a full-round action, this spell creates a beam that vaporizes whatever matter is struck by it. This spell is cast a target within short range, requiring a spell attack roll. If the attack hits, the spell deals minor piercing spell damage, ignoring damage resistance of any kind. The attack also gains Hailfire (1) per 2 points of the attack surpasses the target's defense, to a maximum of hailfire (5). Crippling wounds are based on the total damage done after hailfire, instead of before hailfire. This spell costs 30 mana.

Level 7: Wave of Force

Cast as a move action, this spell creates a blast of pure force that strikes all nearby targets and knocks them backwards. This spell effects a Burst (3) area centered on you but does not affect you. It hits both enemies and allies. Make a spell attack against the defense and toughness of all enemies. Enemies whose defense is hit suffer medium spell arcane damage. Enemies whose toughness is hit are pushed 2 squares directly away from the caster. If the attack does not hit defense, it deals half damage. This spell costs 30 mana.

Level 8: Archon

Once per day, the wizard can transform them into an elemental archon formed of pure arcane energies. This is activated as a free action. While in archon form, the wizard gains 50 protection at the start of each turn and gains +20 elemental resistance. The wizard can also fly at their normal movement speed. While an archon, the wizard can only cast spells from the arcane magic talent tree, but all spells cost 0 mana. Every arcane spell they cast deals +5 damage. Every enemy they kill while archon form is active increases the damage their arcane spell deal by 5. Thus, if you kill four enemies with arcane spells while an archon, you have a total bonus of +25 arcane damage with arcane spells. This spell costs 75 mana and lasts for 5 rounds.

Level 9: Black Hole

As a full-round action, you can create a magical black hole consistent of destructive dark energies at a location within remote range. This black hole has a Burst (5) area of effect. Every creature within the area suffers heavy spell arcane damage at the start of their turn. Furthermore, every creature within 15 squares of the center of the black hole is pulled 2 squares towards the center of the black hole (if possible) and gains the Slowed condition. This black hole costs 80 mana and lasts for 3 rounds. You cannot summon a black hole while you already have an active black hole.

MAGIC MANIPULATION TALENTS

While wizards do not have the versatile skills and fine control of their abilities that sorcerers possess, they make up for it with raw power and the ability to shape magic according to their own whims.

Level 1/5/9: Spell Devastation I-III

For each rank of this talent, the wizard counts their intelligence as 2 higher for determining the damage of their spells.

Level 2: Element Swap

When casting a spell that deals fire, cold, lightning, or arcane damage, you can increase the mana cost of the spell by 50% to cause all damage it deals to be swapped to another elemental damage type. You can only change the spell to do one of those four damage types. Thus, you can change a lightning spell to do fire damage or a cold spell to do arcane damage. Besides the change of damage type, all other functions of the spell remain the same.

Level 3/7: Rapid Recharge I-II

This dangerous talent reshuffles how the wizard deals with mana. Instead of having a slowly recharging, large pool of mana, the wizard has a much smaller pool of mana with a much higher mana recovery. Upon taking this talent, your mana pool is reduced by 1/4. This is permanent and apply whenever your mana would go up in the future. Any time your mana pool would change you would need to recalculate the mana pool to be $\frac{3}{4}$ the normal value. However, your mana recovery per round is 3x the normal amount and any talents that reduce the cost of spell decrease the cost by twice as much. The second rank of this talent makes it even more dramatic. Your mana pool is reduced by $\frac{1}{2}$ the normal value, but your mana recovery per round is instead 6x the normal value. The second rank also causes you to regain twice as much mana from spells or potions that recover mana.

Level 4: Enlarge Area

This talent allows you to increase the mana cost of a spell to make it larger. When using a single target spell, you can increase the range of the spell by 1 increment per 6 extra mana you spend. When using a line spell, you increase the length of the line by 1 per extra 1 mana you spend. When you use a cone or burst spell, you increase the size of the spell by 1 for every 3 extra mana you spend.

Level 6: Extra Cast

The wizard gains an extra standard action every round that can only be used to cast spells. This action can only be used to cast spells that require a move, minor, or standard action.

Level 8: Breaching Spell

The wizard gains bonus penetration with all spells equal to willpower.

Level 10: Dual-Cast

The wizard can cast two spells with a single standard action. Both spells must have an action requirement of 1 standard, move, or minor action. However, the wizard suffers a -5 accuracy penalty with both spells, and must pay the mana cost for each spell.

WARRIOR MAGE CLASS

Warrior mages are a rare group of mages that combine their magical training with martial prowess. Warrior mages fight equally with spells and swords and are the mages most likely to use heavy armor in combat. As they focus on fighting from the front lines, warrior mages teach themselves to master defensive spells and how to channel their magic through their weapons.

Warrior mages usually come from the mage clans of the east but are growing in prominence in the west as well. Warrior mages have less robust magical training than a sorcerer, so require less rigid education and practice. Instead, they must be individuals who can match their intellect with their brawn. Individuals who can do both equally are rare, but those who can make ideal warrior mages.

WARRIOR MAGE TALENT SELECTION

Warrior Mages possess all five of their own talent trees, described below. They also possess the Spell Crafting mage talent tree, and just one of the other three mage talent trees, between fire, cold, or lightning. Alternatively, they can swap out either the Enchant Items or Combat Training talent trees to gain access to another elemental talent tree, or swap out both to have all three elements.

Talent Level	Blade Magic	Weapon and Armor Training	Defensive Spells	Profession Skills	Combat Training
1	Spell Strike	Spell and Blade Mastery I	Mana Shield	Connections I	Heroic Strike
2	Chilling Strike	Defensive Combat Mastery I	Spectral Blade	Expert Craftsman I	Counterattack
3	Incendiary Strike	Strength Training I	Elemental Barrier	Expert Enchanter I	Resilience Training I
4	Static Strike	Spell and Blade Mastery II	Arcane Shield	Connections II	Spell Deflection
5	Improved Spell Strike	Defensive Combat Mastery II	Diamond Skin	Expert Craftsman II	Sweeping Strike
6	Howling Tempest Strike	Strength Training II	Heal	Expert Enchanter II	Resilience Training II
7	Meteor Strike	Spell and Blade Mastery III	Prescience	Connections III	Charge
8	Thunderburst Strike	Defensive Combat Mastery III	Improved Elemental Barrier	Expert Craftsman II	Endure
9	Explosive Spell Strike	Strength Training III	Blur	Expert Enchanter III	Resilience Training III
10	Calamity Strike	Warrior Mage Expertise	Universal Elemental Barrier	Forge Artifact	Nerves of Steel

SPELL SURGE

Warrior mages have a special mechanic known as spell surge. By casting spells, they build up a magical charge that they can unleash with their melee weapon. Every spell that they cast or sustain in a round gives them 1 spell surge. Every damage-dealing offensive spell they cast generates 3 spell surge. They can spend spell surge to perform Blade Magic attacks when they perform an attack. They chose a blade magic method they have unlocked and apply it to any attack. You apply blade magic before making the attack roll.

They can apply blade magic to any attack, including opportunity attacks, standard attacks, and attack powers from the combat training talent section. Spell surge can only be applied to single melee weapons; thus, it cannot apply to ranged weapons or both weapons while dual-wielding. You can apply up to three blade magics to a single attack. You can have a maximum of 10 spell surge at once, and it goes away at the end of an encounter.

BLADE MAGIC TALENTS

Blade magic are spell-like abilities that allow the warrior mage to enhance their attacks with elemental and magic effects. To perform blade magic, they must spend spell surge as part of an attack. Using blade magic does not cost any additional mana or actions; it only costs spell surge.

Level 1: Spell Strike

The spell strike blade magic empowers your attack with extra weight and explosive force. You can choose to spend any amount of spell surge on this attack. The attack gains +2 damage and +2 penetration for each point of spell surge you use on the attack.

Level 2: Chilling Strike

By spending 1 spell surge, you enchant your weapon with bitter cold. If the attack hits the target's defense and toughness, they are Chilled for 2 turns.

Level 3: Incendiary Strike

By spending 1 spell surge, you cause your blade to be covered with fire. If the attack hits the target's defense and toughness, they gain the Burning condition.

Level 4: Static Strike

By spending 3 spell surge, you cause your weapon to release an explosion of static electricity upon hitting their foe. Upon hitting a foe, they must make a Resist Magic skill check or suffer lightning damage equal to their damage threshold.

Level 5: Improved Spell Strike

Your spell strike is even more powerful. You now gain +4 damage and +2 penetration for point of spell surge spent on an attack instead of the previous benefit. This talent requires and enhances Spell Strike.

Level 6: Howling Tempest Strike

By spending 4 spell surge, you cause a gust of frigid air to accompany your attack. Whether or not your attack hits, roll a spell attack afterwards. You gain +5 accuracy on this spell attack if you hit with your weapon attack. This spell attack is against the toughness of the target and all other enemies adjacent to your target. If the spell attack hits an enemy's toughness, they gain the Freeze condition for 1 round. This talent requires Chilling Strike.

Level 7: Meteor Strike

By spending 4 spell surge, you charge your attack with flaming force. If you hit the target's defense, they take a bonus hit of medium spell fire damage. If you hit the target's defense and toughness, they are pushed back 4 squares. This talent requires Incendiary Strike.

Level 8: Thunderburst Strike

By spending 5 spell surge, you cause a surge of lightning to explode within your attack. If you hit a target's defense, they take a bonus hit of heavy spell lightning damage. If the target is killed by your attack, they explode in a surge of lightning. Make a spell attack against all other enemies within 5 squares of your target. Each one that is hit suffers heavy spell lightning damage, or half damage on a missed attack. This talent requires Static Strike.

Level 9: Explosive Spell Strike

Your spell strike releases blasts of arcane energies on hit. When you hit an enemy with a spell strike, all other enemies adjacent to the target suffer 7x spell surge spent arcane damage. This talent requires and enhances Spell Strike.

Level 10: Calamity Strike

You can link a number of blade magic together to hit with amazing power. You have no limit to the number of blade magics you can apply to a single attack. In addition, when you use blade magic other than spell strike on an attack, the attack automatically gains the bonus for performing a spell strike equal to the amount of spell surge you spent. For example, if you spend 7 spell surge on an attack that uses the Howling Tempest Strike and Static Strike blade magics, the attack also gains the benefit of being a Spell Strike with 7 spell surge used on it. This talent requires and enhances Spell Strike.



WEAPON AND ARMOR TRAINING TALENTS

Warrior mages need to be able to use weapons and armor as well as magic, to enforce their place as close combat fighters. These are passive talents that help the warrior mage use armors effectively and fight in battle.

Level 1/4/7: Spell and Blade Mastery I-III

The warrior mage deals +2 power rating of damage with all one-handed weapons per rank of this talent and count their intelligence as 1 higher for the purposes of spell damage.

Level 2/5/8: Defensive Combat Mastery I-III

The warrior mage increases the damage resistance of their armor by +1 resistance rating per rank of this talent and increases their maximum hit points per level by 1 per rank of the talent.

Level 3/6/9: Strength Training I-III

The warrior mage counts their strength as 2 higher per rank of this talent for meeting the strength requirements for weapons and armor. In addition, each rank of this talent gives the warrior mage +2 to the pushing and lifting skills.

Level 10: Warrior Mage Expertise

When the warrior mage spends a standard action to cast a spell, they can also make an attack with that action, and vice versa. They can use an attack power as part this ability if they want. When using this talent, they cannot cast a spell or perform a weapon attack that has an action cost longer than a standard action.

DEFENSE SPELL TALENTS

Warrior mages rely on defensive spells to ensure they can survive in close combat. Layering their defensive spells with heavy armor can give them an impressive defense, while also building their spell surge.

Level 1: Mana Shield

Summoned as a minor action, this spell creates a blue, spherical barrier around yourself that causes damage you suffer to go against your mana instead of hit points. All damage you suffer goes against your mana points instead of hit points, after damage resistance is applied. Any damage that surpasses your mana points are applied in full to your hit points (damage resistance is not applied again). The shield has the downside that your natural mana regeneration from willpower does not apply while the mana shield is active. Once summoned, the mana shield lasts until you chose to end it as a free action, or until you have 0 mana points. This spell costs 5 mana to activate.

Level 2: Spectral Blade

This spell creates a scimitar made of pure force energies to appear in one of your hands as a standard action. You can fight with this weapon when it is created. It is treated as a scimitar weapon that uses intelligence as the core weapon attribute and gains bonus penetration equal to $\frac{1}{2}$ intelligence. You do not need to meet the requirements of this weapons. If you have an intelligence of 10 or higher, the weapon also deals a bonus his light spell arcane damage on hit, in addition to normal damage. This spell lasts for 5 minutes (50 rounds) or until dismissed as a free action. This spell costs 20 mana to cast.

Level 3: Elemental Barrier

Summoned as a minor action, this spell creates a barrier against a certain type of elemental magic, chosen from the following upon casting: fire, lightning, cold, poison, arcane, holy, or shadow. When the barrier is erected, you suffer no damage from elements of that type until the start of your next turn. This spell costs 20 mana to activate.

Level 4: Arcane Shield

Summoned as a move action, the spell creates a portable shield of force that floats around you and tries to block attacks. This spell functions identically to a shield that does not take up a hand. It can successfully block 2 attacks per turn, with a block chance of 4. This spell lasts for 2 rounds upon being summoned, and costs 15 mana.

Level 5: Diamond Skin

As a move action, you can transform your skin into pure, glistening diamond, causing attacks to bounce off your impenetrable skin. While active, you gain bonus damage resistance equal to 4x your intelligence. This damage resistance is an armor bonus and does not stack with any armor you wear. This spell lasts for 5 rounds. The spell costs 20 mana to activate.

Level 6: Heal

Cast as a standard action, heal mends the wounds of a target within short range. The target spends a healing threshold and recovers lost hit points equal to 20 +5x their level. This spell costs 15 mana.

Level 7: Prescience

Cast as an instant action, prescience allows you to spend 10 mana to reroll an attack roll you just made. You can only use Prescience to reroll an attack once, but otherwise you can use this spell any number of times per round.

Level 8: Improved Elemental Barrier

When you use the *Elemental Barrier* or *Universal Elemental Barrier* spells, you not only resist elemental damage of that type, but absorb a portion of it as life. When you resist an attack that deals damage of the element your barrier is set to, you not only take no damage, but you heal hit points equal to 1/3 the total damage of the attack. Thus, if you were hit by an attack that deals 60 fire damage, you would heal 20 hit points. This talent requires and enhances *Elemental Barrier*.

Level 9: Blur

Cast as a minor action, Blur obscures your form under a veil of illusions that distort your form. While active, you gain concealment against all attacks against you. This lasts until the start of your next turn. This spell costs 10 mana.

Level 10: Universal Elemental Barrier

This spell functions identically to the *Elemental Barrier* spell, except it protects against all forms of elemental damage instead of just one. This spell costs 60 mana to activate.

PROFESSION SKILLS TALENTS

Warrior mages are versatile characters with wide skill sets. In addition to mastering combat and spell, that also ply a wide variety of trades, and frequently craft their own gear to use or sell.

Level 1/4/7: Connections I-III

The warrior mage's reputation and connections lets them get gear at a cheaper cost while in a friendly town or home territory. They reduce the gold cost of all purchased weapons and armor by 5%. The second rank increases this to 10%. The third rank increases it to 20%. Finally, the warrior mage gains +10 job points per rank of this talent.

Level 2/5/8: Expert Craftsman I-III

The warrior mages excel at forging their own gear for battle. They reduce the cost multiplier and creation time for creating for creating superior, socketed, and/or higher tier items by a percentage equal to 5x their intelligence. Thus, a warrior mage with 6 intelligence would reduce the cost multiplier of crafting items by 30% (rounded down). Thus, crafting an item with a +100 cost modifier that would take 8 hours to make would instead have a cost modifier of +70 with a creation time of five and a half hours. Each rank of the talent beyond the first gives +10 to the percentage reduction on top of the 5x intelligence. Finally, every rank of this talent gives you +5 job points to spend however you wish.

Level 3/6/9: Expert Enchanter I-III

Warrior mages are the best at enchanting magical weapons and armor. For every rank of this talent, the warrior mage reduces the arcane dust, veiled crystal, and death's breath reagent requirements for enchanting magic items by 20%. In addition, when randomly determining the results of a magic item you enchant, you can modify the dice roll up or down by up to 2 per rank of this talent to help determine what magic enchantment you place. Thus, if you have 2 ranks in this talent, and roll a 14, you can chose any magic enchantment result between 10 and 18, instead of just the 14 result. Finally, every rank of this talent gives you +5 job points to spend however you wish.

Level 10: Forge Artifact

This powerful talent allows you to create a unique artifact with numerous layers of magic enchantment. Doing so requires using the Craftsman job to create your own item, then also enchanting it yourself. When creating the item, it must be of superior quality of a tier, with double the normal cost and time required. Afterwards, you must enchant the item as a rare enchantment on any level. The enchantment costs double the normal amount of Pure Arcana and takes twice as long. When finished, the item is created as normal, but gains the following additional enchantments:

- Twice as many rare enchantments, of the same ET as the item normally has for its EL
- One additional prefix enchantment, of the highest ET as the item normally has for its EL
- One additional suffix enchantment, of the highest ET as the item normally has for its EL

This talent requires Expert Craftsman III and Expert Enchanter III talents to utilize. You also must have at least 5 job ranks in both the Craftsman and Enchanter jobs.

COMBAT TRAINING TALENTS

These talents are common warrior abilities or passive traits that allow the warrior mage to replicate some of the fighting styles of more martially devoted characters.

Level 1: Heroic Strike

As a standard action, the warrior mage can perform a heroic strike with a melee weapon. If they do, they can perform a standard melee weapon attack. If they hit, they deal bonus damage equal to their character level +5.

Level 2: Counterattack

Once per round, after the warrior mage is missed by a melee attack or blocks the attack with a shield, they can use this ability to make a normal standard action attack back at their attacker. This uses their reaction.

Level 3/6/9: Resilience Training

For each rank of this talent, the character gains +20 maximum hit points, and +2 to the resist poison, resist fatigue, and resist torture skills.

Level 4: Spell Deflection

You can use shields to block spell attacks, including area of effect attacks, even though shields cannot generally do so. This works when you have a shield equipped in one hand or have a spell such as *Arcane Shield* active.

Level 5: Sweeping Strike

When making an attack, you can choose to make a sweeping strike. If you do, you choose two targets that are adjacent to each other and within your reach. You can make a single melee attack and apply it to both targets.

Level 7: Charge

The warrior mage can spend a full-round action to charge towards an enemy. By doing so, they move twice their move speed in a straight line towards the enemy, and then make a single melee attack. This attack gains +5 accuracy and deals bonus damage equal to twice the warrior mage's strength. If the attack bypasses the target's defense and toughness, they are slowed for 1 turn. This power can only be used against enemies that are at least 4 squares away. After using the power, the warrior mage suffers -4 defense for 1 turn.

Level 8: Endure

The first time the warrior mage takes damage in a round, reduce the damage by half after all modifiers, including damage resistance and hailfire. This resets at the end of the warrior mage's next turn.

Level 10: Nerves of Steel

Once per day, when the warrior mage is reduced to 0 hit points, they automatically revive themselves with half their maximum hit points. They cannot choose not to use this ability when it could activate. This ability can be used again after the warrior takes a long rest.

CULTIST CLASS

Cultists are outlier mages that live outside decent society. Rather than opposing the invasion of Hell, they embrace the Seven as the true leaders of Sanctuary. They constantly seek to open portals to Hell and bring demons into the world. They are promised riches and power for the subservience, but most cultists only receive a death sentence and an eternity in Hell. A rare, powerful few receive the rewards they were promised, however, and that keeps all cultists working for their aspirations.

Cultists channel magic that is linked to the Seven Evils, and by channeling their energies they get a taste of the power of those beings. Because demons are jealous beings, by channeling the power of one evil they lose the powers of others, so they must carefully manage their aspects between different demons.

Cultists are followers of Hell, so it is unclear why they would join a group of heroes. Perhaps there is a larger agenda at play, or they are a pawn in the different Evils plotting against each other. You should generally have GM permission to play as a cultist, and if you are playing one, you need a strong backstory and motivation to stay with the heroes.

CULTISTS TALENT SELECTION

Cultists possess all five of their own talent trees, described below. They also possess the Spell Crafting mage talent tree, and just one of the other three mage talent trees, between fire, cold, or lightning. Alternatively, they can swap out any cultist talent trees to gain access to another elemental talent tree or swap out two cultist talent trees to have all three elements. If they remove two talent trees for more elemental talents, they must sacrifice either two of the Greater Evil talent trees (Terror, Destruction, or Hatred) or both Lesser Evil talent trees (Suffering and Corruption).

Talent Level	Terror	Destruction	Hatred	Suffering	Corruption
1	Mark of Terror	Chaos Bolt	Life Drain	Lash of Torment	Phantom Figures
2	Grip of Fear	Fracture	Amplify Damage Curse	Blood Dagger	Berserk
3	Banshee Howl	Unholy Ground	Focused Rage	Toxic Embrace	Dark Zealotry
4	Self-Loathing	Mana Burn	Death Hex	Delicious Agony	Insufferable Pride Curse
5	Bone Prison	Destructive Enchantment	Raise the Dead	Life Link	Dark Grasp
6	Terror Mastery	Destruction Mastery	Hatred Mastery	Suffering Mastery	Corruption Mastery
7	Hysteria	Chaos Storm	Fueling Hatred	Wave of Torment	Mass Illusion
8	Mind Numbing Terror	Fleshy Growths	Death Spell	Blood Pool	Sacrifice
9	Weighing Nightmares	Touch of Destruction	Soul Siphon	Touch of Andariel	Lies of Belial
10	Breath of Diablo	Power of Baal	Word of Mephisto	Presence of Duriel	Pride of Azmodan

ASPECTS OF EVIL

Cultists gain their power from their reverence of the Prime Evils. All their spells and talent trees are dedicated to a Prime Evil or a pair of Lesser Evils. As they cast spells belonging to a certain demon lord, they improve their Aspect of Evil attached to that demon lord. Many spells that improve one's connection with a demon lord will also decrease their favor with other demon lords, causing them to lose an existing aspect with other lords.

These aspects function as numerical stacks, that give a benefit based on how much favor you have with your demonic overlord. You can have up to twelve aspect points with a single demonic aspect at once. You can have favor with any number of demon lords at once, but it requires careful management of your spells to have a worthwhile amount of favor with different demon lords.

This section details the base benefits for each aspect of evil. Talents may improve the bonuses you gain with these aspects.

- Aspect of Terror (Diablo): You gain +1 to accuracy and skill checks for each aspect of terror point
- Aspect of Destruction (Baal): Your spells deal +3 damage per aspect of destruction point
- Aspect of Hatred (Mephisto): At the end of your turn, you deal 3x your aspect of hatred stacks piercing damage to every enemy within 3 squares of you, ignoring all resistances and immunities.
- Aspect of Suffering (Andariel and Duriel): You gain +1 damage resistance and damage threshold per aspect of suffering point
- Aspect of Corruption (Belial and Azmodan): When you gain an aspect of corruption, you mark an enemy within medium range. That target suffers a penalty to attack accuracy and gain health drain (X) equal to your aspect of corruption points. Whenever you gain an aspect of corruption, you can change your marked target.

For example, on your turn, you can use a power that gives you 2 aspect of destruction points but subtracts 1 aspect point from each other aspect. If you have no other aspects, you suffer no penalties. On your next turn, you use two powers. The first gives you 1 additional aspect of destruction point with no downsides, and the second gives you 1 aspect of hatred with no downsides. You now have 3 aspect of destruction and 1 aspect of hatred. On your next turn, you further your powers of hatred by using a power that gives 2 hatred and -1 all other aspects. You would then have 2 destruction and 3 hatred.



TERROR TALENTS

Diablo is the lord of terror and the most powerful of the prime evils. His magics involve fear and helplessness, and building his aspect gives the caster +1 to attack accuracy and skill checks per Aspect of Terror point.

Level 1: Mark of Terror

Cast as a minor action, this spell grants a single target overwhelming fear. They target must make a resist magic check against the cultist's spell DC or gain the Frightened condition for 1 round. This spell costs 5 mana and generates 1 aspect of terror.

Level 2: Grip of Fear

Cast as a move action, you hex a single enemy with a supernatural grip that tightens and squeezes the more a target moves. On the target's next turn, they suffer 5 piercing damage for each square they moved on their turn. Thus, if they move 6 squares, they suffer a hit of 30 piercing damage. This spell costs 10 mana and generates 1 aspect of terror.

Level 3: Banshee Howl

Cast as a standard action, this spell releases a dangerous, piercing wail of death that strikes all enemies within a Burst (3) centered on the caster. The caster makes an attack against all enemy's resolve. If the attack hits, they suffer moderate spell shadow damage and must make a resist magic skill check versus the caster's spell DC. On a failure, they gain the Frightened condition for 1 turn. This spell costs 20 mana and generates 2 aspect of terror but removes 1 point from all other aspects.

Level 4: Self-Loathing

Cast as a standard action, this spell creates a mirror of its target within 3 squares of them. This mirror is a manifestation of the target's self-loathing and doubt. Only the target of the power can see their dark mirror. Upon being manifested, the mirror acts at the end of each of the target characters turns. It performs the same attack or spell the target performed on their turn, except they use the attack or spell to aid the target's enemies. Generally, when the target performs an attack, the mirror will attack the target with the same attack. If the target performed some action that was beneficial to their allies, such as healing, the mirror will aid or heal one of the ally's enemies. The mirror moves with their target, and always remains within 10 squares of them. The target, and the target alone, can attack their mirror, which has the same defenses and stats as them, but half as many hit points. This spell cannot be cast on enemies of extreme threat or higher. This spell costs 30 mana and generates 2 aspect of terror but removes 1 point from all other aspects.

Level 5: Bone Prison

Cast as a move action, you imprison a target in a cage made of solid bone which bursts from the ground. The target must make an acrobatics test versus your spell DC +3 or be imprisoned. While imprisoned, the target is immobilized and flat-footed, but have cover against attacks. The bone prison lasts for 10 rounds or until destroyed. The prison has 10 damage resistance, 8 defense, and hit points equal to the caster's lethal spell damage. Both the target and their allies can attack the bone prison. This spell costs 8 mana and generates 1 aspect of terror but removes 1 point from all other aspects.

Level 6: Terror Mastery

This talent marks the cultists mastery over inflicting terror. They gain +2 to the following skills: resist torture, resist magic, and persuasion. They also gain an upgraded aspect of terror:

-Improved Aspect of Terror (Diablo): You gain +1 to accuracy, skill checks, defense, toughness, and resolve for each aspect of terror point

Level 7: Hysteria

Cast as a standard action, this spell targets 5 targets within medium range with hysterical fear. Each target must be within 5 squares of another target. Each target must make a Resist Magic check against your spell DC +2 or be Frightened for 3 rounds. At the end of each of their turns, a target can make a Resist Torture check at spell DC to end the effect. This spell costs 10 mana and generates 1 aspect of terror.

Level 8: Mind Numbing Terror

Cast as a standard action, this spell overwhelms a target with their worst nightmares, causing them to panic and freeze. Make a spell attack against the target's resolve. If you hit, the target gains the Stunned and Frightened conditions. Because they are stunned, they cannot actually flee from the fear, but count as feared for all other purposes. To end the effect, the target must make a successful resist torture skill checks against spell DC at the end of their turn. After the effect ends, they must make a sanity check for being exposed to a Traumatic Event. This spell costs 10 mana and generates 2 aspect of terror but removes 1 point from all other aspects.

Level 9: Weighing Nightmare

Cast as a standard action, this spell blasts an area with the eyes of Diablo, whose shadowy gaze doubles their pain and suffering. This effects a Burst (3) area at long range. Every creature within the area takes a hit of shadow damage equal to the hit points they are current missing, to a maximum of 100 shadow damage. This does not require an attack roll. Any target who takes damage also gains the Tormented condition for 1 round. If this attack is made against an enemy who is currently Frightened, they take shadow damage equal to double their current missing hit points, to a maximum of 200 shadow damage, with penetration 10. This spell costs 70 mana and generates 1 aspect of terror per target that took damage but removes 1 point from all other aspects.

Level 10: Breath of Diablo

Cast as a full-round action, this spell summons the destructive breath of Diablo to devastate an area. This spell requires the caster to have 10 aspect of terror points. The power effects a line area that is 3 squares wide and 20 squares long. The caster makes a spell attack against every target within the area. On a hit, the spell deals lethal spell fire damage and lethal spell lightning damage as two separate hits. On a miss, both the fire and lightning damage are halved. This spell costs 80 mana and removes 10 points of aspect of terror.

DESTRUCTION TALENTS

Baal is the lord of destruction, and as such his powers are focused on dealing as much damage as possible. Building his aspect gives the caster +3 spell damage per Aspect of Destruction point.

Level 1: Chaos Bolt

Cast as a standard action, this spell fires an explosive bolt of black fire towards a target at medium range. This spell is a burst 1 and makes an attack versus defense. If it hits a target, it deals light spell fire damage and light spell shadow damage. If it misses a target, they suffer half that much damage. This spell costs 10 mana and generates 1 aspect of destruction but removes 1 point from all other aspects.

Level 2: Fracture

Cast as a minor action, the cultist curses their own body to rip apart and release devastating magics. The caster deals 2 crippling wounds to themselves. This crippling wound cannot be mitigated by any means. Afterwards, all enemies within 2 squares of the caster suffers light spell piercing damage, with no attack roll required. This spell costs 5 mana and generates 1 aspect of destruction.

Level 3: Unholy Ground

Cast as a full-round action, this spell curses an area of land with unholy energies, causing it to radiate dark, shadowy magics while whispers emerge from the ground. The target area is a Burst (4) within long range. Every mortal or beast within contact of the ground at the start of their turn suffers minor spell shadow damage every turn, with no attack roll required. Demons and undead that start their turn in the area, however, do not take shadow damage and instead gain 10 protection. This area lasts for 5 rounds. This spell costs 15 mana and generates 2 aspects of destruction but removes 1 point from all other aspects.

Level 4: Mana Burn

Cast as a standard action, this spell fires a searing blue blast that causes the target's mana to overheat and burn them. This spell requires an attack versus defense at a target within medium range. If it hits, the target suffers moderate spell arcane damage. They then lose mana equal to twice the damage they suffer. This spell costs 3 mana and generates 1 aspect of destruction.

Level 5: Destructive Enchantment

This spell imbues a weapon with incredible power while slowly destroying it. By casting this spell on a touched weapon as a standard action, it begins to burn with incredible elemental power. Each time this weapon hits a target, it deals a bonus hit of moderate spell fire damage, moderate spell lightning damage, and moderate spell cold damage. This enchantment lasts for 5 rounds, after which the weapon is destroyed by the consuming energies. This spell costs 30 mana and generates 1 aspect of destruction.

Level 6: Destruction Mastery

This talent marks the cultists mastery over power and mayhem. They gain +2 to the following skills: climbing, jumping, pushing, and lifting. They also gain an upgraded aspect of destruction:

-Improved Aspect of Destruction (Baal): Your spells deal +6 damage per aspect of destruction point

Level 7: Chaos Storm

Cast as a standard action, this spell curses a storm of raining burning hellfire and shadowy spectres that lash out at anyone nearby. The target area is a Burst (6) column that is 100 squares high, created within long range. Anyone who starts or enters the storm at any part of their turn suffers a hit of heavy spell fire damage and heavy spell shadow damage. This area lasts for 5 rounds. This spell costs 60 mana and generates 2 aspects of destruction but removes 1 point from all other aspects.

Level 8: Fleshy Growths

Cast as a standard action, this spell creates four fleshy tentacles to break from the ground anywhere within medium range of the caster. The growths do not need to be placed next to each other, and each can be anywhere within the caster's line of sight. At the end of each of the caster's turns, each tentacle attacks an enemy within 3 squares of it. This is a normal spell attack for the tentacles to hit, and they deal heavy spell physical damage on a successful hit. These tentacles last for 10 rounds, but can be destroyed (defenses 20, damage resistance 5, 150 hit points). This spell can be cast multiple times, but the cultist can only have four tentacles at once; summoning more while others remain will dismiss old tentacles and replace them with new ones. This spell costs 20 mana and generates 1 aspect of destruction.

Level 9: Touch of Destruction

Cast as a full-round action, this spell creates a massive wave of destructive, powerful energy that sweeps over an area. This spell effects a Cone (12) area and makes a spell attack against the defense and toughness of everyone in the area. Anyone whose defense is hit suffers heavy shadow damage with penetration 20. Any whose defense is hit is pushed 5 squares directly away from the caster. This spell costs 60 mana and generates 2 aspects of destruction but removes 1 point from all other aspects.

Level 10: Power of Baal

Cast as a full-round action, this spell summons the ultimate power of Baal to vaporize a target. This spell requires the caster to have 10 aspect of destruction points. This power marks a single target within remote range as the victim of Baal's rage, that they have no way of escaping. The target suffers a hit of lethal spell fire damage with penetration 10. On the cultist's second turn, the target takes a hit of lethal spell shadow damage with penetration 10. On the third turn, the target takes a hit of lethal spell lightning damage with penetration 10. After each hit, the target is staggered for 1 round for each crippling wound they suffer, stacking with multiple wounds and multiple hits. This spell costs 80 mana and removes 10 points of aspect of destruction. However, each of the spell's hits gain the benefit of the aspect of destruction the cultist had upon initially casting the spell, not at the time of each hit.

HATRED TALENTS

Mephisto is the lord of hatred, and the great leader of Hell. His magics involve curses, siphoning the life energies of others, and controlling the dead. Building his aspect gives the caster an aura that deals 3x aspect of hatred irresistible damage to every enemy within 3 squares at the end of their turn.

Level 1: Life Drain

Cast as a standard action, life drain creates a shadowy link between the caster and a foe that allows them to steal the target's life energies. This spell requires an attack versus defense at a target within short range, with a +2 accuracy bonus. If the attack hits, the target suffers minor spell shadow damage with +1 hailfire per 2 attack overages the attack gained (maximum hailfire 5). Afterwards, the caster can spend a healing threshold to heal hit points equal to the final damage the target suffered. This spell costs 5 mana and generates 1 aspect of hatred.

Level 2: Amplify Damage Curse

Cast as a minor action, this spell applies a Curse to the target that amplifies the physical damage that they take. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, the target suffers -10 damage resistance. This does not change their elemental resistance. This spell costs 3 mana and generates 1 aspect of hatred.

Level 3: Focused Rage

Cast as a move action, this spell creates a connection between any ally and an enemy. Both must be within medium range and line of sight of both each other and the caster. Upon casting this spell, the targeted ally gains the Mighty Boost (4) condition for 3 rounds. Every time he hits his marked enemy with a melee attack, he gains Mighty Boost (+2) and prolongs the spell for another 2 turns. This spell can only grant a maximum of Mighty Boost (10). This spell can be cast multiple times; while a single ally can only benefit from one instance of this spell at a time, a single foe can be the focused target of different allies. This spell costs 5 mana and generates 2 aspects of hatred but removes 1 point from all other aspects.

Level 4: Death Hex

Cast as a minor action, death hex blasts a target with a death spell, possibly ending their life instantly. Make a spell attack roll at a target within short range. Apply the attack against the target's toughness and current hit points. If the attack surpasses both values, the target is instantly killed with no way to prevent the effect. This spell costs 15 mana. If the target was killed by the spell, the cultist generates 2 aspects of hatred. If the spell failed to activate, the cultist removes 1 point from all other aspects.

Level 5: Raise the Dead

Cast as a full-round action, this spell raises several corpses as independent undead. This spell can be used on a Burst 10 area within long range. Upon casting the spell, the caster gains animation points for making undead equal to $\frac{1}{2}$ their level + 2x intelligence. They spend these points instantly, creating a variety of undead of their choice to wander the arena. Each undead type requires a number of corpses and animation points to create. The corpses can be the recent dead of battle or more ancient, buried dead.

Grotesque: 15 animation points, 3 corpses
Mummy: 8 animation points, 1 corpse
Skeleton: 1 animation point, 1 corpse
Skeleton Archer: 2 animation points, 1 corpse
Skeleton Captain: 3 animation points, 1 corpse
Skeleton Mage: 4 animation points, 1 corpse
Unburied: 18 animation points, 5 corpses
Wraith: 10 animation points, 1 corpse
Zombie: 1 animation point, 1 corpse

Once created, the undead are created in the space previously occupied by a corpse. If the undead required multiple corpses, they are location in the middle of the collection of corpses used for the creation. Some sources of corpses, such as mass graves, can be considered near infinite reservoirs of corpses, or at least as many as the GM feels is appropriate.

Note, that while the cultist creates these undead, they have no control over them. The undead will attack them just like anyone else. However, upon being created, if the cultist and their allies do not engage the undead and maintains their distance (at least 30 squares) from them, the undead will probably not attack them and simply proceed to rampage across the landscape and terrorize the living. The undead are permanent until killed.

This spell costs 20 mana and generates 2 aspects of hatred but removes 1 point from all other aspects.



Level 6: Hatred Mastery

This talent marks the cultists mastery over spreading evil and hate. They gain +2 to the following skills: knowledge, identify monster, identification, and deciphering. They also gain an upgraded aspect of hatred:

-Improved Aspect of Hatred (Mephisto): At the end of your turn, you deal 6x your aspect of hatred stacks piercing damage to every enemy within 6 squares of you, ignoring all resistances and immunities.

Level 7: Fueling Hatred

Cast as a move action, this spell fills a target with great bloodlust, that the caster feeds upon. The target must be a friend or foe within medium range. If it is a foe or unwilling target, the caster must make spell attack versus the target's toughness. Upon activation, every time the target makes a melee attack, they gain Mighty Boost (2), Skilled Drain (1), and Precision Drain (1), stacking with each attack. In addition, the caster heals 10 hit points whenever their target makes an attack. Furthermore, when their marked target takes damage, the caster gains protection equal to $\frac{1}{2}$ the damage their target suffers. The cultist can only mark a single target with this spell at a time. It lasts until their target goes 3 rounds without attacking or suffering damage. This spell costs 12 mana and generates 2 aspects of hatred but removes 1 point from all other aspects.

Level 8: Death Spell

Cast as a standard action, death spell instantly takes the life of a number of living targets. This spell takes up a Burst (3) area at medium range. Upon casting this spell, it generates an amount of hit points of damage equal to lethal spell damage +10 for each aspect of hatred point. Then it splits this damage between every target within the area. If this split damage surpasses the current hit points of any creature within the area, they are instantly killed. Otherwise, if the split hit points do not surpass a creature's current, then they are unaffected and suffer no damage. This spell does not affect creatures that are extreme threat or larger or have heroic creature protections. This spell costs 60 mana and generates 2 aspects of hatred but removes 1 point from all other aspects.

Note: If there is a swarm within the area of the death spell, check to see if the split damage surpasses the swarm's toughness. If it does, the swarm suffers 5x the split damage with no way of resisting the damage. Death spell is extremely effective against swarms.

Level 9: Soul Siphon

Channeled as a full-round action, soul siphon allows you to consume the spirits of the recently dead and create wraiths to serve. While you are channeling this spell, any time a creature dies within 15 squares of you, you heal 20 hit points, gain 20 protection, restore 20 mana, and gain 1 aspect of hatred. Afterwards, the dead creature spawns a wraith creature that is under your control. This wraith acts on its own initiative but follows your command. It lasts as long as you channel soul siphon and 2 rounds afterwards. The initial casting of this spell requires 10 mana, but it requires 0 mana every consecutive round you channel the spell.

Level 10: Word of Mephisto

Cast as a full-round action, this spell summons the hellish edict of Mephisto to take control of the dead and weaken the living. This spell requires the caster to have 10 aspect of hatred points. Upon being cast, the caster gains control over all uncontrolled undead within 60 squares of you for 1 hour. In addition, you spawn two groups of wraiths (wraiths with the smallest swarm sized applied to them), both within 6 squares of you. These wraiths act on their own initiative and follow your mental commands for 1 hour, after which they are pulled back to Hell. Finally, all enemies within 60 squares of you gained the Tormented condition for 2 rounds. This spell costs 30 mana and removes 10 points of aspect of hatred.

SUFFERING TALENTS

Suffering captures the parallel aspect of two of the lesser evils; Andariel, Maiden of Anguish, and Duriel, Lord of Pain. Together, they are worshipped for their ability to bring suffering. Building their aspect gives the caster +1 damage resistance and damage threshold per aspect of suffering.

Level 1: Lash of Torment

Cast as a standard action, lash of torment creates a spectral, barbed whip made of coalesced evil and snaps at a target within 3 squares. Make a spell attack against the target with +2 accuracy, dealing moderate spell physical damage on a hit. Afterwards, the target must make a resist magic skill check against spell DC or be Tormented for 1 round. This spell costs 10 mana and generates 1 aspect of suffering.

Level 2: Blood Dagger

Cast as a minor action, this spell creates a dagger made of blood and launches it towards a single target within short range. Make a spell attack against the target, dealing light spell shadow damage on hit. After being hit, the target suffers $\frac{1}{2}$ your intelligence bleed. This spell costs 5 mana and generates 1 aspect of suffering but removes 1 point from all other aspects.

Level 3: Toxic Embrace

Cast as a minor action, this spell target yourself or an ally within short range that is currently suffering from a poison effect. Until their poison ends, it heals the target instead of damaging them. If their poison is prolonged or enhanced from another poison being applied, then this spell is prolonged or enhanced with it. The spell lasts until the target has no poisons in their system. This spell costs 15 mana and generates 1 aspect of suffering.

Level 4: Delicious Agony

Cast as a move action, you gain joy and strength from the pain and suffering around you. Total up a tally number of creatures within 15 squares of you that have the Poisoned, Tormented, or Bleed conditions. If a creature has multiple conditions, they count multiple times. You gain 5 protection for each creature tallied and can spend a healing threshold to heal a number of hit points equal to the tally x5. For every 2 creatures in the count, you gain Swiftess Boost (1) for 5 rounds and gain 1 aspect of suffering. This spell costs 25 mana but removes 1 point from all other aspects.

Level 5: Life Link

Cast as a standard action, you create a blood magic link between two characters, either friend or foe. To create this link, the targets must be within medium range of you and short range of each other. If a creature wishes to reject this life link, they can make a resist magic check to resist it. While the link is active, if one creature suffers damage, the other suffers just as much. This damage cannot deal conditions or crippling wounds. Meanwhile, if one target heals hit points from any source, the other heals just as much without needing to spend a healing threshold. This spell costs 10 mana and generates 1 aspect of suffering.

Level 6: Suffering Mastery

With suffering mastery, the cultist has greater understanding of the nature of life, death, and torment. They gain +2 to the following skills: medicine, resist torture, deception, hiding. They also gain an upgraded aspect of suffering:

-Improved Aspect of Suffering (Andariel and Duriel): You gain +2 damage resistance and damage threshold per Aspect of suffering point

Level 7: Wave of Torment

Cast as a standard action, this spell creates a wave of psychological tormented that washes over an area, causing considerable pain on contact with a living creature. This effects a Cone (12) area. Make an attack against the defense and resolve of every target within the area. On a hit against defense, the spell deals light spell piercing damage and 2 bleed. On hitting resolve, the target gains the Tormented condition until they succeed a resist torture check at the end of their turn. This spell costs 25 mana and generates 2 aspect of suffering but removes 1 point from all other aspects.

Level 8: Blood Pool

Conjured as a full-round action, this spell a deep pool of boiling blood charged with pure necrotic energies. This is a Burst (5) area created within long range. Upon its creation, make a spell attack with a +6 accuracy bonus against the defense of every creature in the pool. On a hit, the target suffers Bleed (X), where X is twice the number the attack surpassed their defense. Afterwards, total up the full number of bleed dealt by this power. The pool of blood remains for 3 more rounds, counting as difficult terrain. Anyone that ends their turn within the pool suffers a hit of shadow damage equal to the amount of bleed the pool inflicted when opened. This spell costs 30 mana and generates 3 aspect of suffering but removes 1 point from all other aspects.

Level 9: Touch of Andariel

Cast as a standard action, this spell channels the vile strength of Andariel into their very touch. This spell requires the caster to have 5 aspect of suffering points. This spell requires a spell attack at +5 against an enemy within melee reach of the caster. If the target is struck, they gain the following conditions: Tormented for 3 rounds, Bleeding (10), and 20 poison damage per round for 5 rounds. This spell costs 30 mana and removes 5 points of aspect of suffering.

Level 10: Presence of Duriel

Cast as a standard action, this spell traps the target in a nightmare that makes them think they are being chased by the maggot king himself. This spell requires the caster to have 10 aspect of suffering points. This spell requires a spell attack at +2 against the resolve of a target within short range. This spell can only be targeted if they have the Tormented or Frightened conditions. If the target is struck, they gain the Tormented and Frightened conditions if they do not already have them. The effects last for the duration remaining on the original tormented or frightened condition +2 rounds. At the start of every round the target is under this effect, they suffer automatic medium spell cold damage. When the effect wears off, the target gains the Freeze condition for 1 round. If they survive the encounter, they must make a sanity check for a Terrifying Event. This spell effect can be ended only with the *Dispel Magic* spell. This spell costs 60 mana and removes 10 points of aspect of suffering.

CORRUPTION TALENTS

Corruption is the combined portfolio of the two subversive, lesser evils: Belial, Lord of Lies, and Azmodan, Lord of Sin. The two evils, while frequent rivals, both try to deceive mortals into depravity. When you gain an aspect of corruption, you mark an enemy within medium range. That target suffers a penalty to attack accuracy and gain health drain (X) equal to your aspect of corruption points. Whenever you gain an aspect of corruption, you can change your marked target.

Level 1: Phantom Figures

Cast as a minor action, you bewitch a target with an overworked imagination that lets them see monsters and enemies that are not real. This requires an attack versus the resolve of a target with medium range. If the attack hits, the target suffers a penalty to all actions on their next turn equal to your intelligence. This spell costs 13 mana and generates 1 aspect of corruption.

Level 2: Berserk

Cast as a standard action, you fill a target with a mad, berserk fury. Make a spell attack versus the resolve of a target within medium range. If this attack hits, the target gains Mighty Boost (2), but cannot cast spells or perform any attacks other than melee attacks. At the end of each of the target's turns, they can perform a resist magic skill check against spell DC to end the effect. This spell costs 10 mana and generates 1 aspect of corruption.

Level 3: Dark Zealotry

Cast as a standard action, you mark an ally and bring out their darkest urges, filling them with an unholy passion. This spell is used on an ally with medium range. The target gains Swiftess Boost (4). They also lose a number of hit points on each of their turns equal to your intelligence, and then gain twice that much protection. This spell lasts for 5 rounds. This spell costs 12 mana and generates 2 aspect of corruption but removes 1 point from all other aspects.

Level 4: Insufferable Pride Curse

Cast as a minor action, this spell applies a Curse to the target that causes them to fail at their favored actions. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 5 rounds, the target suffers negative conditions based on what actions they perform. These conditions stack:

- Melee Attack: Mighty Drain (2)
- Ranged Attack: Precision Drain (2)

-Move Action: Swiftess Drain (1)

-Cast a Spell: Skilled Drain (2)

All these conditions expire when the curse ends or is replaced. This spell costs 5 mana and generates 1 aspect of corruption but removes 1 point from all other aspects.

Level 5: Dark Grasp

Cast as a standard action, you cause a mass of shadow energies to appear around a target, lift them off the ground, and strangle them. Make a spell attack against the toughness of an enemy within long range. If you hit, the target is lifted 1 square of the ground, stunned, and takes moderate spell shadow damage each turn. This spell lasts for 3 rounds or until dispelled, or the user escapes with a lifting skill check against spell DC. This spell costs 25 mana and generates 1 aspect of corruption.

Level 6: Corruption Mastery

Corruption mastery represents the cultists perfection of lies, deceits, and manipulation. They gain +2 to the following skills: appraisal, persuasion, deception, empathy, stealing. They also gain an upgraded aspect of corruption:

-Improved Aspect of Corruption (Belial and Azmodan): When you gain an aspect of corruption, you mark two enemies within medium range. Those targets suffer a penalty to attack accuracy and health drain (X) equal to your aspect of corruption points. Whenever you gain an aspect of corruption, you can change your marked target.

Level 7: Mass Illusion

Cast as a standard action, you hex five targets within medium range with illusions that distract and confuse them. Make a spell attack against the resolve of five enemies within long range. Each enemy must be within 6 squares of another targeted enemy. If you hit, the target must roll a d20 any time they make a successful attack roll. On a 1-10, the attack still misses. This illusion lasts until a target makes a successful resist magic check at the end of their turn. This spell costs 20 mana and generates 2 aspect of corruption but removes 1 point from all other aspects.

Level 8: Sacrifice

Cast as a standard action, you target two enemies and attempt to sacrifice them to Azmodan in exchange for power. Make a spell attack roll at both targets, each of whom must be within short range of you. You gain a +5 to the attack for every negative condition the target has other than drains, or +10 if the target is stunned. If the attack surpasses either target's current hit points, they are instantly slain and 2 demonic troopers are summoned within 3 squares of their previous location. These demonic troopers act on their own initiative and last until the end of the encounter. This spell costs 25 mana and generates 2 aspect of corruption but removes 1 point from all other aspects.

Level 9: Lies of Belial

Cast as a standard action, this spell blasts a target with overwhelming shadow and deadly whispers that threaten to consume their mind. This spell requires the caster to have 8 aspect of corruption points. This spell requires a spell attack at +5 against an enemy within short range. If the target is struck, they suffer heavy spell shadow damage, +5 damage for every level the target possesses. If the target is reduced to 0 hit points by this attack, they instead do not suffer any damage and are mind controlled by the caster. If the target is not reduced to 0 hit points, they just suffer the damage.

When you mind control a target, you determine all the target's actions, thoughts, and behaviors for as long as the spell is active. This spell lasts until you dismiss it as a free action, chose to mind control someone else, or the target makes a successful resist magic check after every hour of being affected by this power. For the victim, being mind controlled counts as a Traumatic Event for trauma purposes. This spell costs 30 mana and removes 5 points of aspect of corruption.

Level 10: Pride of Azmodan

Cast as a full-round action, this spell summons the pride of Azmodan's legions to reinforce the battlefield. This spell requires the caster to have at least 5 aspect of corruption points and can only be cast once per 24 hours. This power marks a single point within remote range and drops a number of meteors equal to your current aspect of corruption score. These meteors are identical to the *Meteor* spell of the fire spells talent tree. Each meteor must drop within 30 squares of the marked point, and at least 6 squares from another meteor. Roll a separate attack for each meteor. Afterwards, create a demonic trooper creature within 3 squares of the center location of each meteor. These demonic troopers roll initiative and act on their own turn and focus on destroying every enemy they see. Once the encounter ends, they are pulled back to Hell. This spell costs 80 mana and removes 5 points of aspect of corruption.

DIABLO

CHAPTER 5: THE PRIEST

ARCHETYPE

Priests are followers of different faiths and belief systems throughout Sanctuary. They are protectors, preachers, and advocates of their faiths and beliefs. They use a wide variety of magic to enforce their edict and bring their beliefs into action. Priests' powers allow them to effect, control, and inspire others, causing their power to be far beyond their own strengths.

The priest archetype is a support and jack-of-all trades type character. Lacking the personal power of other archetypes, the priest relies on hosts of minions to accompany them and help them win battles. Many of their scaling abilities instead allow them to attract more followers and make them more powerful. These minions are the priest's primary source of damage and help absorb hits for them and their allies. Furthering their support role, priests are also the best healers in the game. They usually tend to their allies while their minions do their fighting. They are the second-best spell casters in the game, inferior only to mages.

Priest classes are quite different from one another, and they have a wide variety of colorful personalities. Each priest class has a different type of minions that they foster and use for battle, and different forms of magic that they support their hordes with. However, all priests have overlap with the realms of life and death, and possess healing magics.

PRIEST FEATURES

Hit Points: Vitality +1

Mana: Intelligence +2

Skill: Medicine +2, Knowledge +2, Persuasion +2, Resist Torture +2, Deception +2, +1 all skill checks

Starting Equipment: The priest chooses 1 weapon and 2 pieces of armor. Afterwards, they gain all the equipment listed under the gear section.

-Weapon: Dagger, Club, Mace, Wand (necromancer only), Jagged Edge (witch doctor only), Scepter (hierophant only)

-Armor: Quilted Armor, Leather Armor, Cap, Leather Boots, Leather Gloves, Sash, Shaman Mask (druid only)

-Gear: 2 Minor Healing Potions, 2 Minor Mana Potions, Torch x2, 3 days of rations, 40 gold

Classes: Upon selecting the priest archetype, you chose a class from the following list: necromancer, witch doctor, druid, or hierophant. Once you make this choice, it is irreversible and plays a major part of your character's growth and abilities, so choose carefully!

PRIEST MINION SYSTEM

Priests are unique in their ability to summon a variety of followers to their aid. These followers are lesser NPCs that help the priest in combat by protecting them and smiting their enemies. Every priest uses a different selection of minion in battle that is determined by their class.

Minions come in two varieties, lesser and greater minions. Lesser minions form one 'squad' that has its combat statistics based on the type of minions that make it up but are modified by how many minions are in the squad. Greater minions are solitary beings of greater power that do not form squads but serve the priest on their own. Minions do not role their own initiative; they act on the priest's turn, going after the priest takes their actions. After the priest ends their turn, their greater minions take their turn. Afterwards, the lesser minions act.

Minions generally do not contribute in roleplay circumstances, instead deferring to the priest for all purposes. If they are used in roleplay, they are controlled by the Game Master, not the priest. It is important to remember that these minions are not additional characters for the priest, they are NPCs that follow the priest's orders and directions in combat. Magically spawned priest minions dissipate when separated from the priest. Actual sentient followers tend to wander off and act on their own accord when not directly guided.

Minions will follow the priest whenever possible. If the priest travels beyond an obstacle that requires skill checks to bypass, the minions can make those skill checks. For lesser minions, roll once for each lesser minion in a group and apply the result to all of them. For example, if a druid jumps over a gap to bypass an obstacle, their pack of wolves can try to make the same check to jump over the gap. If they succeed a jump check, they all succeed. If they fail, they all suffer the penalties of failure.

Minions do not have a damage threshold and cannot be dealt crippling wounds. Minions do not have a healing threshold and can be healed indefinitely. All minions use the priest's max protection score.

MINION ADVANCEMENT

Minions have a basic NPC statistic block and level like any other non-player character. However, over time, the priest might be able to gain more powerful minions. How this happens varies based on priest, whether it is refining their creation spells, summoning more powerful creatures, or simply better equipped and trained troops. This usually occurs with talents, but sometimes with gear as well. Minions advance by increasing their level.

Minions gain scaling bonuses to their passive statistics based on bonus level. The higher their level, the more their statistics increase. All minions scale by gaining bonus levels, but minions scale differently based on the minion type. Every minion will have a base statistic block and will have rules on how they scale for every bonus level that they gain in their statistic block. Some minions might even gain new abilities and attributes for leveling up.

Both lesser and greater minions scale based on their bonus levels, but not all effects will modify both the lesser and greater minions bonus levels. When a talent gives bonus levels to a minion, check to see if it is just to lesser minions, greater minions, or all minions of a certain type.

LESSER MINION GROUPS

Lesser minions form groups in battle. In these groups, they gain a bonus to combat effectiveness while working together and help protect one another. The more minions that are in a group, the group takes up a larger space on the battlefield, making it an easier target.

All your lesser minions must be in the same group; you cannot have multiple groups of lesser minions, lest they escape your control and run astray. In general, all members of lesser minion group are identical, unless stated otherwise. You can have up to 10 minions in a single group. Not matter how many minions you have in a squad they always act as a single unit in combat; they do not act individually and cannot split from the group. They move, attack, and take damage together. All your minions attack as one unit against a single foe. They gain additional power and damage based on how minions are in the group, using the following table.

Minions in a Group	Accuracy Bonus	Defense Penalty	Hailfire	Space	Burst Maximum
1	+0	+0	+0	1 square	0
2	+1	-1	+1	2 by 2 square	1
3	+2	-2	+1	2 by 2 square	1
4	+3	-3	+2	2 by 2 square	1
5	+4	-4	+2	2 by 2 square	1
6	+5	-5	+3	3 by 3 square	2
7	+6	-6	+3	3 by 3 square	2
8	+7	-7	+4	3 by 3 square	2
9	+8	-8	+4	3 by 3 square	2
10	+9	-9	+5	3 by 3 square	3

Accuracy Bonus is how much bonus accuracy you get for having X number of fighters in a squad. More attacks working together, the more likely attacks are to hit.

Defense penalty is the reverse of attack bonus. The more minions are in a squad, the easier it is to hit someone. The group's defense score is reduced by the total number of minions.

When minions attack together, not only are their attacks more accurate, but they deal more damage. All minion attacks gain hailfire based on how many minions are in a group.

Space is how much space that a group takes up. Minions tend to be tightly packed together and are constantly moving between each other's squares. Also, groups have some mutable form when in tight confines. If going down a narrow corridor, they can form a line, for example. They will always take up as many squares as the base formation. Thus a 2 by 2 will always take up 4 squares. It is important to remember, however, that if they have room, they will automatically form a square formation. They will not alter the shape of their group to be more strategically efficient.

Groups are tight confines and are very susceptible to AOE attacks. When a group is subjected to an attack an area attack, the attack may gain bonus hailfire based on the area size. In general, when hit by an area attack, the attack gains bonus hailfire equal to the value of the area attack (such as the 3 in Burst (3)), to a maximum of the value listed as a burst maximum. Thus, if a group of 5

creatures are hit with a Burst (2) attack, the attack would gain hailfire (1), as 2 would be the how much hailfire the attack could give, but they have a burst maximum of 1 for 5 creatures in the group.

Lesser minions take damage like any other target, using defense, damage resistance, attack, and overages as normal. However, you keep track on one member of the group at once for determining hit points. Once the member of the group is reduced to 0 hit points, you apply any other damage to the next member of the group and keep track of their hit points instead. If you take a heavy hit that deals enough damage to take out multiple members, you may lose multiple members of the group with one attack, and pile leftover damage on a final member.

For example, imagine you had a group of five zombie dogs in a lesser minion group. Each zombie dog has 50 hit points. Keep track of one zombie dog at a time, the group is hit by an attack that deals 30 damage. The top zombie dog then loses 30 hit points out of their 50 and has 20 remaining.

As another example, if the group of dogs is hit by an attack that deals a final damage of 70, one zombie dog is killed by the attack, and 20 damage passes over to the next zombie dog. If they were hit by an attack that deals 70 damage after damage resistance with hailfire 1, then the attack would deal 140 damage. Two zombie dogs would be killed, and another would suffer 40 damage. If that same attack were a burst 1, gaining +1 hailfire on the attack, it would instead by hailfire 2, causing 210 damage. Four zombie dogs would be killed and the last would have 40 damage.

In general, there is a limit to how many lesser minions of a type you can have. These limits are generally able to be raised through corresponding talents. No matter what, you cannot have more than 1 group of a type of lesser minions, and a group can never surpass 10 members, unless a rule says specifically otherwise.

MIXED GROUPS

There is a rare exception to the group rule that a group possesses multiple different types of minions. The key example of this is necromancer skeletons, that can have skeleton warriors, skeleton archers, and skeleton mages in the same group. These groups work like other lesser minion groups, but with special caveats.

First, for the purpose of defense penalty, space, and burst maximum, use the total number of minions in the group, not each type. Furthermore, if you have multiple defense and damage resistance scores in a group, use that of whichever type of minion is being targeted. These groups will usually have a hierarchy of which minions are attacked in order. For example, with necromancer skeletons, warriors will be attacked first, then mages, then archers. Use the base defenses of whichever type of skeleton is being attacked. Furthermore, the hit points are subtracted from whichever type of minion that is being targeted. Thus, attacks against a skeleton horde will first target the warriors, going through their hit points, then go against the hit points and defenses of the skeleton mages.

Finally, the accuracy bonus and hailfire of a mixed group only applies to the total number of units of each type in the group, not the total size of the group. For example, imagine you had a group of 4 skeleton warriors and 2 skeleton archers. The warriors would gain +3 accuracy and +2 hailfire because there are four warriors. The archers would gain +1 accuracy and +1 hailfire for the two of them. While this is a weakness, this is countered that each unit type in a group can select their own target and attack independently of the other types of minions in the group.

PRIEST TALENTS

Talents are most of the growth and development for your roleplaying game character. They will provide you with abilities and passive traits that make you more effective as you battle the forces of Hell. At creation, first level, you have access to five talents. You can pick any talent between levels 1-3 at character creation. You can choose your talent from either the two talent trees for the Priest archetype, or the five talent trees for your class. As you increase in level, you will gain more talents and access to new and improved talents.

SPELL DAMAGE

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + 2x \text{ level} + \text{intelligence}$

Light Spell Damage: $10 + 2x \text{ level} + 2x \text{ intelligence}$

Moderate Spell Damage: $15 + 2x \text{ level} + 3x \text{ intelligence}$

Medium Spell Damage: $20 + 3x \text{ level} + 3x \text{ intelligence}$

Heavy Spell Damage: $30 + 4x \text{ level} + 4x \text{ intelligence}$

Lethal Spell Damage: $50 + 5x \text{ level} + 5x \text{ intelligence}$

Talent Level	Divine Magics Talents	Priest Training Talents
1	Heal	Scholarly Training I
2	Purify	Legions I
3	Divine Protection	Healer
4	Demon Ward	Scholarly Training II
5	Rebuke Undead	Legions II
6	Mass Heal	Mighty Champion I
7	Dispel Magic	Scholarly Training III
8	Mass Divine Protection	Legions III
9	Greater Heal	Mighty Champion II
10	Resurrection	Soul Energies

DIVINE MAGIC TALENTS

Divine magic or prime magic is the base art of all priests, as it involves the power of the spirit. Simply put, it is power over life and death, and allows the priests to heal others.

Level 1: Heal

Cast as a standard action, heal mends the wounds of a target within short range. The target spends a healing threshold and recovers lost hit points equal to $20 + 5x \text{ their level}$. This spell costs 15 mana.

Level 2: Purify

Cast as a standard action, purify cures the target from poison effects and protects them from future poison effects. When cast on a target within short range, the power ends any poison effects on the target, and makes them immune to poison damage for the next 2 turns. This spell costs 20 mana.

Level 3: Divine Protection

Cast as a minor action, this spell blesses a target with a divine shield that absorbs incoming damage. The target gains 5+ caster's intelligence protection. This spell costs 5 mana.

Level 4: Demon Ward

Cast and sustained as a full-round action, this spell creates a barrier of protection around the caster that repels demons. This barrier shields the caster and all allies within 6 squares. A demon must make a spell DC +4 resist magic check to cross or attack anyone within the barrier. If the demon succeeds a resist magic check, the barrier is broken for all enemies. However, if a demon would break the barrier, the caster can increase the sustain cost of the spell by 10 each round to prevent the barrier from being broken and increase the spell DC by an additional 2. This can be done multiple times. This spell cannot be cast if there is a demon within 6 squares of the caster. This spell costs 30 mana, and 10 mana to sustain each round, modified by the rules above.

Level 5: Rebuke Undead

Cast as a full-round action, this spell releases a blast holy light that repulses all undead within 15 squares. All undead within the area suffer automatic minor spell holy damage, no attack roll required, and must make a Resist Magic check against spell DC or be knocked back 1 square.

Level 6: Mass Heal

Cast as a full-round action, mass heal mends the wounds of all allies within short range. All allies can spend a healing threshold to heal hit points equal to 10 +4x their level. This spell costs 50 mana.

Level 7: Dispel Magic

This is a spell that is cast as a standard action. This spell is cast on a target with active spell enchantments or a persistent spell that is ongoing. When cast on a target, the caster makes a spell attack roll against the target for each spell cast on them. The DC is the spell of the caster who cast the spell. For each successful check, one enchantment is removed. When casting on a persistent area spell, a single spell attack roll is required against the spell DC of the original caster. If the attacker wins, that spell effect ends instantly. This spell costs 20 mana.

Level 8: Mass Divine Protection

Cast as a move action, this spell blesses all allies within short range with a divine shield that absorbs damage. The caster and all allies within range gain 10+ caster's intelligence protection. This spell costs 25 mana.

Level 9: Greater Heal

Cast as a full-round action, greater heal fully heals an adjacent target. The target spends 2 healing thresholds and recover all lost hit points. They also remove all exhaustion and crippling wounds, are cured of lingering poison, and have the staggered and tormented conditions removed. This spell costs 60 mana.

Level 10: Resurrection

Cast as a full-round action, resurrection revives a recently slain ally. That ally must be within short range of the caster, cannot have been dead for more than 5 rounds, and had at least 3 healing thresholds remaining. Upon being hit with resurrection, the target comes back to life with no crippling wounds and a number of hit points equal to their level. However, they must spend 3 healing thresholds, gain 4 exhaustion, and have the staggered condition until they perform a long rest. They also must make a sanity check against a Terrifying Event. This spell costs 80 mana.

PRIEST TRAINING TALENTS

Priest training talents allow them to improve their base abilities, such as their skills, the way they use mana, or their mastery of their minions.

Level 1/4/7: Scholarly Training I-III

The priest gains +2 to the following skills per rank of this talent: knowledge, deciphering, identifying, appraisal, identify monsters, medicine.

Level 2/5/8: Legions I-III

The priest gains +1 bonus level with all their applicable lesser minions per rank of this talent. They also increase their maximum limit of lesser minions by 1 per rank for each type.

Level 3: Healer

The priest excels at healing, whether through medical training or through spells. All their spells that cause a target to spend a healing threshold to regain hit points heal 20 additional points. They also gain a +3 bonus to the medicine skill.

Level 6/9: Mighty Champion I-II

The priest gains +2 bonus levels with all their applicable greater minions per rank of this talent.

Level 10: Soul Energies

You naturally gather spiritual energies to recharge yourself. When one of your lesser minions dies or when an enemy die within 6 squares of you, you regain 10 mana. When one of your greater minions die, you regain 30 mana.

NECROMANCER CLASS

Necromancer is the common man's name for the reclusive group of individuals known as the Priests of Rathma. The priests are grim protectors of mankind who eschew contact with other humans. They are frequently hated by their kin, in fact, by their habit of raising the dead to fight for them. The necromancer's dark magic has earned them an shady reputation.

While they dabble in dark magics, granted to them by the god Trag' Oui, the necromancers seek to protect Sanctuary and mankind from the influences of heaven and hell. They seek a great balance between order and chaos and use their power to fight evil and corruption. However, they will also fight the angels should they become a threat to humanity. They frequently also stop unrestrained usages of dark magic and destroy wild roaming undead, believing raising the undead is a means to an end and death should otherwise be final.

Necromancers usually have pale skin and white hair, their complexion drained from their dabbling with death. They are intense individuals who speak slowly and rarely but have great meaning beyond their words. They rarely show much emotion, including fear or distress.

Between their skeletons, golems, and revives, necromancers are one of the better classes for having an effective combat force of followers. The support their followers by weakening their enemies with curses, controlling them with bone spells, and wearing them down with poison magic.

NECROMANCER TALENT TREES

Talent Level	Reanimation	Bone Magic	Curses	Death Magic	Necromancer Traits
1	Raise Skeleton	Teeth	Amplify Damage Curse	Poison Bolt	Disciple of Death
2	Golem	Bone Spikes	Weaken Curse	Aura of Death	Dark Knowledge I
3	Skeleton Mastery I	Bone Armor	Terror Curse	Corpse Explosion	Feel Nothing I
4	Raise Skeleton Archer	Bone Mastery I	Curse Mastery I	Zombie Charger	Golem Mastery I
5	Greater Golem I	Bone Prison	Confusion Curse	Death Mastery I	Dark Knowledge II
6	Skeleton Mastery II	Bone Spear	Life Tap Curse	Grasp of the Dead	Feel Nothing II
7	Raise Skeleton Mage	Bone Mastery II	Iron Maiden Curse	Poison Nova	Golem Mastery II
8	Greater Golem II	Bone Wall	Curse Mastery II	Devour	Dark Knowledge III
9	Revive	Bone Spirit	Lower Resistance Curse	Acid Cloud	Feel Nothing III
10	Skeleton Mastery III	Bone Mastery III	Decrepify Curse	Death Mastery II	Company of the Dead

REANIMATION TALENTS

Reanimation is a core necromancer tree, as it is their source of minions to fight alongside them, whether it is hordes of skeletons or a single powerful golem.

Level 1: Raise Skeleton

The necromancer can revive a corpse as a skeleton warrior that serves as a lesser minion. This spell can be cast as either a move action or a reaction. If used as a reaction, it can only be cast when an enemy dies within short range. Upon being cast, the corpse is destroyed and either a lone skeleton warrior is created, or a skeleton warrior is added to the necromancer's current skeleton minion group. By default the necromancer can only have 1 skeleton, but anything that increases their lesser minion limit allows more skeletons. In a mixed skeleton group, skeleton warriors are always attacked first. Skeletons last until dismissed. This spell costs 12 mana.

SKELETON WARRIOR

Lesser Necromancer Minion

Hit Points: 40

Prowess: 1

Defense: 14

Toughness: 14

Resolve: 12

Speed: 5

Shift Speed: 1

Space: 1 square

Reach: 1 square

Damage Resistance: 9

Elemental Resistance: 3

-Salvaged Weapon 1d20+4 accuracy, 24 damage, strength attack; *Special Traits:* None

Skills: Climbing +2, Jumping +2, Hiding +2

Strength: 2

Dexterity: 3

Vitality: 3

Instinct: 1

Intelligence: 1 Willpower: 1

Special Traits: Bone Body (+3 damage resistance, +2 defense against ranged attacks), Blunt Weapon Vulnerability (mace weapons gain +5 penetration against the skeleton)

Equipment: Salvaged Weapon, Ruined Shield (Block Chance 1-3), Ragged Armor (+3 damage resistance)

Skeleton Warrior Bonus Level Scaling:

-Every bonus level gives +1 prowess, +2 damage, +2 damage resistance, and +15 maximum hit points

-Every 2 bonus levels give +1 block chance, +1 accuracy, +1 defense, and +2 penetration

Level 2: Golem

The necromancer can summon a golem, a magical servant made of clay, to serve them in battle. Cast as a full-round action, this spell summons a golem within short range of you. Once summoned, the golem suffers as a greater minion and lasts until destroyed or another golem is summoned. While powerful, the golem cannot be healed and has little intelligence to perform complicated tasks. Instead of healing the golem, the necromancer must summon another one. This spell costs 30 mana.

When a necromancer summons a golem, they must choose what type of golem they are going to summon. By default, this talent only allows the summoning of a clay golem. Clay golems gain the ability listed below. If other types of golems are summoned, they lose the clay golem ability and gain the ability of that golem type (See Greater Golem talents).

Clay Golem Slow: When an enemy ends their turn adjacent to the golem, or are hit by the golem's melee attack, they must make a Resist Fatigue check versus your spellcasting DC or be Slowed as long as they stay adjacent to the golem and 2 rounds afterwards.

GOLEM

Greater Necromancer Minion

Hit Points: 120 Prowess: 1
 Defense: 10 Toughness: 17 Resolve: 17

Speed: 4 Shift Speed: 1

Space: 1 square **Reach:** 1 square

Damage Resistance: 20 Elemental Resistance: 7

-Golem Fist 1d20+8 accuracy, 30 damage, strength attack; *Special Traits:* None

Skills: Pushing +4, Lifting +4

Strength: 6 Dexterity: 1 Vitality: 9 Instinct: 2

Intelligence: 1 Willpower: 6

Special Traits: Mighty Smash (target is staggered upon having their defense and toughness hit by Golem Fist), Unearthly Menace (if golem attack hits a target's resolve, they are taunted for 1 round), Earthen Form (Damage against golem is reduced by half after damage resistance and hailfire are applied)

Equipment: Golem Fist, Golem Body (-2 defense, -1 move speed, +12 damage resistance)

Golem Bonus Level Scaling:

-Every bonus level gives +1 prowess, +5 damage, +4 damage resistance, and +40 maximum hit points

-Every 2 bonus levels gives +1 move speed, +2 accuracy, and +2 penetration with Golem Fist

Level 3/6/10: Skeleton Mastery I-III

The necromancer has improved the strength of the skeletons they summon. They increase their skeleton limit by 2 and give all their skeletons +1/3/5 total bonus levels based on the rank of the talent. At Skeleton Mastery II, the necromancer can have a second lesser minion group of skeletons of the same maximum size of the first group. This group is made in the same way as the first group, but the first group must be maximum sized before the second group can be made. The groups can have different compositions of skeleton types in them.

Level 4: Raise Skeleton Archer

The necromancer can revive a corpse as a skeleton archer that serves as a lesser minion. This spell functions identically to Raise Skeleton but creates a skeleton archer instead of a skeleton warrior. The skeleton archer is part of the same skeleton group as the warriors, making it a mixed group of your different types of skeletons. Your limit of skeleton lesser minions covers the combination of all the types of skeletons you have. In a mixed skeleton group, skeleton archers are always attacked last. This spell costs 15 mana.

SKELETON ARCHER

Lesser Necromancer Minion

Hit Points: 40 Prowess: 1
 Defense: 14 Toughness: 14 Resolve: 12
 Speed: 5 Shift Speed: 1
Space: 1 square **Reach:** 1 square

Damage Resistance: 8 Elemental Resistance: 3

-**Salvaged Bow** 1d20+5 accuracy, 28 damage, medium range, dexterity attack

Skills: Climbing +2, Jumping +2, Hiding +2

Strength: 2 Dexterity: 3 Vitality: 2 Instinct: 1

Intelligence: 1 Willpower: 1

Special Traits: Bone Body (+3 damage resistance, +2 defense against ranged attacks), Blunt Weapon Vulnerability (mace weapons gain +5 penetration against the skeleton), Bone Arrows (has infinite ammunition), Poor Reaction Time (suffers a -5 penalty on attacks against adjacent enemies)

Equipment: Salvaged Bow with Bone Arrows, Ragged Armor (+3 damage resistance)

Skeleton Archer Bonus Level Scaling:

-Every bonus level gives +1 prowess, +4 damage, +2 penetration, and +15 maximum hit points

-Every 2 bonus levels gives +1 accuracy and +1 max attack overage with Salvaged Bow attacks

Level 5/8: Greater Golem I-II

The necromancer has improved the strength of their golem. Their golem gains +1 bonus level per rank of this talent. In addition, each rank of this talent gives new options for golem types you can summon, rather than just being limited to clay golems. Greater Golem I allows you to summon blood, bone, or flesh golems, while Greater Golem II allows you to create iron or fire golems.

Blood Golem Life Drain: The blood golem is formed out of blood, tissue, and muscle. It loses the Earthen Form trait and reduces its damage resistance by half. However, each time it hits with a Golem Fist attack, both the blood golem and the necromancer regain hit points equal to $\frac{1}{2}$ the damage it dealt.

Bone Golem Bone Storm: The bone golem is formed out of the bones of various different creatures. Creating a bone golem requires consuming the corpses of at least 3 different creatures, all said corpses must be within 6 squares of each other. Once created, the bone golem can consume an adjacent corpse as a standard action. If it does, it gains heals 50 hit points and gains a bone charge. It can spend a bone charge to transform into a bone whirlwind as a full-round action. As a bone whirlwind, the bone golem transforms into a burst 1 area and moves 6 squares. Every creature whose area it moves through suffers a spell attack, those who are hit suffer heavy physical spell damage. It then reforms at the end of its turn in the center squares of the burst. It uses up its bone charge upon doing so.

Flesh Golem Explosion: The flesh golem is made of organic tissue ripped from the bodies of other creatures. Creating a flesh golem requires consuming the corpses of at least 3 different creatures, all said corpses must be within 6 squares of each other. The flesh golems attacks cause the target to be poisoned, suffering 5+ 1/3 level poison damage each round for 3 rounds. However, the flesh golem loses the Earthen Form trait and reduces its damage resistance by half. The flesh golem can self-destruct, destroying itself and dealing considerable damage to nearby foes. If it chooses to self-destruct, it attacks all enemies within 2 squares of it with a regular spell attack. If it hits, it deals heavy spell damage and poisons all structure creatures, dealing 5+ 1/3 level poison damage to all struck targets for

5 rounds. It deals no damage on a missed attack. Afterwards, the flesh golem creates 3 corpses in its previous square that can be used for various purposes, such as raising skeleton or spells like *Corpse Explosion*.

Iron Golem Item Transmutation: The iron golem is formed out of metal and steel. Creating an iron golem requires casting the spell on a magical weapon or armor that is on the ground within 6 squares of the caster. This destroys the item. If you create the golem from a magical weapon, its golem fist attack gains bonus damage equal to $\frac{1}{2}$ the base damage of the weapon. If you create the golem from a magical armor, it gains bonus damage resistance equal to $\frac{1}{2}$ the damage resistance value of the armor. In addition, the golem gains the benefit of all enchantments on the weapon or armor that could apply to it. Thus, if the golem was created from a magic weapon that gave bonus cold damage and bonus strength, its golem fist would deal bonus cold damage while the golem would have higher strength. Because creating an iron golem destroys the base item, it cannot be created multiple times off the same item.

Fire Golem Burning Form: The fire golem is a creation of burning stone and blazing flame. Summoning a fire golem costs 50 mana instead of 30. The golem also loses the Mighty Smash trait. However, the golem is immune to fire damage and instead restores hit points equal to $\frac{1}{3}$ the fire damage of attacks against it. Furthermore, when the fire golem hits an enemy with the Golem Fist, it deals a bonus hit of moderate spell fire damage against the target.

Level 6: Raise Skeleton Mage

The necromancer can revive a corpse as a skeleton mage that serves as a lesser minion. This spell functions identically to Raise Skeleton but creates a skeleton mage instead of a skeleton warrior. The skeleton mage is part of the same skeleton group as the warriors, making it a mixed group of you summon different types of skeletons. Your limit of skeleton lesser minions covers the combination of all the types of skeletons you have. In a mixed skeleton group, skeleton mages are attacked after skeleton warriors, but before skeleton archers. This spell costs 25 mana.

When you create a skeleton mage, you must choose what element it possesses, between fire, cold, and lightning. The skeleton mage's elemental blast deals damage of the element you chose. This also effects spells it can cast with bonus levels. Keep in mind, you only chose the element of the first skeleton mage you summon; all others are the same element as the first. To choose a different element, you must dismiss or destroy all current skeleton mages, and then resummon them.

As your skeleton mages gain bonus levels, they may learn actual spells to cast. Instead of worrying about mana, your skeleton mages have a cooldown before they can cast a spell again. When you chose for your skeleton mage to cast a spell, all skeleton mages in the group cast the spell, even if there is no benefit for multiple casters. Spells the mages cast on themselves benefits the entire skeleton group, even different types of skeletons. The skeleton mage's offensive spell use 3x their prowess to determine their level and use their own prowess and ability scores to determine attack bonus and spell DC.

SKELETON MAGE

Lesser Necromancer Minion

Hit Points: 40 Damage Threshold: 30 Prowess: 1
 Defense: 13 Toughness: 13 Resolve: 13
 Speed: 5 Shift Speed: 1
Space: 1 square **Reach:** 1 square

Damage Resistance: 8

-Elemental Blast 1d20+5 accuracy, 25 damage, short range, intelligence attack; *Special Traits:*

Elemental Damage

Skills: Climbing +2, Jumping +2, Hiding +2

Strength: 2 Dexterity: 2 Vitality: 2 Instinct: 2

Intelligence: 3 Willpower: 2

Special Traits: Bone Body (+3 damage resistance, +2 defense against ranged attacks), Blunt Weapon Vulnerability (mace weapons gain +5 penetration against the skeleton), Elemental Damage (when a skeleton mage is created, it is given an element type. It must be the same element type of existing skeleton mages. The elemental type determines the damage type of the elemental blast)

Equipment: Ragged Armor (+3 damage resistance)

Skeleton Mage Bonus Level Scaling:

-Every bonus level gives +1 prowess, +3 elemental blast damage, and +15 maximum hit points

-After 2 bonus levels, the skeleton mage can cast the *Bone Armor* spell on the entire skeleton group. This spell is cast at a level equal to 3x the skeleton mage's prowess. This spell can only be cast once every 5 rounds. It is applied to all attacks against the entire skeleton group.

-After 4 bonus levels, the skeleton mage can cast an improved offensive spell every 3 round. This spell depends on what element the skeleton mages are currently using. The spell is cast at a level equal to 3x the skeleton mage's prowess. They gain the assisted bonus on this spell for multiple skeleton mages.

-Fire Mages: Can cast *Fire Ball*

-Cold Mages: Can cast *Frost Nova*

-Lightning Mages: Can cast *Lightning Bolt*

-After 6 bonus levels, the skeleton mages can cast the *Amplify Damage Curse* spell once per 5 rounds as a free action.

-After 8 bonus levels, the skeleton mages can cast the *Bone Prison* spell every 5 rounds instead of attacking.

Level 9: Revive

As a minor action, the necromancer can revive a dead creature into a replica of its previous form. This can be done to any non-heroic creature of high threat or less. Upon this being cast on a creature, the creature is restored to full hit points and functions identically to as it did in life, with all its abilities and statistics. However, now it is now a greater minion for the necromancer. The revive lasts until the end of the encounter, after which it dies again. Regardless of its previous creature type, the revive counts as being undead for susceptibility to attacks which function against undead. You can only have 2 revived creature at a time, unless you have an ability that specifically raises revived minion limits. This spell costs 30 mana.

BONE MAGIC TALENTS

Bone magic is the typical offensive magic of the necromancer, allowing them to summon weaponized bone or death energies to strike at their foes.

Level 1: Teeth

Cast as a standard action, this spell releases a several bolts of ethereal energy in a short cone. This spell is a Cone (3) area and makes a spell attack roll. If it hits, it deals minor spell physical damage with penetration (intelligence) and hailfire (1). If it misses, it deals do damage. This spell costs 5 mana.

Level 2: Bone Spikes

Cast as a standard action, this spell calls a selection of bone spikes to raise from the ground and impale several targets. This spell is a Burst (1) area at short range. The caster makes a spell attack against all targets in the area. If it hits, it deals light spell physical damage with penetration (intelligence) and causes bleed equal to $\frac{1}{2}$ intelligence. If it misses, it deals no damage. This spell costs 5 mana.

Level 3: Bone Armor

Cast as a move action, this spell creates an orbiting ring of swirling bone that protects you from harm. When cast, you gain protection equal to your level + 2x intelligence. Furthermore, until you are reduced to 0 protection or the encounter ends, you gain bonus damage resistance equal to your intelligence. This spell lasts until you run out of protection and costs 20 mana.

Level 4/7/10: Bone Mastery I-III

You have greater control over bones, empowering your bone magic and skeletons. For each rank of this talent, you gain the following bonuses with all spells from the bone magic talent tree: +1 accuracy, reduce mana cost by 1, deal bonus damage with bone spells equal to willpower, and gain bonus penetration equal to $\frac{1}{2}$ willpower. Furthermore, all of your skeletons you raise from the Reanimation talent tree gain +1 bonus level per rank of this talent.

Level 5: Bone Prison

Cast as a move action, you imprison a target in a cage made of solid bone which bursts from the ground. The target must make an acrobatics test versus your spell DC +3 or be imprisoned. While imprisoned, the target is immobilized and flat-footed, but have cover against attacks. The bone prison lasts for 10 rounds or until destroyed. The prison has 10 damage resistance, 8 defense, and hit points equal to the caster's lethal spell damage. Both the target and their allies can attack the bone prison. This spell costs 20 mana.

Level 6: Bone Spear

Cast as a standard action, this spell shoots a powerful lance of bone that cleaves through enemies. This spell effects a Line (30) area. If it hits, it deals heavy spell physical damage to everyone in the area, or no damage on missed attacks. The attack gains penetration equal to the caster's intelligence. This spell costs 12 mana.

Level 8: Bone Wall

Cast as a full-round action, you summon a massive wall of solid bone to rise from the ground and seal off an area. This wall is created within medium range, and extends a length of squares in a straight line up to your level. The wall is 2 squares high and 1 square deep. It cannot be created in squares that are occupied by creatures or terrain; if the wall's length would overlap with a creature or terrain object, it extends no further in that direction. The bone wall lasts for 10 rounds and blocks all attacks, vision, and line of sight while active. However, sections of the wall can be destroyed by attacks. Every 1 square section of the wall has 10 damage resistance, 8 defense, and hit points equal to the caster's lethal spell damage. This spell costs 30 mana.

Level 9: Bone Spirit

Cast as a standard action, this spell releases a spectral skull that pursues and seeks out a target, dealing heavy damage on impact. This spell has a range of medium. The projectile follows the target and gains a +5 bonus to accuracy, also ignoring cover and concealment of any form. The caster must still be able to see the target somehow to target them. If the attack hits, it deals lethal spell physical damage to the target with Penetration (30). This spell costs 30 mana.

CURSES TALENTS

Curses are a form of dark magic that hexes a target with a weakness that cripples them. Curses are unique abilities in that they do not require attack rolls and only 1 curse can be applied to a target at a time. If a target is struck with a curse while already afflicted by another curse, the new curse automatically replaces the old one. Curses have short durations but are also cast very quickly.

Level 1: Amplify Damage Curse

Cast as a minor action, this spell applies a Curse to the target that amplifies the physical damage that they take. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, the target suffers -10 damage resistance. This does not change their elemental resistance. This spell costs 7 mana.

Level 2: Weaken Curse

Cast as a minor action, this spell applies a Curse to the target that drains their physical strength. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, the target deals $\frac{1}{2}$ damage with all physical melee attacks, determined after damage resistance, hailfire, and crippling wounds are determined. This spell costs 7 mana.

Level 3: Terror Curse

Cast as a minor action, this spell applies a Curse to the target that instills them with great fear. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 1 round, affected targets must make a resist magic or resist torture check versus spell DC or gain the Frightened condition for that round. This spell costs 10 mana.

Level 4/8: Curse Mastery I-II

You have improved your usage of curses to be more effective. For each rank of this talent, your curses last 1 additional round and their burst area is 2 larger.

Level 5: Terror Curse

Cast as a minor action, this spell applies a Curse to the target that bewilders their senses and renders them unable to act. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, affected targets must make a resist magic check against a spell DC or be unable to perform any actions that round. This spell costs 12 mana.

Level 6: Life Tap Curse

Cast as a minor action, this spell applies a Curse to the target that causes the target to heal the caster whenever they deal damage. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, every time the target hits with a melee or ranged attack, but not a spell, the caster recovers hit points equal to 1/3 the damage dealt. This spell costs 20 mana.

Level 7: Iron Maiden Curse

Cast as a minor action, this spell applies a Curse to the target that causes the target to take damage equal to the damage they deal. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, every time the target hits with a melee or ranged attack, but not a spell, they take piercing damage equal to 1/3 the damage they dealt. This damage cannot deal crippling wounds. This spell costs 20 mana.

Level 9: Lower Resistance Curse

Cast as a minor action, this spell applies a Curse to the target that weakens their defenses against spell damage. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, affected targets suffer -20 to the elemental resistance. This spell costs 20 mana.

Level 10: Decrepify Curse

Cast as a minor action, this spell applies a Curse to the target that makes them incredibly weak and feeble. This spell targets a burst 1 area at medium range and applies this Curse to them automatically. It replaces any Curse they already possess. For 2 rounds, affected targets suffer the penalties of both the *Amplify Damage Curse* and the *Weaken Curse*. This spell costs 30 mana. This talent requires both the *Amplify Damage Curse* and *Weaken Curse* talents.

DEATH MAGIC TALENTS

Death magic involves the manipulation of poisons and corpses to deal damage to foes. It is a preferred form of offensive magic used by both necromancers and witch doctors.

Level 1: Poison Bolt

Cast as a standard action, this spell releases a blast of poison towards a target. This spell targets an enemy within medium range. If it hits, it deals instant minor spell poison damage and the target suffers 5+ ½ level poison damage each round for 3 rounds. This spell costs 5 mana.

Level 2: Aura of Death

As a move action, you become surrounded by a field of necrotic energy, as green mist, scraps of bone, and poisonous fumes surround and lift you. Charging you with pure death magic, aura of death makes it easier to cast death magic spells. In a turn you channel, death magic spells costs 2 less mana and deal bonus damage equal to your level. Your ongoing poison effects from death magic deal +2 damage per round. In addition, all enemies adjacent to you at the end of their turn must make a spell DC resist poison check or suffer minor spell poison damage. Channeling costs 5 mana per round.

Level 3: Corpse Explosion

Cast as a reaction, this spell is used as soon as a creature dies within medium range of you. You cause that creature's remains to explode in a grizzly display of meat and bone. This explosion is a Burst (2) centered on the target's former square and requires a spell attack. On a hit, the corpse explosion deals heavy spell physical damage, or half that much damage on a missed attack. The creature whose corpse is blasted does not drop any gear or resources, and their corpse cannot be used for anything else. This spell costs 12 mana.

Level 4: Zombie Charger

Cast as a standard action, this spell targets a corpse within short range of you. You cause that corpse to raise again and charge towards enemies, tearing into them briefly before disintegrating. Make a line attack from the corpse you target with this attack, with a length equal to your intelligence. Make a spell attack at every target along that line. On a hit, the zombie charger deals medium spell physical damage, and the target suffers 10 poison damage a round for 2 rounds. On a missed attack, the zombie charger has no effect. The creature whose corpse is animated does not drop any gear or resources, and their corpse cannot be used for anything else. This spell costs 10 mana.

Level 5/10: Death Magic Mastery I-II

You have further mastered the use of death magic spells. For each rank of this talent, you gain the following bonuses with all spells from the death magic talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with death magic spells equal to willpower.

Level 6: Grasp of the Dead

Cast as a standard action, this spell calls the spirits of the dead to rise, as a collection of zombie hands and limbs grab at everyone within the area. This effects a Burst (4) area within medium range. Everyone who starts or enters the area on their turn suffer an automatic moderate spell physical damage and are Slowed for 1 round. In addition, anyone that ends their turn in this area is poisoned, suffering $5 + \frac{1}{3}$ level poison damage for 7 rounds, and must also make an acrobatics test or be immobilized for 1 round. The grasp of the dead lasts 3 rounds. This spell costs 30 mana.

Level 7: Poison Nova

Cast as a move action, this spell releases a wave of poison that hits all nearby foes. This spell effects a Burst (6) area centered on you, but not does not harm you. If it hits, targets suffer $8 + \frac{1}{2}$ level poison damage for 10 rounds. On a miss, this spell has no effect. This spell costs 15 mana.

Level 8: Devour

Cast as a move action, you consume the life energy of a corpse within short range. That corpse is instantly destroyed as you consume its life force. Upon doing so, you can spend a healing threshold to heal hit points and recover mana equal to heavy spell damage. This spell costs 12 mana.

Level 9: Acid Cloud

Cast as a standard action, this spell summons a storm of acid and poison to rain over an area. This spell effects a Burst (5) area at long range. If it hits, targets suffer light spell piercing damage, or half that much damage on a missed attack. In addition, everyone within the area suffers 12 +1/2 level poison damage for 3 rounds. This spell persist until the start of the caster's next turn. For that duration, the acid cloud provides concealment for ranged attacks and automatically poisons anyone who enters the area during that time. This spell also instantly destroys all corpses in the area, preventing them from being used by the necromancer or any other. Anyone who dies within the area also has the corpses destroyed by acid. This This spell costs 30 mana.

NECROMANCER TALENTS

Necromancer traits are a collection of passive traits that represent the necromancer's skill set and mental conditioning.

Level 1: Disciple of Death

The necromancer has lived their lives amongst darkness and the dead. Nothing shocks or traumatizes them. The necromancer does not suffer sanity damage does not need to make sanity checks.

Level 2/5/8: Dark Knowledge I-III

The necromancer gains +2 to the following skills per rank of this talent: knowledge, identify monster, resist torture, and resist magic. They also gain +10 maximum mana per rank.

Level 3/6/9: Feel Nothing I-III

The necromancer gains +20 maximum hit points, +2 resist poison, and +2 resist fatigue per rank of this talent.

Level 4/7: Golem Mastery I-II

The necromancer's golem greater minion gains +1 bonus level, +1 move speed, and +100 maximum hit points per rank of this talent.

Level 10: Company of the Dead

The necromancer gains +2 maximum skeletons and gains +2 maximum 'Revive' minions. In addition, the first skeleton warrior you raise is instead a skeleton captain. You can only have 1 skeleton captain at once. If you have two groups of skeletons, only the first group has a captain. Your skeleton captain is identical to a skeleton warrior but has +50 maximum hit points and +10 damage resistance. The skeleton captain is attacked before any other type of skeleton, including other skeleton warriors. While the skeleton captain is present, each type of skeleton in a squad functions as if there were two more skeletons of that type in the unit for the purpose of attacks (to a maximum of 10). For example, if you have a unit of 4 skeleton warriors and 3 skeleton archers, your skeleton warriors will attack as if there were 6 warriors, and your archers would attack as if there were 5 archers.

Furthermore, mindless undead will not attack the necromancer as long as they do not attack them. Mindless undead will attack if they are being controlled by a hostile force or if intelligent nearby undead do attack the necromancer.

WITCH DOCTOR CLASS

Witch doctors are the high priests of the Umbaru tribes of the distant jungle realms. Their people believe that Sanctuary is a merely a gateway realm for the Unformed Lands, a place people travel to after death and is the true reality. The witch doctors of the Umbaru are their homelands connection to the Unformed Lands, capable of connecting with the spirit world and the planes of death. Thus, they possess a position of extreme importance in their society, acting as religious leaders and their greatest warriors.

When a witch doctor leaves their homeland, it is usually because the spirits are guiding them on a quest of importance. On their missions, they will seek to maintain harmony and protect Sanctuary, while also guiding the passage of spirits from one realm to another. Protecting the Unformed Land from corruption and harm is their highest priority.

Witch doctors possess a strong grasp on death magic, the manipulation of spirits, and calling dark minions from the realm of the dead. Witch doctors also have a strong appreciation of nature from their jungle homeland and can manipulate nature magics to empower normal fauna into producing spectacular effects. To fuel these spells, witch doctors must spend time collecting different animals, and using them to fuel their spells. In addition, witch doctors medical experience makes them excellent healers for their allies, while attacking their enemies with offensively powerful minions.

WITCH DOCTOR TALENT TREES

Talent Level	Death Magic	Creature Powers	Voodoo	Spirit Magic	Witch Doctor Traits
1	Poison Bolt	Corpse Spiders	Summon Zombie Dog	Spiritual Guidance	Brew Potion
2	Aura of Death	Plague of Toads	Harvest Trophy	Haunt	Dark Knowledge I
3	Corpse Explosion	Firebats	Greater Voodoo Zombies I	Disorient	Medical Expertise I
4	Zombie Charger	Creature Mastery I	Fetish Sycophant I	Horriify	Jungle Lifestyle
5	Death Mastery I	Locust Swarm	Gargantuan	Speak with the Dead	Dark Knowledge II
6	Grasp of the Dead	Spider Queen	Greater Voodoo Zombies II	Polymorph	Improved Potions
7	Poison Nova	Creature Mastery II	Big Bad Voodoo	Spirit Barrage	Medical Expertise II
8	Devour	Toad of Hugeness	Fetish Sycophant II	Soul Harvest	Toxic Constructs
9	Acid Cloud	Piranhas	Greater Voodoo Zombies III	Mass Confusion	Dark Knowledge III
10	Death Mastery II	Legendary Creatures	Greater Gargantuan	Soul Host	Medical Expertise III

DEATH MAGIC TALENTS

Death magic involves the manipulation of poisons and corpses to deal damage to foes. It is a preferred form of offensive magic used by both necromancers and witch doctors.

Level 1: Poison Bolt

Cast as a standard action, this spell releases a blast of poison towards a target. This spell targets an enemy within medium range. If it hits, it deals instant minor spell poison damage and the target suffers $5 + \frac{1}{2}$ level poison damage each round for 3 rounds. This spell costs 5 mana.

Level 2: Aura of Death

As a move action, you become surrounded by a field of necrotic energy, as green mist, scraps of bone, and poisonous fumes surround and lift you. Charging you with pure death magic, aura of death makes it easier to cast death magic spells. In a turn you channel, death magic spells costs 2 less mana and deal bonus damage equal to your level. Your ongoing poison effects from death magic deal +2 damage per round. In addition, all enemies adjacent to you at the end of their turn must make a spell DC resist poison check or suffer minor spell poison damage. Channeling costs 5 mana per round.

Level 3: Corpse Explosion

Cast as a reaction, this spell is used as soon as a creature dies within medium range of you. You cause that creature's remains to explode in a grizzly display of meat and bone. This explosion is a Burst (2) centered on the target's former square and requires a spell attack. On a hit, the corpse explosion deals heavy spell physical damage, or half that much damage on a missed attack. The creature whose corpse is blasted does not drop any gear or resources, and their corpse cannot be used for anything else. This spell costs 12 mana.

Level 4: Zombie Charger

Cast as a standard action, this spell targets a corpse within short range of you. You cause that corpse to raise again and charge towards enemies, tearing into them briefly before disintegrating. Make a line attack from the corpse you target with this attack, with a length equal to your intelligence. Make a spell attack at every target along that line. On a hit, the zombie charger deals medium spell physical damage, and the target suffers 10 poison damage a round for 2 rounds. On a missed attack, the zombie charger has no effect. The creature whose corpse is animated does not drop any gear or resources, and their corpse cannot be used for anything else. This spell costs 10 mana.

Level 5/10: Death Magic Mastery I-II

You have further mastered the use of death magic spells. For each rank of this talent, you gain the following bonuses with all spells from the death magic talent tree: +2 accuracy, reduce mana cost by 1, and deal bonus damage with death magic spells equal to willpower.

Level 6: Grasp of the Dead

Cast as a standard action, this spell calls the spirits of the dead to rise, as a collection of zombie hands and limbs grab at everyone within the area. This effects a Burst (4) area within medium range. Everyone who starts or enters the area on their turn suffer an automatic moderate spell physical damage and are Slowed for 1 round. In addition, anyone that ends their turn in this area is poisoned, suffering $5 + \frac{1}{3}$ level poison damage for 7 rounds, and must also make an acrobatics test or be immobilized for 1 round. The grasp of the dead lasts 3 rounds. This spell costs 30 mana.

Level 7: Poison Nova

Cast as a move action, this spell releases a wave of poison that hits all nearby foes. This spell effects a Burst (6) area centered on you, but does not harm you. If it hits, targets suffer $8 + \frac{1}{2}$ level poison damage for 10 rounds. On a miss, this spell has no effect. This spell costs 15 mana.

Level 8: Devour

Cast as a move action, you consume the life energy of a corpse within short range. That corpse is instantly destroyed as you consume its life force. Upon doing so, you can spend a healing threshold to heal hit points and recover mana equal to heavy spell damage. This spell costs 12 mana.

Level 9: Acid Cloud

Cast as a standard action, this spell summons a storm of acid and poison to rain over an area. This spell effects a Burst (5) area at long range. If it hits, targets suffer light spell piercing damage, or half that much damage on a missed attack. In addition, everyone within the area suffers $12 + \frac{1}{2}$ level poison damage for 3 rounds. This spell persists until the start of the caster's next turn. For that duration, the acid cloud provides concealment for ranged attacks and automatically poisons anyone who enters the area during that time. This spell also instantly destroys all corpses in the area, preventing them from being used by the necromancer or any other. Anyone who dies within the area also has the corpses destroyed by acid. This spell costs 30 mana.

CREATURE POWERS TALENTS

Witch doctors combine magic with natural energies, using small creatures as the foci for powerful spells. They are known to spend time collecting bugs, frogs, bats, and other creatures to use as the source of spells. These spells require a combination of the animal's anima and magical incantation. Thus, casting them requires the caster spend mana and use their supply of stored creatures to use their magic.

Creature powers rely on the caster having the requisite animals to cast the spells. For this reason, witch doctors can spend time collecting creatures whenever they are in the wild. Doing so requires spending 2 hours searching an area for specimens, requiring a tracking check. Before they make a tracking check, they must determine what type of creature they are looking for, from the categories listed below. The check determines how many creatures they find, and what variant they collect.

Each of the animal types in question have several variants, some rarer than others. Refer to the table below. Once you roll the tracking check, you choose which creatures you can find based on the DC. You choose one creature whose DC you meet. You gain a number of creature specimens equal to your tracking check result – the DC +1. Thus, you can pick higher DC creatures, but receive fewer of them.

Animal	DC 10	DC 15	DC 20	DC 25
Spider	Web Spinner Spider	Leaping Spider	Widowmaker Spider	Blazing Spider
Toad	Giant Toad	Poison Toad	Blast Toad	Mutated Toad
Bat	Vampire Bat	Dire Bat	Plague Bat	Hex Bat
Bug	Locust	Soldier Ants	Scavenger Beetles	Spirit Locust
Piranha	River Piranha	Maneater Piranha	Bait Piranha	Zombified Piranha

For example, say that you are collecting spiders. You roll a 17 on the tracking check. You see that you can select web spinner spiders (DC 10) or leaping spiders (DC 15). If you chose web spinner spiders, you would gain 8 web spinning spiders (17-10+1). If you chose leaping spiders instead, you would gain 3 of those spiders.

It is up to the GM's discretion whether a particular creature can be found in a wilderness area. Obviously, it would be hard to find a piranha in a desert or a frog where there is no water. However, they should be generous, as this is a core mechanic for witch doctors and these creatures are rather ubiquitous.

The animal is used up as part of the spell. For casting creature powers, no action is required to draw or pick up the animals; as long as they are stored on your person, you should be able to use them as needed. You also do not need to worry about storing your animals in your equipment belt or backpack; all witch doctors carry an assortment of jars, vials, and containers to store their creatures. A witch doctor can have up to 40 creatures stored up at single time. Any time they would gain a creature more than their limit, they can drop any creatures they already have.

These animals do not live for forever in captivity. In general, if a witch doctor is dormant or inactive for more than a week, their stored creatures will die and be useless for the spell.

Special Condition: Spider Tokens

Many creature powers drop a special condition known as spider tokens on enemies. This represents numerous spiders clinging on a target and eating them alive. Attacks that drop spiders on enemies place a certain number of spider tokens on a foe. At the start of a character's turn, they take piercing damage equal to 2x the number of spider tokens they possess, then lose 2 spider tokens. This damage cannot cause crippling wounds. A creature can, as a full-round action, lose all spider tokens on them. An adjacent ally can also spend a full-round action to get spider tokens off an ally. Some spider effects will cause a condition with their spider tokens. These conditions will usually last as long as the target possesses any spider tokens, so the spider tokens are also the duration of the effect.

Level 1: Corpse Spiders

Cast as a standard action, the caster throws a magic jar full of spiders at an enemy. This effects a target within short range and cannot be used at a further range. This spell does not require an attack roll but can be blocked or evaded. On use, it gives the target 3+ 1/5 level spider tokens. This spell costs 5 mana and uses 1 spider.

Different spiders modify the spell as follows:

- Web Spinner Spiders: The target has the Slowed condition as long as they have spider tokens. Does not affect targets larger than medium sized.
- Leaping Spiders: This spell effects all targets within a Burst 1, giving spider tokens to them all.
- Widowmaker Spiders: This spell gives the target the Tormented condition as long as they have spider tokens.
- Blazing Spiders: The spell gives +2 spider tokens when the power is used. Hitting a target with this spell while using blazing spiders also deals an instant hit of light spell fire damage.

Level 2: Plague of Toads

Cast as a standard action, the caster drops 3 magic toads in three different squares adjacent to them. At the end of each of the witch doctors turns, the toads move 2 squares in a direction of the witch doctors choosing. If they enter an enemy's square, they deal automatic minor spell poison damage. If the toads do not run into an enemy after moving 3 times, they disappear. This spell costs 5 mana and uses 1 toad.

Different toads modify the spell as follows:

- Giant Toads: The toad can move +1 square and deals +5 damage.
- Poison Toad: When the toad damages a target, it also deals 8+ 1/3 level poison damage each round for the next 3 rounds.
- Blast Toad: These toads explode on contact with an enemy, effecting a burst 1 area centered on their target. They also deal medium fire damage instead of minor poison damage. However, they require a spell attack roll instead of dealing damage automatically.
- Mutated Toad: The toad requires an spell attack versus toughness to hit on contact with an enemy, However, their damage improves to medium spell poison damage. Furthermore, on hitting a target's toughness, roll a d20 and give the target a condition based on the roll:
 - 1-5: Frightened for 1 round
 - 6-10: Tormented for 1 round
 - 11-15: Blinded for 1 round
 - 16-20: Confused for 2 rounds

Level 3: Firebats

Cast as a standard action, the caster releases of a swarm of flaming bats. This effects a Cone (6) area and requires an attack versus defense with a +4 accuracy and ignoring cover. The spell deals light spell fire damage with hailfire 1. This spell costs 10 mana and uses 1 bat.

Different bats modify the spell as follows:

- Vampire Bats: If the spell deals damage to at least one target, the caster can spend a healing threshold to heal light spell damage number of hit points.
- Dire Bats: This spell summons a single large bat instead of a cloud of smaller ones. The spell loses the cone area and hailfire. However, it gains a Line (20) area and increases to deal moderate spell fire damage.
- Plague Bats: The bats deal minor spellpoison damage instead of light spell fire damage, and if they hit, targets are poisoned, suffering 7 poison damage a round for 10 rounds.
- Hex Bats: The spell attack also goes off enemy resolve as well as defense. If the spell hits defense and resolve, the target is confused for 2 rounds.

Level 3/7: Creature Mastery I-II

You know better how to find and utilize wildlife for your magics. The first rank gives you +2 to your tracking checks to find creatures and makes finding creatures only take 1 hour. The second rank instead gives your +4 to your tracking checks and finding creatures only takes 30 minutes. All your creature powers gain +1 accuracy per rank of this talent. Damage dealing powers deal +5 damage per rank, and powers that give spider tokens give +1 spider token per rank of this talent.

Level 5: Locust Swarm

Cast as a minor action, the caster releases a concentrated blast of locusts on a target within 3 squares. This requires an attack versus defenses against the target, with an accuracy bonus of +2. If the target is hit, they take minor spell poison damage and are suffering from 8 poison damage per round for 3 rounds and gain the Locust condition for 3 rounds. At the start of the turn for an enemy with the Locust condition, an ally within 3 squares of them gains the Locust condition and the ongoing poison damage. The GM decides who the bugs spread to, with the priority being the closest ally. The locust swarm cannot jump to a previously struck target. These allies can also spread the Locust condition and the poison to any allies within 3 squares. The locusts do not spread if there is no allies within 3 squares. Each infected characters has their own count for the duration of locusts and poison. This spell costs 15 mana and uses 1 bug.

Different bugs modify the spell as follows:

- Locusts: When the locust condition triggers, it can jump up to 6 squares to nearby allies of the target and can jump to 2 targets per round.
- Soldier Ants: Soldier ants devour the target instead of poisoning them. The spell does not deal initial or ongoing poison damage. Instead, those hit with the spell suffer moderate spell physical damage with 5 penetration and rending. Instead of dealing ongoing poison when the power jumps, the soldier ants deal the instant damage on hit as listed, with no ongoing effects. However, the soldier ants, if they do not have a new target to jump to, can jump back to a previously effected target.
- Scavenger Beetles: The scavenger beetles do not deal ongoing poison damage. Instead, they deal 5 bleed when they hit a target. In addition, if scavenger beetles do not have a target to jump to, increase the bleed on their current target by 5.
- Spirit Locusts: When the locust condition triggers, it jumps to 2 targets instead of 1. In addition, the initial hit of damage is moderate spell cold damage instead of poison. It still deals the ongoing poison damage, but as long as a target has Locust tokens, they also have the Chilled condition.

Level 6: Spider Queen

Cast as a standard action, the caster creates a single giant spider queen that is constantly expelling baby spiders. She takes up 1 square and can be created at short range. The spider queen has a 2 square aura around her, and acts at the end of the caster's turn, before any of their priest minions go. The spider queen deals 4 spider tokens to every enemy within her aura, and all targets must make a DC 25 lifting or acrobatics check or be slowed on their next round. Before triggering her aura, the spider queen can move up to 3 squares. A single move is also the only action she can perform on her turn. A spider queen lasts for 3 rounds, and the witch doctor can only have 1 spider queen active at once. This spell costs 20 mana and uses 1 spider.

Different spiders modify the spell as follows:

- Web Spinner Spiders: The spider queen gives out +2 spider tokens to effected targets and increase the DC against the Slowed condition by 5.
- Leaping Spiders: The spider queen's aura is 5 squares instead of 2.
- Widowmaker Spiders: While a target is within the spider queen's aura, they cannot lose or remove spider tokens.
- Blazing Spiders: The spider queen gives out +2 spider tokens to effected targets, and everyone within the aura also suffers automatic light spell fire damage upon gaining spider tokens.

Level 8: Toad of Hugeness

Cast as a standard action, the caster creates a giant toad within short range that will eat enemies. The toad is large and takes up a 2 by 2 area. If attacked, it has 300 hit points, a defense of 12, and 15 damage resistance. It acts at the end of the caster's turn, in which it can move 3 squares and eat an enemy within 6 squares of it. This requires a spell attack against a target's toughness with +2 accuracy. The target must be medium sized or smaller. On a hit, the target is pulled into the toad's stomach. While in the stomach, it cannot act or be attacked, but it still suffers from any ongoing conditions it already suffers from. On the toad's next turn, it spits out the target into an adjacent square of the target's choice. However, the target suffers lethal spell physical damage from the ordeal. The toad cannot act further on the turn it spits a target out. The toad lasts for 6 rounds or until slain. The caster can only have one huge toad active at a time. This spell costs 20 mana and uses 1 toad.

Different toads modify the spell as follows:

- Giant Toads: The toad gains +200 maximum hit points and can eat large-sized targets.
- Poison Toad: After the toad spits a target out, they suffer 20 poison damage a round for 3 rounds.
- Blast Toad: Instead of spitting out a target the round after swallowing it, the toad explodes. It makes an attack against the swallowed target and all other creatures within 3 squares of it. On a hit, it deals heavy spell fire damage, or half damage on a missed attack. Against the swallowed target, the attack gains Hailfire (1) and +10 accuracy, but they do not suffer the normal physical damage for being spat out.
- Mutated Toad: The mutated toad can swallow up to 3 targets at once, but all targets must be adjacent to one another. Furthermore, after being spat out of the toad, each target must make a resist magic check at spell DC +2. On any failures, roll a d20 and give the target a condition based on the roll:
 - 1-5: Frightened for 1 round
 - 6-10: Tormented for 1 round
 - 11-15: Blinded for 1 round
 - 16-20: Confused for 2 rounds

Level 9: Pool of Piranhas

Cast as a standard action, the caster creates a magic pool of water on the ground that is filled with hungry piranhas. This creates a Burst (4) area at medium range. All targets that begin their turn in the pool or enter the pool on their turn suffer automatic heavy spell physical damage and gain the Vulnerable condition. The pool also counts as difficult terrain. The pool lasts for 4 rounds. This spell costs 20 mana and uses 1 piranha.

Different piranhas modify the spell as follows:

- River Piranha: The spell gains +10 damage, +5 penetration, and +5 rending.
- Maneater Piranha: Instead of summoning an ongoing area of effect, this spell resolves instantly as a Cone (12). It requires an attack roll but gains +5 accuracy. If it hits, it deals the normal damage and Vulnerable condition, but also deals 5 bleed. It deals half damage, and no conditions on a missed attack.
- Bait Piranha: At the start of the caster's turn, they chose 1 enemy within the pool of piranhas. A giant bogadile monster leaps up and strikes the target. That target takes an automatic hit of heavy physical damage and is staggered for 1 round. This occurs each round the piranha pool is active.
- Zombified Piranhas: The damage from the piranhas gains Hailfire (1) and poisons the target for 5 poison damage per round for 10 rounds.

Level 10: Legendary Creatures

You can find special legendary creatures when you search for creatures to fuel your spells. To find a legendary creature, you must succeed a DC 30 check when searching for creatures. If you hit that DC and chose to take a legendary creature, you gain only 1 legendary creature of the chosen type, regardless of how far you surpassed the DC. There is 1 legendary creature for each creature category. They provide very powerful benefits when used as part of the creature spells.

Spiders: Fledgling Arach Queen

-Corpse Spider: When a fledgling arach queen is used for corpse spiders, it effects all targets within a Burst (2) area and gives +3 spider tokens above normal.

-Spider Queen: When a fledgling arach queen is used for spider queen, it has an aura of 5 squares instead of 2, gives out +2 spider tokens each round, lasts 3 rounds longer, and the slowed DC increase by 3.

Toads: Ghost Toad

-Plague of Toads: When a ghost toad is used for plague of toads, the toads do medium spell cold damage on hit instead of poison damage, and do not explode, allowing them to continue moving after dealing damage. These toads also move 3 squares a round instead of 2.

-Toad of Hugeness: Each round the toad is active, it also releases a cone of cold energy over an area. The toad attacks a cone (6) area each round, making a normal spell attack with the attacks. On a hit, it deals moderate spell cold damage with hailfire 1. On a missed attack, it deals half damage with no hailfire.

Bats: Fiend Spawn

-Firebats: When a fiend spawn is used with firebats, the firebat damage increases to moderate spell fire damage. In addition, it deals a hit of lightning damage equal to the fire damage dealt, with hailfire 1 as normal.

Bugs: Ruin Grub

-Locust Swarm: When a ruin grub is used for the Locust Swarm spell, it deals light spell poison damage instead of minor spell poison damage, and the locust condition and poison lasts for 6 rounds. In addition, those who are inflicted with the locust condition suffer 3 bleed damage, and the bleed damage increases by 3 in any turn where the bugs have nowhere to jump to.

Piranhas: Aquatic Abomination

-Piranha: When an aquatic abomination is used for the pool of piranhas power, the pool grows in size 1 square at the start of each of the witch doctor's turns. In addition, the piranhas gain +5 damage and +5 penetration, cause 5 bleed, and poisons the target for 5 poison damage each round for 10 rounds.

VOODOO TALENTS

Voodoo is the dark powers of the witch doctor to summon spirits, monsters, and undead created through mystical powers to serve as minions. This is the witch doctors core source of priest minions. Witch doctor minions tend to be very lethal, but also very fragile.

Level 1: Summon Zombie Dog

The witch doctor can summon a zombie dog from the Unformed Lands as a move action. Upon being cast, either a lone zombie dog is created within short range, or a zombie dog is added to the witch doctor's current zombie dog minion group. By default, the witch doctor can only have 1 zombie dog, but anything that increases their lesser minion limit allows more zombie dogs. Zombie dogs last until dismissed. This spell costs 15 mana.

ZOMBIE DOG

Lesser Witch Doctor Minion

Hit Points: 30

Prowess: 1

Defense: 18

Toughness: 15

Resolve: 12

Speed: 6

Shift Speed: 2

Space: 1 square

Reach: 1 square

Damage Resistance: 1

Elemental Resistance: 0

-Zombie Dog Bite 1d20+9 accuracy, 26 damage, dexterity attack; *Special Traits:* Penetration 2, Poisonous Bite (See Special Traits)

Skills: Climbing +2, Jumping +2, Balancing +2, Perception +2, Tracking +2

Strength: 4

Dexterity: 6

Vitality: 1

Instinct: 1

Intelligence: 1 Willpower: 1

Special Traits: Poisonous Bite (targets bit by the zombie dogs bite must make Resist Poison check against witch doctor's spell DC or be poisoned, poison lasts for 3 rounds, poison damage is 2x number of zombie dogs in unit)

Equipment: Zombie Dog Bite

Zombie Dog Bonus Level Scaling:

-Every bonus level gives +1 prowess, +4 damage, +1 penetration, and +10 maximum hit points

-Every 2 bonus levels give +1 move speed, +1 accuracy, +1 damage resistance, and +1 ongoing poison damage per zombie dog.

Level 2: Harvest Trophy

The witch doctor can harvest shrunken head trophies from enemies in battle. If they kill an enemy with a weapon attack using a ceremonial dagger, or spend a standard action harvesting a corpse that has been killed within the last 2 rounds, they can spend 5 mana to create a shrunken head trophy. The witch doctor can have up to 3 shrunken heads per once. They last for 1 day upon creation. A shrunken head can be expended as a move action to restore 50 mana to the witch doctor, give the next offensive spell they cast advantage on the attack roll, or be used for the *Fetish Sycophant* power.

Level 3/6/9: Greater Voodoo Zombies I-III

The witch doctor has improved the power of their zombified minions. They increase their zombie dog limit by 2 per rank of this talent. They also give their zombie dogs and gargantuan zombies +1 bonus level per rank of this talent.

Level 4/8: Fetish Sycophants I-II

The witch doctor can spend a standard action to sacrifice a shrunken head they have collected to summon a band of fiendish fetishes to fight for them. At rank 1, this allows them to summon a lesser minion group of 3 fetishes within short range. At rank 2, this allows them to summon a lesser minion group of 8 fetishes and a greater minion fetish shaman adjacent to the group. Rank 2 also gives all fetishes +4 bonus levels. Fetishes last until the end of the encounter. If this spell is used while there are still active fetishes, all old fetishes are dismissed and replaced with new ones. This spell costs 40 mana and 1 shrunken head trophy. This talent requires the *Harvest Trophy* talent.

FETISH

Lesser Witch Doctor Minion

Hit Points: 15

Prowess: 1

Defense: 18

Toughness: 14

Resolve: 14

Speed: 6

Shift Speed: 2

Space: 1 square

Reach: 1 square

Damage Resistance: 4

Elemental Resistance: 2

-Cleaver 1d20+6 accuracy, 30 damage, strength attack; *Special Traits:* Penetration 2

Skills: Climbing +2, Jumping +2, Acrobatics +2, Balancing +2, Hiding +2, Tracking +2

Strength: 3 Dexterity: 5 Vitality: 4 Instinct: 3

Intelligence: 2 Willpower: 3

Special Traits: Scurry About (When the fetishes are attacked, they can move their shift speed after the attack as an instant action. After the fetishes attack, they can perform a shift action as a free action).

Equipment: Cleaver

Fetish Bonus Level Scaling:

-Every bonus level gives +1 prowess, +4 damage, +1 penetration, and +5 maximum hit points

-Every 2 bonus levels give +1 accuracy and +1 move speed

FETISH SHAMAN

Greater Witch Doctor Minion

Hit Points: 60 Prowess: 1
 Defense: 15 Toughness: 14 Resolve: 16
 Speed: 6 Shift Speed: 1
Space: 1 square **Reach:** 1 square

Damage Resistance: 5 Elemental Resistance: 2

-Holy Staff 1d20+4 accuracy, 25 damage, strength attack; *Special Traits:* NA

Skills: Climbing +2, Jumping +2, Acrobatics +2, Balancing +2, Hiding +2, Tracking +2

Strength: 3 Dexterity: 4 Vitality: 5 Instinct: 3

Intelligence: 4 Willpower: 5

Special Traits: Raise Fetish (Once per round, instead of attacking or casting spells, the fetish shaman can add 1 fetish to a fetish lesser minion group that is below maximum size)

Equipment: Mask, Holy Staff

Fetish Shaman Bonus Level Scaling:

-Every bonus level gives +1 prowess, +2 damage, +1 damage resistance, and +20 maximum hit points

-Every 3 bonus levels, the fetish shaman gains +1 intelligence

-After 3 bonus levels, the fetish shaman can cast the *Inferno* mage spell. This spell is cast at a level equal to 3x the fetish shaman's prowess. This spell can only be cast once every 2 rounds.

-After 6 bonus levels, the fetish can cast the *Polymorph* mage spell. This spell is cast at a level equal to 3x the fetish shaman's prowess. This spell can only be cast once every 5 rounds.

-After 8 bonus levels, the fetish shaman can use their Raise Fetish ability every round while still being able to attack and cast spells.

Level 5: Gargantuan

The witch doctor can summon a giant gargantuan, a zombie crafted of voodoo magic and stitched together corpses. Cast as a full-round action, this spell summons a gargantuan zombie within short range of you. Once summoned, the gargantuan suffers as a greater minion and lasts until destroyed or another gargantuan zombie is summoned. This spell costs 40 mana.

GARGANTUAN ZOMBIE

Greater Witcher Doctor Minion

Hit Points: 150 Prowess: 1
 Defense: 12 Toughness: 24 Resolve: 12
 Speed: 6 Shift Speed: 1

Space: 2 by 2 squares **Reach:** 2 squares

Damage Resistance: 5 Elemental Resistance: 2

-Smashing Fist 1d20+10 accuracy, 50 damage; *Special Traits:* Penetration 3

Skills: Pushing +2, Lifting +2, Resist Magic +2

Strength: 9 Dexterity: 3 Vitality: 5 Instinct: 1

Intelligence: 1 Willpower: 1

Special Traits: Mighty Smash (target is staggered upon having their defense and toughness hit by Smashing Fist), Regeneration (Gargantuan Zombie regenerates 10 hit points per round)

Equipment: Smashing Fist

Gargantuan Zombie Bonus Level Scaling:

- Every bonus level gives +1 prowess, +5 damage, +1 penetration, and +40 maximum hit points
- Every 2 bonus levels give +3 damage resistance and +2 accuracy
- 5 bonus levels causes the zombie to deal light spell poison damage (using the witch doctor's statistics) on hit.

Level 7: Big Bad Voodoo

The witch doctor can sacrifice a trio of shrunken heads to create an invulnerability field that protects themselves and all allies. Using this power is a full-round action that involves using 3 shrunken heads from the *Harvest Trophy* talent. Upon being used, the caster and all allies within 15 squares are immune to damage until the end of the caster's next turn. All effected targets are also freed of the bleed, poison, tormented, stunned, staggered, and ongoing damage conditions that they had on when the spell is cast, and cannot gain those conditions while the spell is active. This spell costs 50 mana. This talent requires the *Harvest Trophy* talent.

Level 10: Greater Gargantuan

The witch doctor has greatly improved their gargantuan zombie minion. Their zombie gains +200 maximum hit points and +2 bonus levels. In addition, the zombie builds rage as it attacks. Every time it hits an enemy with a smashing fist attack, it gains a stack of Zombie Rage. Zombie Rage gives the gargantuan zombie +10 attack damage and +2 attack accuracy for every point of zombie rage. It can have up to 10 stacks of zombie rage. Two stacks of Zombie Rage go away each turn the gargantuan zombie does not hit an enemy or does not attack on its turn.



SPIRIT MAGIC TALENTS

Spirit magic allows the witch doctor to commune with and control spirits, using their link with the unformed lands. Spirit magic is primarily offense magic that deals conditions to enemies.

Level 1: Spiritual Guidance

The witch doctor can perform a ritual in which they ask the spirits for advice on their current course of action. This ritual takes 30 minutes to prepare and cast, and involves incense, herbal ingredients, and an offering of blood. All in all, the ingredients for the spell is 30 gold. As part of the ritual, the witch doctor asks about an action they are going to perform, and whether it will be beneficial for them or not. Spirits have great prescience but are also unreliable. The GM rolls a d20 in secret to determine the spirit's answer and adds the witch doctor's willpower to the result. If the result is a 12 or higher, the spirits give an honest answer, from the answers listed below. If the result is less than a 10, the spirits will lie and give a false answer, usually whatever will lead the witch doctor into greater danger. The ritual costs 30 mana to cast.

The possible answers, when the truth is told, is determined by the GM's best knowledge of their inside judgement. It is one of the following answers.

- Yes, definitely
- Yes, perhaps
- Not enough is known, fates are undecided
- Perhaps, though could be risky
- No, poor and disastrous choice

Level 2: Haunt

As a standard action, the witch doctor can inflict a malicious spirit on a target within medium range. They make an attack versus the target's resolve. If they hit, the spirit clings to the target, distracting them and draining their life force. Every round, the spell deals piercing damage equal to the witch doctor's intelligence and gives them the Skilled Drain (2) condition. The haunt lasts for 5 rounds or until dispelled. This spell costs 5 mana.

Level 3: Disorient

Disorient confuses the target, causing them to be distracted on their next action. This spell is cast as a minor action and involves a spell attack at a target's resolve with a +2 accuracy bonus. If it hits, the target suffers disadvantage on their next check. They also cannot perform opportunity attacks until they make their check with disadvantage. This spell costs 5 mana.

Level 4: Horrify

As a standard action, the witch doctor releases a wave of fear effecting all enemies within 3 squares of them with their worst nightmares. They make an attack versus the target's resolve with -2 accuracy. If they hit, the targets gain the Frightened condition for 2 rounds. This spell costs 15 mana.

Level 5: Speak with Dead

As a ritual that takes 1 minute, you can bring a spirit back to a corpse to question it. The corpse must have belonged to a mortal, sapient being such as a human. The corpse of the individual must be partially intact still and cannot have been dead for longer than 1 month per level of the caster. You cannot use this power on the corpse of a creature is currently a spectral undead or had its soul consumed. Once the target is raised, you can ask it three questions over the period of ten minutes. These questions are usually answered in an indirect fashion that is usually missing words, details, or elaboration. Once this power is used, it cannot be used again for 8 hours. It costs 40 mana to cast.

Level 6: Polymorph

Polymorph transforms the target into a harmless animal, such as a sheep, rabbit, frog, or squirrel. Cast as a standard action, this spell targets an enemy within 15 squares and makes an attack versus their toughness. If the attack hits, the target gains the Polymorphed condition for 5 rounds. The target can spend a full-round action on their turn to make a Resist Magic check against your spell DC to end the effect. This spell costs 5 mana.

Level 7: Spirit Barrage

As a standard action, the witch doctor bombards a target with malicious souls. They make an attack against the defense of a target within medium range, ignoring cover and concealment. If the attack hits, it deals medium spell cold damage. Afterwards, if the target is still alive, the caster makes another identical attack against the target. They make a total of three attacks against the target. If the target is ever defeated by one of the attacks while following attacks are leftover, the rest of the attacks go against the nearest enemy to the target and within 10 squares. These extra attacks can go outside the caster's line of sight without penalty. This spell costs 25 mana.

Level 8: Soul Harvest

As a standard action, the witch doctor can drain the souls of all nearby enemies to boost their own power. This automatically hits all enemies within 5 squares of the witch doctor. They make an attack versus toughness against each enemy within the area, with +2 accuracy, ignoring concealment or cover. If a target is hit, they suffer piercing damage equal to $\frac{1}{2}$ their damage threshold and gain the Vulnerable condition. In the meantime, for the next two rounds, the witch doctor's offensive spells that require an attack roll do +5 damage per target struck by this power. This spell costs 25 mana.

Level 9: Mass Confusion

Cast as a standard action, this spell hexes all enemies within a Burst (2) at medium range with confusion. Make an attack versus resolve against all enemies within the area. Any of them that you hit are confused for 5 rounds. Every round, a confused target must make a resist magic skill check in order to perform any actions. This spell costs 30 mana.

Level 10: Soul Host

As a standard action, the witch doctor calls a host of angry soul to return from the underworld to terrorize their enemies. This spell creates a single 'horde' of wraiths to appear within medium range. This horde of wraiths will roll their own initiative attack the witch doctor's enemies for 5 rounds or until defeated. The witch doctor can only have 1 soul host active at a time. This spell costs 30 mana.

WITCH DOCTOR TRAITS TALENTS

Witch doctor traits represent the special skills and abilities of a witch doctor, from their spiritual profession, alchemical history, and adapting to a jungle environment.

Level 1: Brew Potion

The witch doctor actively brews potions and excels at alchemy. If they have the Alchemist job, they reduce the ingredient cost of potions by half (minimum 1) and gain advantage on all identify monster and tracking checks to gather ingredients. This talent requires at least 1 rank in the Alchemist job.

Level 2/5/9: Dark Knowledge I-III

The witch doctor gains +2 to the following skills per rank of this talent: knowledge, identify monster, resist torture, and resist magic. They also gain +10 maximum mana per rank.

Level 3/6/10: Medical Expertise I-III

The witch doctor gains +3 to the medicine skill per rank of this talent. Their healing spells and first aid checks heal +10 hit points per rank of this talent. In addition, the witch doctor has a chance of not using a targets healing threshold when healing them. They roll a d20 when they would use an ally's healing thresholds. On a 18-20, they do not use the target's healing thresholds. The second rank gives them a +3 bonus to this check (succeeding on a 15-20), and the third rank gives them a +6 bonus on this check (succeeding on a 12-20).

Level 4: Jungle Lifestyle

The witch doctor gains +2 to the climbing, jumping, hiding, perception, tracking, and identify monster skills.

Level 6: Improved Potions

The witch doctor is an even more potent alchemist than before. When performing the alchemist job, they reduce the ingredient cost potions to $\frac{1}{4}$ the normal cost (minimum 1). They also gain advantage on all identify monster and tracking checks to gather ingredients, as well as a +5 bonus on those checks. In addition, all of the potions created by the witch doctor gained the Improved trait, and should be labelled as such in any inventory they are found in. Improved potions gain benefits based on what type of potions they are:

- Healing potions heal twice as many hit points per round
- Mana potions restore 50% more mana
- Antidote, Thawing, and Stamina potions have two charges and can be drank twice before being expended.
- Fire Potions deal double damage
- Poison potions do double normal poison damage per round

This talent requires and replaces Brew Potion.

Level 8: Toxic Constructs

The witch doctor has enhanced their voodoo zombies with impressive toxins. Their gargantuan zombie and zombie dog minions gain +2 bonus levels, and their zombie dog minion limit increases by 2. In addition, when the zombie dogs damage a non-undead with a bite attack, all zombie dogs in the unit restore to full hit points. In addition, the gargantuan zombie gains a poison aura. Any enemy that ends their turn within the gargantuan zombies reach suffers poison damage equal to 3x the gargantuan zombie's prowess.

DRUID CLASS

The druids are warrior scholars that embrace nature as the source of their power. They believe in a close connection with the natural world, allowing their major to summon and command plants, animals, and elemental forces. Druids are defenders of nature, but also staunch proponents of protecting Sanctuary from demons.

Druids are an offshoot of the barbarians of Mount Arreat, who inhabit the lands of Scosglen to the far northeast of Sanctuary. It is a rugged, primordial land covered with dense wilderness, towering peaks, and savage monsters. In these lands the druids are close to nature in its purest forms, and they create towering stone druid colleges to train their members in protecting sanctuary.

Druids summon plants and animals to serve them in battle. Their minions are powerful, but few. They create powerful elemental storms to bombard their foes, but their elemental powers are much more unpredictable than that of a sorcerer. Thus, they can also forgo spells and transform into an animal themselves, gaining great power in combat. Druids are very survivable priests who excel at crossing wild terrain and having a wide variety of different abilities to assist in various combat arenas.

DRUID TALENT TREES

Talent Level	Elemental Power	Power of Nature	Beast Companions	Shape Changing	Druid Traits
1	Firestorm	Nature Spirit	Raven	Werewolf Form	Wilderness Training I
2	Arctic Blast	Plant Creeper	Summon Wolf	Animal Form	Strength of the Wilds I
3	Molten Boulder	Elemental Power Mastery I	Animal Spy	Lycanthropy I	Talk with Animals
4	Cyclone Armor	Plant Growth	Beast Mastery I	Shape Change Enhancement I	Superb Tracking Skills
5	Twister	Improved Nature's Aspects	Spirit Wolves	Werebear Form	Wilderness Training II
6	Fissure	Elemental Power Mastery II	Summon Grizzly	Lycanthropy II	Strength of the Wilds II
7	Volcano	Change Weather	Beast Mastery II	Shape Change Enhancement II	Draw from Nature
8	Tornado	Greater Nature's Aspects	Dire Wolves	Lycanthrope Caster	Uncanny Health
9	Hurricane	Elemental Power Mastery III	Ferocious Bear	Lycanthropy III	Wilderness Training III
10	Armageddon	Return to Nature	Beast Mastery III	Shape Change Enhancement III	Strength of the Wilds III

ELEMENTAL POWER TALENTS

Elemental power is the druid's ability to manipulate wind and flame to create powerful offensive spells. Elemental powers are their primary spell offensive.

Level 1: Firestorm

Cast as a standard action, this spell causes a wave of fire to race across the ground. This spell attacks a Line (8) area and requires a spell attack against all targets in the area. On a hit, the spell deals minor spell fire damage. This spell costs 7 mana.

Level 2: Arctic Blast

Cast as a standard action, this spell releases a torrent of flame in a cone in front of you. This spell is a Cone (6) area and makes a spell attack roll. If it hits, it deals minor spell cold damage with hailfire (1). The target also needs to make a spell DC resist magic check. If they fail, they are Chilled for 1 turn, if they fail by 5 or more, they are Frozen for 1 turn. If it misses, it deals half damage with no hailfire or resist magic check required. This spell costs 10 mana.

Level 3: Molten Boulder

Cast as a standard action, this spell creates a flaming boulder that takes up a 2 by 2 area, that is placed within 3 squares of characters, in an unoccupied space. Once created, you determine which direction the boulder moves. At the end of your turn and each turn thereafter for the next 5 rounds, the boulder moves 3 squares in that direction each round until its duration runs out or it crashes into terrain. If it ends its turn or passes through a creature's area, it makes a spell attack roll at +2. On a hit, the spell deals heavy spell fire damage. The boulder provides line of sight blocking and cover but does not prevent or block movement and can end in other character's square. This spell costs 15 mana.

Level 4: Cyclone Armor

Cast as a minor action, you create a swirling barrier of wind around you that helps protect from enemy attacks. These twirling winds dampen elemental damage, giving you bonus elemental resistance equal to 2x your intelligence. In addition, the winds deflect ranged attacks, giving all ranged attacks against you disadvantage. This spell lasts 5 rounds and costs 20 mana.

Level 5: Twister

Cast as a standard action, you create a wild, unpredictable twister that swirls around the battlefield, doing potentially considerable damage. When you cast this spell, you target an enemy within 5 squares. Roll a spell attack at -2; on a hit, you deal medium spell physical damage. Afterwards, regardless of hit or miss, roll a d20. On a 10+, the twister attacks another target within 5 squares of the first target. On a 1-9, however, the spell ends. The spell continues to jump from target to target until there is not a new target within 5 squares of a target or a 10+ is not rolled. This spell costs 12 mana.

Level 6: Fissure

Cast as a standard action, this spell calls the earth to rip open and fire to emerge from the depths. This effects a Burst (5) area within medium range. Everyone who starts or enters the area on their turn suffer an automatic moderate spell fire damage. In addition, the area is difficult terrain. The fissure lasts 3 rounds. This spell costs 20 mana.

Level 7: Volcano

Cast as a full-round action, this spell rips open the earth and creates a small volcano to bombard the area with burning earth. This volcano takes up a 5 by 5 area, which becomes difficult terrain. When created and at the start of every turn thereafter for 5 turns, roll a d20 for every target within 10 squares of the volcano. Targets within the volcano's area get +5 to their roll. Anyone, friend or foe, who rolls a 12+ on this check is automatically hit by a magma ball, taking heavy spell fire damage. The druid can only have one volcano active at once. This spell costs 40 mana.

Level 8: Tornado

Cast as a standard action, you powerful tornado that lashes through an area. This spell is a line attack that is 3 squares wide and 6 squares long. Roll a spell attack at +2 against every target in the area; on a hit, you deal heavy spell physical damage, or half that much damage on a missed attack. Each target hit must make a Resist Fatigue skill check at spell DC or be knocked prone. This spell costs 20 mana.

Level 9: Hurricane

Cast as a full-round action, this spell creates a swirling area of freezing wind and rain that overcomes all enemies within the area. This spell effects a Burst (5) area centered on the druid. All enemies that start their turn within the area suffer automatic heavy cold damage and gain the Chilled condition for 2 rounds. In addition, all those targets must make a spell DC resist fatigue check or be knocked prone. This spell lasts for 3 rounds and costs 40 mana.

Level 10: Armageddon

This spell is cast as a full-round action and can only be used outdoors. Upon casting, this spell causes burning rain and meteors to rain down on the area within medium range of you. At the end of your turn, every target within the area suffers automatic light spell fire damage every round and must roll a d20. On an 8+, a target is struck by a flaming meteor and suffers automatic heavy spell fire damage. This spell lasts for 3 rounds and costs 50 mana.

POWER OF NATURE TALENTS

The power of nature is a versatile talent tree that contains passive augmentation traits, new support minions, and out of encounter abilities that relate to controlling nature.

Level 1: Nature Spirit

The druid can summon a nature spirit that provides a bonus to all allies within an aura around it. Cast as a minor action, this spell summons a nature spirit within short range of you. Once summoned, the nature spirit functions as a greater minion that lasts until the end of the encounter. The spirit cannot attack or perform any actions other than move. If it is not within 12 squares of the druid at the end of its turn, it disappears. The default nature spirit is the oak sage, which gives all allies within its aura 5 protection at the end of its turn. Additional talents may let you summon alternate versions of nature spirits. You can only have 1 nature spirit at a time, and gaining an alternate spirit involves casting the spell again and replacing the current spirit. This spell costs 10 mana.

NATURE SPIRIT

Greater Druid Minion

Hit Points: 40

Prowess: 1

Defense: 20

Toughness: NA

Resolve: NA

Speed: 4

Shift Speed: 1

Space: 1 square

Reach: NA

Damage Resistance: 0

Elemental Resistance: 20

Skills: None

Strength: 1 Dexterity: 7 Vitality: 4 Instinct: 5

Intelligence: 3 Willpower: 6

Special Traits: Incorporeal (The spirit reduces all physical damage taken to 1/3, gains +20 elemental resistance, not susceptible to attacks that target toughness or resolve), Flight (spirit can fly at its flight speed, but must stay within 12 squares of the Druid), Aura (Spirit provides an aura that bolsters allies within 6 squares of it).

Nature Spirit Bonus Level Scaling:

-Every bonus level gives +1 defense, +1 aura range, and +15 hit points

-Every 2 bonus levels, the nature spirit gains +1 move speed

Level 2: Plant Creeper

The druid can summon an underground plant vine that digs around a battlefield and strikes at enemies and corpses. Cast as a minor action, this spell summons a plant creeper within short range of you. Once summoned, the nature spirit functions as a greater minion that lasts until the end of the encounter. The plant creeper begins combat burrowed and follows the action requirements listed in its record sheet. If it is not within 30 squares of the druid at the end of its turn, it disappears. The default plant creeper is the venomous creeper. When it attacks an attack against a target, make a spell attack at +4 accuracy. If the target is hit, they suffer poison damage equal to your intelligence for 5 rounds. Additional talents may let you summon alternate versions of plant creepers. You can only have 1 plant creeper at a time, and gaining an alternate creeper involves casting the spell again and replacing the current creeper. This spell costs 10 mana.

PLANT CREEPER

Greater Druid Minion

Hit Points: 50

Prowess: 1

Defense: 16

Toughness: 10

Resolve: NA

Speed: 4

Shift Speed: 1

Space: 1 square

Reach: 1 square

Damage Resistance: 13 Elemental Resistance: 6

Skills: None

Strength: 3 Dexterity: 3 Vitality: 6 Instinct: 4

Intelligence: 1 Willpower: 4

Special Traits: Plant (Immune to attacks versus resolve, cannot be moved or knocked prone, -10 fire resistance), Burrowing Attacker (The plant creeper can only perform one of two actions on its turn, but those actions vary depending on whether it is burrowed or not. While it is unburrowed, it can burrow underground and become invisible and untargetable or it can perform an action. If it is already burrowed, its actions are moving twice or move once and then unburrow and perform an action.)

Equipment: Rugged Vine (+7 damage resistance)

Plant Creeper Bonus Level Scaling:

-Every bonus level gives +2 damage resistance, +1 move speed, and +20 hit points

Level 3/6/9: Elemental Power Mastery I-III

You have further mastered the use of your spells from the elemental power talent tree. For each rank of this talent, you gain the following bonuses with all spells from the elemental power tree: +1 accuracy and deal bonus damage with elemental power spells equal to willpower.

Level 4: Plant Growth

You can perform a short ritual that causes massive plant growth (or regrowth) in an area. This ritual takes 5 minutes and requires spending 3 arcane dust and an emerald of any quality. Once performed, the spell effects a burst area equal to twice your level. All seeded plants in the area suddenly grow as if five years have passed. Dead plants in the area are brought back to life and grow as if that much time has passed. Plants grow as if they have been supplied water and sunlight, but are still limited by fresh, usable soil to grow upon. The GM determines how much the plants grow and how much a space they come to occupy after the growth.

Level 5: Improved Nature's Aspects

You can create stronger nature spirits and plant creepers. Both gain +2 bonus levels, and you can summon alternate versions of each of them.

-*Heart of the Wolverine:* This alternate nature spirit gives an allies in its aura +2 weapon attack accuracy instead of protection.

-*Carrion Vine:* This alternate creeper vine does not attack and poison enemies. Instead, when unburrowed, it can spend its action to consume an adjacent corpse. When it does, it gives life energy to the druid. The druid can spend a healing threshold to regain 5x intelligence hit points.

Level 7: Change Weather

Change weather allows you to alter the weather in an area around you to something you desire more. It must be a type of natural phenomenon that is native and possible in the environment you are currently within (snow only where it is cold enough, sandstorm in the desert, etc.). This change in weather can be placed within remote range of you, and it effects an area of 100 squares per level you possess. Weather changes last for 5 minutes per level of the caster. It cannot create truly destructive types of weather, such as tornadoes, hurricanes, or lightning storms.

The ritual takes 15 minutes and 60 mana to cast. Once activated, a mage or druid can make a DC 20 identification check to realize the weather change is magic in nature. They can try to use *Dispel Magic* to instantly end the spell. The spell costs the following ritual components: 30 arcane dust, 2 veiled crystal, 1 death's breath, 1 diamond, and 1 sapphire.

Level 8: Greater Nature's Aspects

You can create stronger nature spirits and plant creepers. Both gain +2 bonus levels, and you can summon alternate versions of each of them.

-*Spirit of Barbs*: This alternate nature spirit causes all allies in its aura to deal automatic piercing damage to their melee attackers equal to 1/3 of the damage they suffer from the attack.

-*Solar Creeper*: This alternate creeper vine does not attack and poison enemies. Instead, when unborrowed, it can spend its action to consume an adjacent corpse. When it does, it transfers the life force in natural energy that revitalizes the druid's spellcasting. The druid regains 30 mana for each corpse the solar creeper consumes.

Level 10: Return to Nature

As a full-round action that can be performed once per day, you cause an area to have a sudden surge of plant growth and natural energy, known as the overgrowth. This effects a Burst (30) area centered on your location at the time of the casting. This area is suddenly filled with plants, ferns, vines, and small trees. This area lasts for 10 rounds before withering away. This area effects enemies, allies, and minions differently and has all the following effects. This spell costs 50 mana. It requires the Plant Growth talent.

- The area is considered difficult terrain for everyone but druids, their minions, and beast NPCs
- All targets gain cover from attacks that pass through 5 squares of the overgrowth. They gain improved cover from attacks that pass through 10 squares of overgrowth
- All your druid minions gain 10 protection each round they start their turn in the overgrowth. They also gain +2 move speed when in or over the area. Plant creeper vines cannot take damage in the overgrowth and can attack two adjacent targets with a single action. Nature spirits have double the normal areas. Ravens deal +2 damage per raven when attacking enemies in the overgrowth.
- Enemies within the overgrowth must make a Pushing skill check at the start of every round against spell DC or be immobilized that turn.
- Enemies within the overgrowth must make a Resist Poison skill check at the start of every round against spell DC or suffer poison damage equal to twice your intelligence plus your instinct.

BEAST COMPANION TALENTS

Druids are known to summon allied and friendly animals to their side to help them fight in battle. Many druids are known for leading attacks with packs of wolves, terrifying bears, and flocks of hungry ravens to tear at their foes. These talents rely heavily on the priest minion mechanic and are the primary source of druid minions. Druid minions tend to be fewer but more powerful than other priest minions.

Level 1: Ravens

As a move action, the druid can summon a pack of ravens to fly around them and peck at their foes. A single casting summons a number of ravens equal to $\frac{1}{2}$ their intelligence, up to a maximum number of ravens equal to three times the druid's lesser minion limit. This spell can be cast multiple times to increase the number of ravens. At the end of the druid's turn, all the ravens attack a chosen target within short range of the druid. That target suffers automatic physical damage equal to 5x the number of ravens. Thus, if the druid has 6 ravens, they suffer 30 physical damage. Afterwards, 1 raven is removed from the swarm. All ravens disappear once they go 1 minute without attacking. This spell costs 7 mana.

Level 2: Summon Wolf

The druid can summon a wolf as a move action. Upon being cast, either a lone wolf is created within short range, or a wolf is added to the druid's current wolf minion group. By default, the witch doctor can only have 1 wolf, but they can have more wolves in their unit by increasing their minion limit. However, wolves are powerful minions and take effort to control, so a druid can only have a number of wolves equal to $\frac{1}{2}$ the lesser minion limit +1. Wolves last until dismissed. This spell costs 25 mana.

WOLF

Lesser Druid Minion

Hit Points: 60

Prowess: 1

Defense: 16

Toughness: 16

Resolve: 15

Speed: 8

Shift Speed: 2

Space: 1 square

Reach: 1 square

Damage Resistance: 8

Elemental Resistance: 4

-Wolf Bite 1d20+8 accuracy, 30 damage, strength attack; *Special Traits*: Penetration 2, Rending 1

Skills: Jumping +4, Acrobatics +4, Balancing +2, Hiding +2, Resist Fatigue +4, Perception +6, Tracking +6

Strength: 5 Dexterity: 5 Vitality: 4 Instinct: 5

Intelligence: 1 Willpower: 4

Special Traits: Swift Step (+2 movement speed), Hungry Bite (when biting a living creature, the wolf regains 10 hit points per wolf), Pack Hunters (Wolf Bite gains +2 accuracy for each wolf beyond the first, on top of normal group benefits)

Equipment: Wolf Bite, Rugged Hide (+4 damage resistance)

Wolf Bonus Level Scaling:

-Every bonus level gives +1 prowess, +5 damage, and +25 maximum hit points

-Every 2 bonus levels give +1 move speed, +1 accuracy, +2 damage resistance, and +2 penetration

Level 3: Animal Spy

The druid can summon a small local animal, such as a bird or rodent, to spy on their foes for them. They direct their animal ally to a location that is at most 100 feet per level away. The animal will go to that location and spy on it for 1 hour. Afterwards, the animal will return and give basic information about the location, such as terrain, local creatures, any guardians, and what people in the area were talking about. The animal cannot give in-depth information or deep reconnaissance, just overview the area. It will not search the area for anything specific, nor will it fetch an item. It will simply observe and report. This spell costs 20 mana. This talent requires the *Talk with Animals* talent.

Level 4/7/10: Beast Mastery I-III

Your summoned beasts are more powerful. You gain +2 lesser minion limit, and +1 bonus level with all druid minions. In addition, your Ravens deal +1 damage per raven. These benefits stack with each rank of this talent.

Level 5: Spirit Wolves

Your wolves are manifested nature spirits that have supernatural abilities. You gain +2 bonus levels with your wolves, and your wolves gain +10 elemental resistance. In addition, once per 10 rounds, your wolves can teleport up to 10 squares as a minor action.

Level 6: Summon Grizzly

The druid can summon a giant grizzly bear to function as an elite minion. Cast as a full-round action, this spell summons a grizzly bear within short range of you. Once summoned, the bear suffers as a greater minion and lasts until killed or dismissed. This spell costs 40 mana.

GRIZZLY BEAR

Greater Druid Minion

Hit Points: 150

Prowess: 1

Defense: 13

Toughness: 27

Resolve: 17

Speed: 9

Shift Speed: 1

Space: 2 by 2 squares

Reach: 2 squares

Damage Resistance: 14

Elemental Resistance: 7

-Bear Strike 1d20+15 accuracy, 50 damage, strength attack; *Special Traits:* None

Skills: Climbing +4, Jumping +2, Lifting +2, Acrobatics +2, Balancing +2, Resist Fatigue +4, Perception +2, Tracking +2

Strength: 12 Dexterity: 4 Vitality: 10 Instinct: 5

Intelligence: 1 Willpower: 6

Special Traits: Swift Step (+2 movement speed), Bear Wrath (when the bear takes damage from a melee attack, they can instantly make a bear strike attack against their attacker), Bear Rage (The first time in an encounter that the bear is reduced below 50% hit points, it heals 100 hit points and can make an instant bear strike attack, it suffers -4 defense for the remainder of the encounter)

Equipment: Bear Strike, Rugged Hide (+4 damage resistance)

Grizzly Bear Bonus Level Scaling:

-Every bonus level gives +1 prowess, +1 accuracy, +5 damage, +3 damage resistance, and +50 maximum hit points

-Every 2 bonus levels gives +4 penetration and +1 rending with Bear Strike

Level 8: Dire Wolves

Your wolves are larger and more primordial. You gain +2 bonus levels with your wolves. In addition, your wolf pack can eat an adjacent corpse as a standard action. If they do, they gain a +4 damage bonus for the remainder of the encounter. This stacks with them eating multiple corpses, up to a total +20 damage bonus.

Level 9: Ferocious Bear

Your grizzly bear is even more powerful. It gains +3 bonus levels. It also gains 10 protection at the start of each of its turns, and its melee attack gains the Cleaving (I) trait.

SHAPE CHANGING TALENTS

Maritally minded druids have learned to adopt hybrid human-animal forms in which to fight in close quarters in battle. These forms give the druid great power and strength for a short period of time.

Level 1: Werewolf Form

Cast as a full-round action, the druid adopts the form of a half-human, half wolf. This form merges them and all their gear into their new form, as they go about and tear into enemies with tooth and claw. While in werewolf form, the druid gains the Swiftess Boost (6), Mighty Boost (4), and Health Boost (6) conditions. They cannot cast spells, speak, or use weapon attacks. They also regenerate 10 hit points at the start of every round. Instead, they can attack with their claws using the following profile:

Claw

Damage: 10+ 3x dexterity

Accuracy: +2

Core Attack Attribute: Dexterity

Power Rating: +4

Special Traits: Penetration (Dexterity)

Otherwise, the druid uses their normal statistics while in werewolf form. Keep in mind, the druid's equipment all merges into them when they transform. While they still gain the benefits of equipped magic items (although cannot attack with their weapons), they cannot access any items on their person, including potions, until the form has ended. Transitioning into this form costs only 5 mana, but also costs a healing threshold. They must pay a healing threshold every time they enter the form, or every 10 rounds they stay in the form. Otherwise, they have no set duration for being shape changed. Leaving the form is a full-round action.

Level 2: Animal Form

Cast as a full-round action, the druid adopts the form of a harmless terrestrial animals, such as a rabbit or deer. In this form, they can travel and observe their surroundings while seeming innocuous. They cannot attack, speak, or cast spells while in this form, nor access any of their items. They can leave the form as a full-round action. Rather than combat, this form is used for scouting and exploring. Transitioning into this form costs only 5 mana, but also costs a healing threshold. They must pay a healing threshold every time they enter the form, or every hour they stay in the form. Otherwise, they have no set duration for being shape changed. Leaving the form is a full-round action.

Level 3/6/9: Lycanthropy I-III

Your modified form when transformed into a werewolf or werebear is even more lethal. For each rank of this talent, you gain +40 maximum hit points, +4 damage resistance, +2 power ratings with natural weapons, and +3 natural weapon penetration while shape changed. You can also go 10 additional rounds without having to spend an additional healing threshold to maintain your form for each rank of this talent.

Level 4/7/10: Shape Change Enhancement I-III

Each rank of this talent gives you additional traits while in werewolf or werebear form. Rank 1 gives the following traits while in the alternate forms:

-Feral Rage: While in werewolf form, you gain +1 swiftness boost every time you deal damage with a natural weapon, up to Swiftness Boost (5). This only functions while in werewolf form. Additional, when you have 5 swiftness boost from this power, you can discard it all to make a special claw attack. If this claw attack hits and deals damage, you regain 1 spent healing threshold and heal 40 hit points.

-Maul: While in werebear form, you gain +1 mighty boost every time you deal damage with a natural weapon, up to Mighty Boost (5). This only functions while in werebear form. Additional, when you have 5 mighty boost from this power, you can discard it all to make a special claw attack. This attack gains +20 damage and the Cleaving (+2) trait.

Rank 2 of Shape Change Enhancement gives the following abilities.

-Fury: While in werewolf form, you can make two claw attacks in a single standard action.

-Shockwave: While in werebear form, you spend a full-round action to make a shockwave attack. This is identical to a normal bear paw attack, except it gains Cleaving (2). Any struck enemies must make a Resist Fatigue check against the damage they suffer, or be staggered for 1 turn.

Rank 3 of Shape Change Enhancement gives the following abilities. Unlike the previous abilities, both of these powers effect both forms.

-Hunger: While in werewolf or werebear form, if you gain maximum attack overages against the primary target of an attack, you can make a free action bite attack against them. This is a standard, unmodified melee attack that deals 5x strength damage if it hits. If you hit and deal damage, then you heal 50 hit points. This bite attack can only be made once per round.

-Fire Claws: While in werewolf or werebear form, your claw and bear paw attacks deal a bonus hit of light spell fire damage on hit.

Level 5: Werebear Form

Cast as a full-round action, the druid adopts the form of a half-human, half bear. This form merges them and all their gear into their new form, as they go about and tear into enemies with tooth and claw. While in werebear form, the druid gains the Mighty Boost (12) and Health Boost (12) conditions. They also gain +50 maximum hit points and 5 protection at the start of each turn. They gain a 2 by 2 space and a 2 square reach, but a -4 penalty to defense. They cannot cast spells, speak, or use

weapon attacks. They also regenerate 10 hit points at the start of every round. Instead, they can attack with their bear paw using the following profile:

Bear Paw

Damage: 20+ 4x strength Accuracy: +2
 Core Attack Attribute: Strength Power Rating: +5
 Special Traits: Penetration (1/2 strength)

Otherwise, the druid uses their normal statistics while in werebear form. Keep in mind, the druid's equipment all merges into them when they transform. While they still gain the benefits of equipped magic items (although cannot attack with their weapons), they cannot access any items on their person, including potions, until the form has ended. Transitioning into this form costs only 5 mana, but also costs a healing threshold. They must pay a healing threshold every time they enter the form, or every 10 rounds they stay in the form. Otherwise, they have no set duration for being shape changed. Leaving the form is a full-round action.

Level 8: Lycanthrope Caster

When you possess this talent, you can speak and cast spells while in werewolf or werebear forms. However, any spells you cast while transformed cost twice as much mana.

DRUID TRAITS TALENTS

Druid traits are the general abilities of a druid given their survival skills, affinity for nature, and life style.

Level 1/5/9: Wilderness Training I-III

The druid gains +2 to the following skills per rank of this talent: perception, resist poison, resist fatigue, climbing, jumping, and balancing.

Level 2/6/10: Strength of the Wilds I-III

The druid gains +1 maximum hit point and +1 maximum level for each level they possess. This bonus increases by 1 per level for each additional rank of this talent, until it reaches +3 hit points and +3 mana per level.

Level 3: Talk with Animals

The druid can communicate and speak with ordinary, non-hostile animals. The exchanges are difficult, as animals do not think or communicate on the same level as humans. However, by spending 5 minutes communing with an animal, you can gain basic information about what goes on in the animal's life and territory, such as the location of a cave or lair, the presence of creatures, or dangers in the wilderness.

Level 4: Superb Tracking Skills

The druid has an unparalleled ability to track and explore the wilds. They gain a +6 bonus to the tracking skill and a +2 bonus to the perception skill. They also gain advantage on all tracking skill checks and can follow strong scents like an animal as needed.

Level 7: Draw from Nature

Once per encounter, while outdoors in an area of deep wilderness (as determined by the Game Master), you can draw upon nature's energies to revitalize yourself. Doing so is a full-round action. Upon channeling the strength of nature, you regain 120 mana. Furthermore, your next Elemental Power spell gains +10 accuracy and deals damage as if your intelligence is 5 higher. This elemental power spell must be used within 2 rounds of this talent.

Level 8: Uncanny Health

The druid is in peak physical condition. They gain +50 maximum hit points. Furthermore, any time they gain a crippling wound or exhaustion point, they can roll a d20. On a 11+, they do not gain that wound or exhaustion point.



L O

HIEROPHANT CLASS

The church of Zakarum was the world's most powerful religion. In its peak, it controlled politics, militaries, and economies. It sought to convert the worlds, bringing all to worship the holy light and thus be under the control of it. The hierophants of Zakarum were holy men who traveled away from the palaces to convert all people to Zakarum and purge the presence of evil cults that threaten mankind's light.

The hierophant is a powerful priest of Zakarum that battles evil with faith, followers, and powerful magic. Unlike other priests, the hierophant recruits human faithful to enter combat with them, using their actions to inspire holy fervor in the light and gain more converts. In addition, these eastern trained priests are also powerful mages capable of unleashing elemental forces on their foes while still being able to heal with divine might.

In gameplay, the hierophant is a hybrid character that possesses the traits of the priest, but also the auras of a paladin and the magic offense of a sorcerer. Their strength and followers are very dependent on the hierophant's actions. They need the people to support their quests, or they will be unable to recruit followers. This is represented in a new mechanic known as Devotion.

Hierophant Talent Selection

Hierophants possess only three of their own talent trees, one of which is shared with the paladin. However, because hierophants usually have magic training, they also pick two mage talent trees (see the Mage Archetype), between the fire, lightning, and cold talent trees. They can choose talents from the two chosen talent trees as well.

Hierophant Talent Trees

Talent Level	Call of the Church	Holy Auras	Hierophant Traits
1	Devoted Masses	Might	Shepherd of the Flock I
2	Holy Warriors	Prayer	Basic Spells
3	Church Discipline I	Resist Energy	Fuel of the Faith I
4	Church Acolyte	Thorns	Shepherd of the Flock II
5	Church Funding	Holy Energy	Improved Devotion
6	Church Discipline II	Concentration	Fuel of the Faith II
7	Mage Follower	Sanctuary	Shepherd of the Flock III
8	Second Acolyte	Meditation	Advanced Spells
9	Church Discipline III	Conviction	Fuel of the Faith III
10	Inspiring Presence	Fanaticism	Extra Cast

DEVOTION

Hierophants are powerful warrior priests of Zakarum, who seek to expand the churches power and influence, as well as their own. As a hierophant travels, they seek to expand their influence in regions to gain more power. For this reason, the hierophant has a special mechanic known as devotion, which is how much influence they have over the people in a region.

Devotion is a value between 1 and 20, with higher numbers meaning a population more devoted to the priest. Devotion is a measure of a populaces reverence of the church of Zakarum and fondness of the hierophant himself. Devotion is measured per region, with 'region' being a loose term that can affect as large or as small an area as the Game Master thinks is fitting. For example, a collection of half a dozen rural villages might be considered a region, or one large city might be one. A very large city might be made up of multiple regions, representing city districts. Meanwhile, a single small hamlet might constitute its own region, if it is independent enough from other nearby villages.

New regions the hierophant visits usually have one of three devotion levels by default. Most regions have a starting devotion level of 5, meaning they have some level of respect for the church or are causal followers of the religion. Meanwhile, deeply religious settlements or church strongholds have a starting devotion of 10. Regions that are uncaring, unaware, or uninterested in the church have a starting devotion level of 1, meaning the hierophant will have to build up a following from the ground up.

Devotion serves two purposes. First, it allows the hierophant to recruit followers and mercenaries in the regions that they visit. Second, it gives them a bonus to the Persuasion and Deception skills when dealing with law-abiding citizens of those regions.

Devotion Level	Preach DC	Cost to Buy	Social Bonuses
2	10	100 gold	+0
3	12	250 gold	+0
4	14	500 gold	+0
5	16	1,000 gold	+0
6	18	2,500 gold	+1
7	20	5,000 gold	+1
8	22	7,500 gold	+1
9	24	10,000 gold	+2
10	26	15,000 gold	+2
11	28	20,000 gold	+3
12	30	25,000 gold	+4
13	32	30,000 gold	+5
14	33	40,000 gold	+6
15	34	50,000 gold	+7
16	36	60,000 gold	+8
17	37	70,000 gold	+9
18	38	80,000 gold	+10
19	39	90,000 gold	+11
20	40	100,000 gold	+12

Your regional devotion goes up and down in numerous ways:

-By completing quests in the region that promote the villages health and security, your devotion will go up by 1 per dangerous quest. People embrace the church that protects them.

-You can spend a full day preaching in a region to build up devotion. This involves a long persuasion check at a DC based on the next devotion level. Refer to the above table. For example, if you are trying to enhance your devotion from 5 to 6, you would need to make a DC 18 persuasion check (18 is the DC to reach 6). If you beat the DC, you go up 1 devotion level. If you beat the DC by 10 or more, you go up 2 devotion levels. If you fail the DC by 10 or more, you go down 1 devotion level.

-You can donate gold to the community to increase your devotion. People embrace a church that provides for their needs. The amount of gold you need to give depends on the devotion level you are trying to go to. Refer to the table above. If you were trying to increase your devotion from 5 to 6, you would need to give 2,500 gold. Unlike preaching, you can perform multiple advancement increments at time. For example, if you want to go from devotion 5 to 8, you could do so quickly by giving the sum of gold for levels 6, 7, and 8. That would be 15,000 gold to instantly advance your devotion to 8.

-Devotion can be lost as well. If you fail or reject a quest that would help or protect the community, you lose devotion. The people will have many demands of you, some reasonable and some not, but any demands not met will sour their impression of you. Meanwhile, if you make decisions that harm a community, such as siding with a dangerous neighbor or burning down a popular tavern, you will lose devotion depending on how sinister your deeds was.

The hierophant recruits their followers from local communities. Their devotion determines how many and what kinds of followers they can recruit. Holy warriors, for example, are a lesser minion that can be recruited from local regions. However, you have to have a minimum level of devotion in a settlement in order to gain your maximum amount of holy warriors from a region. Likewise, greater minions such as the acolyte and mage require you to have a minimum level of devotion just to recruit.



CALL OF THE CHURCH TALENTS

Call of the Church is the hierophant's priest minion talent tree. Unlike other priest minions, hierophants cannot summon minions via magic. They must recruit them in cities using devotion. This also means their minions cannot be readily replaced out in the field, and their deaths are more real, as they represent the hierophant's failure to protect their people, or their will to sacrifice humans as necessary.

Recruiting hierophant followers requires 4 hours of work in a busy hub or population center within a region.

Level 1: Devoted Masses

The hierophant is a gifted missionary and can recruit desperate and beleaguered followers from any settlement they visit. There are countless on sanctuary who will sign on with a powerful authority figure to get away from the hopelessness of their lives. They gain a lesser minion squad made up of devoted civilians. By default, the hierophant can have up to 4 devoted civilians, but this number can be increased by normal lesser minion increases, up to a maximum of 10. Devoted civilians are rather worthless warriors, but they are desperate enough to risk their lives for you and will protect you no matter what. They are useful as you can still recruit them in locations where you have low devotion.

DEVOTED CIVILIANS

Lesser Hierophant Minion

Hit Points: 26

Prowess: 1

Defense: 13

Toughness: 14

Resolve: 12

Speed: 5

Shift Speed: 1

Space: 1 square

Reach: 1 square

Damage Resistance: 2

Elemental Resistance: 1

-Makeshift Weapon 1d20+4 accuracy, 24 damage, strength attack; *Special Traits:* Rending 2

Skills: None

Strength: 3

Dexterity: 2

Vitality: 2

Instinct: 2

Intelligence: 2 Willpower: 1

Special Traits: Protect the Pastor (While the devoted civilians are adjacent to the hierophant, any single target attacks against the hierophant are automatically applied to the devoted civilians)

Equipment: Makeshift Weapon

Devoted Civilians Bonus Level Scaling:

-Every bonus level gives +1 accuracy, +1 damage, +1 damage resistance, and +5 maximum hit points. They do not gain prowess from bonus levels

Level 2: Holy Warrior

The hierophant can recruit religious soldiers, mercenaries, and church man-at-arms to join them on their adventures. Doing this is a standard recruitment action performed in a region. A region must have a devotion of 5 to give holy warriors. By default, the hierophant can only have 1 holy warrior, but anything that increases their lesser minion limit allows more holy warriors. However, it is harder to gain followers to join your crusade the more holy warriors you have in your group. Thus, to recruit multiple holy warriors to fill up to your max minion limit, you must have a level of devotion in a region equal to 4+ the number of holy warriors you want to have. Thus, if you have a holy warrior limit of 3, you would need at least 7 devotion in that settlement to increase your holy warrior amount to 3.

If you only had a devotion of 6 in the region, you could only gain 2 holy warriors from that area. You would need to increase devotion to 7 in order to gain more holy warriors from that settlement.

HOLY WARRIOR

Lesser Hierophant Minion

Hit Points: 40 Prowess: 1
 Defense: 13 Toughness: 14 Resolve: 13
 Speed: 5 Shift Speed: 1
Space: 1 square **Reach:** 1 square
 Damage Resistance: 11 Elemental Resistance: 5
-One-handed Melee Weapon 1d20+5 accuracy, 24 damage, strength attack; *Special Traits:* None
Skills: Lifting +2, Resist Fatigue +2, Resist Torture +2
 Strength: 3 Dexterity: 3 Vitality: 3 Instinct: 3
 Intelligence: 2 Willpower: 2
 Special Traits: NA
Equipment: One-handed Melee Weapon, Shield (Block Chance 1-3), Armor (+8 damage resistance, -1 defense)

Holy Warrior Bonus Level Scaling:

- Every bonus level gives +1 prowess, +2 damage, +2 damage resistance, and +15 maximum hit points
- Every 2 bonus levels give +1 block chance, +1 accuracy, +1 defense, and +1 penetration

Level 3/6/9: Church Discipline I-III

You empower your followers with the discipline and regimental training of the church. All your lesser minions gain +1 bonus level per rank, your greater minions gain +2 bonus levels per rank, and your lesser minion limit increases by 2.

Level 4: Church Acolyte

Using recruitment actions, you can recruit a lesser ranked Zakarum priest to your cause. This gives you a church acolyte greater minion. Recruiting a church acolyte from a settlement requires that settlement to have a devotion level of 10.

CHURCH ACOLYTE

Greater Hierophant Minion

Hit Points: 50 Prowess: 1
 Defense: 13 Toughness: 14 Resolve: 16
 Speed: 5 Shift Speed: 1
Space: 1 square **Reach:** 1 square
 Damage Resistance: 7 Elemental Resistance: 3
-Blunt Weapon 1d20+5 accuracy, 23 damage, strength attack; *Special Traits:* NA
Skills: Knowledge +2, Identifying +2, Medicine +2, Resist Magic +2
 Strength: 3 Dexterity: 2 Vitality: 4 Instinct: 2
 Intelligence: 3 Willpower: 5
Special Traits: Healing Magic (Once per round, as a full-round action, the church acolyte can cast the *Heal* spell on an adjacent, cast at a level equal to 3x the acolyte's prowess)
Equipment: Blunt Weapon, Shield (Block Chance 1-3), Robed Armor (+3 damage resistance)

Church Acolyte Bonus Level Scaling:

- Every bonus level gives +1 prowess, +3 damage, +1 damage resistance, and +15 maximum hit points
- Every 2 bonus levels gives +1 intelligence
- After 3 bonus levels, the church acolyte can cast the *Holy Bolt* paladin spell. This spell is cast at a level equal to 3x the acolyte's prowess. This spell can only be cast once every 3 rounds.
- After 6 bonus levels, the church acolyte can cast the *Dispel Magic* spell. This spell is cast at a level equal to 3x the acolyte's prowess. This spell can only be cast once every 5 rounds.

Level 5: Church Funding

You have extra allotment of resources from the main church that allow you to equip and finance better soldiers. You gain +2 bonus levels with your holy warriors, and +2 lesser minion limit. You also gain +1 bonus level with your greater minions.

Level 7: Mage Follower

Using recruitment actions, you can recruit a mercenary or freelance mage to join your crusade. They may not care for your cause or faith, but they want to benefit from your glorious conquests. This gives you a mercenary mage greater minion. Recruiting a mercenary mage from a settlement requires that settlement to have a devotion level of 15.

MERCENARY MAGE

Greater Hierophant Minion

Hit Points: 0 Prowess: 3
 Defense: 17 Toughness: 15 Resolve: 19
 Speed: 6 Shift Speed: 1
Space: 1 square **Reach:** 1 square
 Damage Resistance: 5 Elemental Resistance: 2

-Staff 1d20+6 accuracy, 25 damage, dexterity attack; *Special Traits:* NA

Skills: Knowledge +6, Deciphering +6, Identifying +6, Resist Magic +6, Empathy +6

Strength: 2 Dexterity: 4 Vitality: 5 Instinct: 3

Intelligence: 6 Willpower: 6

Special Traits: Offensive Spells (The mercenary mage can cast the *Fire Bolt* spell once per round, cast at a level equal to 3x the mage's prowess), Defensive Spells (The mercenary mage can cast the *Frost Amor* spell once per 5 rounds, cast at a level equal to 3x the mage's prowess)

Equipment: Staff, Robes

Mercenary Mage Bonus Level Scaling:

- Every bonus level gives +1 prowess, +1 damage, +1 damage resistance, and +20 maximum hit points
- Every 2 bonus levels gives +1 intelligence, +1 defense, +1 toughness, and +1 resolve.
- After 3 bonus levels, the mercenary mage can cast either the *Fire Ball* or *Frost Nova* mage spells once every other round. This spells are cast at a level equal to 3x the mage's prowess. Both spells share the same reset counter, so you must wait a round before using either spell.
- After 6 bonus levels, the mercenary mage can cast the *Wall of Fire* and *Blizzard* spells. Both spells are cast at a level equal to 3x the mage's prowess. Both spells can be cast once per encounter, and both spells can be used in the same encounter.

Level 8: Second Acolyte

Using recruitment actions, you can recruit a second church acolyte to join you on your mission. This church acolyte is identical to the minion from the Church Acolyte, but still functions as an independent greater minion in battle. In order to recruit a second Church Acolyte into your squad, you must be in a region that has a devotion of 20. This talent requires Church Acolyte.

Level 10: Inspiring Presence

Your legendary presence inspires your followers to think they are invincible. In an encounter, while you are at full hit points, your hierophant minions gain advantage on all attack roles and gain +10 damage resistance. Meanwhile, your devoted civilian minions gain this benefit and also gain bonus attack accuracy, defense, toughness, and resolve equal to your willpower.

HOLY AURAS TALENTS

Auras are divine effects that are emitted from the hierophant. These energies reach out and surround all allies within 3x willpower squares, giving the allies a benefit based on which aura is used. While an aura is active, the hierophant and all allies, including priest minions, gain the effect. Auras can be used outside of an encounter, and it requires a minor action to activate, deactivate, or swap an aura.

A single character can benefit from multiple auras at once, but only once from each aura. A hierophant can only emit a single aura at once. These auras are the same abilities used by paladins, and do not stack with paladin auras.

Level 1: Might Aura

Allies effected by this aura do +2 damage with weapon attacks. It also gives +4 to strength related skill checks.

Level 2: Prayer Aura

This aura can only be used in an encounter. When active, it costs 5 mana per round, but heals all allies equal to the hierophant's willpower at the start of each of their turns. This does not cost a healing threshold.

Level 3: Resist Energy Aura

Allies effected by this aura gain +5 elemental resistance.

Level 4: Thorns Aura

When an ally effected by this aura suffers damage from a melee attack, the attacker suffers automatic piercing damage equal to 1/3 the damage the ally suffered.

Level 5: Holy Energy

When this aura is activated, choose an elemental enemy type between fire, lightning, and cold. If an enemy ends their turn adjacent to an ally with this aura, they suffer an automatic hit of 15+ 2x willpower elemental damage of that type. This does not stack with enemies adjacent to multiple allies.

Level 6: Concentration

When this aura is activated, all allies gain +3 to all skill checks.

Level 7: Sanctuary

This aura actively repels undead from allies. If an undead enemy ends their turn adjacent to an ally with this aura, they suffer an automatic hit of 15+ 2x willpower holy damage and is pushed 1 square away from the ally. This does not stack with enemies adjacent to multiple allies.

Level 8: Meditation

Allies effected by this aura regain 3 additional mana each turn.

Level 9: Conviction

This aura can only be used in an encounter, and it effects enemies within aura range instead of allies. Each effected enemy suffers -5 damage resistance while within the aura.

Level 10: Fanaticism

Allies effected by this aura gain +2 defense, +2 move speed, and +1 strike with weapon attacks.

HIEROPHANT TALENTS

Hierophant traits are the collection of the priest's abilities to convert and influence others, as well as their general mastery of magic.

Level 1/4/7: Shepherd of the Flock I-III

For each rank of this talent, the hierophant gains +3 to the persuasion, empathy, and deception skills.

Level 2: Basic Spells

The priest gains access to two essential arcane spells: *Identify* and *Town Portal*.

-*Identify*: As a standard action, the priest can boost their ability to identify magic items and auras. After casting the spell, the priest gains +10 and advantage on all identifying skill checks that relate to magic items and magic phenomenon. This spell lasts for 10 minutes and costs 10 mana.

-*Town Portal*: As a full-round action, the priest can open a portal back to a town that is within 10 miles per point of intelligence of their current location. This town must be one that possess a population of at least 50 people and where the priest had spent the night. After being opened, the portal remains for 24 hours or until the priest closes it. While opened, anyone, including monsters and enemies, can use this portal to follow the priest back, so it should be used carefully. Town portal costs 30 mana to cast.

Level 3/6/9: Fuel of the Faith

The hierophant feeds on the faith of their followers, gaining magical energy from their conviction. The hierophant gains bonus mana regeneration equal to their ranks in this talent times their number of Devoted Civilian minions. They also gain +1 maximum devoted civilian and +1 bonus level with devoted civilians per rank of this talent.

Level 5: Improved Devotion

Once per day, when the hierophant increases their devotion in a region, they increase it by 1 additional level.

Level 8: Advanced Spells

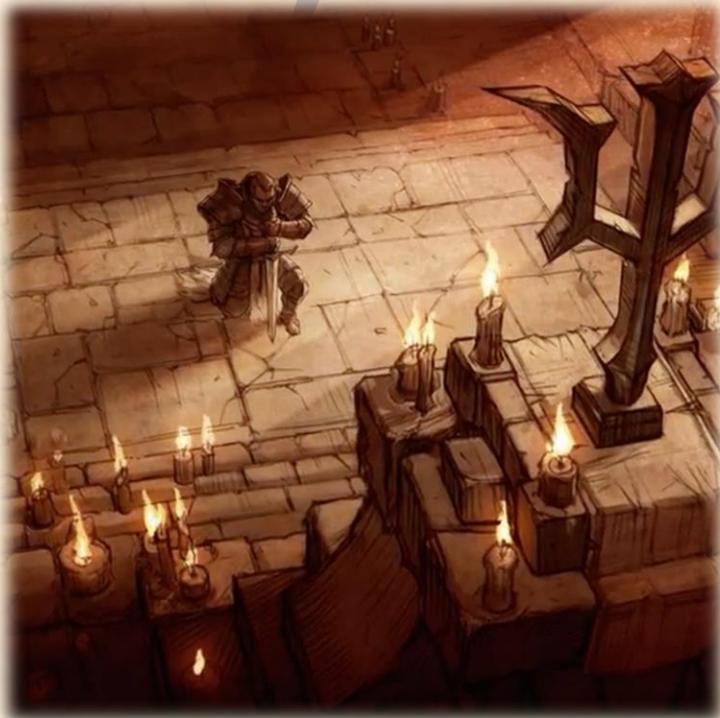
The priest gains access to two useful utility spells: *Telekinesis* and *Teleport*.

-*Telekinesis*: As a minor action, the priest can move objects with their mind. This power can either effect an unattended object, target enemy, or willing ally within 15 squares. If used on an object, it can move a medium-sized or smaller object a number of squares equal to intelligence. Objects can be used with this power to be launched into an enemy, dealing damage as if the target were struck by a falling object of that type. Alternatively, if an item is brought back to the caster's square, they can have it instantly come into one of their empty hands if small enough. If telekinesis is used on an enemy instead, make a spell attack against their toughness. If the attack surpasses their toughness, they are knocked prone. If the spell is used on a willing ally, the ally shifts 1 square of the caster's choosing. This spell costs 10 mana.

-*Teleport*: As a move action, the priest can teleport to a location within their line of sight, up to a maximum of 3x level squares. Teleport costs 10 mana.

Level 10: Extra Cast

The priest gains an extra standard action every round that can only be used to cast spells. This action can only be used to cast spells that require a move, minor, or standard action.



CHAPTER 6: THE MARTIAL ARTIST ARCHETYPE

Martial artists are melee warriors that fight with speed, grace, and precision. Wearing lighter armor and few weapons, they go into battle striking enemies with their unarmed attacks. They weave and dance amongst their foes, striking with numerous blows, then sliding under their opponents' attacks.

Martial artists come from a variety of backgrounds. While some are unorthodox soldiers or mercenaries, others are religious devotees, assassins, or simple street fighters making a name for themselves. They wander for their own purposes and guidelines, looking for opponents to fight and causes to test their fists against. More than other characters, martial artists seek to prove themselves against overwhelming odds.

The Martial Artist archetype is for players that want to play as a close combat specialist that focuses on overwhelming damage from numerous hits. Unlike the warrior archetype, the martial artist does not prize itself on absorbing damage, but instead seeks to avoid incoming hits as much as possible. Martial artists have good hit points, poor mana, and a good variety of physical skills.

MARTIAL ARTIST FEATURES

Hit Points per Level: Vitality +3

Mana per Level: Intelligence +0

Skill Proficiencies: Climbing +2, Jumping +2, Acrobatics +2, Balancing +2, Resist Fatigue +2, +1 all skill checks

Starting Equipment: The martial artist gains 3 choices of items from the weapon and armor categories. They can only choose up to 2 weapons at character creation, and up to 3 pieces of armor. Afterwards, they gain all the equipment listed under the gear section.

-Weapons: Katar, Cestus, Club, Dagger, Short Sword

-Armor: Quilted Armor, Leather Boots, Leather Gloves, Cap, Sash

-Gear: 3 Minor Healing Potions, Rope, Manacles, Torch x3, 3 days of rations, 80 gold

Classes: Upon selecting the marital artist archetype, you chose a class from the following list: assassin, monk, or brawler. Once you make this choice, it is irreversible and plays a major part of your character' s growth and abilities, so choose carefully!

MARTIAL ARTIST IMPROVED UNARMED

Martial artists all gain bonus unarmed damage over what ordinary characters possess. All martial artist characters gain bonus damage with unarmed attacks equal to $\frac{1}{2}$ their level +3. This ability is free and automatic for all martial artist characters. Because of their focus in unarmed attacks, many martial artist abilities will specifically require an unarmed attack to be used with their powers or give additional unarmed attacks.

MARTIAL ARTIST TALENTS

Talents are most of the growth and development for your roleplaying game character. They will provide you with abilities and passive traits that make you more effective as you battle the forces of Hell. At creation, first level, you have access to five talents. You can pick any talent between levels 1-3 at character creation. You can choose your talent from either the two talent trees for the Martial Artist archetype, or the five talent trees for your class. As you increase in level, you will gain more talents and access to new and improved talents.

Talent Level	Martial Artist Powers Talent	Martial Artist Training Talent
1	Flying Kick	Unarmed Flurry I
2	Cascade of Blows	Dodging Mastery I
3	Counterattack	Physical Training I
4	Heavy Blow	Unarmed Flurry II
5	Sweeping Strike	Dodging Mastery II
6	Improved Cascade of Blows	Physical Training II
7	Heroic Valor	Unarmed Flurry III
8	Avoidance	Dodging Mastery III
9	Focused Recovery	Physical Training III
10	Nerves of Steel	Grand Unarmed Master

MARTIAL ARTIST POWER TALENTS

These are active abilities that a martial artist can use to enhance their damage and performance in battle. Most of them require some sort of action to activate, and many of them require an unarmed attack to use.

Level 1: Flying Kick

As a standard action, the martial artist can perform a shift action followed by an unarmed attack. If they hit with the attack, they deal bonus damage equal to their dexterity.

Level 2: Cascade of Blows

As a standard action, the martial artist can attack with their unarmed attack or melee weapon. Afterwards, they gain their bonus attacks from the Unarmed Flurry talent, with 1 additional unarmed flurry attack. Thus, if they would normally make one unarmed flurry attack, they would instead make 2 unarmed flurry attacks. This talent requires Unarmed Flurry.

Level 3: Counterattack

Once per round, after the martial artist is missed by a melee attack, they can use this ability to make a normal standard action attack back at their attacker. This uses their reaction.

Level 4: Heavy Blow

The martial artist can perform a devastating, heavy blow with a melee weapon or unarmed attack. This requires a standard action. If they hit defense, they gain bonus damage equal to 2x strength. If they hit defense and toughness, the target is knocked prone.

Level 5: Sweeping Strike

When making an attack, you can choose to make a sweeping strike. If you do, you choose two targets that are adjacent to each other and within your reach. You can make a single melee attack at and apply it to both targets.

Level 6: Improved Cascade of Blows

The martial artist's cascade of blows power improves. When using cascade of blows, you gain two additional unarmed flurry attacks and all unarmed attacks gain bonus accuracy and damage equal to 1/2 dexterity. This talent requires and improves Cascade of Blows.

Level 7: Heroic Valor

The martial artist now gains Heroic Valor points, which they can spend for extra bonuses and actions. They start an encounter with 0 points and can have a maximum of 3. They gain 1 heroic valor whenever they slay an enemy with an attack. They can also spend a full-round action to gain 1 heroic valor. They can use heroic valor points as a free action once per turn. You can use these points for the following purposes.

-Extra Action: You can spend a heroic valor to gain a bonus standard action attack on your turn that does not gain the benefit of an attack power.

-Mighty Strike: You can spend a heroic valor to gain +20 accuracy on your next attack, with bonus damage on the attack equal to $\frac{1}{2}$ your level.

-Second Wind: You can spend a heroic valor to regain hit points equal to 5x your vitality.

Level 8: Avoidance

The first time the martial artist takes damage in a round from an area of effect attack, they can roll acrobatics check against the attack roll. If their acrobatics test equals or surpasses the attack roll, they shift 1 square in any direction and take no damage from the attack.

Level 9: Focused Recovery

The character makes better use out of their heroic valor points. Whenever they spend a heroic valor point, they always gain the benefit of Second Wind, but also gain the benefit of either Extra Action or Mighty Strike. In addition, they recover mana points equal to one half their hit point recovery from second wind. This ability requires and improves Heroic Valor.

Level 10: Nerves of Steel

Once per day, when the martial artist is reduced to 0 hit points, they automatically revive themselves with half their maximum hit points. They cannot choose not to use this ability when it could activate. This ability can be used again after the martial artist takes a long rest.

MARTIAL ARTIST TRAINING TALENTS

Martial artist training talents are a selection of core talents that capitalize on the chosen fighting styles of most martial artist. These talents let the martial artist get best use out of their unarmed fighting while also capitalizing on their speed, fitness, and maneuverability.

Level 1/4/7: Unarmed Flurry I-III

Whenever the martial artist performs an attack on their turn, they can follow it up with an instant basic unarmed attack against the same target. This can be done when they did not attack with an unarmed weapon originally, such as if they attacked with a staff. The follow up attacks are always unarmed though, not further attacks with the weapon. The target must be within reach of the unarmed attacks. Unarmed flurry occurs only once per attack, not once per target of an attack. This talent has multiple ranks. Each rank gives you a free unarmed attack after an action. Thus, if you have three ranks, you can make three unarmed attacks after each attack. Furthermore, if you have two ranks in this talent, you can follow up reaction attacks, or bonus attacks from Heroic Valor, with one unarmed attack. If you have three ranks in this talent, you can follow up reaction attacks and bonus attacks from Heroic Valor with two unarmed attacks.

Level 2/5/8: Dodging Mastery I-III

While the martial artist is wearing light or no armor, they gain +2 defense, +1 move speed, and +1 shift speed per rank of this talent. If they are wearing medium armor, they gain +1 defense and +1 move speed per rank. If they wear heavy armor, they gain no bonus.

Level 3/6/9: Physical Training I-III

The martial artist gains +2 to the following skills per rank of this talent: climbing, jumping, acrobatics, balancing, resist fatigue. They also gain +1 power rating with their unarmed attack per rank of this talent.

Level 10: Grand Unarmed Master

The martial artist has gained grand mastery over fighting with their hands. They gain +3 accuracy and penetration with unarmed weapons, and +3 power ratings of damage with unarmed weapons.

ASSASSIN CLASS

The assassins are part of an order known as the Viz-Jaq' taar. Created after the mage clans were nearly torn apart by factions of demon worshippers, the assassins were created as an order that hunts down and exterminates rogue mages, witches, and demon worshippers. As the Burning Hells are actively trying to recruit mortal agents, largely powerful mages, the assassins remain busy as they purify rogue arcanists across Sanctuary.

In order to be able to compete magical threats while remaining uncorrupted by them, the assassins do not use magic in its truest form. Instead, they rely on enchanted objects, mental projections, and the projection of mental anima to create magic-like effects. As this power comes from their discipline rather than pure arcane energies, they are able to use it to combat mages without suffering the temptation of power that it brings.

Assassins are a class focused on killing their foes with vicious force. Attacking with unarmed attacks and punching claws, they build up combos of combining attacks together in order to unleash explosive blows upon their foes. They are one of the professions most adept at raw damage. In addition, as dedicated mage hunters, assassins have numerous abilities to combat mages and drain their advantages from them.

ASSASSIN TALENT TREES

Talent Level	Assassin Powers	Assassin Training	Shadow Discipline	Traps	Passives
1	Tiger Strike	Katar Training I	Burst of Speed	Blade Flurry	Assassin Skills I
2	Dragon Talon	Mage Hunter I	Shadow Web	Lightning Sentry I	Stealth
3	Fists of Fire	Lethal Touch	Mana Burn	Chakram	Arcane Hunter I
4	Dragon Claw	Katar Training II	Cloak of Shadows	Fire Sentry I	Assassin Skills II
5	Cobra Strike	Mage Hunter II	Mind Blast	Lightning Sentry II	Poisoned Weapon
6	Claws of Thunder	Magic Resistance	Shadow Step	Blade Shield	Arcane Hunter II
7	Dragon Tail	Katar Training III	Fade	Trap Mastery	Assassin Skills III
8	Blades of Ice	Mage Hunter III	Dark Cloud	Fire Sentry II	Vanish
9	Dragon Flight	Katar Combo	Illusionary Form	Lightning Sentry III	Arcane Hunter III
10	Phoenix Strike	Katar Mastery	Shadow Warrior	Sentry Mastery	Execute

ASSASSIN COMBOS

Assassins build powerful combos as they strike enemies, using attacks labeled as builders. As they build up combos with a variety of strikes, they unleash the power of the combos they build with attacks called finishers, which unleash their combos.

Whenever an assassin hits with an attack that is not a finisher, they choose which of their builders they want to use with the attack. By default, the builder does not change the attack, but gives them a charge for that builder. They can have up to 3 charge with a builder. They can also charge multiple builders at once, but not with the same attack. For example, when making three unarmed attacks in a turn, they choose two of the attacks to be made with a Tiger Strike builder and one of the attacks to be a Cobra Strike builder. They will then have 2 tiger strike combo points and 1 cobra strike combo point. These combo points remain until the encounter ends or the assassin uses a finishing strike.

Once the assassin makes a finishing strike, they gain the benefits of the finishing strike, as well as all built combo points. The combo points have different effects based on how many combo points are built. The finishing move releases the effects of all built combo points, not just all points of one type, possibly allowing for some very explosive effects after releasing multiple fully built combo attacks.

The abilities of the assassin powers talent tree will list which talents are combo builders, and which are finishers. In addition, the following martial artist abilities and attacks can be declared builders or used to generate a combo point.

- Cascade of Blows (each unarmed hit is a builder)
- Counterattack (can be a combo builder or finisher)
- Sweeping Strike (both attacks are one builder)
- Unarmed Flurry (each free unarmed attack is a builder, making this talent very important for building combos)
- Dual-Wielding with Katars (the second katar attack counts as a builder)
- Opportunity Attacks (any opportunity attack can be a builder)

Furthermore, the following two marital artist abilities are also finishers:

- Flying Kick
- Counterattack (can be a combo builder or finisher)
- Heavy Blow

ASSASSIN POWERS TALENTS

These are the primary combat powers of the assassin. They use the assassin combos rules as listed above, with these abilities either being builders to augment other attacks or finishers to execute combos.

Level 1: Tiger Strike

Tiger strike is a builder that increases the damage of the finishing move. For each combo point charge in the attack, the finishing move's damage is increase by 3x the assassin's strength score, up to the attack gaining 9x strength bonus damage.

Level 2: Dragon Talon

As a standard action, the assassin can execute a series of lethal kicks at a target. This is a finishing move that spends combo points. It is equivalent to a standard unarmed attack, but gains Hailfire 1, +1 for every 3-point combo executed as part of the attack.

Level 3: Fists of Fire

Fists of fire is a builder that causes an explosion of fire upon releasing a finishing move. For having a single Fist of Fire combo point built, the attack deals an automatic hit of fire damage equal to moderate spell damage. A second combo point gives it medium spell fire damage. A third combo point makes the attack deal heavy spell damage and causes it to also deal damage automatically to all enemies adjacent to the target.

Level 4: Dragon Claw

As a full-round action, the assassin performs a powerful finishing move while dual-wielding with a pair of katar weapons. This is a finishing move that spends combo points. The attack with both katars, gaining bonus damage and penetration equal to their dexterity score. As normal for a finishing move, they release their combos on the first attack they make.

Level 5: Cobra Strike

Cobra strike is a builder that lets you steal health and mana from the target on a successful hit. For having a single cobra strike combo point built, the attack heals the assassin a number of hit points equal to 1/3 the damage dealt with the finisher. A second combo point also restores the assassin's mana equal to hit points gained. A third combo point causes the attack to heal hit points and recovery mana equal to 1/2 the damage dealt with the attack, instead of 1/3. The restoration is only based on the primary attack's damage, not any extra hits of damage resulting from combos or magic items.

Level 6: Claws of Thunder

Claws of Thunder is a builder that causes blasts of electricity upon releasing a finishing move. For having a single Claw of Thunder combo point built, the attack deals an automatic hit of lightning damage equal to moderate spell damage. A second combo point causes you to shoot a bolt of lightning upon hitting a target. This bolt of lightning is a Line (8) spell attack that deals automatic medium spell lightning damage. It is aimed directly away from you through the target's squares. A third combo point causes the lightning damage you gain from the first combo point to automatically hit all enemies within burst 2 of your primary target, as well as releasing the lightning bolt. The burst and the line are part of the same effect and do not stack.

Level 7: Dragon Tail

As a standard action, the assassin can make a kick that explodes with tremendous force. This is a finishing move that spends combo points. Dragon tail is a standard unarmed attack that gains bonus damage equal to strength x number of combo points in the attack. The kick also deals automatic medium spell fire damage to the target and all enemies within 2 squares of them. All struck enemies must make a Resist Fatigue check against damage dealt or be pushed away from the targeted square 2 squares and be knocked prone.

Level 8: Blades of Ice

Blades is a builder that causes an explosion of ice upon releasing a finishing move. For having a single Blades of Ice combo point built, the attack deals an automatic hit of cold damage equal to moderate spell damage. A second combo point causes the cold damage to hit all enemies within a burst 2 of your primary target and deal the Chill condition for 2 rounds. A third combo point increases the damage to medium spell cold damage and causes all struck targets to make a Resist Magic checks versus your spell DC. If they fail their check, they are Frozen for 1 turn and then Chilled for 2 turns afterwards.

Level 9: Dragon Flight

As a standard action, the assassin can instantly teleport a number of squares up to 2x intelligence and then make an unarmed attack against the target. The target is flat-footed against the attack, gaining bonus damage equal to dexterity x combo points spent. This is a finishing move that spends combo points.

Level 10: Phoenix Strike

Phoenix Strike is a builder that releases a flurry of powerful elemental spells upon activating a finisher. These spells are identical to several mage spells, see the Mage talent trees for the description. Each of the spells are centered on the primary target of the finisher attack, and do not effect the assassin (but do effect other nearby allies of the assassin when applicable). Unlike other builders, phoenix strike costs 10 mana each time you gain a combo point. If you using a finisher with 1 combo point, there is a *Frost Nova* spell released, centered on the assassin. If you are using a finisher with 2 combo points, there is also a *Meteor* spell targeted on the enemy. If you are using a finisher with 3 combo points, there is also a *Chain Lightning* spell originating from the target. All of these spells require attack rolls as normal.

ASSASSIN TRAINING TALENTS

These talents are passive traits that increase the killing lethality of assassins and capture their focus on hunting mages.

Level 1/4/7: Katar Training I-III

The assassin gains +2 power rating of damage and +2 penetration with katar weapons per rank of this talent. In addition, as long as they have one rank of this talent, they can dual-wield katars without penalty.

Level 2/5/8: Mage Hunter I-III

The assassin focuses on killing corrupt mages above all others. They gain +1 defense, toughness, and resolve against spells for each rank of this talent. In addition, every time they deal damage to a target with an unarmed or katar attack, that target loses 1 mana per rank of this talent.

Level 3: Lethal Touch

The assassin practices killing with their unarmed strikes, gaining +5 penetration with unarmed attacks.

Level 6: Magic Resistance

The assassins is highly resistant to the effects of spells. They gain a +4 bonus to the magic resistance skill, and gain +10 elemental resistance against spells.

Level 9: Katar Combo

When attacking with two katars, if the assassin hits with both weapons, the target gains bleed equal to your dexterity, and you gain that much protection.

Level 10: Katar Mastery

You have mastered the use of the Katar. Any assassin or martial artist talent that increases the effectiveness with your unarmed attacks, also applies to your katar attacks. In addition, your first unarmed flurry attack each round can be a katar attack instead.

ASSASSIN SHADOW SPELLS TALENTS

Assassins are hunters of mages, and revile arcane magic themselves. However, they are able to project many magic-like effects by channeling their spiritual energy and anima into powers. While much of this goes into their elemental blows, they can also mimic many forms of shadow magic. While drawn from an entirely different source, mechanically these function identically to spells.

Spell damage is broken into degrees of damage. The damage that a spell does is based on the degree of damage, which provides a formula. Besides the degree, spell damage is based on character level and intelligence. The following are the degrees of spell damage.

Minor Spell Damage: $5 + \text{level} + \text{intelligence}$
 Light Spell Damage: $10 + \text{level} + 2x \text{ intelligence}$
 Moderate Spell Damage: $15 + \text{level} + 3x \text{ intelligence}$
 Medium Spell Damage: $20 + 1.5x \text{ level} + 3x \text{ intelligence}$
 Heavy Spell Damage: $30 + 2x \text{ level} + 4x \text{ intelligence}$
 Lethal Spell Damage: $50 + 3x \text{ level} + 5x \text{ intelligence}$

Level 1: Burst of Speed

Cast as a free action, *Burst of Speed* gives a large but temporary speed enhancement to the caster for 1 round. The caster gains swiftness boost equal to their intelligence until the start of their next round. This spell costs 10 mana.

Level 2: Shadow Web

Cast as a standard action, this power roots all enemies in a Burst (4) area as the shadows themselves hold them in place. This requires a spell attack against toughness. The attack gains +3 accuracy in dim light, or +6 accuracy in true darkness. If a target is hit, they are immobilized for 2 rounds. This spell costs 15 mana.

Level 3: Mana Burn

Cast as a standard action, this spell targets an enemy caster within short range, and causes a portion of their mana to burn and boil. This requires a spell attack against resolve. On a hit, the loses mana equal to minor spell damage, then takes piercing damage equal to the mana lost. If this is cast on an enemy that has an active *Mana Shield*, they do not take hit point damage, but instead lose three times as much mana. This spell costs 10 mana.

Level 4: Cloak of Shadows

Cast as a standard action, this spell cloaks the caster in shadows, veiling their form in magical darkness. The caster benefits from improved concealment for all purposes, and that concealment follows them. This gives attacks a -10 accuracy penalty while also giving a bonus to stealth checks. This spell lasts until the start of the caster's next round. This spell costs 5 mana.

Level 5: Mind Blast

Cast as a standard action, this spell blasts the minds of all targets within a Burst (2) at short range. Make a spell attack versus resolve against all enemies within the area. Any of them that you hit suffer minor spell piercing damage and are confused for 2 rounds. Every round, a confused target must make a resist magic skill check against spell DC to perform any actions. This spell costs 20 mana.

Level 6: Shadow Step

Cast as a move action, the caster can teleport to any area of dim light or darkness that is both within sight and 60 squares. This spell costs 15 mana.

Level 7: Fade

Cast as a standard action, the caster can fade partially out of reality, shedding physical debilitations as they become incorporeal. When activated, the caster cannot interact with or attack anything, and can move through terrain and characters as if they were not there. In addition, they become invisible, remove all conditions they were suffering from, and remove any Curse-type spells upon them. They rematerialize at the start of their next turn. This spell costs 25 mana.

Level 8: Dark Cloud

Cast as a full-round action, this power creates a dark cloud of destructive shadow energies that seeks out enemies. This cloud is a Burst (4) that can be created within long range. At the end of the demon hunter's turn, the cloud can move up to 3 squares. Afterwards, it deals automatic moderate spell shadow damage to all enemies within the area. This spell lasts for 4 rounds and costs 30 mana.

Level 9: Illusionary Form

Cast as a free action, the assassin surrounds themselves with shadowy illusions that make it difficult for attacks to hit them. Any time the demon hunter is hit by an attack while this effect is active, roll a d20. On a 1-6, the attack automatically misses as it hits an illusion. This spell costs 15 mana per turn.

Level 10: Shadow Warrior

As a full-round action once per day, the assassin can summon a shadow warrior, a spectral assassin, to fight at their side. This shadow warrior goes after the assassin in initiative, and functions identically to the assassin regarding level, gear, and abilities. It can use any attack abilities and benefit from all the passives you can, but it cannot cast spells. However, the shadow warrior deals half damage with all attacks and powers. Its defense and hit point are the same as your own. The shadow warrior is around for 20 rounds, after which it dissipates. This spell costs 100 mana.

ASSASSIN TRAPS TALENTS

Traps are mechanical weapons that assassins create and deploy across a battlefield to defeat their enemies. They are used by spending parts, which can be purchased from most settlements for 25 gold a piece. Most traps take several parts to make. They can either convert parts into certain traps ahead of time or spend a full-round action to turn any number of parts into a single trap as needed. Therefore, the assassin can spend time turning their parts into traps ahead of time or assemble traps from parts as needed on the battlefield. In general, an assassin can access a stored trap as a free action.

Traps that require an attack use Prowess + Intelligence + Dexterity.

Level 1: Blade Flurry

As a standard action, the assassin can unleash a flurry of spinning blades that is more powerful the more parts went into its construction. The blade flurry can be made out of between 1 and 5 parts, and uses standard trap accuracy. It effects a line area equal to twice the parts used in its construction. If it hits, it deals 10 +3x intelligence damage (penetration 5), with hailfire equal to the number of parts used in its creation above the first. Thus, if created from 3 parts, it has a Line (6) area and has hailfire 2. Unlike most area attacks, it does not deal half damage on a missed attack.

Level 2/5/9: Lightning Sentry I-III

You can create an automated lightning magic turret out of 15 parts. You can place this turret as a standard action, where it will remain for 3 rounds. Every round at the end of your turn, the sentry will fire a surge of electricity at enemy within the trap's line of sight. These surges of lightning replicate the effects of various mage spells, based on the assassin's choice and rank of the talent. These attacks function identically to the spells they replicate, except use trap accuracy instead of spell accuracy. The trap's spell effectiveness is as if the assassin cast the spell, using their level and intelligence. At the first rank, the lightning sentry can only cast the *Charged Bolt* spell. At second rank, the lightning sentry can cast the *Charged Bolt* or *Lightning Bolt* spell. At third rank, the lightning sentry can cast the *Charged Bolt* or *Lightning Bolt* spells but can also cast the *Corpse Explosion* spell (part of the Necromancer's Death Magic talent tree). When the Lightning Sentry casts *Corpse Explosion*, the explosion deals lightning damage instead of physical. Furthermore, each rank of this talent increases the duration of the sentry by 1 round and the accuracy of its attacks by 2. Between Lightning Sentries and Fire Sentries, the assassin can only have a number of sentries activate at once equal to $1/3$ intelligence +1.

Level 3: Chakram

The assassin can build a throwing disk chakram out of 2 parts. They can throw this chakram as a standard action attacking up to 10 squares away. They attack every target between them and the target squares with a standard trap attack. The primary target is whoever is in the targeted square. Any targets hit suffer 12 + 3x dexterity damage (penetration equal to 4x dexterity). At the start of the demon hunter's next turn, the chakram comes back to them. Draw a line between the square the chakram was thrown to and the demon hunter's current square. It attacks everyone on that line, until it reaches the demon hunter. If the demon hunter has a free hand, they can catch the chakram and use it again later. Otherwise, the chakram is destroyed.

Level 4/8: Fire Sentry I-II

You can create an automated fire magic turret out of 25 parts. You can place this turret as a standard action, where it will remain for 5 rounds. Every round at the end of your turn, the sentry will fire a two blast of fire at enemy within the trap' s line of sight. These fire expulsions replicate the effects of various mage spells, based on the assassin' s choice and rank of the talent. These attacks function identically to the spells they replicate, except use trap accuracy instead of spell accuracy. The trap' s spell effectiveness is as if the assassin cast the spell, using their level and intelligence. At the first rank, the fire sentry can only cast the *Fire Bolt* spell twice per round. At second rank, the fire sentry can cast two spells, being any combination of *Fire Bolt* and *Inferno*. Furthermore, the second rank of this talent increases the sentry' s duration by 5 rounds and gives it +4 accuracy on attacks. Between Lightning Sentries and Fire Sentries, the assassin can only have a number of sentries activate at once equal to $1/3$ intelligence +1.

Level 6: Blade Shield

As a move action, the assassin can deploy a ring of spinning blades that damages anyone that attacks them in melee or ends their turn adjacent to them. Upon being triggered, the blade shield deals 12 +4x intelligence damage (penetration 2x intelligence). It automatically hits and does not require an attack roll. The blade shield lasts for 3 rounds and requires 5 parts.

Level 7: Trap Mastery

You have increased your effectiveness with your traps. All your trap that require an attack roll gain +3 accuracy. All your traps that deal damage deal +5 damage and gain +5 penetration. All sentries that replicate spells count your effective intelligence as 2 higher for the purposes of those spells. In the meantime, when you spend parts to create traps, roll a d20. On a 16+, you create two of those traps with the same parts.

Level 10: Sentry Mastery

You have perfected the use of your spell sentries. Your sentry traps count your intelligence as 2 higher for determining their accuracy and the effectiveness of the spells (stacking with trap mastery). In addition, your sentries last 2 rounds longer and you can have two more sentries active at once than normal. Finally, you can deploy two sentries as a standard action instead of one as a full-round action, as long as they remain within your sentry limit.

ASSASSIN PASSIVE TALENTS

Assassins pick up a variety of skills to hunt their quarry. In addition to combat, they work heavily on perfecting their stealth skills and physical strength. These are a variety of passive talents that captures these focuses.

Level 1/4/7: Assassin Skills I-III

The assassin gains a +2 bonus to the following skills perk rank of this talent: stealing, hiding, tracking, and perception.

Level 2: Stealth

The assassin can try to hide from sight in an encounter. To do so, they must not have an enemy within 3 squares of her, must have cover or concealment, and her enemies must have other foes to fight. If these conditions are met, they can try to hide from sight as a standard action. Doing so requires a

DC 15 hiding check, with the DC increased by 1 for each enemy within 10 squares of her. If they succeed, they gains the hidden condition if she follows the rules of being hidden.

Level 3/6/9: Arcane Hunter I-III

The assassin gains a +2 bonus to the following skills for each rank of this talent: resist magic and identifying. They also gain +2 to sanity checks for every rank of this talent. They also gain +1 accuracy with their own Shadow Magic spells per rank. This does not affect their spell traps.

Level 5: Poisoned Weapon

Up to twice per day, the assassin can spend 1 minute poisoning a weapon or a collection of 20 ammunition. The poison lasts for 1 hour. If they wound a target with a poisoned weapon, the target takes 10 poison damage and 5 poison damage per round for 5 rounds. This can affect multiple enemies, but only a single enemy once. They cannot apply their poison to their unarmed attack.

Level 8: Vanish

When using the Stealth ability, the assassin can gain the hidden condition even while enemies are within 3 squares of them or they are the only enemy they are in combat with. The assassin can also disappear as a move action instead of a standard action. The check still requires a hiding check at the same DC, but the scoundrel gains advantage on this check.

Level 10: Execute

The assassin can make a powerful strike to quickly terminate a foe. They make a check against a foe as a standard action, with a bonus of $3 \times \text{dexterity} + \text{level}$, plus an additional 20 if the character is hidden or invisible and the target is unaware of them. If that result surpasses their defense, toughness, and current hit point total, the target is instantly slain. If the check fails, the action is wasted.



MONK CLASS

The monks of Ivgorod are the warrior caste of the Sahptev religion. An opposing religion to the Zakarum faith, the Sahptev faith worships a pantheon of 1,001 gods and goddesses dedicated to all aspects of life. Monks are raised as warrior mystics in monasteries dedicated to this religion, where they train both mind and bodies to perfection.

The monks must endure decades of long, grueling training before they are unleashed on the world. Throughout their training, they are given series of magical marks and tattoos across their body as divine symbols and chronicles of their deeds. As they progress, monks add more tattoos as they continue to mark their deeds upon their skin. A monk's deeds and history are meant to be seen, and to be read by their gods at the time of their death.

Once out of training, monks are warriors of the light who seek to exterminate evil. They fight their enemies with flurries of unarmed attacks that grow in power. The physical conditioning of the monks allows them to quickly evade attacks while moving quickly in combat. However, their focus is not all a matter of body. Monks are also powerful spell casters, able to use holy magic to heal allies and disable enemies. In an adventuring party, monks are excellent melee combatants while also serving as healing support characters.

MONK TALENT TREES

Talent Level	Monk Powers	Monastic Training	Holy Spells	Defenses and Mantras	Passives
1	Fists of Thunder	Staff and Fist I	Heal	Prayer Mantra	Mind and Body I
2	Dashing Strike	Monastic Discipline	Purify	Concentration Mantra	Quick Step
3	Deadly Reach	Active Dodge I	Wave of Light	Blinding Light	Seize the Initiative
4	Lashing Tail Strike	Staff and Fist II	Divine Protection	Resist Energy Mantra	Mind and Body II
5	Crippling Wave	Spiritual Focus	Remove Curse	Inner Sanctuary	Healing Focus
6	Momentum Build	Active Dodge II	Mass Heal	Conviction Mantra	Harmony
7	Tempest Rush	Staff and Fist III	Dispel Magic	Serenity	Mind and Body III
8	Way of the Hundred Fist	Incredible Flurry	Sweeping Wind	Meditation Mantra	Sixth Sense
9	Exploding Palm	Active Dodge III	Greater Heal	Thorns Mantra	Perfect Clarity
10	Seven-Sided Strike	Consecrated Touch	Mass Divine Protection	Epiphany	Mythic Rhythm

MONK SEQUENCE ATTACKS

Monks have a special combat attack method known as sequence attacks. Sequence attacks are based on talents that augment your attack profiles, known as sequence talents. Sequence attacks can augment any unarmed or staff weapon attacks, including unarmed flurry attacks and opportunity attack, and any martial arts or monk attack power (but not spells). Sequence attacks work simply. Every successful sequence hit of a single type that you use in a row grows in power until you have used three sequence attacks of a single type. Sequence attacks have a different effect for using the power one, two, or three times. After you use a sequence attack a third time, then the sequence ends and you start over. If you change which sequence attack you are using, you instantly drop your development in the sequence you were participating in and start with a new sequence.

Sequence attacks progress and activate on successful hit rolls, but only one sequence is activated per attack roll. Thus, powers that attack multiple targets only apply the current sequence and move the sequence counter forward one. Thankfully, the sequence benefit applies independently to every target hit, not just the primary target.

For example, the monk is using Cascade of Blows to make three unarmed attacks in a turn. They decide to use the Fists of Thunder sequence, dealing increasing lightning damage in a hit. The first punch gains the first effect if it hits, the second attack gains the second effect on hit, and the third attack gains the third effect on hit. Afterwards the sequence ends. The next turn, they use Sweeping Strike talent with the Fists of Thunder sequence. They apply the first sequence attack of Fists of Thunder to the sweeping blow. However, after the main attack, they gain an unarmed flurry attack. Instead of using another Fists of Thunder attack, they make a Deadly Reach sequence builder. The unarmed attack gains the benefit of the first sequence Deadly Reach effect, and no Fists of Thunder effects or progression. Moreover, if their next attack was a Fists of Thunder, they would start over at sequence one, as they interrupted their Fists of Thunder with a Deadly Reach sequence. However, if their next attack was a Deadly Reach, it would be made at sequence two.

MONK POWERS TALENTS

These are the primary attack abilities of a monk. Including in these talents are the sequence attacks that contribute a great deal of the combat effectiveness of the monk. This is especially true when combined with unarmed flurry attacks.

Level 1: Fists of Thunder

Fists of Thunder is a monk sequence attack that deals increasing lightning damage based on the hit in a sequence:

- First Sequence Hit: Target suffers automatic hit of minor spell lightning damage
- Second Sequence Hit: Target suffers automatic hit of light spell lightning damage
- Third Sequence Hit: Creates a Cone (3) area with target in the area, all enemies in the area automatically suffer light spell lightning damage with Hailfire (1)

Level 2: Dashing Strike

The monk can spend a full-round action to lunge towards an enemy, phasing through obstacles as they do. By doing so, they move at their move speed +2 in a straight line towards the enemy, and then make a single melee attack. When this ability is used, the monk instantly removes the Immobilized, Slowed, or Chilled conditions and those conditions do not reduce movement for this power. In addition,

this power allows the monk to pass through enemy squares and not provoke opportunity attacks. It does not allow the monk to move through impassable terrain.

Level 3: Deadly Reach

Deadly Reach is a monk sequence attack that blasts a column with kinetic force as it builds in sequence.

-First Sequence Hit: Creates a Line (4) area with target in the area, all enemies in the area automatically suffer minor spell physical damage

-Second Sequence Hit: Creates a Line (8) area with target in the area, all enemies in the area automatically suffer minor spell physical damage (penetration 2)

-Third Sequence Hit: Creates a Line (12) area with target in the area, all enemies in the area automatically suffer light spell physical damage (penetration 4)

Level 4: Lashing Tail Kick

The Lashing Tail Kick is an improved version of the martial artist's *Flying Kick*. This talent causes the *Flying Kick* ability to deal +10 damage and gain the Cleaving (2) trait. This talent requires and improves the *Flying Kick* talent.

Level 5: Crippling Wave

Crippling Wave is a monk sequence attack that deals blasts of fire damage in different areas as the monk progresses in the sequence.

-First Sequence Hit: Target suffers automatic hit of light spell fire damage with the Cleaving (1) trait.

-Second Sequence Hit: Creates a Cone (6) area with target in the area, all enemies in the area automatically suffer light spell fire damage with Hailfire (1)

-Third Sequence Hit: Creates a Burst (3) area centered on the caster, all enemies in the area automatically suffer moderate spell fire damage

Level 6: Momentum Builder

The monk builds speed and momentum as the finish sequences in combat. Every time a monk finishes a sequence attack by hitting with the third sequence, they gain Swiftess Boost (1) for the remainder of the encounter. This stacks up to Swiftess Boost (5).

Level 7: Tempest Rush

The monk can spend 20 mana as a minor action to empower their movements to phase through enemies in a storm of leaps and kicks. Until the end of the turn, the monk gains +3 move speed and can move through enemy's squares, without provoke opportunity attacks. Furthermore, any enemy whose square you move through suffer physical damage equal to $20 + 2 \times \text{strength} + 2 \times \text{dexterity}$.

Level 8: Way of the Hundred Fists

Fists of Thunder is a monk sequence attack that gives hailfire to the attack along with other benefits.

-First Sequence Hit: The attack used with the sequence gains Hailfire (1), and the monk can perform a free shift action after attacking.

-Second Sequence Hit: The attack used with the sequence gains Hailfire (2)

-Third Sequence Hit: Creates a Burst (3) area centered on the caster, all enemies in the area automatically suffer medium spell holy damage

Level 9: Exploding Palm

The monk can spend a full-round action to hit a target with an exploding palm strike, which causes considerable heart damage. They make an unarmed attack against the target with bonus accuracy equal to their willpower. If they hit the target's defense and toughness, the target suffers Bleed (X), where X is equal to 15+ dexterity + strength + willpower. In addition, if the target is killed before they remove their bleed condition, they explode. The monk makes a spell attack against all targets within the exploding creature's reach, dealing heavy physical spell damage to everyone within the reach on a hit, or half damage on a missed attack. The monk does not get to make unarmed flurry attacks after using this power, and this does not count as a sequence power.

Level 10: Seven-Sided Strike

The monk can spend a full-round action to instantly release a series of unarmed blows on all the targets within a large area. This ability effects a Burst (5) area centered on the monk. Count the number of enemies within the area. The monk makes an unarmed attack against up to seven enemies within the area. This unarmed attack gains bonus accuracy and damage equal to dexterity + willpower. If you count fewer than seven enemies within the area, determine how much fewer there are. For every 2 targets there are fewer than 7, then the attacks at those within the area gain Hailfire (+1). For example, if there are only 3 targets within the area, the attacks would gain Hailfire (2).

This ability cannot be used freely in an encounter. Before using Seven-Sided Strike, the monk must complete two full 3-sequence attacks. They must perform two full 3-sequence attacks in order to recharge this power after using. However, after being activated, this power can benefit from the current sequence being used, effecting each attacked target in the area. The monk does not get to make unarmed flurry attacks after using this power.

MONASTIC TRAINING TALENTS

Monastic training is a series of passive talents that reflects the extensive training and discipline imbued upon the monk in the monastery. These talents help refine the monk's combat statistics.

Level 1/4/7: Staff and Fist I-III

The monk gains +1 power rating of damage with unarmed attacks and +2 power ratings of damage with staff weapons per rank of this talent. They also gain +1 defense while carrying a staff per rank of this talent.

Level 2: Monastic Discipline

The monk gains a +2 bonus to the following skill checks: knowledge, identifying, medicine, resist torture, and resist magic. They also gain +2 to their resolve and +2 to sanity checks.

Level 3/6/9: Active Dodge I-III

The monk can naturally dodge incoming attacks. They gain an active dodge chance, which functions identically to the block chance of a shield. It follows all the same rules as block chance, and it does not stack with block chance. The monk can block one attack per turn with the first rank, and additional ranks let them block more attacks with a lower chance per previous successful block.

-Rank 1 allows the monk to block one attack per turn with a 1-4 success chance

-Rank 2 allows the monk to block one attack with a 1-7 success chance, then a second attack with a 1-4 success chance.

-Rank 3 allows the monk to block one attack with a 1-10 success chance, then a second attack with a 1-7, then a third attack with 1-4.

Level 5: Spiritual Focus

The monk gains +3 mana pool per level, applied retroactively to past and future levels. They also regain 2 mana points per round.

Level 8: Incredible Flurry

The monk gains one additional unarmed flurry attack whenever unarmed flurry is used. This talent requires and improves *Unarmed Flurry*.

Level 10: Consecrated Touch

Whenever the monk deals damage to an enemy with an unarmed or staff attack, they regain 3 hit points and 3 mana points.

HOLY MAGIC TALENTS

While primarily martial combatants, monks also possess powerful holy and healing magics. They are perhaps the best healer class outside of the priest archetype.

Level 1: Heal

Cast as a standard action, heal mends the wounds of a target within short range. The target spends a healing threshold and recovers lost hit points equal to 20+ 5x their level. This spell costs 15 mana.

Level 2: Purify

Cast as a standard action, purify cures the target from poison effects and protects them from future poison effects. When cast on a target within short range, the power ends any poison effects on the target, and makes them immune to poison damage for the next 2 turns. This spell costs 20 mana.

Level 3: Wave of Light

Cast as a standard action, this spell summons a giant, spectral bell made of holy energies to crash down on an adjacent area. This spell effects a Burst (2) area that is adjacent to the caster but not overlapping their own square. If makes a spell attack at -2, dealing heavy spell holy damage on a hit, or no damage on a missed attack. This spell costs 15 mana.

Level 4: Divine Protection

Cast as a minor action, this spell blesses a target with a divine shield that absorbs incoming damage. The target gains 5+ caster's intelligence protection. This spell costs 5 mana.

Level 5: Remove Curse

Cast as a minor action, this spell purifies the spirits of those nearby, removing all curses in a Burst (2x intelligence) area centered on the caster. Curses include those used by the necromancer and any other effects that use the Curse rule. This spell removes cursed on enemies in the area as well as allies. This spell costs 5 mana.

Level 6: Mass Heal

Cast as a full-round action, mass heal mends the wounds of all allies within short range. All allies can spend a healing threshold to heal hit points equal to 10 +4x their level. This spell costs 50 mana.

Level 7: Dispel Magic

This is a spell that is cast as a standard action. This spell is cast on a target with active spell enchantments or a persistent spell that is ongoing. When cast on a target, the caster makes a spell attack roll against the target for each spell cast on them. The DC is the spell of the caster who cast the spell. For each successful check, one enchantment is removed. When casting on a persistent area spell, a single spell attack roll is required against the spell DC of the original caster. If the attacker wins, that spell effect ends instantly. This spell costs 20 mana.

Level 8: Sweeping Wind

Cast as a standard action, this spell summons a swirling whirlwind of holy energies to drain nearby foes. This spell effects a Burst (3) area that is centered on the caster and continues to move with them. At the end of the caster's turn, it deals automatic heavy spell holy damage to everyone within the area. It lasts until the end of the caster's next turn, however, its duration is extended by 1 round whenever it deals damage to 2 or more targets. This spell costs 40 mana.

Level 9: Greater Heal

Cast as a full-round action, greater heal fully heals an adjacent target. The target spends 2 healing thresholds and recover all lost hit points. They also remove all exhaustion and crippling wounds, are cured of lingering poison, and have the staggered and tormented conditions removed. This spell costs 60 mana.

Level 10: Mass Divine Protection

Cast as a move action, this spell blesses all allies within short range with a divine shield that absorbs damage. The caster and all allies within range gain 10+ caster's intelligence protection. This spell costs 25 mana.

DEFENSES AND MANTRAS TALENTS

The monk has a variety of defensive abilities and powers to help them survive in pitched battles. In addition, they have the ability to recite litanies of faith to enact mantras that provide an area of power that bolsters themselves and allies. Mantras reach out and surround all allies within 3x willpower squares, giving the allies a benefit based on which mantra is used. While a mantra is active, the monk and all allies gain the effect. Auras can be used outside of an encounter, and it requires a minor action to activate, deactivate, or swap a mantra.

A single character can benefit from multiple auras or mantras at once, but only once from each aura. A monk can only emit a single aura at once. These mantras are equivalent to the auras used by paladins and hierophants, and do not stack with the aura that provides the same effect as the mantra.

Level 1: Prayer Mantra

This mantra can only be used in an encounter. When active, it costs 5 mana per round, but heals all allies equal to the monk's willpower at the start of each of their turns. This does not cost a healing threshold.

Level 2: Concentration Mantra

When this mantra is activated, all allies gain +3 to all skill checks.

Level 3: Blinding Light

Cast as a standard action, the monk can release a surge of bright light that blinds all enemies within 2 squares of them for 1 round. This power does not require an attack roll, but also does not affect targets that are high threat or higher. This spell costs 10 mana.

Level 4: Resist Energy Mantra

Allies effected by this mantra gain +5 elemental resistance.

Level 5: Inner Sanctuary

Cast as a standard action, the monk creates a zone of protection on the ground, that protects all living, mortal allies within the area. This zone is a Burst (3) area centered on the monk but does not move with them. While allies are standing in the area, they gain +10 damage resistance and +10 elemental resistance. The zone lasts for 2 rounds. This spell costs 30 mana.

Level 6: Conviction Mantra

This mantra can only be used in an encounter, and it effects enemies within aura range instead of allies. Each effected enemy suffers -5 damage resistance while within the aura.

Level 7: Serenity

Cast as a standard action, the monk blesses themselves with immutable and eternal form. Until the start of their next turn, the monk is immune to all damage and conditions, loses all conditions, positive and negative, that they suffer from, but cannot make any attacks. This spell costs 40 mana.

Level 8: Meditation Mantra

Allies effected by this mantra regain 3 additional mana each turn.

Level 9: Thorns Mantra

When an ally effected by this mantra suffers damage from a melee attack, the attacker suffers automatic piercing damage equal to 1/3 the damage the ally suffered.

Level 10: Epiphany

This is a spell activated as a free action but only useable once per day. The monk transforms into a holy spirit that unleashes great fury on their foes. While this power is active, they gain +10 attack accuracy and damage with all attacks. They can make melee attacks at any target within 30 squares of them. When choosing a target outside their reach, they instantly teleport adjacent to the target to make the attack. They can do this any number of times per turn, possibly hitting numerous different enemies over a large area with attacks by teleporting to a different target each attack. When this power is activated, the monk loses all adverse conditions and becomes immune to adverse conditions until the power is over. They also suffer half damage from all attacks while this effect is active. This spell costs 100 mana and lasts 4 rounds.

MONK PASSIVE TALENTS

Monk passives represent the passive skills and attributes of monks, representing their focus on balancing mind and body.

Level 1/4/7: Mind and Body I-III

The monk gains +1 to their defense, toughness, and resolve for each rank of this talent. They also gain +2 to the following skills per rank of this talent: jumping, acrobatics, balancing, knowledge, and resist fatigue.

Level 2: Quick Step

While wearing light or no armor, the monk adds their willpower to their dexterity to determine their movement and shift speed.

Level 3: Seize the Initiative

The monk is usually the first to act in battle, gaining +10 to their initiative score.

Level 5: Healing Focus

The monk is a skilled healer. They gain a +3 bonus to the medicine skill and heal an additional 25 hit points when using a healing spell or first aid check on an ally. When they use medicine to cure crippling wounds, they do not use up the target's healing thresholds on successful checks.

Level 6: Harmony

The monk is equally skilled against elemental damage as they are physical. While wearing light or no armor, the monk's base elemental resistance is based on their full damage resistance instead of half.

Level 8: Sixth Sense

The monk cannot be flanked, enemy's do not gain flanking bonus to accuracy against them, and the monk is not flat-footed when flanked.

Level 9: Perfect Clarity

The monk gains a +2 bonus to all skill checks.

Level 10: Mythic Rhythm

When the monk completes a full three-attack sequence maneuver, their next attack after the sequence in the same encounter gains +1 hailfire.

BRAWLER CLASS

The brawler is a fighter that doesn't rely on weapons, armor, magic, or special forces. Instead, they use their raw strength to beat and pummel enemies with their bare hands. Brawlers beat, punch, and smash their enemies into submission, while shrugging off deadly wounds and pushing themselves further into battle.

Brawlers are not associated with any mysterious order, nation of origin, or fighting style. Brawlers are just people who enjoy fighting. Frequently without access to true weapons, brawlers learn the best ways to fight through practice, instigating physical conflicts whenever possible. Many of them grew up on the mean streets, fighting off rivals and criminals trying to take what was theirs. Others learned to fight as stress relief or as an additional way to make money. Brawlers accept that fighting is part of who they are and look for professions that allow them to put their aggression to the test. Thus, brave brawlers become soldier, mercenaries, or adventurers.

While they are formidable individuals, brawlers sometimes seem like underdogs when fighting monsters or the forces of Hell. They lack the powers and shiny gear of other adventurers. The brawlers make up for this deficiency with strength and heart, and adventuring brawlers often become local folk heroes and idols for the common people. After all, he is just like them!

BRAWLER TALENT TREES

Talent Level	Brawler Offense Forms	Aggression Training	Fitness	Street Fighting	Passives
1	Balanced Strike	Toss	Muscular Physique I	Kick	Connections I
2	Quick Jab	Bludgeon Mastery I	Great Fist I	Eye Gouge	Martial Discipline I
3	Powerhouse Kick	Endure	Muscle Training	Quick Reflexes	Hit Recovery
4	Uppercut Strike	Hurl	Muscular Physique II	Dirty Fighting	Champion of the People
5	Tackle	Bludgeon Mastery II	Thick Skinned	Master Brawler	Connections II
6	Throat Jab	Resilience	Leap	Quick Reflexes II	Martial Discipline II
7	Spinning Blow	Tossed Object Mastery	Great Fist II	Bleeding Strike	Hero of the People
8	Grab and Throw	Bludgeon Mastery III	Muscular Physique III	Bottom Feeder	Extra Heroic Valor
9	Blitz	Swaying Strike	Free Running	Quick Reflexes III	Connections III
10	Improved Brawler Forms	Kill Streak	Enduring Punishment	Follow Up	Unstoppable Form

BRAWLER ATTACK STANCES

In combat, brawlers have a special rules mechanic known as attack stances. Their attack forms represent their ability to adopt different stances in battle after using an attack. These stances give them passive bonuses when enacted and provide a major modifier on the next attack power. Once their next attack power is used, they change their stance based on what stance is associated with the ability. The brawler does not begin combat with any stance, but it is assumed after their first attack.

For example, a brawler starts an encounter without an attack stance, then uses Quick Jab at the start of their turn. As per the Quick Jab rules, they adopt a Guarded Stance after the attack is resolved. The Guarded Stance gives bonuses while in that stance, including modifying free unarmed attacks from flurry punches, and then modifies the next attack power used by the brawler. Assume the next attack power was a Powerhouse Kick. The kick would be modified based how the Guarded Stance effects abilities, and then, after the attack is resolved, the Brawler would exit Guarded Stance and enter Aggressive Stance, the stance listed in the Powerhouse Kick ability.

The four stances have the effects as listed:

- Aggressive Stance** involves moving to lay down punishment on your foes.
 - Your unarmed opportunity attacks and unarmed flurry attacks deal +10 damage
 - Your next attack power gains +10 accuracy and deals bonus damage equal to double strength
- Guarded Stance** involves attacking quick and getting ready to deflect counter attacks
 - You unarmed opportunity attacks and unarmed flurry attacks generate 4 protection on a hit
 - You gain a +5 bonus to defense in Guarded Stance
 - Your next attack power suffers -5 accuracy bonus but gives you 20 protection if you hit
- Counter Stance** involves being ready to react to hits by striking foes that are angling to hit you
 - You can make an unarmed attack against any enemy within your melee reach that attacks you with a melee attack. This does not use a reaction.
 - Your next attack power gains Cleaving (2)
- Reckless Stance** involves disregarding any defense to push your entire strength against a foe
 - You can make an two additional unarmed flurry attack when adopting this stance and before making an attack power while this form is active.
 - You suffer a -5 penalty to defense while this stance is active.
 - Your next attack power gains Hailfire (1)

In addition to the brawler combat powers effecting stance, many of the universal martial artist powers, when used by brawlers, will set stances as follows:

- Flying Kick sets Reckless Stance
- Cascade of Blows sets Aggressive Stance
- Heavy Blow sets Counter Stance
- Sweeping Strike sets Guarded Stance

BRAWLER OFFENSE FORMS TALENTS

These are the primary attack abilities of the brawler. Each one has an attack stance that they set after being used, and benefits from any current attack form in play when activated.

Level 1: Balanced Strike

The balanced strike is a normal, standard action attack that functions identically to any unmodified attack. The advantage of it is that, after the attack, you can set any of the four attack stances you want, between Aggressive, Guarded, Counter, and Reckless stances.

Level 2: Quick Jab

The quick jab is a sudden strike that the enemy never sees coming. It is a standard unarmed attack that deals bonus damage equal to 2x dexterity, and the target is flat-footed against the attack. Afterwards, Quick Jab puts you in Guarded Stance.

Level 3: Powerhouse Kick

As a standard action, the brawler can release a powerful kick that leaves enemies reeling. This is an unarmed attack that gains +1 reach and bonus damage equal to 2x strength. If the target is hit, they must make a resist fatigue check versus the damage dealt by the attack or be staggered. Afterwards, Powerhouse Kick puts you in Aggressive Stance.

Level 4: Uppercut Strike

As a standard action, you can try to make a sudden uppercut to set an enemy off balance. You make a standard unarmed attack. If you hit the target's defense and toughness, they are flat-footed against all attacks until the start of your next turn. Afterwards, Uppercut Strike puts you in Counter Stance.

This talent has different interactions with different stances:

-**Counter Stance** does not give cleaving, but instead gives +10 accuracy and +10 damage

Level 5: Tackle

As a standard action, you can to rush a target and tackle them with your full body. This provokes an opportunity attack from the target. After the opportunity attack, you roll a special attack check that is your strength + dexterity + prowess. If you hit defense, you deal 5x strength damage. If you hit defense and toughness, the attack deals +20 damage, and either push the target back 1 square and/ or knock them prone. Afterwards, Tackle puts you in Reckless Stance.

Level 6: Throat Jab

As a move action, you can make a quick punch to the enemy's throat, disabling their ability to cast spells and interrupting their concentration. This requires an unarmed attack against the target's defense and toughness. This attack deals no damage. If it hits defense and toughness, the target cannot cast spells or speak on their next round and they instantly lose 3x your strength score mana points. This attack does not allow unarmed flurries to be used with it. After the attack, this attack puts you in either Aggressive Stance or Guarded Stance.

This talent has different interactions with different stances:

- Aggressive Stance** gives +10 mana point drain
- Counter Stance** does not give cleaving, but instead gives +10 accuracy
- Reckless Stance** gives disadvantage on the attack, but doubles the mana point drain

Level 7: Spinning Blow

As a standard action, you make a sweeping kick that hits adjacent enemies. Make an unarmed attack against all adjacent foes with an accuracy bonus equal to dexterity. You deal unarmed damage on a hit against defense, and you knock prone targets when you hit defense and toughness. Afterwards, this attack puts you in either Aggressive Stance or Counter Stance.

This talent has different interactions with different stances:

- Guarded Stance** gives 10 protection per target you hit, instead of 20 for 1
- Counter Stance** does not give cleaving, but instead lets you attack all targets within 3 squares of you

Level 8: Grab and Throw

As a standard action, you can try to lift and throw an enemy within your reach. Make a strength + prowess + dexterity attack against the target. If you hit their toughness, you lift them up and throw them a number of squares equal to $\frac{1}{2}$ strength. If they hit an unoccupied square, they are knocked prone and suffer damage equal to $20 + 10x$ the number of squares they are thrown. Alternatively, you can throw them at an enemy within your throw range. If you do, roll a throw attack (prowess + strength + dexterity) against the target of the throw. On a hit against defense and toughness, both targets are knocked prone and suffer damage equal to $20 + 10x$ the number of squares they are thrown. If the attack against the second target misses, then the second target suffers no ill effects and the thrown target suffers only half damage but is still prone. Afterwards, Grab and Throw puts you in either Guarded Form or Reckless Form.

This talent has different interactions with different stances:

- Aggressive Stance** gives advantage, instead of plus accuracy, on the throw checks, and cause thrown and struck targets to take damage equal to $20 + 15x$ strength.
- Guarded Stance** gives a -10 penalty when using Grab and Throw, instead of -5, but gives 20 protection when you successfully throw a target.
- Counter Stance** lets you throw all targets within a Cleaving (2) area, but all targets are a number of squares directly away from you equal to $\frac{1}{2}$ your strength, and only suffer $5x$ your strength damage. Counter stance does not allow you to throw enemies at other enemies.
- Reckless Stance** only gives the Hailfire (1) when you successfully throw an enemy into another enemy. Moreover, when throwing an enemy at another enemy, you gain a +5 accuracy bonus.

Level 9: Blitz

As a full-round action, you can move twice your normal speed in a straight line and make an unarmed attack against a target. This movement does not provoke opportunity attacks and is not reduced by difficult terrain. For every square you moved as part of this action, your attack gains +2 accuracy and +5 damage. After taking damage, the target must make a Resist Fatigue check versus the damage dealt. If they fail, they are staggered for 1 round, +1 round per 5 points they failed by. If they failed by 20

or more, they are stunned on their next turn and then staggered the following rounds. Afterwards, this attack sets the Reckless or Counter Forms.

Level 10: Improved Brawler Focus

This passive talent improves all the brawler combat stances as follows:

-Improved Aggressive Stance

-Your unarmed opportunity attacks and unarmed flurry attacks deal +15 damage

-Your next attack power gains +20 accuracy and deals bonus damage equal to triple strength

-Improved Guarded Stance

-You unarmed opportunity attacks and unarmed flurry attacks generate 8 protection

-You gain a +10 bonus to defense in Guarded Stance

-Your next attack power gives you 40 protection if you hit, with no accuracy penalty

-Improved Counter Stance

-You can make an unarmed attack against any enemy within your melee reach that attacks you with a melee attack. This does not use a reaction. These counter attacks gain bonus damage equal to dexterity

-Your next attack power gains Cleaving (3) and advantage on the attack

-Improved Reckless Stance

-You can make three additional unarmed flurry attack when adopting this stance and one before making an attack power while this form is active.

-You suffer a -5 penalty to defense while this stance is active.

-Your next attack power gains Hailfire (2)



BRAWLER AGGRESSION TRAINING TALENTS

Aggression training is a series of brawler talents and abilities that their brutal and improvised fighting style. Aggression training talents are particularly useful for help a brawler pull attention off their allies and let them soak blows for the team.

Level 1: Toss

As a minor action, you can pick up a small object, like a nearby branch, rock, or beer mug, and throw it at a target within short range. Make a prowess + dexterity + instinct attack at a target. If you hit defense, the target suffers a hit of $10 + 2x$ strength + dexterity damage. If you hit defense and resolve, the target is taunted for 1 turn. The Game Master determines whether there are nearby small objects in reach for you to throw.

Level 2/5/8: Bludgeon Mastery I-III

The brawler gains +2 power rating with maces and clubs per rank of this talent. In addition, this talent allows the brawler to make one-handed mace attacks instead of unarmed attacks whenever they use unarmed flurry.

Level 3: Endure

The first time the brawler takes damage in a round, reduce the damage by half after all modifiers, including damage resistance and hailfire. This resets at the end of the brawler's next turn.

Level 4: Hurl

As a standard action, you can pick up a large object, such as a boulder, log, or large table, and throw it up to 3 squares away. When thrown, the object attacks all targets in a 2 by 2 area. Make a prowess + dexterity + instinct attack against all targets in the area. If you hit defense, targets suffer a hit of $25 + 2x$ strength + dexterity damage, or half damage on an attack that misses defense. If it hits defense and toughness, targets are knocked prone and pushed 1 square away from you. If you hit defense and resolve, the target is taunted for 3 turns. The Game Master determines whether any large, nearby objects can be thrown.

Level 6: Resilience

Whenever the brawler suffers a crippling wound point, they can roll a d20. On a 12+, they do not suffer that crippling wound point.

Level 7: Tossed Object Mastery

The brawler can use the *Toss* and *Hurl* talents more effectively. When using either of those talents, they gain +2 accuracy, increase the range by 3 squares, and gain penetration with the attacks equal to strength. The *Toss* talent gains +5 damage, and the *Hurl* talents gains +15 damage.

Level 9: Swaying Strike

The brawler gains +1 melee reach with their unarmed attacks.

Level 10: Kill Streak

Whenever you kill an enemy with an unarmed attack, be it with a brawler power, martial arts power, or unarmed flurry, you can instantly change your attack stance to any form that you chose.

BRAWLING FITNESS TALENTS

Brawler fitness captures the incredible strength and endurance that a brawler possesses from their training.

Level 1/4/8: Muscular Physique I-III

The brawler gains +10 maximum hit points and +1 maximum hit point per level per rank of this talent. They also gain +3 toughness per rank of this talent.

Level 2/7: Great Fist I-II

The brawler gains +1 power rating with unarmed attacks per rank of this talent. The first rank of this talent allows them to add $\frac{1}{2}$ their strength to penetration with unarmed attacks. The second rank of this talent allows them to add their full strength to penetration with unarmed attacks.

Level 3: Muscle Training

The brawler gains +3 to the jumping, lifting, pushing, and climbing skills.

Level 5: Thick Skinned

When the brawler is wearing light or no armor, they add their strength to their damage resistance.

Level 6: Leap

As a move action, the brawler can leap squares through the air equal to $\frac{1}{2}$ their strength. Combine both the horizontal and vertical distances traveled for the total distance. Thus, if leaping 6 squares, you can choose to move 2 squares up and 4 squares left, for example. You fall if your movement does not end on the ground.

Level 9: Free Running

The brawler ignores difficult terrain and gains +3 to the following skills: climbing, jumping, acrobatics, balancing.

Level 10: Enduring Punishment

The brawler can absorb incredible punishment. They gain 10 protection at the start of each round, and gain +20 maximum protection.

BRAWLER STREET FIGHTING TALENTS

Brawlers often come up learning to fight for survival in the large city, crushing heads to get ahead. They learn to fight in the dirties and most dishonorable methods possible to win. They can perform a variety of stunts to disable their foes and set enemies up for killing blows.

Level 1: Kick

As a reaction, you can try to interrupt an adjacent enemy's spell with a kick attack. The spell must be one manifested as a standard, move, or full-round action. To kick them, you make an acrobatics test against their toughness. If hit, the target must make a DC 20 resist fatigue check or lose their spell. They spend their action, but the spell does not go off and the mana is not spent. If the acrobatics check fails, or the resist fatigue check succeeds, the action has no effect.

Level 2: Eye Gouge

As a reaction, when an adjacent enemy that is large-size or smaller tries to attack, you can interrupt the attack with an eye gouge. The scoundrel makes an acrobatics check against the target's toughness. If the check is successful, the enemies attack has a -5 penalty and cannot gain attack overages.

Level 3/6/9: Quick Reflexes

For every rank of this talent, the brawler gains +2 accuracy with opportunity attacks and can make 1 additional reaction every turn.

Level 4: Dirty Fighting

You can try to blind enemies by tossing sand, dirt, or powder in their faces. This effects a Cone (3) area, with the brawler making a Prowess + Dexterity check as a standard action. All enemies in the area must make a resist torture check against the brawler's attack roll or be blinded for 1 round.

Level 5: Master Brawler

You have focused on expanding your unarmed fighting. You gain +4 accuracy and damage with your unarmed attacks. In addition, this talent improves your Kick and Eye Gouge talents. Both talents gain +5 to the acrobatics check. Kick increases the resist fatigue check to DC 24. Eye Gouge now gives a -10 accuracy on the attack.

Level 7: Bleeding Strike

All weapon and unarmed attacks that you make that successfully damage a target deal 1 bleed per attack or increases bleed by 1.

Level 8: Bottom Feeder

When you perform an attack against a bleeding target, you gain bonus damage on your attack equal to the target's current bleed value.

Level 10: Follow Up

After you perform a successful *Kick*, *Eye Gouge*, or *Dirty Fighting* action, you can perform a basic standard action attack against the target. This attack must be with a melee weapon, thrown weapon, or unarmed attack. In the case of *Dirty Fighting*, the attack must be against one of the targets of the power that failed their check and are within reach of the attack.

BRAWLER PASSIVE TALENTS

These are passive talents that increase the brawler's combat abilities and skills. Much of this represents the fame they share with ordinary folk, and the legends that build around successful brawlers.

Level 1/5/9: Connections I-III

The brawler's reputation and connections lets them get gear at a cheaper cost while in a friendly town or home territory. They reduce the gold cost of all purchased weapons and armor by 5%. The second rank increases this to 10%. The third rank increases it to 20%. Finally, the brawler gains +10 job points per rank of this talent.

Level 2/6: Martial Discipline I-II

The brawler gains +1 accuracy with all weapon attacks per rank.

Level 3: Hit Recovery

The brawler is immune to the staggered condition.

Level 4: Champion of the People

The brawler gains +2 to the persuasion and deception skills. In addition, they can usually avoid paying for food and lodging in a friendly town or inn. The brawler also gains +10 job points.

Level 7: Hero of the People

The brawler gains +2 to the persuasion and deception skills. The brawler's name and reputation are well known, inspiring both fear and awe. Any day that the brawler is in a friendly town, the GM rolls a d20. On a 15-20, a local visit the brawler and gives them a gift of 1d20x10 gold. The brawler also gains advantage on social checks to prove to someone that they are a formidable individual. The brawler also gains +10 job points.

Level 8: Extra Heroic Valor

This talent is an upgrade for the Heroic Valor martial artist talent and requires it. The brawler starts encounters with 1 heroic valor.

Level 10: Unstoppable Form

The brawler is immune to the stunned condition.



CHAPTER 7: CHARACTER JOBS

Jobs are what your character does besides their adventuring class. It is what makes one Paladin different from another Paladins, besides talent selection. Jobs are secondary roles that you pick up and allows you to contribute to your adventuring group in different ways. For example, your character might be a Barbarian, but you are also a craftsman who forges weapons for your people. You might be a Sorcerer, but you are also a devout adherent to the Zakarum church and seek to convert and inspire the masses as part of your work as a missionary. Your Demon Hunter has spent plenty of time in the wild and has collected many animal friends that help you in battle. A Paladin may have fought in a major war and has the tactical training and knowledge of a dedicated soldier.

While many jobs represent professions the character has beyond their class, others simply represent skills, training, or lifestyles the character has picked up. Jobs are not limited or based on classes; any character can pick any job. Jobs often help a character diversify their skill selection or have extra focus in their favored play style. A character can have any number of jobs, but the more jobs they have the less likely they too have higher ranked jobs.

JOB POINT BASICS

Job points are a special character advancement currency that gain through character progression and spend to unlock ranks in jobs. You gain 20 job points at character creation, and gain additional job points as you level up, to a maximum of 150 job points. When you process your level up, you put your job points in a job of your choosing. Job points must be spent at the same rest period you select talents and upgrade your statistics, it cannot be done except during your full level up process. If you chose not to spend your job points when leveling up, you must wait until you level up again before you can spend them. You can any number of job points at once and spend as many as you want during your level up, Once you have enough points in a job to achieve a rank, you gain all benefits of that job rank. The following table displays how many points you must have in a job to achieve a rank in that job.

Job Rank	Job Points
1	5
2	10
3	20
4	40
5	60
6	80
7	100
8	120

All jobs have between 1 and 8 ranks of proficiency; the more ranks you have the greater the benefits and features. See the job descriptions to see what features you will unlock for each rank. Unlike your class and archetypes, you can have more than one job, but you must spend at enough job points in each job you have. Thus, the more jobs you have, the less likely you are to be focused in any one job. If you wish to eventually reach the highest ranks in a job, you will want to save your points for that one job to get the maximum job benefits. However, splitting your points between different jobs will frequently get you far more benefits and power, especially early in the game.

For example, with the 20 job points you have available at first level, you can instantly start with a single job at rank 3. Otherwise, you can have two jobs at rank 2, four jobs at rank 1, or any combination of those options.

This table shows the number of total job points you have at each level. Thus, at level 5 you have 40 job points, twice what you began with at level 1.

Job	Job Description
Alchemist	Creates potions and bombs out of scavenged ingredients
Arcanist	Gains general arcane magic training
Beastmaster	Collect animal pets that provide utility and combat functions
Craftsman	Create non-magic weapons and armor at a reduced price
Enchanter	Enchant items to become powerful magic items
Explorer	Excel at exploring, dealing with traps, treasure hunting, and fighting on the move
Healer	Focus on healing, both magic and mundane, and perform health services for your party
Leader	When designated the party leader, inspire your party to give tactical bonuses
Missionary	Convert others to your religious beliefs, gaining followers and influence, learn holy magic
Negotiator	Build networks of contacts, sources, and allies within towns, learn to talk down enemies
Noble	Born with a noble title and estate, you have land you can invest in and expand your holdings and resources
Sage	As a learned individual, become much better at all skills and identifying the lore and weaknesses of your foes
Soldier	Your martial weapon training improves your tactical stance and training with weapons and armor
Survivor	Your hard life makes you adept at surviving punishment, trauma, and near-death experiences.

Level	Job Points
1	20
2	20
3	25
4	30
5	40
6	40
7	45
8	45
9	50
10	60
11	65
12	65
13	70
14	70
15	75
16	75
17	80
18	80
19	85
20	100
21	105
22	105
23	110
24	110
25	115
26	115
27	120
28	130
29	140
30	150

ALCHEMIST

The alchemist job allows you to create potions and oils out in the field without having to return to town. Alchemists passively collect alchemical ingredients from wandering and fighting. After collecting, the alchemist can spend 15 minutes brewing potions with collected ingredients. As your progress with the job, you gain ingredients faster, and can make new and stronger potions and oils.

USING ALCHEMY

Alchemical ingredients are gathered in three different ways: killing monsters, searching for herbs, or gathering ingredients while traveling.

-Killing Monsters: After completing an encounter in which you slew demons or beasts, you can spend a 5 minutes harvesting ingredients from their bodies. This requires a DC 10 identify monster check. You get +1 to this check for every 2 monsters that were in the encounter. On a successful check, you gain 1 alchemical ingredient, +1 for every 5 points you surpass the DC.

-Gathering while Traveling: While you are traveling overland through the wilderness, you can make a DC 15 tracking skill check for every 2 hours you are traveling. You gain 1 ingredient on a successful check, +1 for every 5 points you surpass the check.

-Searching for Herbs: You can also search for herbs without traveling distances, just by foraging in the local area. This requires 1 hour of searching and allows you to make a DC 10 tracking check. You gain 2 ingredients on a successful check, +2 for every 5 points you surpass the check. You can only perform this action once per day for a single region.

An alchemist can spend 15 minutes with a brewing kit transforming ingredients into potions. They can create any potion they have enough ranks to create, as according to the table below. During their time brewing, they can create any number or combination of potions, up to their total amount of ingredients. For example, an alchemist with 8 ingredients can create 2 minor healing potions and a light mana potion in that time (2+2+4), or 1 rejuvenation potion (8).

Potion	Alchemist Job Rank Required	Ingredient Cost
Minor Healing Potion	1	2
Light Healing Potion	2	4
Healing Potion	4	6
Greater Healing Potion	5	8
Super Healing Potion	7	10
Minor Mana Potion	1	2
Light Mana Potion	2	4
Mana Potion	4	6
Greater Mana Potion	5	8
Super Mana Potion	7	10
Rejuvenation Potion	4	8
Full Rejuvenation Potion	8	15
Antidote Potion	3	5
Thawing Potion	3	5
Stamina Potion	3	5
Fulminating Potion	2	3
Exploding Potion	4	6
Oil Potion	6	10
Strangling Gas Potion	2	3
Choking Gas Potion	4	6
Rancid Gas Potion	6	10

ARCANIST

The mages are the primary practitioners of arcane magic. However, many non-mages dabble in magic or possess small amounts of training. The arcanist job allows you to some magical ability, and access to some of the spells and ritual that sorcerers use. As you increase ranks in the job, you gain spells, bonus to magical skills, and bonus to spell casting attributes. While primarily useful for non-mages to learn magic, mages can also use the arcanist job to further expand their own skills.

ARCANIST JOB ABILITIES

Gaining ranks with the arcanist jobs allows you to unlock spells and talents from the mage archetype. Some ranks give you choices on what feature to gain when you gain that rank. If you already have the talent that is associated with a job rank, you instead gain +5 maximum mana. In addition to the listed benefit, every rank of arcanist gives you +1 mana recovery and +5 maximum mana points.

Rank 1 Arcanist: You gain the Cantrips talent of the Sorcerer Training talent tree.

Rank 2 Arcanist: You gain the Basic Spells talent of the Spell Crafting talent tree.

Rank 3 Arcanist: You gain one of the following mage archetype spells of your choosing: Fire Bolt, Ice Bolt, or Charged Bolt.

Rank 4 Arcanist: Choose two of the following options: the Dispel Magic talent of the Spell Crafting talent tree, the Create Food and Water talent of the Conjunction talent tree, +20 maximum mana, or +2 to the knowledge, resist magic, and identifying skills.

Rank 5 Arcanist: You gain the Advanced Spells talent of the Spell Crafting talent tree.

Rank 6 Arcanist: You gain one of the following mage archetype spells of your choosing: Fire Ball, Frost Nova, or Lightning Bolt.

Rank 7 Arcanist: Choose two of the following options: the Mana Shield talent of the Conjunction talent tree, the Charm talent of the Enchantment talent tree, +20 maximum mana, or +2 to the knowledge, resist magic, and identifying skills.

Rank 8 Arcanist: You gain access to number of rituals from the Sorcerer's ritual talent tree. You gain access to the 4 lowest tier talents of the ritual talent tree that you do not possess.

BEASTMASTER

Beastmasters are very comfortable with animals and tame a variety of beasts to accompany them on their adventures. Common beastmasters might have simple domestic animals as pets, such as dogs or cats. As you increase your job rank in beastmaster, you can gain unusual pets, such as rodents and birds, who provide a variety of utility functions. The most dedicated beastmasters have their own combat pets, like what a druid employs with magic.

BEASTMASTER RANKS

You gain new animal companions every rank of beastmaster that you take. The pets you gain depend on what you chose at every rank. You can, and should, name and determine a personality and appearance for your animals. They follow and support you wherever you go. When you enter a combat, you can choose for your animals to be deployed in battle or not. If they are not deployed (advisable because many animals are not combat worthy), they stay out of the encounter. The animals are either tucked away in your backpack or hiding nearby. If you deploy them in battle, they start adjacent to you. As a free action, you can deploy any or all animal companions into battle that were not available at the start. Once deployed, they cannot exit the battle. Animal companions act after you in an encounter.

Every rank of the beastmaster job you gain, you gain two options. The first option is to choose a new animal based on the animal options of the tier you reached. The second option is to select an additional animal of a previous rank. For example, at rank 1, you can choose between a dog or a cat. Assuming you chose the dog, at rank 2 you can choose between raven or bat or go back to rank 1 options and chose a cat or a second dog.

Rank 1 Beastmaster: At rank 1, you can choose between a common household dog or cat. As a domestic breed, they are not dangerous in combat, but both can provide some level of support.

-Dog: Each dog gives you +2 to tracking checks and +1 to perception checks. Dogs can fetch small objects for you, if they can clearly see the object and there are no obstacles blocking it. Each dog gives you +1 to sanity checks.

-Cat: Cats have a +10 bonus to all dexterity-based skill checks. Cats are ideal at causing distractions and then escaping. You can deploy a cat to distract an individual. You gain advantage on Hiding and Stealing checks while all opposing individuals are distracted by cats. More cats allow you to distract more individuals.

Rank 2 Beastmaster: At rank 2, you can choose between a pet raven or bat. Regardless of which one you pick, your aerial companions can be deployed in combat to peck and claw at your enemies. At the end of the beastmaster's turn, all of your ravens and bats attack a chosen target within short range of the beastmaster. That target suffers automatic physical damage equal to 5x the combined number of bats and ravens. Thus, if the beastmaster has 2 ravens, the target suffers 20 physical damage. When the flying companions are deployed in this way, they cannot be targeted and are considered part of the beastmaster, rather than occupying their own space on the tactical map. In addition, ravens and bats provide their own benefits.

-Ravens: Ravens give you a +2 to perception checks. They also can fetch tiny objects that are far off the ground or out of reach of the beastmaster. This object must be clearly visible and not obstructed. If they attempt to steal an item for the beastmaster, ravens are automatically detected (flapping wings can be noisy!).

-Bat: Bats are ideal at detecting hidden foes. Bats give the user +2 to perception check against Hiding checks, or +5 against targets within 3 squares of the beastmaster. In addition, bats give 7 damage per bat instead of 10 for the combined raven and bat attack.

Rank 3 Beastmaster: At rank 3, you give all of your current and future pets +20 maximum hit points, +3 defense, and +3 attack accuracy, and you can add two more pets from the previous ranks to your selection. For example, you could add 2 more ravens, or a raven and a bat, or 2 cats, or a raven and a cat.

Rank 4 Beastmaster: At rank 4, you can gain a ferret pet. Ferrets have a +10 bonus on all dexterity-based skills. In addition, they are excellent thieves. You can give a ferret elaborate instructions on going into an area and stealing a tiny item. Ferrets are intelligent enough to deliberately avoid getting caught and will try to steal the item without being spotted. They will make any number of dexterity checks they need to hide and steal, so they can bring back the item. This has its limits however. The

ferret will not travel great distances to steal something, only an item in the vicinity. It will also not open locked safes or overcome security systems, although it might be able to circumvent them.

Rank 5 Beastmaster: At rank 5, you can choose between a giant spider or a boar. These pets primary use as combatants, helping the beastmaster in battle when deployed. See below for their special traits and later on for their combat statistics.

-Giant Spiders: Giant spiders can climb walls without penalties and can ignore the debilitating effects of spider webs. Their bite attack poisons the target, dealing 8 poison damage a round for 5 rounds.

-Boar: Boars can perform a special charge attack where they move 4-6 squares in a straight line and gain +5 accuracy and +10 damage at the end of their charge. If the boar is adjacent to their beastmaster when the beastmaster takes damage, the beastmaster gains 5 protection.

Rank 6 Beastmaster: At rank 6, you give all of your current and future pets +20 maximum hit points, +3 defense, and +3 attack accuracy. You also add two more pets from the previous ranks to your selection. For example, you could add 2 more boars, a ferret and a raven, a dog and a giant spider, or any other combination.

Rank 7 Beastmaster: At rank 7, you gain a wolf companion. Each wolf gives you +4 to tracking checks and +2 to perception checks. In addition, wolves are powerful combat companions. If you are flanking with a wolf companion, your weapon attacks deal +5 damage.

Rank 8 Beastmaster: At rank 8, you gain a bear companion. Bears are powerful combat companions that can absorb a lot of punishment. The first time in an encounter that the bear is reduced below 50% hit points, it heals 100 hit points and can make an instant attack, it suffers -4 defense for the remainder of the encounter

ANIMAL STATISTICS

Beyond the traits of animals, use the following chart to determine the basic statistics of beastmaster pets, should you deploy them in combat. These numbers should be considered placeholders, until the bestiary is finished.

Animal	Size	Hit Points	Defense/Toughness/Resolve	Resistances	Attack	Speed
Cat or Ferret	Tiny	20	20/6/13	4 DR/ 2 ER	+6, 14 damage	7
Dog	Small	30	15/8/13	4 DR/ 2 ER	+6, 18 damage	6
Raven or Bat	Tiny	15	22/5/13	2 DR/ 1 ER	+6, 12 damage	6 (fly)
Giant Spider	Small	30	16/8/16	9 DR/ 4 ER	+6, 22 damage	8
Boar	Small	50	13/14/15	9 DR/ 4 ER	+6, 30 damage	6
Wolf	Medium	50	16/16/15	6 DR/ 3 ER	+8, 30 damage	8
Bear	Large	150	13/27/17	9 DR/ 4 ER	+15, 50 damage	9

CRAFTSMAN

At home by the forge, craftsman can create weapons and armor for cheaper than buying them from a merchant. Craftsmen build items by spending gold to buy crafting components and spending time at a forge. Craftsman can build the items that their party needs for cheap, and their crafted items are ideal for enchantment. Higher ranked craftsmen can build superior items, socketed items, and higher tiered weapons and armor.

CRAFTSMAN ABILITIES

Crafting items requires gold to buy materials and a blacksmith forge to use as a workstation. This prevents crafting from being performed out the field and is primarily an activity for downtime. A local blacksmith will usually let you use their forge for a day at the cost of 100 gold, although a friend might allow you do so for free.

You can create any non-magical weapon or armor at a forge, by spending gold equal to one-half the base cost of the item. Essentially, this lets you spend the effort to make items for a discount rather than pay full cost for them. A weapon takes 4 hours to create, while armor takes 8 hours. Additional armor such as gloves or helmets takes 2 hours.

As you gain ranks in craftsman, you can create more powerful items, by applying the superior quality to the weapon, adding sockets, or creating a higher tiered item. No matter what, you build the item for $\frac{1}{2}$ the base cost of the item, applied after combining the base cost of all factors. Thus, if you are building a tier 2 weapon with a socket, you would determine the total gold cost of the item, then reduce it by half.

Rank 1: At rank 1, you can create basic weapons and armor. You can create any type of weapon or armor, but cannot create superior, socketed, or higher tiered armor. You cannot create magic equipment.

Rank 2: At rank 2, you can forge an item to have a single socket that you can place gems into for more power. This can only be done with armor, shields, and weapons. You can only add a single socket into these items. You cannot put sockets in helmets.

Rank 3: At rank 3, you can make a weapon or armor superior quality, having it forged with better technique and time. See the Equipment Chapter for rules on superior items.

Rank 4: At rank 4, you can add multiple sockets to an item, allowing it to support more gems. One-handed weapons, armor, and shields can have 3 sockets. Two-handed weapons can have 4 sockets. You can now put a single socket into helmets.

Rank 5: At rank 5, you can create tier 2 weapons and armor, forming much more powerful equipment. At this rank, you cannot forge superior or socketed tier 2 items. Creating tier 2 weapons and armor takes 2 times longer to make.

Rank 6: At rank 6, you can add the superior quality and sockets to the tier 2 weapon and armor you create. Tier 2 superior items take 4 times longer to make than normal.

Rank 7: At rank 7, you can create tier 3 weapons and armor, the strongest equipment. At this rank, you cannot forge superior or socketed tier 3 items. Creating a tier 3 weapon or armor takes 4 times longer to make.

Rank 8: At rank 8, you can add the superior quality and sockets to the tier 3 weapon and armor you create. Tier 3 superior items take 8 times longer to make than normal.



ENCHANTER

Enchanters can imbue magic items with magic enchantments. This process requires a great deal of time, as well as magical reagents gained from disenchanting items and gathering from places of power. The enchantments placed on items can be unpredictable for low level enchanters, but stronger enchanters can not only choose what enchantments they place but can place stronger enchantments.

ENCHANTER JOB BASIC

Enchanters take common items, namely weapons, armor, and jewelry, and give them magical properties. Because of the whims of magic and the difficulty in attaching magical energies to items, these can often be quite random in what enchantments are applied to equipment. However, the enchanted item always comes up to roughly the same strength, just varying in effect based on the whims of magic.

There are many complicated rules involve enchanting and ranks in the enchanter job has many different aspects is how it functions in enchanting. In general, there are four aspects to the enchanter job: the basic magic item enchantment level they can create or disenchant; the rare magic item enchantment level they can create or disenchant; the level that they can determine the enchantments on a certain enchantment level instead of randomizing; and when they gain the ability to produce arcane reagents needed for enchanting.

Enchantment Level	Basic Magic Item Creation and Disenchant	Gathering Enchanting Reagents	Deterministic Magic Item Level	Rare Magic Item Creation and Disenchant
1	EL 1	Arcane Dust	---	---
2	EL 2	Arcane Dust	---	---
3	EL 3	Arcane Dust, Veiled Crystals	EL 1	Rare EL 1
4	EL 5	Arcane Dust, Veiled Crystals	EL 2	Rare EL 2
5	EL 6	Arcane Dust, Veiled Crystals, Death' s Breath	EL 4	Rare EL 3
6	EL 8	Arcane Dust, Veiled Crystals, Death' s Breath	EL 6	Rare EL 4
7	EL 10	Arcane Dust, Veiled Crystals, Death' s Breath	EL 8	Rare EL 5
8	EL 10	Arcane Dust, Veiled Crystals, Death' s Breath	EL 10	Rare EL 6

ENCHANTING REAGENTS

Enchanting a magic item requires the base item that is being enchanted, of course, but also requires amounts of arcane reagents. These reagents are different forms of stored magical energies, that can be expended to imbue an item with powerful traits. Higher enchantment level it requires more enchantment reagents, both in quality and quantity. Many of these reagents are also used in sorcerous rituals. Understanding and managing supplies in enchanting reagents is important for enchanters.

ARCANE DUST

The most common arcane reagent, arcane dust is a fine powder with tiny bits of magic essence imbued within. Most magic items need arcane dust by the dozens. Thankfully, it is generally easy to find and create. A single unit of arcane dust can be purchased for 20 gold. An enchanter can also spend 6 hours in a lab to create arcane dust. If they do, they create a number of units of arcane dust equal to their enchanter job ranks plus $\frac{1}{2}$ their intelligence. All characters with the enchanter job can create arcane dust. Arcane dust is also gained from disenchanting items.

VEILED CRYSTAL

Veiled crystals are magical gems filled with arcane energy. They are more powerful than arcane dust and are important for making magical enchantments permanent. Veiled crystals are often found in the treasure hoard of many dungeons but can also be purchased in towns for 250 gold a piece. A character with job rank 3 can also create veiled crystals. Creating a veiled crystal involves finding a gem of flawed or higher quality and enchanting it with 10 arcane dust. This process takes 1 hour. Afterwards, the gem and the arcane dust is lost, and replaced with a veiled crystal.

DEATH'S BREATH

Death's breath is a fragment of the life force of a powerful enemy. Death's breath contains potent soul energies that are needed for powerful enchantments. It is used for magic items above enchantment level 5. Enchanters of at least job rank 5 can extract the life force of a powerful, fallen foe, and contain it with a bottle. This takes 2 minutes. Death's breath can be drawn from any slain individual using the Heroic non-player character rules. If unsure, ask your Game Master if an enemy was heroic. Death's breath is found for sale in the largest towns, especially those with many adventurers and mages. It can be purchased for 5,000 gold.

PURE ARCANA

Pure arcana is the most potent and rarest arcane reagent. It is formed from nexus of magical energies collecting on a single point and crystallizing into a solid form. It is usually found in the most extreme wilds, the deepest dungeons, and different dimensions. Pure arcana is only used for the creation of rare magic items. It cannot be created like other reagents, but it takes no special skills to collect when found. It is only available to sell in the largest cities, and costs 100,000 gold.

ENCHANTMENT LEVELS

All basic magic items possess an enchantment level, between 1 and 10. The enchantment level determines the strength of the enchantments upon it. Higher enchantment levels mean more powerful enchantments. The actual enchantments on an item are broken between two categories: prefix and suffix. In the item name, prefix comes before the armor type, and suffix comes afterwards. An item can only have one prefix and one suffix. Prefixes and suffixes are different types of enchantments.

When enchanting an item, you chose what enchantment level of item you are creating, up to the maximum you can create. The level of enchantment you can place is based on the table above (Basic Magic Item Creation and Disenchant Column). This, at job rank 3, you can enchant up to enchantment level 3 items.

Once you chose to enchant an item, you must determine the level of prefix or suffix you are enchanting and ensure you have the arcane reagent cost. Refer to the following table.

Enchantment Level	Enchantment Type	Resource Requirement	Enchantment Time
1	ET 1 prefix OR suffix	10 arcane dust, 1 veiled crystal	1 hour
2	ET 1 prefix and suffix, or ET 2 prefix OR suffix	20 arcane dust, 2 veiled crystals	2 hours
3	ET 2 prefix and ET 1 suffix, or ET 1 prefix and ET 2 suffix	30 arcane dust, 3 veiled crystal	4 hours
4	ET 2 prefix and suffix	40 arcane dust, 5 veiled crystals	8 hours
5	ET 3 prefix and ET 2 suffix, or ET 2 prefix and ET 3 suffix	50 arcane dust, 6 veiled crystals	16 hours
6	ET 3 prefix and suffix	60 arcane dust, 8 veiled crystals, 1 death' s breath	24 hours
7	ET 4 prefix and ET 3 suffix, or ET 3 prefix and ET 4 suffix	70 arcane dust, 10 veiled crystals, 2 death' s breath	32 hours
8	ET 4 prefix and suffix	80 arcane dust, 12 veiled crystals, 3 death' s breath	40 hours
9	ET 5 prefix and ET 4 suffix, or ET 4 prefix and ET 5 suffix	90 arcane dust, 16 veiled crystals, 4 death' s breath	80 hours
10	ET 5 prefix and suffix	100 arcane dust, 20 veiled crystals, 5 death' s breath	120 hours

Different item types use different prefixes and suffixes. For example, a pair of gloves have different magical enchantments than a sword. Refer to the magical item tables for what enchantment prefixes and suffixes different types of items have.

As per the table above, you can see what options you have for the prefix and suffix. These are broken into ETs, or enchantment tiers. Enchantment tiers are different from enchantment levels as they organize the power of each enchantment on an item, while enchantment level is the total strength of all the enchantments on an item. Enchantment tiers are between 1 and 5.

Once you chose to enchant an item, you chose what option of prefixes and suffixes you are doing as per the Enchantment Type column above. While the exact enchantments are random, you do get to control how you distribute prefixes and suffixes. For example, an enchantment level 3 item gives you two options. You can either chose an enchantment tier 2 prefix and an ET 1 suffix, or do the reverse and have a ET 1 prefix and ET 2 suffix.

Once you determine the item type and how you are distributing prefixes and suffixes, you get to enchant the item. Enchantment takes some downtime, as listed in the Enchantment Time table above. This time does not need to be consecutive but must be performed at least 1 hour at a time, in a clean, safe

place with no distractions. While the enchantment process is going on, you cannot use the item being enchanted or any of the arcane reagents, or the process will have to start over.

After the enchantment time finishes, the reagents disappear and the Game Master rolls to determine what prefixes and suffixes the item gains based on the enchantment tier levels you chose for the prefix and suffix. They always roll on the enchantment tier tables related to the item type. Whatever the Game Master rolls is the permanent enchantment of the item.

For example, you are a rank 3 enchanter trying to place a level 3 enchantment on a short sword. You collect the reagents, which is 30 arcane dust and 3 veiled crystals, and ready a workstation. You decide you are going to give the weapon an enchantment tier 2 prefix and enchantment tier 1 suffix. After 4 hours, the process is complete and the arcane dust and veiled crystals disappear. The Game Master rolls to determine the magical traits. They will roll on the 'Weapon ET 2 Prefix' table and the 'Weapon ET 1 Suffix' tables in the magic item chapter. These traits will be applied to the weapon.

DETERMINISTIC ITEM ENCHANTMENTS

Normally, enchanting magical items is random. However, for particularly skilled enchanters, they can sometimes determine the enchantments of items far beneath their skill. Refer to the table at the start of the section on the Deterministic Magic Item Level column. When enchanting a basic magic item of that enchantment or below, you get to choose what enchantments they have instead of rolling for them, following all normal parameters for item time, prefix and suffix, and enchantment tier.

Using the previous example above, of placing an EL 3 enchantment on a short sword, you would normally roll to determine enchantment. However, job rank 5 enchanter would not need to roll on the enchantments of such a weapon, and can instead choose what enchantments they want. In this case, they would simply choose an enchantment from the 'Weapon ET 2 Prefix' table instead of rolling, and do the same for the suffix.

DISENCHANTING ITEMS

Enchanters cannot only enchant magic items but disenchant them as well. This process involves draining and destroying a magic item, at the cost retrieving some of the arcane reagents need to create the item. This is important to salvage arcane components from unneeded, weak items to help create more powerful or desired items.

In general, an enchanter can only disenchant items they can create. If you are a job rank 3 enchanters, you can disenchant items of up EL 3, or EL 1 rare items. You would not, however, be able to disenchant EL 4 or higher items. Disenchanting an item requires a safe, clean space. It takes 1/4 the time to disenchant an item as it would to create an item of that tier. No arcane reagents are required other than the magic item itself.

Once the disenchanting process has finished, the item is destroyed. You gain 1/3 the arcane reagents to create it, rounded down (minimum 0). The physical item that was enchanted is destroyed in the process.

For example, if you were disenchanting the item mentioned earlier, the EL 3 short sword, the process would take 1 hour (1/4 of 4) and you would gain 10 arcane dust and 1 veiled crystal.

RARE MAGIC ITEMS

Rare magic items are significantly more powerful magic items with more than a single prefix or suffix. They also possess a rare-type enchantment which are generally very power compared to other magic enchantments of their enchantment tier. Rare magic items are usually given a name as part of the enchantment process, a name that is known to the user once they are enchanted. Rare items should be given names once created, but the enchanter can decide upon their name after they see what the item traits are.

Rare items come in 5 rare enchantment levels. The rare enchantment level, or REL, determines what combination of enchantment tier prefixes and suffixes the item has, as well as what level rare enchantment it has. Rare item enchantments are always randomized; there is no job rank that allows you to determine the enchantment of rare items. Rare items are also much more expensive to create than basic magic items, making it a huge risk to gain the item you want. However, you can guarantee that any item you get will be quite powerful.

The primary cost to creating rare items is the Pure Arcana reagent, which is very expensive and rare. The amount of pure arcana that an enchanter has access to determines how many rare items they can make.

Rare Enchant Level	Enchantments	Resource Requirement	Enchantment Time
1	ET 2 prefix, ET 1 prefix, ET 1 suffix, ET 1 rare	60 arcane dust, 6 veiled crystal, 1 pure arcana	12 hours
2	ET 3 prefix, ET 2 prefix, ET 2 suffix, ET 1 suffix, ET 1 rare	100 arcane dust, 12 veiled crystals, 2 pure arcana	48 hours
3	ET 3 prefix, ET 2 prefix, ET 3 suffix, ET 2 suffix, ET 2 rare	140 arcane dust, 20 veiled crystals, 4 death' s breath, 3 pure arcana	96 hours
4	ET 4 prefix, ET 3 prefix, ET 3 suffix, ET 2 suffix, ET 3 rare	180 arcane dust, 32 veiled crystals, 8 death' s breath, 4 pure arcana	240 hours
5	ET 5 prefix, ET 4 prefix, ET 4 suffix, ET 3 suffix, ET 4 rare	220 arcane dust, 48 veiled crystals, 12 death' s breath, 5 pure arcana	480 hours
6	ET 5 prefix, ET 4 prefix, ET 5 suffix, ET 4 suffix, ET 5 rare, ET 5 rare	260 arcane dust, 60 veiled crystals, 20 death' s breath, 6 pure arcana	720 hours

EXPLORER

The explorer is a character that wanders and travels for a living and is very skilled at getting around and navigating. Explorers gain bonuses to stealth, tracking, finding treasure, and navigating the wilds. Explorers are heavily focused on mobility and can dodge or evade attacks as well as perform hit and run attacks.

EXPLORER JOB ABILITIES

Gaining ranks with the explorer gives a new skills, abilities, and actions to perform. Explorers also have a knack of finding more loot and treasure, and different ranks increase your ability to find more gold and treasure. You also gain +1 move speed and +2 initiative per rank of this job.

Rank 1 Explorer: You gain +2 to the climbing, jumping and acrobatics skills, and gain +1 reaction per round.

Rank 2 Explorer: You gain the ability to perform an Action Move. Before performing a standard move action, you can declare the movement is an action move. If you do, you reduce your movement speed by half. However, you can move part of the distance, use any other your remaining unspent actions, and then move any additional squares you have remaining. For example, if you have a normal move speed of 6 squares, you can move 2 squares, use your standard action to attack, then move 1 more square afterwards.

Rank 3 Explorer: You gain +2 to the stealth, tracking, and perception skills. When looting a treasure hoard in an adventure location, you find 20% more gold than normal. You also gain +2 to your defense and toughness against the effects of traps.

Rank 4 Explorer: As a minor action once per turn, you can perform a Bob and Weave action. Until the start of your next turn, you gain +2 defense against all attacks.

Rank 5 Explorer: You gain +2 to the climbing, jumping and acrobatics skills, and gain +1 reaction per round. This stacks with the rank 1 explorer benefit.

Rank 6 Explorer: You gain +2 to the stealth, tracking and perception skills. This stacks with the rank 3 explorer benefit. In addition, roll a natural d20 when finding the treasure hoard of an adventure location. On a 12+, you find an additional random magic item of the dungeon's EL level.

Rank 7 Explorer: You can perform Evade actions as a reaction to someone else's attack. If you would be hit by an area of effect attack, such as a line, cone, or burst, you can spend a reaction to make an acrobatics check against the attack roll of the attack. If your acrobatics check equals or surpasses the attack roll, you perform an instant shift action. If this shift action takes you out of the effect of the power, you suffer no damage. You cannot evade attacks with the Cleaving trait.

Rank 8 Explorer: You gain an additional +1 reaction per turn. When performing an Action Move (rank 2 explorer), you move at -1 speed instead of half speed. When you perform a Bob and Weave action (rank 4 explorer), the defense bonus increases to +3. When you perform an Evade action (rank 7 explorer) after you performed a Bob and Weave action on the previous turn, you take only half damage from the attack (after damage resistance and hailfire are applied) if you succeeded the acrobatics check but could not move completely out of the area.

HEALER

The healer is the ideal person to treat injuries. Healers have a lifelong training in medicine, and know how to patch wounds, cleanse infections, and set bones. Healers gain bonuses to the medicine skill, as well as healing additional hit points from all sources of healing. They can also set wounds faster and sometimes even save an individual from certain death. If they are trained in healing magic, their benefits extend to that as well.

HEALER JOB ABILITIES

Gaining ranks with healer drastically increase your ability to heal, both with spells and the medicine skill. It is useful for any character who wishes to patch up injuries and mend wounds but has the most synergy with characters who use medicine and cast healing spells. In addition, healers understanding about health and medicine gives them +1 healing threshold per heal job rank.

Rank 1 Healer: You gain +2 to the medicine skill. All spells you cast that heal a target by spending healing thresholds costs 1 less mana per rank of this job, to a minimum of half their normal cost (rounded down). If you spend a healing kit to perform first aid, roll a d20 and add your ranks of the healer job. If the result is a 20 or higher, you do not spend the healing kit.

Rank 2 Healer: When you use first aid or cast a healing spell that spends a target's healing threshold, you heal 15 additional hit points.

Rank 3 Healer: You gain an additional +2 to the medicine skill. When you use medicine to heal crippling wounds, you remove 6 crippling wound points.

Rank 4 Healer: When you cast a healing spell that costs a healing threshold, roll a d20. On an 18-20, the spell does not use up a healing threshold. The target must still have a healing threshold to be targeted with the spell. In addition, all your spell and talents that provide healing but do not require a healing threshold (such as Prayer Aura and Consecration spell) heal an additional 5 hit points.

Rank 5 Healer: Your bonus to healing from first aid and spells increases to +30. All healing potions you drink heal an additional 20 hit points when initially consumed.

Rank 6 Healer: You gain an additional +2 bonus to the medicine skill. You also gain advantage on all medicine skill checks. When you use medicine to heal crippling wounds, you remove 7 crippling wound points. Furthermore, using medicine to heal crippling wounds only costs 1 healing threshold, instead of 2.

Rank 7 Healer: Your bonus to healing from first aid and spells increases to +60. Your bonus to healing from talents and spell that do not cost healing threshold heal an additional 15 hit points instead of 5. Healing potions you use heal an additional 50 hit points when consumed, instead of 20.

Rank 8 Healer: Healing a target using first aid does not spend healing thresholds and heals the full amount even if the target has 0 healing thresholds remaining. After an encounter, you and up to 10 allies in the encounter each recover 1 healing threshold.

LEADER

The leader helps organize their party and guide their actions. Every turn, the leader can provide a variety of different effects for their party by providing inspiration and tactical guidance. The inspiration points they distribute allows allies to perform more effectively in combat by mitigating enemy attacks and succeeding more checks.

CHAIN OF COMMAND

When entering an encounter, one character can be nominated the party leader. This is done before the initiative phase of the encounter. The leader must be a character with this job. For that encounter, only the designated leader can utilize the features of this job.

INSPIRATION

Leaders use a special mechanic known as inspiration, taking the form of inspiration points they give out during encounters. A leader can spend a minor action Inspire action to give an ally within short range 1 inspiration point. Characters can have up to 3 inspiration points at once. A leader can perform multiple inspire actions per turn, but they can only give a single ally 1 inspiration point per turn. Inspiration points expire at the end of the encounter. Allies can use inspiration points for purposes listed below. Some of the uses require a certain number of leader job ranks to activate.

-Modify Roll: After you roll a check, if you fail the check, you can spend an inspiration point to gain a bonus on the check equal to the leader's job ranks. This can let you succeed the check.

-Brace (requires job rank 3): If you are attacked on an enemy's turn, before you suffer damage, you can spend an inspiration point to instantly gain protection equal to 2x the leader's job ranks.

-Fervor (requires job rank 5): If you hit with a weapon attack, attack power, or spell that deals damage and requires an attack roll, you can spend an inspiration point to gain bonus damage on the attack equal to 2x the leader's job ranks if it was a single target attack, or just equal to job ranks if it was an attack that hit multiple targets.

-Defensive Formation (requires job rank 7): If an enemy hit you with an attack, you can spend an inspiration point to reduce their attack roll against you by $\frac{1}{2}$ the leader's job ranks. If this changes the attack into a miss, it has all normal partial or lesser effects the attack would do on a miss. This attack penalty affects all your Attack DCs the attack goes against, but it only affects you, not any of your allies that would also be hit by the attack.

ADDITIONAL LEADER JOB ABILITIES

The designated leader in a group gains additional bonuses as they grow in skill as a leader.

Rank 2 Leader: When you are the designated leader, all allies gain +2 to their initiative rolls at the start of the encounter.

Rank 4 Leader: When you perform an inspire action, you give 2 allies within short range an inspiration point.

Rank 6 Leader: Your inspire action can effect allies within medium range. Your bonus to initiative checks increases to +3. At the start of each of your turns, you give either yourself or an adjacent ally a free inspiration point.

Rank 8 Leader: Your inspire actions allow you to give 3 allies inspiration points, instead of 2. In addition, after initiative is rolled, any number of player characters can swap their initiative value with another character. This can only be done directly after initiatives are rolled.

MISSIONARY

The missionary is a follower of the Zakarum faith that, while not always a priest themselves, helps guide and convert the masses to the church's calling. Missionaries are rewarded by the church with gold, power, and resources for converting others to the church. In the meantime, they learn holy magic that allows them to cast a small selection of healing and divine spells.

With the Game Master's permission, you can be a missionary of a religion other than the Zakarum Church.

DEVOTION AND CONVERSION

The task of a Zakarum missionary is to convert followers to the teachings of the church. For this rule, any character with the missionary job gains access to the Devotion mechanic. The devotion mechanic allows you to convert settlements to the teachings of Zakarum, gaining favor and influence in the settlement. For the functions of this, see the Devotion rules under the Hierophant class (part of the priest archetype chapter).

In addition, by having ranks of the missionary job, you gain the Devoted Masses talent, allowing you to recruit devoted civilians. These followers form a lesser minion group that will follow you into combat (see the minion rules in the priest archetype chapter). You can get these minions even if you are not a priest or a hierophant. However, they follow different rules. Your devoted civilian minions gain bonus levels equal to your job ranks in missionary. Furthermore, you can have a number of devoted civilian minions in the lesser minion group equal to your job ranks in missionary. When recruiting devoted civilians into your squad, you must have a devotion in the settlement equal to the total number of 2x devoted civilians you wish to have. Thus, if you had a devoted civilian limit of 5, you would have to go to a settlement with a total devotion level 10 to recruit to your maximum amount.

HIEROPHANT MISSIONARIES

The hierophant class and the missionary job have significant overlap in abilities, both focusing on human minions, healing spells, and building devotion. Hierophant missionaries gain additional perks and follow additional rules:

- Characters with the hierophant class and missionary job gain a bonus to Preach checks equal to their ranks in missionary. They also double the bonus to social checks gained from high devotion.
- The followers gained from the missionary job are in addition to any followers gained from the hierophant class, allowing a character who had both to have huge numbers of followers.
- The followers gained from the missionary job to gain any bonus levels, increased minion limit, or any other benefits from the hierophant's talents. The same applies to other type of priests, who do not apply their minion talents to missionary followers.

MISSIONARY JOB ABILITIES

Missionary job abilities give you improvements to social skills as well as powerful priest spells. In addition, you also gain lesser and greater minions from the Hierophant talent tree at certain levels. These minions are in addition to any minions you would already have for being a priest, even if you are already a Hierophant. You must follow all rules and restrictions for such talents, including meeting the devotion levels in settlements. If you are already a priest, increases to minion bonus levels and minion squad sizes do not apply to missionary job minions; they are entirely based on the missionary job instead.

Rank 1 Missionary: You gain +1 to the persuasion and deception.

Rank 2 Missionary: You gain one of the following priest archetype spells of your choice: purify, heal, divine protection.

Rank 3 Missionary: You get funding from the church for your conversion. Every time you successfully raise the devotion level in a settlement to a new highest level, you get a bounty of gold. The base amount of gold you gain is your character level + the devotion level of the settlement you reached, multiplied by your ten times your job ranks of missionary. Thus, if you are a level 10 character, with 5 ranks in the missionary job, and you increase a settlement to 10 devotion level you would gain 1,000 gold $((10 \times 5) \times (10 + 10))$.

Rank 4 Missionary: You gain an additional +1 persuasion and deception skills. In addition, you gain the Prayer Aura hierophant talent.

Rank 5 Missionary: You gain the Church Acolyte hierophant talent, gaining a minion. You have 10 devotion in a settlement in order to recruit an acolyte, as normal for that talent. Your church acolyte gains bonus levels equal to your ranks in the missionary job.

Rank 6 Missionary: You gain one of the following priest archetype spells of your choice: rebuke undead, mass heal, or mass divine protection.

Rank 7 Missionary: You gain an additional +1 persuasion and deception skills. In addition, the following spells, if you have them, can be used at medium range instead of short: heal, purify, divine protection, mass heal, mass divine protection, resurrection.

Rank 8 Missionary: You gain the Holy Warrior hierophant talent, gaining a group of lesser minions. You have devotion in order to recruit holy warriors, as normal for the talent. This holy warrior group gains +8 bonus levels and can support a maximum of 4 warriors.



NEGOTIATOR

Negotiators are experts at conversation. They can talk down enemies, negotiate deals, and haggle prices. Negotiators are usually able to get bonus rewards from quest givers, as well as generating steady streams of income from merchants who they help. When dealing with enemy humans, they can convince enemies to run away or stop a fight altogether.

TOWN TRAITS

Negotiators work very hard to build up connections within towns. This works with their ability to create contacts and their ability to investment in businesses. The number of contacts and investments they can have is based on the city size. The limit applies separately to both investments and contacts. Thus, in a town, you can have up to 5 contacts AND 5 investments.

- Hamlet (less than 50 people): 2
- Village (50-250 people): 3
- Town (250-5,000 people): 5
- City (5,000-10,000 people): 7
- A single metropolis district*: 8

*Districts are regions within very large cities, usually with their own cultures, local governments, and laws. A major city might have 1 major district for every 2,000-10,000 people. Because of the cultural ties and size of a city district, they are counted separately from other parts of the city.

NEGOTIATOR JOB ABILITIES

Negotiator is a primarily social job that is your ability to talk and interface with people. Negotiator's primary abilities allow you to influence intelligent enemies in combat with social checks versus resolve. They also can set up influence in towns, investing in businesses and building contacts. These skills allow a negotiator to be the best character's at managing money and handling merchants.

Rank 1 Negotiator: You +2 to the persuasion, empathy, and deception skills. In addition, once per round, you can spend a minor action to Demoralize a foe. This can be used against any enemy of the Mortal or Sentient types. Make a persuasion or deception skill check against the target's resolve. If you hit, the target takes a penalty to all attacks and skill checks equal to your negotiator job ranks. This lasts until the start of your next turn. Enemies must be able to hear and understand you to be affected by this power. At negotiator rank 3, you can demoralize 2 targets with a single action. At rank 7, you can demoralize 3 targets with a single action

Rank 2 Negotiator: When purchasing items that cost over 100 gold, reduce the purchase cost by 5%. In addition, receive 5% extra gold as a reward from quests. In addition, you can spend a full day trying to build friends and contacts in a town. Make a DC 20 persuasion check. If you succeed, you gain a contact in that town. Your contact will alert you to local news in the town and gives you +1 to persuasion checks when dealing with the general populace of the town. Having more contacts is likely to help you works with the town, integrate with its notable personnel, and rally the town behind you. This all varies in effectiveness based on the Game Master's discretion. You can have a number of contacts based on the town's size.

Rank 3 Negotiator: You can invest in the local businesses of a settlement to get a cut of the profits. This is DC 25 persuasion check that can be attempted once per 5 days. If you succeed, you give up 2,000 gold to fund local businesses. Once you do, you receive 200 gold from the town at the end of every week.

If you are not in town at the end of the week, the gold will stockpile and be ready for you when you visit. You can invest in a town a number of times based on the town's size.

Rank 4 Negotiator: You gain an additional +2 persuasion, empathy, and deception. In addition, in a round that you do not attack, you can attempt a Dissuade action. This is persuasion or deception check against the resolve of all enemies within short range. If you hit, if those enemies suffer a -5 accuracy penalty against you until the start of your next turn. If you attack, even as a reaction, you lose this bonus. This ability can only be used against mortal and sentient enemies who can hear and understand you.

Rank 5 Negotiator: Your reduction of cost on expensive items increases to 15% and your extra gold reward from quests increase to +15%. Using the rank 2 ability to establish contacts, you can have twice as many contacts in a town for the town size.

Rank 6 Negotiator: You gain an additional +2 to persuasion, empathy, and deceptions kills. In addition, as a move action, you can try to Terrorize an enemy with a persuasion or deception check against their resolve. They gain +5 to their resolve if they are above half hit points. If you succeed, they gain the Frightened condition until they succeed a DC 20 Resist Torture check at the end of their turn. This ability can only be used against mortal and sentient enemies who can hear and understand you.

Rank 7 Negotiator: You can make even larger investments into local business. This follows all the rules of the negotiator rank 3 ability but requires a DC 35 persuasion check and an investment of 10,000 gold. If you set up the deal, you gain 1,000 gold every week. As usual, you can only invest a number of times into a town based on the size of the town. However, You can replace older, rank 3 investment deals with the higher investment deals in towns where you are maxed out on investments. You gain advantage on persuasion checks to upgrade investment deals instead of making new ones, and if you fail, your old deal is still in place.

Rank 8 Negotiator: You gain the following benefits for becoming a rank 8 negotiator:

- You reduce the cost of items over 100 gold by 30%, instead of 15%
- You increase gold rewards from quests by 30%, instead of 15%
- You gain twice as much gold every week from all of your investments
- You gain +2 to persuasion checks in a town for every contact in a town. In towns that you have the maximum number of contacts (double the normal town limit), you have ready access to the town leader's to bring your attentions directly to them
- You can perform a Demand Surrender action as a standard action on mortal enemies. The enemy must be at half hit points or below. Make a persuasion or deception check against their resolve +5. If you succeed, they lay down their arms and surrender peacefully.

NOBLE

Nobles are adventuring aristocrats who come from a lineage that still possesses lands, wealth, and titles. They have a name that carries weight in their homeland, and an estate that they can fall back on. While they don't have access to the unlimited resources of their bloodline, they can call upon some amounts of their family's wealth and authority to empower their adventuring career. Higher ranks of noble allow you to spend your family's assets to expand your keep in ways that will help your adventuring.

Note: If you are going to perform the noble job, you must choose it at character creation (although you can increase ranks in the job later on, as normal). You cannot gain the noble job after level 1, unless the Game Master specifically allows it for story reasons.

ESTATE LOCATION

An important part of being a noble is having an estate. Your estates location varies, but should be a decision as part an agreement between the Game Master and noble player. The distance between your current location and the keep is important, as it determines how long and hard it is to get messages back and forth. Your Game Master should keep track of how many days away your keep is, as it takes twice that amount of time to get a reply or return from when you sent the message. You might send messages to request gold, crafting resources, personnel, or information.

Moreover, messages and resources shipped have a chance to be struck by bandits. Roll a d20 for every day of travel your message was forced to make. On a 1, the message or delivery is intercepted and destroyed or stolen. If your request was intercepted on the way to your estate, they never get word of your request and your resources are still at the keep. If the reply is intercepted on the way back, it is lost forever (or until retrieved!).

WEEKLY INCOME

You gain a portion of your family estates income every week. This is equal to your character level x10, further multiplied by your job ranks. This is usually stored in the keep, waiting for you to pick it up. You can either pick up the money and use it as personal resources, which either requires you to pick it up personally or risk it being delivered. Alternatively, you can send messages to have it used remotely. Remotely used gold can only be used for features like hiring or deploying troops, or adding new additions to your estate.

Classes and Noble Estate Locations

While any class can be a noble, some have more control over their estate location than others. Many classes are attached to cultures, and their estates are almost always in their homeland. Unless your Game Master allows otherwise for story reasons, the following classes always have their estate in specific parts of Sanctuary:

- Barbarians: Mount Arreat
- Amazon: Skovos Islands
- Rogues: Khanduras
- Necromancers: Kehjistan
- Monks: Ivgorod
- Witch Doctors: Tegarize
- Druids: Scosglen

NAME RECOGNITION

As a noble, you have a famous name or lineage. You can try to see if someone recognizes you to gain influence and status with them. For instance, other nobles are more likely to invite you in their homes if they recognize you are a noble. For a name recognition check, roll a d20 + twice your job ranks. Add an additional +8 if you are within your own territory, on a 20, your name is recognized, for better or worse!

NOBLE MORALITY

As a noble, you have either a great privilege or great responsibility, depending on how you see it. You can be a kind monarch, or a tyrant. For this purpose, you have the Noble Morality rule. Your actions effect your noble morality. Your noble morality is a status between -3,000 and 3,000, that should be recorded on your record sheet. You gain (and lose) noble morality based on your choices in governance, modifying taxes, and using the Noble Courtesy and Noblesse Oblige rules.

Noble Morality	Bonuses	Name Recognition	Side Effects
3,000	+4 social skills	+4	Increase job ranks for determining staff numbers and resources generated by 3, when deploying household forces, roll a d20, on an 18-20, forces are free
1,000	+3 social skills	+2	Increase job ranks for determining staff numbers and resources generated by 2
500	+2 social skills	+1	Increase job ranks for determining staff numbers and resources generated by 1
50	+1 social skills	None	None
0	None	None	None
-50	-1 social skills with civilians, +2 job rank for income	None	None
-500	-3 social skills with civilians, +4 job rank for income	+1	Hiring or deploying personnel is 20% cheaper, keep additions are 20% cheaper
-1,000	-5 social skills with civilians, +6 job rank for income	+2	Hiring or deploying personnel is 30% cheaper, keep additions are 30% cheaper
-3,000	-8 social skills with civilians, +8 job rank for income	+4	Hiring or deploying personnel is 50% cheaper, keep additions are 50% cheaper, GM rolls a d20 every week, on a 1 your followers coup and overthrow you

Modifiers for social skills include persuasion and deception. It only effects people who with whom you have name recognition. Meanwhile, more benevolent or cruel numbers have greater name recognition, with the name recognition modifier effecting your job rank check of name recognition. Finally, your noble status effects the costs of using your estate buildings, hiring soldiers, and the size of your staff. More on this is covered below.

EFFECTING NOBLE MORALITY

A variety of decisions can affect your noble morality. Much of it involves gold, but also involves moral choices.

-Increased Taxes: You can double your weekly revenue from over taxing your people. However, each week this is done, you decrease your noble morality equal to your normal weekly revenue.

-Decreased Taxes: You can cut your weekly revenue in half by reducing taxes. Each week, you increase your noble morality by half your normal weekly revenue.

-Noble Courtesy: You can impose a 'noble courtesy' upon civilians, demanding they surrender a certain amount of goods and services for your free. You can requisition up to 50 gold worth of goods or services, such as food, drink, lodgings, or cheap items per day. You must use this to buy whole items, not reduce the cost of more expensive items. Once you use noble courtesy, you decrease noble morality by the gold value of free product and services you receive each day.

-Noblesse Oblige: You can perform a 'noblesse oblige', using your privilege to help the less fortunate. By doing so, you pay double or triple for an object or service to endorse the workers who provided it. By doing so, you gain noble morality equal to the cost of every item you paid at least double for, or twice the cost of every item you paid triple for. You can gain a maximum of 50 noble morality per day from this per day from this. You do not gain noble morality for paying a fraction more for an item, such as paying 5 gold more for a 100 gold item.

-Sacrificial Servants: You lose noble morality for every one of your followers that is killed in battle or due to a decision you made. Refer to the follower table below for the effects of this.

-Moral Choices: You can gain or lose morality based on choices you make in roleplay and story. These are choices that either directly effect your people or land. Increasing noble morality means helping your land and people at your own cost. Decreasing noble morality involves using your status to empower yourself. Minor events give or take 50 morality, ordinary events give or take 100, and important events give or take 500.

-Reputation: Some events will influence your people even though it doesn't affect them, because it influences whether they respect or fear you. If they get wind of a heroic or noble deed you performed elsewhere, you gain 50 noble morality. If they hear of you doing something evil or hateful, you lose 50.

ESTATE EXPANSION

When you create your character, your estate is a simple keep or mansion on a large plot of land, with fine living conditions and numerous outbuildings such as stables, staff housing, equipment storage, and granaries. Over time, you can add expansions onto your estate to increase its functionality and allow it to support your adventuring lifestyle. You can have a number of expansions equal to your ranks in the noble job.

Adding an expansion requires you to either be at your estate and spend gold, or to send a message back to the estate for them to begin construction with the gold currently waiting to spent there (you can also send gold with the message to help the costs, but messages always risk being lost in transit). Once they receive the message, the gold is instantly spent, and the addition begins

construction. All expansions have a time it takes to build the expansion. Once the time has passed, then the expansion is finished, and you can make use of its features. As usual, taking advantage of the features involves either being present or sending a message for them to come to you.

A variety of different additions can be constructed in your estate, each providing different benefits. You can have any number of additions added to your stronghold at once, assuming they are within your limit by job rank and you can pay for them all. Also keep in mind, for your expansion to function, you must have at least 5 peasant NPCs assigned to each addition. If you do not have the laborers to man the structures, they have no effect.

Armory

Cost: 10,000 gold

Build Time: 1 month

You have an armory is kept well supplied with weapon and armor. You can buy any non-magic weapon or armor at your armory, including higher tiered weapons and armor, for 33% cheaper than the normal cost of buying them. You cannot sell items at the armory, and normal modifiers reducing purchase price of items do not work at the armory.

In addition, an armory allows you to outfit more troops. Your estate limit for guard NPCs increases to 7x your noble job ranks, instead of 5.

Barracks

Cost: 10,000 gold

Build Time: 3 months

You have a large barracks and training ground for professional soldiers. This grants you better organization for your troops. Your estate limit for soldier NPCs increases to 5x your job rank. In addition, a barracks allows you to send your troops into battle. You can send any number of estate NPCs into battle to the directed location. However, it costs gold for each troop per day, using the follower rules below. If any of your troops die, replacements will need to be hired to increase your staff.

In addition, when needing additional fighting forces, you can also hire temporary mercenaries to fight with your troops when you have a barracks. Mercenaries are good but expensive fighters who do not cause you to lose noble morality when they die. Mercenaries take 3 days to arrive at your estate.

Castle

Cost: 1,000,000 gold

Build Time: 1 year

You transform your estate into a fortified castle. The grounds are now surrounded by a fortified wall with four defensive turrets, a portcullis, a moat, and drawbridge. The estate home itself has been fortified with stone and additional turrets, as well as an inner wall. It is now a very defensive establishment that can weather a siege if manned properly. You gain +1 name recognition for having a castle. You can also hire a number of veteran NPCs to man your castle equal to your job rank.

If you also possess a barracks in your stronghold, then your estate limit for soldier NPCs increases to 10x your job rank. If you also possess an armory, your estate limit for guard NPCs increases to 12x your job rank. If you also possess a forge, your castle possesses a ballista siege engine in each of the four outer turrets, and you can build siege engines to deploy with your troops into battle.

Expanded Fiefdoms**Cost:** 50,000 gold**Build Time:** 1 month

Rather than adding a new structure to your estate, you spend resources to claim more of the surrounding lands and villages under your control. This gives you access to more resources, tax money, and people. You increase the gold generated from takes to 20x your level, instead of 10x. In addition, you gain +2 name recognition. You gain or lose 20% more noble morality whenever you would gain or lose it. In addition, your estate limit for peasant NPCs increases to 15x your job rank.

Forge**Cost:** 5,000 gold**Build Time:** 1 month

The forge, or smithy, allows workers to construct additional equipment, gear, and armaments. When a player uses a noble estate's forge with the craftsman job, the craft multipliers for building advanced items are reduced by 10%. In addition, the forge produces a number of gold worth of crafting supplies equal to 50x your job ranks each week. These crafting supplies can be used towards mitigating the costs of building items using the craftsman job. These crafting supplies can also be used to make parts for demon hunter gadgets or assassin traps. You can have crafting materials delivered to you remotely with normal risks for losing them in transit.

A forge also increases estate income by 150 gold per week.

Lab**Cost:** 5,000 gold**Build Time:** 1 month

An alchemist lab produces herbs and ingredients for potions, with premium facilities for creating potions. Every week, the lab produces a number of alchemical ingredients for use with the alchemy job equal to 2x noble job ranks. You can have alchemy ingredients delivered to you remotely with normal risks for losing them in transit. If a player is using the estate lab with the alchemy skill, they create 3 potions for every 1 they would normally create.

A lab also increases estate income by 150 per week.

Library**Cost:** 5,000 gold**Build Time:** 1 month

You add a massive library onto your estate, filled with books and tomes from across the world. If you or a party member spends 30 days of time studying an estate library, they gain a permanent +2 bonus to the knowledge and identifying skills. These days do not need to be consecutive. In addition, you can spend a day studying at a library to reroll a previously failed knowledge or identifying skill check with advantage. Furthermore, your library allows you to employ 1 mage NPC at your stronghold. As long as this mage is at your estate, your estate generates 5x your noble rank arcane dust each week to be used by party enchanters. You can have arcane dust delivered to you remotely with normal risks for losing them in transit.

A library also increases estate income by 100 per week.

Royal Court**Cost:** 25,000 gold**Build Time:** 3 months

You add a large royal courtroom, throne, and ballroom to your estate, in addition to general upgrades to the finery of your establishment. Your estate home is now fit for social gatherings with other nobles, and allows your citizens to address and plea to you in formal court. With a royal court, you gain +2 name recognition and advantage on persuasion, deception, and empathy checks with other nobles when they visit your home. In addition, you can recruit royal guard NPCs up to $\frac{1}{2}$ your noble job ranks. Finally, your estate weekly income is multiplied by twice your job ranks.

ESTATE FOLLOWERS

Your estate has a large population of followers who work on and protect the grounds. In general, these followers stay at the estate and serve it, and do not leave. If your estate is attacked, they will protect it, fighting by your side and following your orders if you are there. It is important to know how many NPCs you have at your side in case you need to defend it. Each of these NPC types have a statistics profile in the Diablo Bestiary for use in combat.

Your number of followers of each kind is based on your noble job ranks. By default, your estate has a staff of 10x your job rank peasants, 5x rank guards, 2x rank soldiers, and knights equal to your rank. More ranks give you more followers. In general, you do not need to personally hire more followers, they are automatically hired and paid from the estate's accounts whenever you build structures or increase noble job rank. However, if a follower is killed, they are not automatically replaced. You must pay gold for a new one. In addition, when followers are killed, you lose noble morality.

The following table describes the costs of hiring replacement NPCs, the cost per day of deploying them outside your estate grounds, and the morality loss for those followers dying.

NPC Type	Replacement Cost	Cost per Deployment Day	Morality Loss	Special Rules
Peasant	20 gold	3 gold	20	Forcing untrained civilians into battle can heavily reduce noble morality
Guard	250 gold	15 gold	5	
Soldier	500 gold	30 gold	1	
Knights	1,500 gold	80 gold	10	
Royal Guard	3,000 gold	140 gold	10	Requires a royal court to recruit
Mage	3,000 gold	100 gold	10	Requires a library to recruit
Mercenary	NA	75 gold	0	Temporary, requires a barracks to recruit, leaves when you stop paying, requires 200 gold up front per mercenary in addition to per day cost

SAGE

The scholarly sage brings their intellect to the adventuring profession. They can easily identify magical items as well as creatures, magical phenomenon, and other curiosities. Skilled sages can support their allies with guidance, helping them outsmart their foes by predicting enemy actions and attacks. Scholar's understanding of magic also helps their mana supply and spell efficiency.

SAGE JOB ABILITIES

Gaining ranks with the sage gives plenty of new skills and ways to use the identify monster skill to spot weaknesses in enemies. Sages are also good at advising party members and helping them overcome their failures. Skilled sages are so knowledgeable they can apply practical knowledge to every skill. Furthermore, their understanding of magic helps them use magic more efficiently, giving them +20 maximum mana per rank of the job.

Rank 1 Sage: You gain +2 to the knowledge, deciphering, appraisal, identify, and identify monster skills.

Rank 2 Sage: As a minor action, you can perform a Patterns of Movement check against an enemy. This requires an Identify Monster skill check versus the target's level +10. If you succeed the check, you gain a bonus to attack accuracy equal to sage job ranks until the start of your next turn. You can perform this check every round, but only once per round.

Rank 3 Sage: At the start of your turn, you can spend a free action to provide Guidance to an ally within short range. If you do, roll a knowledge check and record the result. Afterwards, you gain disadvantage on all attacks and skill checks until the start of your next turn. Meanwhile, before the start of your next turn, your ally can replace the result on a single check with your knowledge skill check result.

Rank 4 Sage: You gain an additional +2 to the knowledge, deciphering, appraisal, identifying, and identify monster skills. As a standard action, you can perform an Expose Weakness check against an enemy. This requires an Identify Monster skill check versus the target's level +10. If you succeed the check, you reduce the target's damage resistance against by your job ranks until the start of your next turn.

Rank 5 Sage: You gain +1 to all skills.

Rank 6 Sage: You gain advantage on all checks with the following skills: knowledge, deciphering, appraisal, identifying, and identify monster. In addition, when you perform the Guidance action, you no longer suffer disadvantage on your checks that round.

Rank 7 Sage: You gain an additional +2 to the knowledge, deciphering, appraisal, identifying, and identify monster skills. You also gain +2 resist magic skill. In addition, when you perform an Expose Weakness check, instead of reducing damage resistance, you can reduce the target's elemental resistance by 2x job ranks.

Rank 8 Sage: You gain an additional +1 to all skills. And your guidance action effects 2 allies within short range each round.

SOLDIER

Before adventuring, the character was a professional soldier. This has given them a keen understanding of battle tactics, weapons, and armor. Soldiers can adopt battle stances that increase some of their combat statistics. Soldiers equipment training allows them to make the best use out of their weapons and armor.

SOLDIER JOB ABILITIES

Soldier is a simple yet effective job that increase your performance in combat. Soldiers get increasing bonuses with their weapons and armor, while also generally going sooner in combat. Their special ability is that tactical stance, where they can increase one of their combat values as long as they maintain a certain stance. Better soldiers can adopt superior stances that raise more of their combat stats.

Rank 1 Soldier: You gain +1 resistance rating to damage resistance with all armor and +1 power rating of damage with all weapons.

Rank 2 Soldier: As a minor action on your turn, you can choose one a Tactical Stance that supports one of several options: defense, attack accuracy, move speed, shield block value, or damage resistance. When you adopt a stance that supports a value, you gain a bonus to that value equal to $\frac{1}{2}$ your job ranks. This lasts until the end of the encounter, you go to 0 hit points, you are stunned, or you change your stance.

Rank 3 Soldier: You gain +1 to your defense score and +2 to your initiative score. In addition, your military training allows you to count your strength and dexterity as 1 higher for meeting gear requirements.

Rank 4 Soldier: You gain an additional +1 resistance rating and +1 power rating with weapons and armor.

Rank 5 Soldier: When you use the tactical stance ability, you can choose a stance that includes two of the available options instead of 1. For example, you could choose to boost defense and attack accuracy.

Rank 6 Soldier: You gain an additional +1 defense and +2 initiative. Your strength and dexterity count as 2 higher for gear requirements instead of 1.

Rank 7 Soldier: You gain an additional +1 resistance rating and +1 power rating with weapons and armor.

Rank 8 Soldier: Your tactical stance can apply to three different options instead of 1. You gain an additional +1 defense, +2 initiative, +1 power rating with weapons, and +1 resistance rating with armor.

SURVIVOR

The survivor has had a hard life and has struggled against the evil of the world. No matter their trials, they have overcome them and continue against adversity. Survivors excel at just that: staying alive. Survivors have more hit points and damage threshold than other characters, can go longer without becoming exhausted, and have a bonus on sanity checks. High ranked survivors will be drastically more resilient characters.

SURVIVOR JOB ABILITIES

Survivor is a job that can appeal to any character, as it improves their survivability and ability to overcome physical trials. Survivors are more efficient characters and can go longer without needing rest or healing, as they have a chance to ignore crippling wounds, exhaustion, sanity damage, and losing healing thresholds. They also have a wide variety of skills that are commonly used in an adventure environment. In addition to these benefits, a survivor gains +20 maximum hit points per rank of the survivor job.

Rank 1 Survivor: You gain the Resilience ability. Any time you would be dealt a crippling wound point, roll a d20 and add your job rank. If the result is a 20 or higher, you do not receive a crippling wound point. Roll this for each crippling wound point you would suffer. In addition, you gain +2 to resist poison checks.

Rank 2 Survivor: You gain +2 maximum healing thresholds and +1 to sanity checks. Any time you would regain hit points by spending a healing threshold, you regain 10 additional hit points.

Rank 3 Survivor: You gain +2 to the climbing, jumping, pushing, and lifting skills. In addition, you count your strength as 2 higher for determining your maximum carrying capacity for encumbrance.

Rank 4 Survivor: You gain +2 to the resist torture and resist fatigue skills. In addition, you can make a Resilience check against every point of exhaustion you would suffer or every point of sanity damage you would be dealt. On a successful resilience roll, you would not suffer that exhaustion point or sanity damage.

Rank 5 Survivor: You gain an additional +2 healing thresholds and +1 to sanity checks. You also gain an additional 10 hit points when healing by spending a healing threshold.

Rank 6 Survivor: You gain +2 to the perception and tracking skills. You can go twice as long without food or water before needing to make resist fatigue checks.

Rank 7 Survivor: You gain an additional +2 to resist fatigue and resist poison checks. You can also make a Resilience check to avoid spending healing thresholds. Every successful resilience check prevents you from spending a healing threshold. This is in addition to any ability the healer has to prevent spending the target's healing threshold, but each check is made separately.

Rank 8 Survivor: You gain an additional +2 to resist torture, resist fatigue, resist poison, and resist magic skills. Furthermore, when you are dealt the poisoned condition, the poison has half the normal damage value and half the normal duration.

CHAPTER 8: EQUIPMENT

The biggest determining factor for your character is their own skill and abilities. This is represented in their class, job, ability scores, and talents. The other part of the equation that is your character is their equipment. After all, you won't want to march against the hordes of Hell unarmed!

Equipment includes your weapon, shield, armor, accessories, casting implements, currency, tools, and all the other items involved in making sure you can get the job done. True to the Diablo video games, this chapter has a huge amount of arms and armor to customize your character with, and equips you with the information needed to manage inventory, buy, and sell goods in the Diablo universe.

Note, this chapter does not cover magic items. For those rules, see Chapter 9.

CARRYING ITEMS AND INVENTORY SLOTS

You character will carry a lot of gear adventuring into the depths of caves, tombs, and dungeons in the Diablo RPG. You will both need plenty of gear to venture into the depths of dungeons, and plenty of space to carry treasure out of the dungeons. The Diablo RPG uses a system known as inventory slots that determines how many items you can carry at once. This system assumes you have the requisite necessities to carry things, such as a backpack, pockets, satchels, and so on.

Assuming you have necessary adventuring gear, you can carry a number of inventory slots worth of items based on your attributes.

Maximum Inventory Slots: Strength + Vitality + Intelligence

These three attributes are equally important for inventory management. Strength allows your character to carry more weight. Vitality lets you carry equipment comfortably for longer periods of time. Intelligence is your ability to pack away, disassemble, and stow as many items as possible in the storage available on your person.

Meanwhile, all items have a number of inventory slots that they occupy. You can carry a number of slots of items up to your maximum inventory slots. Throughout this chapter, the number of equipment slots an item requires will be listed by the item type. Otherwise, it is up to the GM's judgement how many inventory slots an item requires.

Once you have an item stowed away, it is a full-round action to draw the item in an encounter. However, there are also the **Belt** accessories. Belts give extra inventory slots based on the belt. The advantage of belts is that items can be drawn from a belt as a minor action instead of a full-round action. Thus, belts are a good place to put weapons, potions, and other items that need to be drawn readily in combat.

Remember, that even currency takes up inventory slots in the Diablo RPG. Thus, it can be important to consolidate currency into more efficient forms, to save inventory slots. See the Currency section for rules on this.

OVER ENCUMBERED

You can potentially carry up to 10 item slots over your maximum inventory slots. However, for every slot you use over your maximum, you suffer a -1 penalty to attack and spell accuracy, move speed, defense, and initiative. Thus, you would suffer a -4 penalty if 4 slots over your maximum. You cannot be more than 10 items over your capacity; you simply cannot hold that much!

SETTLEMENTS AND AVAILABILITY

Settlements are very important for Diablo adventurers. You will need to visit them to resupply, buy equipment, and look for work. However, not all towns are equal. Very small towns tend to have very little available in them, while richer towns have much greater resources to tap into. However, these richer towns are fewer and tend to be far from dangerous frontiers.

Settlements come in four varieties: villages, towns, cities, and metropolis.

Villages are small settlements with no more than a few hundred people, at the most. Villages usually only have one shopkeeper of each type, such as a single blacksmith or apothecary. They will usually only have one local inn. Villages are tight knit, with everyone in the town knowing each other, and are usually led by a mayor. Villages are usually sparsely defended. Tristram is an example of a village.

Towns have up to a few thousand people. They are areas where the rural and urban converge, and the former transitions into the latter. Towns are places where farmers come to sell grain and other raw materials and leave with fine finished goods created by city craftsmen. Towns usually have several craftsmen of each type, multiple choices of inns, and even a few local sorcerers and priests. They usually have a standing militia, a military garrison from the local government, and may have at least a partial perimeter wall. Wortham is an example of a town.

Cities are large towns up to ten thousand people. These are the world beating hearts of commerce, filled with trade and manufacture. Cities are large enough to have different districts, neighborhoods, merchant guilds, policing systems, noble houses, and sewer infrastructure. Cities are usually walled and well defended with a standing army and mages. Lut Gholein is an example of a city.

Metropolises are the largest settlements, known for having well over ten thousand people. Metropolises are large enough to get lost in, with multiple districts built around towering castles and massive temples. Sanctuary is ruled from the thrones of these cities, where the wealthy elite nobles, sorcerers, and priests dictate the fate of all people. Meanwhile, for all their richness, most citizens live in poverty and squalor. Metropolises are rare, but well known. Westmarch is the most famous one in the western world. Many ancient metropolises have fallen in recent decades, such as Kurast.

The size of the city determines what tier of gear is readily available in a settlement, as well as the quality of services available. Larger settlements also can take more forms of currency and have banks that allow you to condense your currency or store goods for long-term storage.

The following table details what different services are available in each settlement type.

Service	Village	Town	City	Metropolis
Tier 1 Non-Magic Weapons and Armor	Yes	Yes	Yes	Yes
Tier 2 Non-Magic Weapons and Armor	No	No	Yes	Yes
Tier 3 Non-Magic Weapons and Armor	No	No	No	Yes
Accessory: Highest Ability Score Require 4 or less	Yes	Yes	Yes	Yes
Accessory: Highest Ability Score Require 5 or more	No	No	Yes	Yes
Low Quality Services	Yes	Yes	Yes	Yes
Average Services	No	Yes	Yes	Yes
High Quality Services	No	No	Yes	Yes
Gold Coins	Yes	Yes	Yes	Yes
Treasure	No	Yes	Yes	Yes
Minted Coins	No	No	Yes	Yes
Bank Notes	No	No	No	Yes

SETTLEMENTS AND MAGIC ITEMS

Higher level characters are going to be most interested in the magic weapons, armor, and accessories that a town has for sale. Every month a settlement will have a random selection of magic items for sale based on the selection below. Weapons and armor can be of any tier that the settlement normally sells. These items are randomly determined using normal loot rules and can be purchased in the settlement at their available price. After a month, a new selection of items is rolled and becomes the new availability in the town.

Service	Village	Town	City	Metropolis
Magic Weapons Available	1 EL 2 Weapon 2 EL 1 Weapons	1 EL 4 Weapon 2 EL 3 Weapons 3 EL 2 Weapons	1 EL 5 Weapon 2 EL 4 Weapons 3 EL 3 Weapons 3 EL 2 Weapons	1 EL 6 Weapon 2 EL 5 Weapons 3 EL 4 Weapons 3 EL 3 Weapons
Magic Armors Available	1 EL 2 Armor 2 EL 1 Armors	1 EL 4 Armor 2 EL 3 Armors 3 EL 2 Armors	1 EL 5 Armor 2 EL 4 Armors 3 EL 3 Armors 3 EL 2 Armors	1 EL 6 Armor 2 EL 5 Armors 3 EL 4 Armors 3 EL 3 Armors
Magic Accessories Available	2 EL 1 Accessories	1 EL 4 Accessory 1 EL 3 Accessories 2 EL 2 Accessories	1 EL 5 Accessory 1 EL 4 Accessory 2 EL 3 Accessories 2 EL 2 Accessories	1 EL 6 Accessory 1 EL 5 Accessory 2 EL 4 Accessories 2 EL 3 Accessories

This is of course, using the base rules of the game. Should they choose, the GM can determine what items are available in a town on their own, or have items change whenever their campaign's plot determines it.

Refer to the Magic Items chapter for how to determine magic items and their purchase cost.

SELLING ITEMS

Characters can sell items in town for 50% of their purchase value. They can receive their payment in any currency tender used in that town. However, towns have a maximum value that they will give for a single item, based on the type of settlement:

Service	Village
Village	1,000
Town	10,000
City	50,000
Metropolis	100,000

Thus, you can generally not sell any one item for more than 100,000 gold coins, except for special transactions, such as auctions.

CURRENCY

Buying and selling equipment is an important part of the Diablo Roleplaying Game. You will frequently venture into the demon-infested ruins and come out with a large amount of treasure, and an itch to spend it on greater gear. Items in Diablo can be quite expensive and require huge amounts of currency. That much currency can be quite heavy. There may be need to swap your currency for another type to carry all the money you possess.

Essentially, all items have a purchase price in the standard currency, **gold coins**. Regardless of their state or where they came from, golden coins are a universal, basic currency in the realms and forms the bedrock of the economy. Gold coins can be spend any location that buys and sells goods.

The downside is that gold coins are inefficient for carrying around to make large purposes. Every 250 gold coins costs 1 inventory slot. Thus, 2,500 gold coins costs 10 inventory slots. This can make it problematic to carry around enough money to buy a magic item costing 15,000 gold.

This problem is solved through alternative currencies. Some forms of tradable currency are more valuable than gold coins for their size. You can carry these currencies instead or in addition to gold coins. When possessing these currencies, you do not keep track of the individual amounts of that currency, but the gold coin value of currency you possess. For example, if you have 450 treasure, you do not have 450 pieces of treasure, but 450 gold worth of treasures in your inventory.

Alternative currencies have the downside that they are not universally traded, unlike gold coins. Thus, by condensing your currency into more portable variations, you restrict what locations deal with your money. Your bank notes have no value in a farming village filled with people who have never encountered a bank, for example.

The following is the list of alternative currencies:

TREASURE

Treasures is the most abstract form of currency, as it is made up of plundered valuables, jewelry, artwork, collectibles, and other aesthetic items of value. When you gain treasure currency, you gain an amount of different items that total up to that much gold worth of treasures. Treasures can be traded in any settlement that is a town or larger. A single inventory slot can contain 2,500 gold worth of treasure.

Like gold coins, treasure is commonly found in enemy lairs and dungeons, making it a practical form of currency to carry around.

MINTED COINS

Minted coins are official, marked, and stylized coins of a near regency or government. Minted coins often have multiple denominational values, which makes them more effective currency as you can simply carry higher 'valued' minted coins. A single inventory slot can contain 5,000 gold worth of minted coins. Most settlements that are a city or larger will work with any governments minted coins. Towns and villages generally only work with, if even, the minted coins of regional governments that claim them as a province.

Minted coins are not generally found in monster lairs, but sometimes found off of bandits and cultists. If the campaign is covering multiple regions, the Game Master might wish to have different minted coins for different nations. It is their right to apply simulationist house rules to how minted coins work.

BANK NOTES

A bank note is a piece of paper that is marked, stamped, and notarized for an amount of money. These slips of paper are invaluable, for they mark that the user has an account or registered value of an amount of money that they can spend. A single bank note can be for any amount of money, so a single inventory slot can contain any amount of money in bank notes. The downside of bank notes is only the most affluent, urbanized cities, those where the local merchants use the bank, will even deal in bank notes. Thus, generally bank notes are only used in metropolis settlements or in exchanges with royalty.

CURRENCY EXCHANGES

You can exchange one type of currency for another in cities. To do so, the town type must support both types of currency and you must pay a 20% fee for the currency exchange. For example, if you are trading 10,000 gold coins into bank notes, you gain 8,000 gold worth of bank notes, being forced to pay 2,000 gold. If trading 8,000 gold worth of bank notes into treasure, you must pay 1,600 gold worth of bank notes, for a result of gaining 6,400 gold worth of treasures. These exchanges are commonly done when you need consolidate into higher currency to condense carry weight, or break down into lower currency for when you are moving away from urban centers that allow more cosmopolitan currencies.

WEAPONS

Weapons are the most important tool for martial characters, as they allow them to use their training to strike foes and deal damage. There are a huge variety of weapons in the Diablo RPG, but they all follow similar fundamental rules. This section we will cover all the rules you will see on the weapon entries:

WEAPON CLASSIFICATION

Every weapon belongs to a category or classification of weapons that consist of multiple weapons of different tiers. Each classification belongs to a weapon classification name, such as Club, Great Sword, or Scythe. The classification will also include if weapons of that type can be used in one hand or two hands, and which type of weapon category they belong to.

Characters in Diablo, like humans in real life, generally have two hands. A one-handed weapon can be used in a single hand while leaving the other hand free. Thus, a one-handed weapon leaves the other hand free to carry another weapon, a shield, interact with objects, punch people, or simply be free to use as needed. Two-handed weapons, on the other hand, occupy both hand, not allowing the other hand to be used. This does not mean if you have a two-handed weapon drawn that you cannot use the other hand; you can generally hold a two-handed weapon and have the other hand free. However, you cannot attack with a two-handed weapon while anything remains in your other hand.

Weapon categories include what type of weapon it is, such as sword, axe, mace, or spear. While this gives an idea about the design of the weapon, it does nothing on its own. However, many archetypes and classes will give bonuses to using certain types of weapons. For example, if you are a paladin that gains +2 power ratings of damage with maces, you will deal particularly good damage with any weapon of the mace category!

WEAPON NAME AND TIER

Within each weapon type, there are three different weapons. Each belong to one of the three equipment tiers. These names do not do anything but help identify weapons of different types and give them identity. For example, if you find a Cleaver weapon, you will know you found a tier 2 barbarian axe (just one with a fanciful name!).

The tier for each weapon is how powerful and rare they are. The higher the tier of a weapon in a classification, the more powerful it is. Higher tiered weapons have greater damage and larger trait values. They are also prohibitively more expensive due to the rareness of materials and the expertise of construction required in making higher tiered weapons. Adventurers in Diablo will start with lower tiered weapons and work up to more powerful equipment as they gain access to greater treasure and more gold to buy fanciful loot.

CORE WEAPON ATTRIBUTE

Your attributes effect the power of your weapons. The stronger or faster you are, the more damage you can deal. The weapon's core attribute determines what ability score adds to your weapon's effectiveness. One-handed weapons add the core attribute to accuracy and damage with the weapon. Two-handed weapons add the core attribute to accuracy and twice core attribute to damage.

There are four kinds of core attributes a weapon could have.

- Strength** means that strength is used as the core attribute.
- Dexterity** means that dexterity is used as the core attribute.

-Strength or Dexterity (Greater) means that the weapon is easy to use, and you can use the higher of your strength or dexterity. If you had 6 strength and 2 dexterity when using such a weapon, you would use your strength of 6 to maximize the benefit of the weapon.

-Strength or Dexterity (Lesser) means that the weapon is difficult to use, requiring both strength and dexterity to use effectively. This means the weapon uses the lower of the two ability scores. Thus, if you had a strength of 8 and a dexterity of 4, you would have to use your dexterity of 4 to use that weapon.

REQUIREMENT

Due to their weight and balance, different weapon types will require certain ability score levels. Most weapons have a strength requirement, while others have an dexterity requirement. Some weapons have both. Wands and staves with magic power stored within will frequently have a willpower requirement, as using those weapons requires handling, restraining, and controlling the magic within the weapon.

You must meet the ability score requirements of a weapon in order to use it without penalty. If you do not meet the ability score requirement of a weapon, you suffer a -1 to hit penalty with that weapon for every ability score point you are missing. For example, if you have 3 strength, and are attempting to use an 8 strength weapon, you would suffer a -5 penalty to accuracy with that weapon. If you have 6 strength and 4 dexterity, and are attempting to use a weapon that required 8 strength and 8 dexterity, you would suffer a -6 penalty to weapon accuracy (-2 for strength, -4 for dexterity).

In addition to weapon accuracy, many weapon traits, such as Critical Rate, Defensive, and Mastery, will not function at all if you do not meet the weapon requirements. You would treat those weapons as not having those traits until you meet the requirements.

Many weapon types are very similar to one another, such as comparing basic axes to double axes. They provide the same bonuses, but double axes are superior due to having higher strength requirements. This rewards characters with high physical statistics by letting them use better weapons. Characters with lower strength and dexterity will be forced to use more basic weapons, but at least will still be able to use the tier 2 and 3 versions of basic weapons as they grow stronger.

DAMAGE AND POWER RATING

A weapon's base damage is the default value of damage the weapon deals upon hitting a target. As normal, the damage is then reduced by the target's damage resistance. While the base damage of the equipped weapon is the starting point, that damage is increased by numerous factors, including core weapon attribute, magical enchantments, the character's skill with weapons, and more.

Many effects will increase a weapon's damage by its power rating. Generally, one-handed weapons have a power rating of +4 while two-handed weapons have a power rating of +5. When you have an ability or trait that adds power ratings to the damage of a weapon, you would give that much damage per power rating you gain. Thus, if you add 4 power ratings to a weapon with a power rating of +4, the weapons would gain +16 damage. If you add 3 power ratings to a weapon with a power rating of +5, the weapon would gain +15 damage. This is cumulative across all sources that increases a weapon's damage by power rating.

TRAITS

Weapons are differentiated beyond their damage by their traits. Traits are various effects that give special properties with the weapon, such as increasing their critical damage, attack accuracy, or letting them make ranged attacks. Weapons generally have between 1 and 3 traits based on their weapon type. Many traits will have variables that determine their exact numerical benefit. See the next section for the details on what the different weapon traits do.

INVENTORY SLOTS

Weapons have an inventory slot value that determines how much they count against a character's total carry amount.

COST

This is how much a weapon costs to buy. In general, non-magic weapons can be purchased in any settlement weapon. Thus, in a village, you could buy tier 1 weapons, but you would have to go to a city to buy tier 2 weapons. Finding magic weapons is much more difficult and involves what the town has available at any one time.

ITEM TRAITS

These are the item traits that can be found in different combinations upon weapons. The combination of traits on a weapon can greatly determine who the weapon appeals to and its functionality. A sword is very dependable, giving bonuses to both accuracy and your defense against attacks. An axe is a brutal weapon, relying on a high chance of critical hits and heavy critical damage.

Accurate (X)

This weapon is precise, accurate, and well balanced and excels at landing blows. Attacks with that weapon gain a bonus equal to X on the attack rolls.

Critical Damage (X)

Weapons with this trait cause an additional X damage on a critical hit. This only affects the weapon damage on the primary target, if any, and does not affect any additional hits of damage from any sources.

Critical Rate (X)

Attacks with this weapon increase the crit range of attacks using them by X. For example, if a character causes a critical on a hit of 19-20 and has a critical (+1) weapon, they score a critical hit on a natural dice roll of 18-20 instead. You must meet or exceed the weapon's ability score requirements to benefit from this trait.

Defensive (X)

This weapon is effective at protecting the user through reach, guard, and stance. A character wielding at least one of these weapons increases their defense while not flat-footed by X. Multiple weapons with this trait do not stack, only the highest bonus applies. You must meet or exceed the weapon's ability score requirements to benefit from this trait.

Martial Arts Weapons

Martial Arts weapons are designed to be used with the fighting style of the martial artist archetype. A martial artist ability that must be used with an unarmed attack can use a martial artist weapon as the base attack instead of the an unarmed attack. However, martial artist weapons cannot be used to make unarmed flurry attacks unless the character specifically has an ability that says otherwise. In addition, the unarmed damage bonus that Martial Artist characters gain from the Improved Unarmed trait also applies to Martial Arts Weapons.

Mastery (X, Y)

Mastery weapons channel great magical power and give bonuses to casters that wield power similar to those channeled by the weapon. The X value of this trait is the number of mastery points that the weapon always possesses. The Y value of the trait is which caster types this weapon gives masteries to. For example, a weapon might give masteries to holy spell casters or druids. If a weapon has multiple masteries, it could either have different masteries, multiple points of a single mastery, or a mix of both. If the weapon has multiple classes' masteries and multiple mastery points, all the mastery points must be from the same class option. Masteries will be described in greater detail later. You must meet or exceed the weapon's willpower requirement to benefit from this trait.

Ranged (X, Y)

This is a ranged weapon that fires projectile such as arrows or bolts at foes. The X value of this attack is the type of ammunition the weapon uses. To use this weapon, you must have ammunition of that type. The Y value of this weapon is its base range. Ranged weapons can attack targets at up to their base range away without penalty. They can attack targets at one increment beyond base range at -5 accuracy, and attack targets at two increments beyond at -10. They cannot attack targets beyond two further increments. Ranged weapons suffer disadvantage on attacks while the user is in melee.

Rapid Reload (X)

This weapon automatically reloads and fires more ammunition, allowing a skilled archer to bombard their foe with many bolts. When a character with the Archer archetype makes a bonus attack using the Quick Draw trait, they can make X additional attacks as part of their Quick Draw attack. This is cumulative with the Improved Quick Draw talent; the extra attacks from this weapon trait is added to the extra attack from Improved Quick Draw. It is not multiplied for each attack as part of Improved Quick Draw.

Reach (X)

This weapon has a long haft and is capable of striking distant foes. The character can make weapon attacks with this weapon as if they had X additional square of reach.

Thrown (X, Y)

This is a weapon that can make melee attacks or be thrown at a range. The X value of this attack is how many projectiles you get to throw with this weapon. Once you are out of projectiles, you cannot attack with this weapon again. However, as part of a long rest, you can fix and prepare a new set of throwing weapons, returning all your thrown weapons to their maximum stock. The Y value of this weapon is its base range. Thrown weapons can perform ranged attacks on targets at up to their base range away without penalty. They can attack targets at one increment beyond base range at -10 accuracy. They cannot attack targets beyond one further increment. Thrown weapons can be used to make melee attack, but suffer a -2 accuracy penalty.

Undead Bane (X)

Bludgeoning weapons on Sanctuary are designed to destroy the undead, and successful hits with these weapons cause an additional X damage against undead targets. This only the attack from the attack roll, not any additional hits of damage from any sources.

AXES

Axes are simple and powerful, wide-bladed slashing weapons. They are favored by barbarians and many warriors. Axes deal high damage and are extremely good at critical hits.

Basic Axe

The basic axe is the minimum requirement axe, usable by anyone. It takes 2 inventory slots.

Basic Axe	One-handed Axe	Strength Core	Requirement: 1 strength	Power Rating +4
Weapon	Hand Axe		Hatchet	Tomahawk
Tier	1		2	3
Damage	19		27	35
Trait 1	Critical Rate (1)		Critical Rate (1)	Critical Rate (1)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (10)
Trait 3	---		---	---
Cost	34		2,100	27,500

Double Axe

The double axe has two bladed heads. It is more powerful than the basic axe, designed for capable warriors. It takes 3 inventory slots.

Double Axe	One-handed Axe	Strength Core	Requirement: 4 strength	Power Rating +4
Weapon	Double Axe		Battle Axe	Dire Axe
Tier	1		2	3
Damage	24		32	40
Trait 1	Critical Rate (1)		Critical Rate (1)	Critical Rate (2)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (10)
Trait 3	---		---	---
Cost	39		2,600	35,000

Barbarian Axe

Designed by the warriors of Arreat, the barbarian axe is the most powerful one-handed axe, designed for the strongest barbarian warriors. It takes 4 inventory slots.

Barbarian Axe	One-handed Axe	Strength Core	Requirement: 8 strength	Power Rating +4
Weapon	War Axe		Cleaver	Arreat Axe
Tier	1		2	3
Damage	30		38	46
Trait 1	Critical Rate (1)		Critical Rate (2)	Critical Rate (2)
Trait 2	Critical Damage (10)		Critical Damage (15)	Critical Damage (20)
Trait 3	---		---	---
Cost	50		3,150	43,000

Two-Handed Axe

These are basic, large axes used in two-hands for greater striking power. It takes 3 inventory slots.

<u>Two-Handed Axes</u>	Two-handed Axe	Strength Core	Requirement: 4 strength	Power Rating +5
Weapon	Large Axe		Bearded Axe	Feral Axe
Tier	1		2	3
Damage	30		40	50
Trait 1	Critical Rate (1)		Critical Rate (2)	Critical Rate (2)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (10)
Trait 3	---		---	---
Cost	45		3,000	40,000

Great Axe

The greatest axes, these massive weapons strike with devastating power. It takes 6 inventory slots.

<u>Great Axes</u>	Two-handed Axe	Strength Core	Requirement: 8 strength	Power Rating +5
Weapon	Great Axe		Gothic Axe	Decapitator
Tier	1		2	3
Damage	37		47	57
Trait 1	Critical Rate (1)		Critical Rate (2)	Critical Rate (2)
Trait 2	Critical Damage (10)		Critical Damage (15)	Critical Damage (20)
Trait 3	---		---	---
Cost	57		4,100	48,500

Throwing Axe

These small axes are designed to be thrown rather than swung. They are common backup weapons. It takes 1 inventory slot.

<u>Throwing Axe</u>	One-handed Axe	Strength Core	Requirement: 1 strength	Power Rating +4
Weapon	Throwing Axe		Balanced Axe	Winged Axe
Tier	1		2	3
Damage	19		27	35
Trait 1	Critical Rate (1)		Critical Rate (1)	Critical Rate (1)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (15)
Trait 3	Thrown (5, Short)		Thrown (5, Short)	Thrown (5, Short)
Cost	44		2,850	35,000

Sickle

Not true axes, these hooked blades are close enough to count as axe weapons. A farming tool associated with death, most sickles created as weapons are designed for necromancers, and thus contain necromancer masteries. They take 2 inventory slots.

<u>Sickle</u>	One-handed Axe	Strength Core	Requirement: 4 strength and 6 willpower	Power Rating +4
Weapon	Sickle		Kama	Kopesh
Tier	1		2	3
Damage	21		29	37
Trait 1	Critical Rate (1)		Critical Rate (2)	Critical Rate (2)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (5)
Trait 3	Mastery 1 (Necromancer)		Mastery 2 (Necromancer)	Mastery 3 (Necromancer)
Cost	136		12,200	181,000

BOWS

Bows are the most common ranged weapons. Yielded in two hands, firing arrows from a quiver, bows are used by archers of all types. You can purchase 5 arrows for 1 gold. You can fit 40 arrows in a single inventory slot.

Basic Bow

The basic bow is an easy-to-use beginner bow. They take 3 inventory slots.

<u>Basic Bow</u>	Two-handed Bow	Dexterity Core	Requirement: 1 dexterity	Power Rating +5
Weapon	Short Bow		Edge Bow	Ranger Bow
Tier	1		2	3
Damage	15		23	31
Trait 1	Accurate (1)		Accurate (1)	Accurate (2)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (5)
Trait 3	Ranged (Arrow, Short)		Ranged (Arrow, Medium)	Ranged (Arrow, Medium)
Cost	35		2,650	33,000

Composite Bow

The composite bow is a reliable bow for an archer, with more heft, range and power than a basic bow. They take 4 inventory slots.

<u>Composite Bows</u>	Two-handed Bow	Dexterity Core	Requirement: 4 dexterity	Power Rating +5
Weapon	Composite Bow		Double Bow	Great Bow
Tier	1		2	3
Damage	20		28	36
Trait 1	Accurate (2)		Accurate (2)	Accurate (3)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (10)
Trait 3	Ranged (Arrow, Medium)		Ranged (Arrow, Medium)	Ranged (Arrow, Medium)
Cost	55		3,150	40,500

Long Bow

Long bows are longer ranged than composite bows, but they require both strength and dexterity to use effectively. They take 6 inventory slots.

<u>Long Bows</u>	Two-handed Bow	Strength or Dexterity Core -	Requirement: 4 strength and 4 dexterity	Power Rating +5
Weapon	Long Bow		Cedar Bow	Longshot Bow
Tier	1		2	3
Damage	20		28	36
Trait 1	Accurate (2)		Accurate (2)	Accurate (3)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (10)
Trait 3	Ranged (Arrow, Long)		Ranged (Arrow, Long)	Ranged (Arrow, Long)
Cost	65		3,650	45,500

Short Battle Bow

The short battle bow is the best bow for most archers, as it has considerable power without requiring too much investment in strength to use. They take 4 inventory slots.

<u>Short Battle Bow</u>	Two-handed Bow	Dexterity Core	Requirement: 5 strength and 8 dexterity	Power Rating +5
Weapon	Short Battle Bow		Short Siege Bow	Diamond Bow
Tier	1		2	3
Damage	24		32	40
Trait 1	Accurate (3)		Accurate (3)	Accurate (4)
Trait 2	Critical Damage (10)		Critical Damage (15)	Critical Damage (20)
Trait 3	Ranged (Arrow, Medium)		Ranged (Arrow, Medium)	Ranged (Arrow, Medium)
Cost	69		4,100	50,000

Long Battle Bow

The long battle bow is the most powerful bow, but it requires more physical strength than many archers want to invest into. It is sometimes used by warriors that want a backup bow. They take 6 inventory slots.

<u>Long Battle Bow</u>	Two-handed Bow	Strength or Dexterity Core -	Requirement: 8 strength and 5 dexterity	Power Rating +5
Weapon	Long Battle Bow		Large Siege Bow	Crusader Bow
Tier	1		2	3
Damage	26		34	42
Trait 1	Accurate (3)		Accurate (3)	Accurate (4)
Trait 2	Critical Damage (10)		Critical Damage (15)	Critical Damage (20)
Trait 3	Ranged (Arrow, Long)		Ranged (Arrow, Long)	Ranged (Arrow, Long)
Cost	81		4,700	56,000

CROSSBOWS

Crossbows are mechanical ranged weapon that require less training than an actual bow. Crossbows have an array of mechanical ingenuity to them, that allows them to be used in different ways than bows.

Crossbows use bolts instead of arrows. You can purchase 5 bolt for 1 gold. You can fit 40 bolts in a single inventory slot.

Hand Crossbow

Hand crossbows are unique in that they are one-handed ranged weapons. They are the preferred weapons of demon hunters, who frequently dual-wield. They take 1 inventory slot.

Hand Crossbow	One-handed Crossbow	Dexterity Core	Requirement: 4 dexterity	Power Rating +4
Weapon	Hand Crossbow	Stake Thrower	Blade Spitter	
Tier	1	2	3	
Damage	14	22	30	
Trait 1	Critical Rate (1)	Critical Rate (2)	Critical Rate (3)	
Trait 2	Critical Damage (10)	Critical Damage (10)	Critical Damage (10)	
Trait 3	Ranged (Bolt, Short)	Ranged (Bolt, Short)	Ranged (Bolt, Short)	
Cost	44	3,100	40,000	

Basic Crossbow

Basic crossbows are powerful, easy to use ranged weapons commonly used by soldiers and criminals. They take 3 inventory slots.

Basic Crossbow	Two-handed Crossbow	Dexterity Core	Requirement: 1 dexterity	Power Rating +5
Weapon	Crossbow	Pellet Bow	Rampart Crossbow	
Tier	1	2	3	
Damage	16	25	34	
Trait 1	Critical Rate (1)	Critical Rate (1)	Critical Rate (1)	
Trait 2	Critical Damage (10)	Critical Damage (10)	Critical Damage (10)	
Trait 3	Ranged (Bolt, Medium)	Ranged (Bolt, Medium)	Ranged (Bolt, Medium)	
Cost	56	3,250	37,000	

Heavy Crossbow

Heavy crossbows are larger and more powerful crossbows, that take great strength and coordination to use effectively. They take 5 inventory slots.

Heavy Crossbow	Two-handed Crossbow	Dexterity Core	Requirement: 4 strength and 5 dexterity	Power Rating +5
Weapon	Heavy Crossbow	Arbalest	Ballista	
Tier	1	2	3	
Damage	22	30	38	
Trait 1	Critical Rate (2)	Critical Rate (2)	Critical Rate (2)	
Trait 2	Critical Damage (10)	Critical Damage (10)	Critical Damage (20)	
Trait 3	Ranged (Bolt, Long)	Ranged (Bolt, Long)	Ranged (Bolt, Long)	
Cost	82	4,500	49,000	

Repeating Crossbow

While not as powerful as heavy crossbows, repeating crossbows have an autoloader that allows them to fire extra bolts very quickly. They are a favored weapon of skilled scoundrels. They take 6 inventory slots.

Repeating Crossbow	Two-handed Crossbow	Strength or Dexterity Core -	Requirement: 6 strength and 8 dexterity	Power Rating +5
Weapon	Repeating Crossbow		Chukonu	Windloss
Tier	1		2	3
Damage	16		25	34
Trait 1	Critical Damage (5)		Critical Damage (10)	Critical Damage (15)
Trait 2	Rapid Reload (1)		Rapid Reload (1)	Rapid Reload (2)
Trait 3	Ranged (Bolt, Long)		Ranged (Bolt, Long)	Ranged (Bolt, Long)
Cost	141		7,750	134,500

DAGGERS AND KNIVES

Daggers and knives are small, compact, one or two-bladed weapons. They are not as deadly as other weapons, being light and portable. They are the prized weapons of rogues and scoundrels, however, for their ability to be used in stealth operations.

Basic Dagger

A very simple and minimalist weapon, a basic dagger in the right hands can still get the job done. They take 1 inventory slot.

Basic Daggers	One-handed Dagger	Strength or Dexterity Core +	Requirement: 1 dexterity	Power Rating +4
Weapon	Dagger		Dirk	Poignard
Tier	1		2	3
Damage	15		23	31
Trait 1	Accurate (2)		Accurate (3)	Accurate (4)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (15)
Trait 3	---		---	---
Cost	30		2,400	33,000

Long Dagger

A transition weapon between a dagger and short sword, long daggers are preferred weapons of stealth killers. They take 1 inventory slot.

Long Daggers	One-handed Dagger	Strength or Dexterity Core +	Requirement: 4 strength and 4 dexterity	Power Rating +4
Weapon	Blade		Stiletto	Rondel
Tier	1		2	3
Damage	20		28	36
Trait 1	Accurate (3)		Accurate (4)	Accurate (4)
Trait 2	Critical Damage (10)		Critical Damage (15)	Critical Damage (20)
Trait 3	---		---	---
Cost	45		3,150	40,500

Ceremonial Knives

Ceremonial knives are caster weapons, used by witch doctors and cultists. These weapons are imbued with dark magic to help the wielder with their spells. They take 1 inventory slot.

Ceremonial Knives	One-handed Dagger	Strength or Dexterity Core +	Requirement: 1 willpower	Power Rating +4
Weapon	Jagged Edge	Bone Saw	Veil Piercer	
Tier	1	2	3	
Damage	14	22	30	
Trait 1	Accurate (1)	Accurate (2)	Accurate (3)	
Trait 2	Critical Damage (10)	Critical Damage (15)	Critical Damage (20)	
Trait 3	Mastery 1 (Witch Doctor, Cultist)	Mastery 1 (Witch Doctor, Cultist)	Mastery 2 (Witch Doctor, Cultist)	
Cost	129	7,350	132,500	

Ceremonial Daggers

Ceremonial daggers are the improved version of ceremonial knives. They are superior weapons, but require more training and strength of will to master. They take 1 inventory slot.

Ceremonial Daggers	One-handed Dagger	Strength or Dexterity Core +	Requirement: 4 dexterity and 4 willpower	Power Rating +4
Weapon	Kris	Flayer	Obsidian Edge	
Tier	1	2	3	
Damage	19	27	35	
Trait 1	Accurate (2)	Accurate (3)	Accurate (4)	
Trait 2	Critical Damage (10)	Critical Damage (15)	Critical Damage (20)	
Trait 3	Mastery 1 (Witch Doctor, Cultist)	Mastery 2 (Witch Doctor, Cultist)	Mastery 3 (Witch Doctor, Cultist)	
Cost	139	12,850	187,500	

Throwing Knives

Throwing knives are designed light and aerodynamic, so they can be thrown quickly. They take 1 inventory slot.

Throwing Knives	One-handed Dagger	Strength or Dexterity Core +	Requirement: 1 dexterity	Power Rating +4
Weapon	Throwing Knife	Balanced Knife	Winged Knife	
Tier	1	2	3	
Damage	15	23	31	
Trait 1	Accurate (2)	Accurate (3)	Accurate (4)	
Trait 2	Critical Damage (5)	Critical Damage (10)	Critical Damage (15)	
Trait 3	Thrown (30, Short)	Thrown (30, Short)	Thrown (30, Short)	
Cost	40	2,900	38,000	

HAND WEAPONS

Hand weapons are weapon designed to cover or replace the fist with a stabbing instrument. They are used with unarmed fighting techniques, and thus are used by martial artists. With the Martial Arts Weapon trait, unarmed characters can use these weapons instead of their fists

Katar

A katar covers the hand with a long, double-edged blade. They are the preferred hand weapon for dexterity characters. They take 1 inventory slot.

<u>Katars</u>	One-handed Hand Weapon	Dexterity Core	Requirement: 4 dexterity	Power Rating +4
Weapon	Katar		Quhab	Suwayyah
Tier	1		2	3
Damage	17		25	33
Trait 1	Accurate (1)		Accurate (1)	Accurate (2)
Trait 2	Critical Rate (1)		Critical Rate (1)	Critical Rate (2)
Trait 3	Martial Arts Weapon		Martial Arts Weapon	Martial Arts Weapon
Cost	32		2,750	39,000

Cestus

A katar covers the hand with a wide, curved, hatchet blade. They are the preferred hand weapon for strength characters. They take 1 inventory slot.

<u>Cestus</u>	One-handed Hand Weapon	Strength Core	Requirement: 4 strength	Power Rating +4
Weapon	Cestus		Fascia	Battle Cestus
Tier	1		2	3
Damage	17		25	33
Trait 1	Critical Rate (1)		Critical Rate (1)	Critical Rate (2)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (10)
Trait 3	Martial Arts Weapon		Martial Arts Weapon	Martial Arts Weapon
Cost	42		2,750	36,500

Talons

Talons covers the hand with a trio of long, hooked claws. They are the most deadly hand weapon, but require both strength and dexterity. They take 1 inventory slot.

<u>Talons</u>	One-handed Hand Weapon	Strength or Dexterity Core -	Requirement: 6 strength and 6 dexterity	Power Rating +4
Weapon	Blade Talons		Greater Talons	Runic Talons
Tier	1		2	3
Damage	20		28	36
Trait 1	Critical Rate (1)		Critical Rate (1)	Critical Rate (2)
Trait 2	Defensive (1)		Defensive (2)	Defensive (3)
Trait 3	Martial Arts Weapon		Martial Arts Weapon	Martial Arts Weapon
Cost	50		3,200	41,500

IMPLEMENTS

Implements are not true weapons, but devices meant to channel magical energy. They are used by designated casters to bolster their spells with plenty of masteries. When necessary, you can attack with an implement like any other weapon, but it will generally be inferior to all real weapons.

Basic Rod

The basic rod is a simple one-handed implement for an form of mage. They take 1 inventory slot.

<u>Basic Rods</u>	One-handed Implement	Strength Core	Requirement: 4 willpower	Power Rating +4
Weapon	Eagle Orb	Glowing Orb	Eldritch Orb	
Tier	1	2	3	
Damage	16	24	32	
Trait 1	Mastery 1 (Mage)	Mastery 2 (Mage)	Mastery 3 (Mage)	
Trait 2	---	---	---	
Trait 3	---	---	---	
Cost	116	11,200	166,000	

Advanced Rod

The advanced rod is a more powerful and heavy rod, that requires a greater strength of will to master. They take 1 inventory slot.

<u>Advanced Rods</u>	One-handed Implement	Strength Core	Requirement: 6 willpower	Power Rating +4
Weapon	Smoked Sphere	Cloudy Sphere	Dimensional Sphere	
Tier	1	2	3	
Damage	20	28	36	
Trait 1	Critical Damage (5)	Critical Damage (5)	Critical Damage (10)	
Trait 2	Mastery 1 (Mage)	Mastery 2 (Mage)	Mastery 3 (Mage)	
Trait 3	---	---	---	
Cost	116	11,200	166,000	

Basic Wand

The basic wand is the typical implement of a necromancer. Necromancers usually start their adventures using such a tool. They take 1 inventory slot.

<u>Basic Wands</u>	One-handed Implement	Strength Core	Requirement: 1 willpower	Power Rating +4
Weapon	Wand	Burnt Wand	Polished Wand	
Tier	1	2	3	
Damage	15	19	23	
Trait 1	Mastery 1 (Necromancer, Cultist)	Mastery 2 (Necromancer, Cultist)	Mastery 2 (Necromancer, Cultist)	
Trait 2	---	---	---	
Trait 3	---	---	---	
Cost	115	10,950	111,500	

Advanced Wands

The advanced wand is a step up from the basic wand, designed for a necromancer or cultist of higher willpower to manage their energies. These wands are usually made of human bone. They take 1 inventory slot.

<u>Advanced Wands</u>	One-handed Implement	Strength Core	Requirement: 4 willpower	Power Rating +4
Weapon	Bone Wand	Tomb Wand	Lich Wand	
Tier	1	2	3	
Damage	18	22 damage	26 damage	
Trait 1	---	Accurate (1)	Accurate (1)	
Trait 2	Mastery 1 (Necromancer, Cultist)	Mastery 2 (Necromancer, Cultist)	Mastery 3 (Necromancer, Cultist)	
Trait 3	---	---	---	
Cost	115	10,950	161,500	

Powerful Wands

These wands are artfully created and filled with dark energies. They are expensive, but powerful tools for the strongest willed necromancers. They take 1 inventory slot.

<u>Powerful Wands</u>	One-handed Implement	Strength Core	Requirement: 8 willpower	Power Rating +4
Weapon	Grave Wand	Ghost Wand	Unearthed Wand	
Tier	1	2	3	
Damage	18	22 damage	26 damage	
Trait 1	Accurate (1)	Accurate (2)	Accurate (2)	
Trait 2	Undead Bane (5)	Undead Bane (10)	Undead Bane (10)	
Trait 3	Mastery 2 (Necromancer, Cultist)	Mastery 3 (Necromancer, Cultist)	Mastery 4 (Necromancer, Cultist)	
Cost	115	17,250	224,500	

MACES

Maces are bludgeoning instruments, used to crush and smash foes with great impact. Maces are common for their ease of use and striking power, but famed for their effectiveness against the undead.

Club

Clubs are simple wood instruments made for smashing foes cheaply. They are simple enough for anyone to use. They take 2 inventory slots.

<u>Clubs</u>	One-handed Mace	Strength Core	Requirement: 1 strength	Power Rating +4
Weapon	Club		Cudgel	Truncheon
Tier	1		2	3
Damage	18		26	34
Trait 1	Undead Bane (5)		Undead Bane (5)	Undead Bane (10)
Trait 2	Critical Damage (5)		Critical Damage (5)	Critical Damage (10)
Trait 3	---		---	---
Cost	28		1,800	27,000

Mace

A step up from clubs, maces are metal weapons with flanged or spiked heads for extra power. They are heavier than clubs. They take 3 inventory slots.

<u>Maces</u>	One-handed Mace	Strength Core	Requirement: 4 strength	Power Rating +4
Weapon	Mace		Morning Star	Brutalizer
Tier	1		2	3
Damage	23		31	38
Trait 1	Undead Bane (5)		Undead Bane (10)	Undead Bane (15)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (10)
Trait 3	---		---	---
Cost	33		2,550	32,000

Hammer

Hammers are the most powerful one-handed mace, designed for those who wish to specialize in the crushing power of these weapons. They take 4 inventory slots.

<u>Hammers</u>	One-handed Mace	Strength Core	Requirement: 8 strength	Power Rating +4
Weapon	War Hammer		Battle Hammer	Skull Splitter
Tier	1		2	3
Damage	29		37	45
Trait 1	Undead Bane (10)		Undead Bane (15)	Undead Bane (20)
Trait 2	Critical Damage (5)		Critical Damage (10)	Critical Damage (20)
Trait 3	---		---	---
Cost	49		3,100	42,500

Two-Handed Clubs

Two-handed clubs are much larger than standard clubs, hitting with greater weight but taking more hands and strength to use. They take 5 inventory slots.

<u>Two-Handed Clubs</u>	Two-handed Mace	Strength Core	Requirement: 4 strength	Power Rating +5
Weapon	Great Club	Dire Club	Wrecker	
Tier	1	2	3	
Damage	29	39	49	
Trait 1	Undead Bane (10)	Undead Bane (20)	Undead Bane (25)	
Trait 2	Critical Damage (5)	Critical Damage (10)	Critical Damage (10)	
Trait 3	---	---	---	
Cost	40	3,450	42,000	

Two-Handed Hammers

Two-handed hammers, also known as mauls, are giant mallets that crush their foes with significant force. They take a mighty warrior to wield them. They take 6 inventory slots.

<u>Two-Handed Hammers</u>	Two-handed Mace	Strength Core	Requirement: 8 strength	Power Rating +5
Weapon	Maul	Great Hammer	Martel-de-Fer	
Tier	1	2	3	
Damage	36	46	56	
Trait 1	Undead Bane (20)	Undead Bane (25)	Undead Bane (30)	
Trait 2	Critical Damage (10)	Critical Damage (15)	Critical Damage (20)	
Trait 3	---	---	---	
Cost	66	4,300	53,000	

Flails

Flails involve a handle attached to a chain that has a spiked steel ball at the end. They are a difficult weapon to use, requiring more dexterity than a common mace, but are also more effective. They are the favored weapons of crusaders. They take 4 inventory slots.

<u>Flails</u>	One-handed Mace	Strength Core	Requirement: 4 strength and 3 dexterity	Power Rating +4
Weapon	Flail	Knout	Scourge	
Tier	1	2	3	
Damage	25	33	41	
Trait 1	Undead Bane (5)	Undead Bane (10)	Undead Bane (15)	
Trait 2	Critical Damage (5)	Critical Damage (10)	Critical Damage (10)	
Trait 3	---	---	---	
Cost	35	2,650	33,000	

Great Flails

Great flails are the two-handed version of flails. They are the classic weapon for offensive minded crusaders. They take 6 inventory slots.

<u>Great Flails</u>	Two-handed Mace	Strength Core	Requirement: 6 strength and 5 dexterity	Power Rating +5
Weapon	Battle Flail	Castigator	Angelic Flail	
Tier	1	2	3	
Damage	31	41	51	
Trait 1	Undead Bane (10)	Undead Bane (20)	Undead Bane (25)	
Trait 2	Critical Damage (5)	Critical Damage (10)	Critical Damage (10)	
Trait 3	---	---	---	
Cost	46	3,550	43,000	

Scepter

These decorative implements channel holy magic within them, making them popular sources of magical power for paladins, hierophants, and sometimes druids. While not as potent of a weapon as a mace or flail, scepters are still more formidable than the rods or wands of the implement category. They take 2 inventory slots.

<u>Basic Scepter</u>	One-handed Mace	Strength Core	Requirement: 1 strength	Power Rating +4
Weapon	Scepter	Rune Scepter	Mighty Scepter	
Tier	1	2	3	
Damage	16	24	32	
Trait 1	Undead Bane (5)	Undead Bane (5)	Undead Bane (10)	
Trait 2	Mastery 1 (Holy, Druid)	Mastery 2 (Holy, Druid)	Mastery 3 (Holy, Druid)	
Trait 3	---	---	---	
Cost	121	11,450	171,000	

Grand Scepter

Grand scepters are larger and heavier than normal scepters. While they lack and more mastery, they are more suitable weapons than ordinary scepters. They take 3 inventory slots.

<u>Grand Scepter</u>	One-handed Mace	Strength Core	Requirement: 4 strength	Power Rating +4
Weapon	Grand Scepter	Seraph Rod	Zakarum Scepter	
Tier	1	2	3	
Damage	20	28	36	
Trait 1	Undead Bane (5)	Undead Bane (10)	Undead Bane (15)	
Trait 2	Accurate (1)	Accurate (1)	Accurate (2)	
Trait 3	Mastery 1 (Holy, Druid)	Mastery 2 (Holy, Druid)	Mastery 3 (Holy, Druid)	
Cost	121	11,450	171,000	

Paladin Scepter

Paladin scepters are mighty weapons in addition to providing holy mastery. A holy warrior loses no offense using a paladin scepter, but they take great strength and training to master. They take 4 inventory slots.

Paladin Scepters	One-handed Mace	Strength Core	Requirement: 8 strength	Power Rating +4
Weapon	War Scepter	Divine Scepter	Caduceus	
Tier	1	2	3	
Damage	25	33	41	
Trait 1	Undead Bane (10)	Undead Bane (15)	Undead Bane (20)	
Trait 2	Accurate (1)	Accurate (1)	Accurate (2)	
Trait 3	Mastery 1 (Holy, Druid)	Mastery 2 (Holy, Druid)	Mastery 3 (Holy, Druid)	
Cost	140	12,650	185,500	

SPEARS

Spears are simple instruments, being long shafts with a bladed tip at the end. Spears are largely two-handed weapons with reach, allowing the user to strike enemies from further away. While many jobs might use spears, certain orders of amazon warriors are particularly acclaimed for their use.

Basic Spears

The basic spear is not only the easiest spear to use, but the only two-handed weapon with no higher ability requirements. They take 5 inventory slots.

Basic Spear	Two-handed Spear	Strength Core	Requirement: 1 strength	Power Rating +5
Weapon	Spear	Glaive	Impaler	
Tier	1	2	3	
Damage	25	35	45	
Trait 1	Reach (1)	Reach (1)	Reach (1)	
Trait 2	---	---	---	
Trait 3	---	---	---	
Cost	35	2,250	27,500	

Tridents

The three-pronged tridents trade reach for extreme critical potential. They take 5 inventory slots.

Tridents	Two-handed Spear	Strength Core	Requirement: 4 strength	Power Rating +5
Weapon	Trident	Fuscina	Stygian Pike	
Tier	1	2	3	
Damage	30	40	50	
Trait 1	Critical Rate (1)	Critical Rate (1)	Critical Rate (2)	
Trait 2	Critical Damage (10)	Critical Damage (15)	Critical Damage (20)	
Trait 3	---	---	---	
Cost	50	3,250	45,000	

Polearms

Polearms have wicked, curved blades at the end of their long shafts, functioning as an elongated axe. They take 6 inventory slots.

<u>Polearms</u>	Two-handed Spear	Strength Core	Requirement: 6 strength	Power Rating +5
Weapon	Poleaxe	Partizan	Naginata	
Tier	1	2	3	
Damage	30	40	50	
Trait 1	Reach (1)	Reach (1)	Reach (1)	
Trait 2	Critical Damage (5)	Critical Damage (5)	Critical Damage (10)	
Trait 3	---	---	---	
Cost	45	2,750	35,000	

Pikes

Pikes have extra-long reach, extending the user's reach by multiple squares. They take 6 inventory slots.

<u>Pikes</u>	Two-handed Spear	Strength Core	Requirement: 6 strength	Power Rating +5
Weapon	Pike	Lance	Hyperion Spear	
Tier	1	2	3	
Damage	28	38	48	
Trait 1	Reach (2)	Reach (2)	Reach (2)	
Trait 2	Accurate (1)	Accurate (2)	Accurate (3)	
Trait 3	---	---	---	
Cost	53	3,400	41,500	

Halberds

With both a heavy chopping blade and a reverse armor-piercing spike, halberds combine the reach of most spears with the killing potential of a trident. They are, however, very heavy and cumbersome to use. They take 6 inventory slots.

<u>Halberds</u>	Two-handed Spear	Strength Core	Requirement: 8 strength	Power Rating +5
Weapon	Halberd	Bec-D-Corbin	Grand Halberd	
Tier	1	2	3	
Damage	35	45	55	
Trait 1	Reach (1)	Reach (1)	Reach (1)	
Trait 2	Critical Rate (1)	Critical Rate (1)	Critical Rate (1)	
Trait 3	Critical Damage (5)	Critical Damage (5)	Critical Damage (10)	
Cost	60	3,500	42,500	

Javelins

Javelins are light, one-handed spears designed to be thrown. They are a favorite weapon of amazons. They take 3 inventory slots.

<u>Javelins</u>	One-handed Spear	Strength Core	Requirement: 1 strength	Power Rating +4
Weapon	Javelin	Pilum	Harpoon	
Tier	1	2	3	
Damage	16	24	32	
Trait 1	Accurate (1)	Accurate (1)	Accurate (2)	
Trait 2	Critical Rate (1)	Critical Rate (1)	Critical Rate (2)	
Trait 3	Thrown (10, Medium)	Thrown (10, Medium)	Thrown (10, Medium)	
Cost	51	2,950	41,000	

Scythes

Scythes are a farming tool that is sometimes used as a weapon. They are seen as symbols of death, mostly because they are favored weapons of necromancers. Most battle-ready scythes have necromancer magic imbued within the weapon. Thus, they are the favored tools of necromancers who relish melee combat. They take 6 inventory slots.

<u>Scythes</u>	Two-handed Spear	Strength Core	Requirement: 4 strength and 4 willpower	Power Rating +5
Weapon	Scythe	Grim Scythe	Reaping Scythe	
Tier	1	2	3	
Damage	28	38	48	
Trait 1	Reach (1)	Reach (1)	Reach (1)	
Trait 2	Critical Rate (1)	Critical Rate (1)	Critical Rate (2)	
Trait 3	Mastery 2 (Necromancer)	Mastery 3 (Necromancer)	Mastery 4 (Necromancer)	
Cost	248	17,900	239,000	

STAVES

Essentially long, carved sticks, staves might not seem optimal weapons, being without blade or weight, but they are frequently utilized as magical instruments or martial arts tools.

Basic Staves

Essentially the starting implement for most sorcerers and wizards, the basic staff gives some striking power and adds to the mage's magical ability. They require 3 inventory slots.

<u>Basic Staves</u>	Two-handed Staff	Strength Core	Requirement: 1 willpower	Power Rating +5
Weapon	Short Staff	Cedar Staff	Shillelagh	
Tier	1	2	3	
Damage	20	28	36	
Trait 1	Mastery 1 (Mage)	Mastery 2 (Mage)	Mastery 3 (Mage)	
Trait 2	---	---	---	
Trait 3	---	---	---	
Cost	120	11,400	168,000	

Long Staves

Staves as tall as a man, long staves are superior weapons for self-defense, and frequently carry more magical ability for sorcerers. They require 4 inventory slots.

<u>Long Staves</u>	Two-handed Staff	Strength Core	Requirement: 4 willpower	Power Rating +5
Weapon	Long Staff	Quarterstaff	Elder Staff	
Tier	1	2	3	
Damage	25	33	41	
Trait 1	Defensive (1)	Defensive (2)	Defensive (3)	
Trait 2	Mastery 2 (Mage)	Mastery 3 (Mage)	Mastery 4 (Mage)	
Trait 3	---	---	---	
Cost	235	17,650	235,000	

War Staves

War staves are solid weapons for experienced, battlefield minded sorcerers. In addition to containing multiple masteries, war staves are designed for both blocking and striking in battle. They require 5 inventory slots.

<u>War Staves</u>	Two-handed Staff	Strength Core	Requirement: 5 strength and 8 willpower	Power Rating +5
Weapon	War Staff	Rune Staff	Archon	
Tier	1	2	3	
Damage	30	38	46	
Trait 1	Defensive (1)	Defensive (2)	Defensive (3)	
Trait 2	Mastery 3 (Mage)	Mastery 4 (Mage)	Mastery 5 (Mage)	
Trait 3	---	---	---	
Cost	345	23,400	295,500	

Daibo

Daibo are designed for monks, not wizards. They contain no masteries, but instead are light and balanced enough to be used with martial arts techniques. They require 3 inventory slots.

Daibo	Two-handed Staff	Strength or Dexterity Core +	Requirement: 4 strength and 4 dexterity	Power Rating +5
Weapon	Daibo	Taiji	Lathi	
Tier	1	2	3	
Damage	24	32	40	
Trait 1	Accurate (2)	Accurate (3)	Accurate (4)	
Trait 2	Defensive (1)	Defensive (2)	Defensive (3)	
Trait 3	Martial Arts Weapon	Martial Arts Weapon	Martial Arts Weapon	
Cost	54	3,850	50,000	

SWORDS

The classic tool of knights, soldiers, and duelists, swords are long, double-edged blades that are equally good at striking, slicing, and parrying. They are perhaps the most reliable weapon you can use.

Basic Swords

Basic swords are the smallest true swords, but also the easiest to use. They require 2 inventory slots.

Basic Swords	One-handed Sword	Strength or Dexterity Core +	Requirement: 1 strength	Power Rating +4
Weapon	Short Sword	Gladius	Falcata	
Tier	1	2	3	
Damage	17	25	33	
Trait 1	Accurate (1)	Accurate (1)	Accurate (2)	
Trait 2	Defensive (1)	Defensive (1)	Defensive (2)	
Trait 3	---	---	---	
Cost	32	2,000	31,500	

Scimitars

Scimitars are advanced swords with famously curved blades designed for dexterity-focused swordsmen. They require 3 inventory slots.

Scimitars	One-handed Sword	Dexterity Core	Requirement: 4 dexterity	Power Rating +4
Weapon	Scimitar	Cutlass	Shamshir	
Tier	1	2	3	
Damage	22	30	38	
Trait 1	Accurate (1)	Accurate (2)	Accurate (2)	
Trait 2	Defensive (1)	Defensive (2)	Defensive (2)	
Trait 3	---	---	---	
Cost	37	3,000	34,000	

Falchions

Falchions are powerful and high quality swords meant for characters with a very high dexterity score. They require 4 inventory slots.

<u>Falchions</u>	One-handed Sword	Dexterity Core	Requirement: 8 dexterity	Power Rating +4
Weapon	Falchion	Tulwar	Hydra Edge	
Tier	1	2	3	
Damage	28	36	44	
Trait 1	Accurate (1)	Accurate (2)	Accurate (3)	
Trait 2	Defensive (1)	Defensive (2)	Defensive (3)	
Trait 3	---	---	---	
Cost	58	3,300	44,500	

Broad Sword

With a wide, heavy, straight blade, broad swords are advanced swords for strength-focused swordsmen. They require 3 inventory slots.

<u>Broad Swords</u>	One-handed Sword	Strength Core	Requirement: 4 strength	Power Rating +4
Weapon	Broad Sword	Battle Sword	Conquest Sword	
Tier	1	2	3	
Damage	22	30	38	
Trait 1	Accurate (1)	Accurate (2)	Accurate (2)	
Trait 2	Defensive (1)	Defensive (2)	Defensive (2)	
Trait 3	---	---	---	
Cost	37	3,000	34,000	

Long Sword

Long swords possess very long, sharp and lethal blades, and are designed for warriors who are heavily focused in strength. They require 4 inventory slots.

<u>Long Swords</u>	One-handed Sword	Strength Core	Requirement: 8 strength	Power Rating +4
Weapon	Long Sword	Rune Sword	King Blade	
Tier	1	2	3	
Damage	28	36	44	
Trait 1	Accurate (1)	Accurate (2)	Accurate (3)	
Trait 2	Defensive (1)	Defensive (2)	Defensive (3)	
Trait 3	---	---	---	
Cost	58	3,300	44,500	

War Sword

War swords are legendary weapons of incredible potency. They are only meant for the greatest swordsman, requiring incredibly high strength and dexterity. They require 4 inventory slots.

War Swords	One-handed Sword	Strength or Dexterity Core -	Requirement: 8 strength and 8 dexterity	Power Rating +4
Weapon	War Sword		Knight Sword	Tsunami Blade
Tier	1		2	3
Damage	31		39	47
Trait 1	Accurate (2)		Accurate (3)	Accurate (4)
Trait 2	Defensive (2)		Defensive (3)	Defensive (4)
Trait 3	---		---	---
Cost	61		4,200	53,500

Two-Handed Swords

Two-handed swords have longer, heavier blades and grips, and are designed for two-hands. They are a favored weapon of barbarians and champions alike. They require 5 inventory slots.

Two-Handed Swords	Two-handed Sword	Strength Core	Requirement: 4 strength	Power Rating +5
Weapon	Claymore		Espandon	Highland Blade
Tier	1		2	3
Damage	28		38	48
Trait 1	Accurate (1)		Accurate (2)	Accurate (2)
Trait 2	Defensive (1)		Defensive (2)	Defensive (2)
Trait 3	---		---	---
Cost	43		3,400	39,000

Great Swords

Great swords are even more ornate and deadly two-handed swords, that require greater strength to wield in battle. They require 6 inventory slots.

Great Swords	Two-handed Sword	Strength Core	Requirement: 8 strength	Power Rating +5
Weapon	Bastard Sword		Gothic Sword	Champion Sword
Tier	1		2	3
Damage	35		45	55
Trait 1	Accurate (1)		Accurate (2)	Accurate (2)
Trait 2	Defensive (1)		Defensive (2)	Defensive (2)
Trait 3	---		---	---
Cost	50		3,750	42,000

Legendary Swords

Legendary swords are amazing works of art and instruments of death. Perhaps the deadliest weapons made, legendary swords have the downside they can only be used by the most gifted and powerful warriors. They require 6 inventory slots.

Legendary Swords	Two-handed Sword	Strength or Dexterity Core -	Requirement: 9 strength and 9 dexterity	Power Rating +5
Weapon	Flamberge	Zweihander	Kingslayer	
Tier	1	2	3	
Damage	40	50	60	
Trait 1	Accurate (2)	Accurate (2)	Accurate (3)	
Trait 2	Defensive (2)	Defensive (2)	Defensive (3)	
Trait 3	Critical Damage (5)	Critical Damage (10)	Critical Damage (10)	
Cost	75	4,500	57,500	

ARMOR, SHIELDS, AND ACCESSORIES

Whereas weapons help your character deal damage, armor, shields, and accessories are worn items that protect you from harm.

Armor is your character's first layer of defense. It is made of the protective suit of padding and plating that protects you from harm. Armor covers your arms, shoulders, torso, and legs with one complete suit. Armor is important for all characters, because it will determine how much damage you will suffer from attacks. Wearing too little armor means your character will take too much damage. Wearing heavier armor involves greater costs, higher ability score requirements, and greater restrictions to your speed. Every character must decide how much they want to invest and sacrifice to wear more powerful armor.

Shields are items that occupy a single hand and help you block and deflect attacks, adding an additional layer of protect on top of your body armor. Shields completely occupy a single hand, and cannot be used with weapons, items, or off-hand accessories. They also prevent the use of two-handed weapons with them. They are the preferred tools of defensive warriors, who engage in melee and fight off their enemies in close combat with a shield and one-handed weapon. You can only benefit from a single shield at once.

A variant of shields is the off-hand implement, a caster item that is held in the off-hand like a shield. Off-hand implements usually cannot block or be used to make an attack, but they are ways for the right casters to increase their magical potency. You can use an off-hand implement with a one-handed weapon or one-handed implement weapon, but not with a shield or second off-hand implement.

Accessories are items that fill other parts of your body that go above and beyond the base items you would place there. This includes a helmet, a single pair of gloves, a single pair of boots, and your belt. In addition to these, you can also have two rings and an amulet as accessories, but these are covered elsewhere. Accessories are used to customize various defenses and gain unique bonuses.

ARMOR AND SHIELD NAME AND TIER

Within each armor, shield, and off-hand implement type, there are three different items. Each belong to one of the three equipment tiers. These names do not do anything but help identify weapons of different types and give them identity. For example, if you find a Cuirass weapon, you will know you found a tier 2 breast plate (just one with a fanciful name!).

The tier for each of these items is how powerful and rare they are. The higher the tier of an item in a classification, the more powerful it is and the greater protection it gives. Higher tiered armor have increased damage resistance values, and other defensive benefits. Higher tiered shields have greater block values and attempt. Higher tiered off-hand implements give more power. They are also prohibitively more expensive due to the rareness of materials and the expertise of construction required in making higher tiered armor and shields. Adventurers in Diablo will start with lower tiered weapons and work up to more powerful equipment as they gain access to greater treasure and more gold to buy fanciful loot.

Meanwhile, accessories do not have equipment tiers, and are thus relatively cheap. However, accessories do have ability score requirements that might restrict their use to higher level characters. Meanwhile, like all other weapons and armor, they can gain magic enchantments that can increase their effectiveness.

REQUIREMENT

Due to their weight and encumbrance, all these items will require certain ability score levels. Most defensive items have a strength, dexterity, or stamina requirement, or commonly a mix of the three. Meanwhile, off-hand implements and some other accessories with magic power stored within will frequently have a willpower requirement, as using those weapons requires handling, restraining, and controlling the magic within the weapon.

You must meet the ability score requirements of an item to use it without penalty. The penalty for not meeting the requirements of an item are as follows.

- If you do not meet the ability score requirement of an armor, you reduce the armor's damage resistance by 1 for each point you are missing and give it a -1 defense penalty and move speed penalty for every 2 points you are missing.

- If you do not meet the ability score requirement of a shield, you reduce the shield's block chance by 1 for each point you are missing. If you reduce the block value below 1, you gain no benefit from the shield.

- Off-hand implements and accessories give no bonuses, but maintain their penalties, if you do not meet their requirements

Many armor types are very similar to one another, such as comparing ring mail to splint mail. They provide the same bonuses, but splint mail is superior due to having higher strength requirements. This rewards characters with high physical statistics by letting them use better armor. Characters with lower physical traits will be forced to use more basic armors and shields, but at least will still be able to use the tier 2 and 3 versions of basic equipment as they grow stronger.

DAMAGE RESISTANCE AND RESISTANCE RATING

Armor gives all manner of defensive benefits, which adds together to form a general defense profile. While armor is focused on damage resistance, accessories help with other values such as defense and toughness. Some values counter other values, such as medium armor reducing defense, while gloves adding defense. Total all the numbers together from all defensive equipment to determine the full value to your statistics. Remember any traits you have that increases the benefits of your items. Finally, determine your elemental resistance, which is based on half your damage resistance.

Much like weapons with power rating, many effects will increase an armor's damage resistance bonus by resistance ratings. Remember, this only effects body armor, not shields or accessories. Light armor has a resistance rating of +3, medium armor with +4, and heavy armor with +5.

TRAITS

Also like weapons, armor has a number of traits that includes all their benefits, penalties, and boons that they offer. See the next page for the description of the effects of all armor, shield, implement, and accessory traits.

INVENTORY SLOTS

Armor have an inventory slot value that determines how much they count against a character's total carry amount. Characters do not count the encumbrance of these items while they are worn or equipped. Mo

COST

This is how much worn gear costs to buy. In general, non-magic worn gear can be purchased in any settlement of the same tier as the item. Thus, in a city, you could buy tier 1 or 2 items. Finding magic items is much more difficult and involves what the town has available at any one time.

Accessories do not have tiers and are more complicated. An accessory that has all their ability score requirements between 1-4 can be bought in any settlement. Accessories that require 5 or more in ability score can only be gained in a city or metropolis.

ITEM TRAITS

These are the item traits that can be found in different combinations upon armor, shields, and accessories.

Block Value and Block Attempts

Blocking attacks is the primary purpose of shields. When the wearer of a shield is subjected to a physical damage attack they are not flat-footed against, they can make a block attempt to negate the attack. You roll a d20 to determine your success at blocking. If the result is within the threshold of the block attempt, then the attack is negated, even if it hit. Thus, with a block attempt of 1-4, if you roll a 4 or less on the d20, the attack is cancelled.

In addition to block chance, there is also block attempts. The block attempt is the number of attacks you can successfully block. Making a block roll does not use an attempt but succeeding it and negating

the hit does. At the beginning of each turn, you regain 1 block attempt, +1 for every 10 protection you have at the start of your turn, up to your maximum block attempt value.

You cannot block attacks that target resolve, do not deal damage, or deal elemental damage. Some elite enemies have the Brutal trait on their weapons, which reduces your block chance by half. Meanwhile, you cannot attempt to block a critical hit against you.

Bonus Damage (X)

Item with this trait synergizes when used with a certain weapon category or a weapon with a certain trait. When equipped with both the correct weapon and this item, you gain +1 power rating with the weapon. Thus, if you are using a weapon with the Bow value, you would gain +1 power rating with your bow. If you are using a weapons with the Martial Arts Weapon or Crit Damage traits, you would gain the bonus power rating with any such weapons you use with those traits.

Bonus Skills (X)

Common on restricted class/archetype slot items, these items give a bonus to different skills due to their specific design and make. Bonus skill items will list a number of various skills and give a +X value, where X is the bonus to skill checks made with that skill.

Damage Resistance

While worn, this armor gives a bonus to the user's damage resistance equal to the listed value. This is the primary purpose of armor. Like all sources of damage resistance, the final determined damage resistance, with all modifiers applied, is halved to determine elemental resistance.

Damage Threshold +X/ Defense +X/ Toughness +X

While worn, this armor gives a bonus to the user's damage threshold, defense, or toughness equal to the listed value. Bonus damage threshold is common on medium armor, heavy armor, and helmets. Defense usually comes on gloves. Toughness usually appears on toughness

Defense Penalty

This armor slows down the user's movements, making it harder to dodge foes. While worn, this armor gives the user a penalty to their defense equal to the armor's defense penalty. This stacks with multiple combined sources. Defense penalties are common in medium and heavy armor.

Elemental Resistance +X

Some shields and off-hand items have magic layers that help protection against elemental damage. These items give a bonus to elemental resistance in the form of Elemental Resistance +5 or Elemental Resistance +3. When determining your character's elemental resistance, this bonus to elemental resistance is applied after halving your damage resistance as a base value.

Restricted Vision -X

Some cumbersome helmets give a penalty to your vision and reaction time, due to their size and vision obstruction. These items give the user a penalty to initiative checks and perception skill checks equal to their X value.

Inventory Slots (X)

Belts always give a number of quick access inventory slots. Items can be drawn or stowed from a belt's inventory slot as a free action once per turn. After the one free draw or stow, additional movements take a minor action. You can draw and stow from an equipment belt with both of your hands as the same action, moving the same or different items. Items that cannot be put on the equipment belt must be placed in the inventory, which requires a move action to access.

Mana Recovery X

Various off-hand caster items help draw magical energy into yourself. When you equip such an item, you recover bonus mana points at the start of each turn equal to X. You must have the item in hand for it to function.

Maximum Mana Pool +X

Various off-hand caster items help you control a larger pool of magical energy. When you equip such an item, your maximum mana points increases by the X value. When you unequip the item, both your current and maximum mana pool is reduced by the X value. You must have the item in hand for it to function.

Mastery (X, Y)

Mastery weapons channel great magical power and give bonuses to casters that wield power similar to those channeled by the weapon. The X value of this trait is the number of mastery points that the weapon always possesses. The Y value of the trait is which caster types this weapon gives masteries to. For example, a weapon might give masteries to holy spell casters or druids. If a weapon has multiple masteries, it could either have different masteries, multiple points of a single mastery, or a mix of both. If the weapon has multiple classes' masteries and multiple mastery points, all the mastery points must be from the same class option. Masteries will be described in greater detail later. You must meet or exceed the weapon's willpower requirement to benefit from this trait.

Maximum Mana Pool +X

Various off-hand caster items help you control a larger pool of magical energy. When you equip such an item, your maximum mana points increases by the X value. When you unequip the item, both your current and maximum mana pool is reduced by the X value. You must have the item in hand for it to function.

Move Speed

This armor slows down the user's movements, making the character move slower in battle. While worn, this armor gives the user a penalty to the character's movement speed equal to the penalty of the armor. It cannot reduce movement speed beneath 1. Move speed penalty is common for heavy armor.

Spell Accuracy +X

These off-hand items help direct your offensive spells. While held, you gain bonus accuracy with all spells equal to the +X value of the item. You must have the item in hand for it to function.

Restricted Archetype/Class (X)

These items are restricted to the training of a certain class or archetype to have full effect. Without being worn by a member of the chosen class or archetype, no benefit can be gained from the item.

Threatened Protection

Threatened protection is your armor's ability to eat some of the punishment directed to you from enemy attacks. At the start of your turn, you gain protection equal to the Threatened Protection value level of your armors, if one of the two following circumstances have been met:

- An enemy within line of sight makes an attack targeting your defense.
- If you start your turn with an enemy within line of sight and 6 squares of you.

Threatened protection is usually found on heavy armor, shields, and some body slot items.

LIGHT ARMOR

Light armor is the least in the categories of armor. Providing no bonus besides damage resistance, it is nonetheless far superior than being unarmored. Higher quality light armor requires dexterity and vitality to use the better armors. Light armor takes 6 inventory slots.

Quilted Armor

The least of all armors, quilted armor are simple vestments worn by untrained civilians to keep them alive in battle.

<u>Quilted Armor</u>	Light Armor	Requirement: Vitality 1	Power Rating +3
Armor	Quilted Armor	Ghost Armor	Dusk Shroud
Tier	1	2	3
Damage Resistance	8	14	20
Defense Penalty	---	---	---
Damage Threshold	---	---	---
Threatened Protection	---	---	---
Cost	40	3,500	50,000

Leather Armor

Made of animal hide, leather armor finds its users amongst bandits, thieves, rogues, and hunters.

<u>Leather Armor</u>	Light Armor	Requirement: Dexterity 2, Vitality 2	Power Rating +3
Armor	Leather Armor	Serpentskin Armor	Wyrmhide
Tier	1	2	3
Damage Resistance	13	19	25
Defense Penalty	---	---	---
Damage Threshold	---	---	---
Threatened Protection	---	---	---
Cost	65	4,750	62,500

Hardened Armor

While still leather armor, hardened armor has been treated extra with further padding to provide better protection. It is used by the Sisters of the Sightless Eye, as well as amazons.

<u>Hardened Armor</u>	Light Armor	Requirement: Dexterity 4, Vitality 4	Power Rating +3
Armor	Hardened Armor	Demonhide Armor	Scarab Husk
Tier	1	2	3
Damage Resistance	18	24	30
Defense Penalty	---	---	---
Damage Threshold	---	---	---
Threatened Protection	---	---	---
Cost	90	6,000	75,000

Studded Leather Armor

Studded leather armor is the best light armor, being treated leather armor backed up with metal rivets. It also takes the most practice to use comfortably.

<u>Studded Leather Armor</u>	Light Armor	Requirement: Dexterity 6, Vitality 6	Power Rating +3
Armor	Studded Leather Armor	Trellised Armor	Wire Fleece
Tier	1	2	3
Damage Resistance	23	29	35
Defense Penalty	---	---	---
Damage Threshold	---	---	---
Threatened Protection	---	---	---
Cost	115	7,250	87,500

MEDIUM ARMOR

Medium armor is superior protection to light armor and gives a bonus to damage threshold while worn. However, it provides a penalty to the user's defense score. Medium armor requires strength and dexterity to use effectively. Medium armor takes 8 inventory slots.

Ring Mail

Ring mail is a more simple version of chainmail that does not cover as much of the body and has larger rings.

<u>Ring Mail</u>	Medium Armor	Requirement: Strength 2, Dexterity 2	Power Rating +4
Armor	Ring Mail	Linked Mail	Diamond Mail
Tier	1	2	3
Damage Resistance	12	20	28
Defense Penalty	-1	-1	-1
Damage Threshold	+2	+2	+2
Threatened Protection	---	---	---
Cost	120	8,000	100,000

Scale Mail

A common armor for soldiers, scale mail involves overlapping metal scales to absorb hits.

<u>Scale Mail</u>	Medium Armor	Requirement: Strength 4, Dexterity 3	Power Rating +4
Armor	Scale Mail	Tigulated Mail	Loricated Mail
Tier	1	2	3
Damage Resistance	18	26	34
Defense Penalty	-2	-2	-2
Damage Threshold	+4	+4	+4
Threatened Protection	---	---	---
Cost	160	10,000	120,000

Breastplate

This breastplate is made of solid steel, providing great protection against attacks targeting your core.

<u>Breast Plate</u>	Medium Armor	Requirement: Strength 6, Dexterity 4	Power Rating +4
Armor	Breast Plate	Cuirass	Great Hauberk
Tier	1	2	3
Damage Resistance	24	32	40
Defense Penalty	-3	-3	-3
Damage Threshold	+6	+6	+6
Threatened Protection	---	---	---
Cost	200	12,000	140,000

Chain Mail

A full-body suit of chain mail provides excellent protection, while being a bit heavy and burdensome to carry around.

<u>Chain Mail</u>	Medium Armor	Requirement: Strength 8, Dexterity 5	Power Rating +4
Armor	Chain Mail	Mesh Armor	Boneweave
Tier	1	2	3
Damage Resistance	30	38	46
Defense Penalty	-4	-4	-4
Damage Threshold	+8	+8	+8
Threatened Protection	---	---	---
Cost	240	14,000	160,000

Splint Mail

The best medium armor, splint mail involves heavy sheets of metal broken into different 'splints', layered over chainmail.

<u>Splint Mail</u>	Medium Armor	Requirement: Strength 9, Dexterity 6	Power Rating +4
Armor	Splint Mail	Russet Armor	Balrog Skin
Tier	1	2	3
Damage Resistance	36	44	42
Defense Penalty	-5	-5	-5
Damage Threshold	+10	+10	+10
Threatened Protection	---	---	---
Cost	280	16,000	180,000

HEAVY ARMOR

Heavy armor is the best protection you can wear, but also the most encumbering. Heavy armor gives lots of damage resistance, bonus damage threshold, and protection in melee combat, but reduces both your defense and move speed. It also requires a great deal of strength and vitality to use effectively. Heavy armor takes 10 inventory slots.

Light Plate

Light plate is the easiest to use and thus most popular form of heavy armor for archers, mages, and priests.

<u>Light Plate</u>	Heavy Armor	Requirement: Vitality 4, Strength 4	Power Rating +5
Armor	Light Plate	Warrior Mage Plate	Archon Plate
Tier	1	2	3
Damage Resistance	15	25	35
Defense Penalty	-2	-2	-2
Move Speed	-1	-1	-1
Damage Threshold	+2	+2	+2
Threatened Protection	+2	+2	+2
Cost	285	16,750	192,500

Plate Mail

Plate mail involves heavy plate and chain protection for the torso and limbs.

<u>Plate Mail</u>	Heavy Armor	Requirement: Vitality 6, Strength 6	Power Rating +5
Armor	Plate Mail	Templar Coat	Hellforged Plate
Tier	1	2	3
Damage Resistance	22	32	42
Defense Penalty	-4	-4	-4
Move Speed	-2	-2	-2
Damage Threshold	+4	+4	+4
Threatened Protection	+4	+4	+4
Cost	330	19,000	215,000

Full Plate

Full-plate is designed to cover the full body, leaving no gaps in the joints to be targeted.

<u>Full Plate</u>	Heavy Armor	Requirement: Vitality 8, Strength 8	Power Rating +5
Armor	Full Plate	Chaos Armor	Shadow Plate
Tier	1	2	3
Damage Resistance	29	39	49
Defense Penalty	-6	-6	-6
Move Speed	-3	-3	-3
Damage Threshold	+6	+6	+6
Threatened Protection	+6	+6	+6
Cost	375	21,250	237,500

Gothic Plate

Gothic plate is said to have been designed in ages past, for the most loyal paladins and demon hunters of the ancient orders. Its design is not fully understood.

<u>Gothic Plate</u>	Heavy Armor	Requirement: Vitality 10, Strength 10	Power Rating +5
Armor	Gothic Plate	Embossed Plate	Lacquered Plate
Tier	1	2	3
Damage Resistance	37	47	57
Defense Penalty	-8	-8	-8
Move Speed	-4	-4	-4
Damage Threshold	+8	+8	+8
Threatened Protection	+8	+8	+8
Cost	425	23,750	262,500

Ancient Plate

The greatest of all armors, ancient plate was said to be gifted to mankind by the angels. This may be true, because it would take the grace and might of a celestial being to effectively wear this armor.

<u>Ancient Plate</u>	Heavy Armor	Requirement: Vitality 12, Strength 12	Power Rating +5
Armor	Ancient Plate	Ornate Armor	Sacred Armor
Tier	1	2	3
Damage Resistance	43	53	63
Defense Penalty	-10	-10	-10
Move Speed	-5	-5	-5
Damage Threshold	+10	+10	+10
Threatened Protection	+10	+10	+10
Cost	465	25,750	282,500

SHIELDS

Shields are used in the off-hand, designed to deflect blows while the user attacks with a one-handed weapon or casts spells with an implement. When carrying a shield, you have a block chance, which is a random d20 roll that will negate the attack if you roll within or under the block value. Different shields have better block values, more block attempts, and provide protection in battle.

Buckler

A buckler is a tiny, round, small shield. The chance of it saving your life is not high, but it can make a difference and is better than nothing. The buckler takes 2 inventory slots.

<u>Buckler</u>		Shield		Requirement: Strength 1	
Shield	Buckler	Defender	Heater		
Tier	1	2	3		
Block Value	1-2	1-3	1-3		
Block Attempts	2	2	3		
Threatened Protection	+2	+3	+4		
Cost	60	4,500	55,000		

Large Shield

Large shields are large, round, heavy shields. They have a high block chance, but have few block attempts. The large shield takes 4 inventory slots.

<u>Large Shield</u>		Shield		Requirement: Strength 3	
Shield	Large Shield	Scutum	Hyperion		
Tier	1	2	3		
Block Value	1-6	1-8	1-10		
Block Attempts	1	1	1		
Threatened Protection	+2	+4	+6		
Cost	50	4,000	55,000		

Kite Shield

These almond-shaped shields are a solid shield, with decent block value, multiple block attempts, and solid protection. They are commonly used by knights and swordsmen. The kite shield takes 5 inventory slots.

<u>Kite Shield</u>		Shield		Requirement: Strength 5	
Shield	Kite Shield	Dragon Shield	Monarch Shield		
Tier	1	2	3		
Block Value	1-6	1-7	1-8		
Block Attempts	2	3	4		
Threatened Protection	+4	+4	+4		
Cost	100	7,250	100,000		

Spiked Shield

These round shields are covered with spikes. While they provide below-average protection, they have a chance of seriously hurting the attacker on a successful block. The spiked shield takes 4 inventory slots.

<u>Spiked Shield</u>	Shield			Requirement: Strength 5, Dexterity 5
Shield	Spiked Shield	Barbed Shield	Blade Barrier	
Tier	1	2	3	
Block Value	1-5	1-6	1-7	
Block Attempts	1	2	3	
Traits	Damage Deflection	Damage Deflection	Damage Deflection	
Cost	100	7,250	100,000	

Tower Shield

Large rectangular, full body shields, tower shields are superior to large and kite shields, but require much more strength to use effectively. The tower shield takes 8 inventory slots.

<u>Tower Shield</u>	Shield			Requirement: Strength 8
Shield	Tower Shield	Pavise	Aegis	
Tier	1	2	3	
Block Value	1-6	1-8	1-10	
Block Attempts	3	3	3	
Threatened Protection	+6	+12	+18	
Cost	150	12,000	165,000	

Gothic Shield

The best shields, essentially very tall and heavy kite shields, gothic shields provide the best protection with their use, but require truly heroic attributes in order to utilize. The gothic shield takes 8 inventory slots.

<u>Gothic Shield</u>	Shield			Requirement: Strength 10, Dexterity 8, Vitality 6
Shield	Gothic Shield	Ancient Shield	Ward	
Tier	1	2	3	
Block Value	1-10	1-11	1-12	
Block Attempts	3	4	5	
Threatened Protection	+8	+10	+12	
Cost	230	16,000	210,000	

CLASS-SPECIFIC SHIELDS

Some shields are magically designed to only be used by characters who use the right magic, follow the correct beliefs, or have the perfect training. These class-specific shields are rare, but provide great benefits for the right class.

Targe

A targe is a small shield made for paladins and crusaders. It is a superior version of the buckler, that also provides elemental resistances. These shields take 2 inventory slots.

<u>Targe</u>		Shield		Requirement: Strength 4, Willpower 3	
Shield	Targe	Akaran Targe	Sacred Targe		
Tier	1	2	3		
Block Value	1-3	1-4	1-5		
Block Attempts	4	4	4		
Threatened Protection	+2	+3	+4		
Trait 1	Elemental Resistance +3	Elemental Resistance +4	Elemental Resistance +5		
Trait 2	Restricted Class (Paladin/Crusader)	Restricted Class (Paladin/Crusader)	Restricted Class (Paladin/Crusader)		
Cost	110	7,500	95,000		

Heraldic Shield

The heraldic shield is an embossed kit shield made for paladins and crusaders. In addition to providing bonus elemental resistance, these shields also sometimes provide masteries to improve a paladin's magic. These shields take 5 inventory slots.

<u>Heraldic Shield</u>		Shield		Requirement: Strength 7, Willpower 5	
Shield	Heraldic Shield	Protector Shield	Kurast Shield		
Tier	1	2	3		
Block Value	1-7	1-7	1-7		
Block Attempts	3	3	3		
Threatened Protection	+5	+5	+5		
Trait 1	Elemental Resistance +5	Elemental Resistance +5	Elemental Resistance +5		
Trait 2	---	Holy Mastery 1	Holy Mastery 2		
Trait 3	Restricted Class (Paladin/Crusader)	Restricted Class (Paladin/Crusader)	Restricted Class (Paladin/Crusader)		
Cost	175	13,750	187,500		

Necromancer Trophy

Necromancers will sometimes enchant severed humanoid or monster heads to be vessels of dark magic. While primarily used to bolster their spell-casting, these necromancer trophies are carried like shields and used to block incoming attacks much like a buckler. They are commonly used alongside wand implements. They take 2 inventory slots.

<u>Necromancer Trophy</u>	Necromancer Shield			Requirement: Strength 4, Willpower 5
Shield	Preserved Head	Mummified Trophy	Hellspawn Skull	
Tier	1	2	3	
Block Value	1-3	1-4	1-4	
Block Attempts	2	3	3	
Trait 1	Necromancer Mastery 2	Necromancer Mastery 2	Necromancer Mastery 3	
Trait 2	Restricted Class (Necromancer)	Restricted Class (Necromancer)	Restricted Class (Necromancer)	
Cost	230	13,000	180,000	

DIABLO

OFF-HAND IMPLEMENTS

These items are carried in the off-hand like shields, but provide casting bonuses rather than block chances.

Mojo

These bizarre items bolster the casting of a witch doctor. They are commonly used with ceremonial knives for significant casting bonuses. They take 1 inventory slot.

<u>Witch Doctor Mojo</u>	Witch Doctor Off-Hand	Requirement: Willpower 6	
Shield	Wanga Doll	Muttering Head	Unspeakable Thing
Tier	1	2	3
Trait 1	Maximum Mana Pool +30	Maximum Mana Pool +60	Maximum Mana Pool +100
Trait 2	Mana Recovery 2	Mana Recovery 5	Mana Recovery 5
Trait 3	Witch Doctor Mastery 2	Witch Doctor Mastery 2	Witch Doctor Mastery 3
Trait 4	Restricted Class (Witch Doctor)	Restricted Class (Witch Doctor)	Restricted Class (Witch Doctor)
Cost	240	14,250	212,500

Source

These arcane relics are sources of power for mages, helping fuel their spells and energy. They are commonly used alongside rod implements. They take 1 inventory slot.

<u>Mage Source</u>	Mage Source	Requirement: Willpower 6	
Shield	Spellbook	Power Sphere	Puzzle Box
Tier	1	2	3
Trait 1	Spell Accuracy +2	Spell Accuracy +3	Spell Accuracy +3
Trait 2	Mana Recovery 4	Mana Recovery 4	Mana Recovery 6
Trait 3	Mage Mastery 2	Mage Mastery 2	Mage Mastery 3
Trait 4	Restricted Archetype (Mage)	Restricted Archetype (Mage)	Restricted Archetype (Mage)
Cost	260	14,000	195,000

ACCESSORIES

Accessories are items that go with your armor to cover different parts of your body. They provide extra layers of protection and support, and are a way to customize your character further. You can wear one of each type of accessory. If an accessory comes in pairs, like having a glove for each hand, both gloves need to be worn to gain the benefits. Meanwhile, it is generally safe to assume any gloves are found with both items, and they count as one item for carrying purposes.

Belt

Belts are often underestimated for importance. While they can be designed for protection, one of their most important purposes is providing readily accessible quick-slot items that can be drawn as a minor action. This is important for items like potions. They take 1 inventory slot.

Belt Type	Requirements	Cost	Traits
Sash	Strength 1	15	6 Inventory Slots
Belt	Strength 1	20	8 Inventory Slots
Heavy Belt	Strength 3	25	10 Inventory Slots
Plated Belt	Strength 5	60	8 Inventory Slots, +2 Damage Resistance
Armored Girdle	Strength 7	110	12 Inventory Slots, +4 Damage Resistance
Blade Harness	Strength 5	140	8 Inventory Slots, +2 Damage Resistance, Feral 3, Bonus Damage (Crit Damage), Restricted Class (Barbarian)
Grand Chain	Strength 10	240	12 Inventory Slots, +4 Damage Resistance, Feral 5, Bonus Damage (Crit Damage), Restricted Class (Barbarian)

Boots

Used to ground and steady you, boots give the wearer a bonus to their toughness score. Armored boots also help your damage threshold.. They take 2 inventory slot.

Boot Type	Requirements	Cost	Traits
Leather Boots	Strength 1	10	+1 Toughness
Heavy Boots	Strength 2	20	+2 Toughness
Chain Boots	Strength 4	40	+4 Toughness
Plated Boots	Strength 6	70	+6 Toughness, +1 Damage Threshold
Greaves	Strength 8	100	+8 Toughness, +2 Damage Threshold
Hunter Boots	Strength 3, Dexterity 3	100	+2 Toughness, Bonus Skills (+2 Climbing, +2 Acrobatics, +2 Balancing, +2 Hiding), Restricted Archetype (Archer)
Stealth Boots	Strength 6, Dexterity 6	170	+4 Toughness, +1 Defense, Bonus Skills (+3 Climbing, +3 Acrobatics, +3 Balancing, +5 Hiding), Restricted Archetype (Archer)

Gloves

Covering your hands, gloves help provide protection for your hands, wrists, and upper arms. Good gloves will help deflect hits at your sword arm in a fight. A number of variant gloves exist for different class and specialist purposes. They take 2 inventory slots.

Glove Type	Requirements	Cost	Traits
Leather Gloves	Strength 1	10	+1 Defense
Heavy Gloves	Strength 2	20	+2 Defense

Chain Gloves	Strength 4	30	+3 Defense
Light Gauntlets	Strength 6	50	+4 Defense, +1 Damage Threshold
Gauntlets	Strength 8	70	+5 Defense, +2 Damage Threshold
Archer's Bracers	Strength 3, Dexterity 5	130	+2 Defense, +1 Damage Threshold, Bonus Damage (Bow 1), Restricted Archetype (Archer)
Cavalier Gauntlets	Strength 10	90	+5 Defense, +2 Damage Threshold, Threatened Protection +2, Restricted Archetype (Warrior)
Thief Gloves	Strength 3, Dexterity 3	25	+1 Defense, +3 Stealing, Restricted Archetype (Archer)
Assassin Gauntlets	Strength 6, Dexterity 6	130	+3 Defense, Bonus Damage (Unarmed, Martial Arts Weapon), Restricted Archetype (Martial Artist)

Helmet

It is important to protect your head and face in battle. Helmets give you a substantial bonus to your damage threshold, preventing foes from getting lucky wounds off on you. A huge variety of specialist helmets exist, from rage-inducing assault helmets for barbarians to magical masks that enhance spell-casting abilities all the way to crowns and circlet that protect against magic. Helmets take 2 inventory slots.

Helmet Type	Requirements	Cost	Traits
Cap	Strength 1	10	+1 Damage Threshold
Skull Cap	Strength 2	20	+3 Damage Threshold
Helm	Strength 4	45	+4 Damage Threshold, Threatened Protection +1, Restricted Vision -1
Full Helm	Strength 6	85	+8 Damage Threshold, Threatened Protection +2, Restricted Vision -3
Great Helmet	Strength 10	195	+15 Damage Threshold, Threatened Protection +3, Restricted Vision -5
Fanged Helm	Strength 5, Vitality 3	105	+3 Damage Threshold, Feral 5, Restricted Class (Barbarian)
Horned Helm	Strength 7, Vitality 4	300	+6 Damage Threshold, Feral 10, Restricted Vision -2, Restricted Class (Barbarian)
Assault Helmet	Strength 10, Vitality 5	460	+9 Damage Threshold, Feral 15, Restricted Vision -3, Restricted Class (Barbarian)
Bone Helm	Strength 3, Willpower 4	110	+2 Damage Threshold, +1 Mastery (Necromancer, Demonomancy), Restricted Vision -2
Mystic Mask	Strength 3, Willpower 4	110	+2 Damage Threshold, +1 Mastery (Witch Doctor, Holy, Mage), Restricted Vision -2
Shaman Mask	Strength 3, Willpower 4	110	+2 Damage Threshold, +1 Mastery (Druid), Restricted Vision -2
Armored Crown	Strength 6	60	+2 Damage Threshold, +2 Damage Resistance, Bonus Skills (+2 Persuasion), Restricted Vision -2
Circlet	Willpower 5	50	+5 Elemental Resistance

CASTER MASTERY ITEMS

Many weapons and armors contain an item trait known as mastery. Masteries are traits that improve the abilities of different casters. Items with masteries will list what categories of classes or archetype they relate to, and how many masteries they possess. For example, an item with Mastery: Necromancy 2 will have two masteries from the necromancy column. If the mastery item is in hand or worn, it provides the bonus.

Every class-type of mastery can have between multiple different types of masteries. For example, a witch doctor class mastery can have between Death Magic, Animism, Voodoo, and Divine Spell. Usually, when rolling a magic item for a town or a treasure horde, you will randomly determine what mastery the weapon has. If a weapon has multiple masteries, roll as many times as there is mastery points. You can have a weapon with multiple masteries in a single type. For example, on a Mastery: Witch Doctor 2 weapon, you can have a weapon with either 2 mastery points in Death Magic or 1 mastery in Death Magic and 1 in Voodoo, for example. The effects of mastery stack with multiple items and multiple points of mastery.

If you have a weapon with multiple different class masteries, you must choose one category for all the masteries available in it. For example, the ceremonial knife can have masteries for either Cultists or Witch Doctors. That single weapon cannot be split between Cultist and Witch Doctor masteries, it must be dedicated to one single category.

MASTERY CATEGORIES

These are the mastery categories found on weapons and armor. Included with them is the dice roll to roll for each mastery point they possess, to see where their masteries are at.

CULTIST

Fire Spell Mastery: 1-3
Cold Spell Mastery: 4-6
Lightning Spell Mastery: 7-9
Demonomancy Spell Mastery: 10-20

DRUID

Elemental Power Mastery: 1-6
Summoning Mastery: 7-12
Shape Changing Mastery: 13-18
Divine Spell Mastery: 19-20

HOLY

Healing Mastery: 1-7
Auras Mastery: 8-12
Divine Spell Mastery: 13-20

MAGE

Fire Spell Mastery: 1-4
Cold Spell Mastery: 5-8
Lightning Spell Mastery: 9-12
Arcane Spell Mastery: 13
Blade Magic Mastery: 14-15
Spellcraft Mastery: 16-20

NECROMANCER

Necromancy Mastery: 1-6
Bone Spell Mastery: 7-12
Death Magic Mastery: 13-18
Divine Spell Mastery: 19-20

WITCH DOCTOR

Death Magic Mastery: 1-6
Animism Mastery: 7-12
Voodoo Mastery: 13-18
Divine Spell Mastery: 19-20

MASTERY BENEFITS

This section includes the different caster mastery types, and how those masteries effect the user's spells. You must have the abilities attached to the mastery for the item to have any effect.

Animism Mastery: This mastery boosts the Creature Powers Talents of Witch Doctor. When you have 1 or more points of animism mastery, roll a d20 after using a creature power. If the result is equal or less than your Animism Master x3, you do not use up the animal reagent when using spell.

Arcane Spell Mastery: This mastery boosts the Arcane Magic Talents of the Wizard class, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Aura Mastery: This mastery boosts the Holy Auras Talents for the paladin, crusader, or hierophant, as well as the Mantras of the monk. Your auras or mantras extend 2 additional squares per aura mastery.

Blade Magic Mastery: This mastery boosts the Blade Magic Talents of the Warrior Mage class, giving them +1 accuracy and damage per mastery for every point of spell surge spent on a blade magic attack.

Bone Spell Mastery: This mastery boosts the Bone Magic Talents of the Necromancer, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Cold Spell Mastery: This mastery boosts the Cold Talents of the Mage archetype, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Death Spell Mastery: This mastery boosts the Death Magic Talents of the Necromancer and Witch Doctor, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Demonancy Mastery: This mastery effects the following talent Cultist talent trees: Terror, Destruction, Hatred, Suffering, and Corruption. All spells from those talent trees cost 2 less mana per mastery.

Divine Spell Mastery: This mastery boosts the following talent trees: Holy Spells Talents of the paladin and crusader, the Holy and Divination Spells Talents of the Amazon and Rogue, the Divine Magic Talents of the Priest archetype, and the Holy Magic Talents of the Monk. For each mastery, the character counts if they were 1 intelligence higher per mastery for the effects of the spells, and the costs of the spells is reduced by 1.

Elemental Power Mastery: This mastery boosts the Elemental Power Talents of the Druid class, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Fire Spell Mastery: This mastery boosts the Fire Talents of the Mage archetype, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Healing Mastery: This mastery effects the following spells: Heal, Divine Protection, Mass Heal, Mass Divine Protection, Greater Heal. For each mastery, those spells cost 1 less mana, give +3 protection (if they give protection), and heal +5 hit points (if they restore hit points).

Necromancy Mastery: This mastery effects the minions of the Necromancer class, giving them +1 bonus level per mastery.

Lightning Spell Mastery: This mastery boosts the Lightning Talents of the Mage archetype, letting them count as if they were 1 intelligence higher per mastery for the effects of the spells.

Shape Changing Mastery: This mastery boosts the alternate forms of the Shape Changing Talents of the druid class. For every Shape Changing Mastery you possess, you gain +2 damage with shape changed attacks and +2 damage resistance while shape changed.

Spellcraft Mastery: This mastery effects the following talent Mage talent trees: Conjuration and Enchantment of Sorcerers and Wizards, and Defense Spells of Warrior Mages. All spells from those talent trees cost 2 less mana per mastery.

Summoning Mastery: This mastery effects the minions of the Druid class, giving them +1 bonus level per mastery.

Voodoo Mastery: This mastery effects the minions of the Witch Doctor class, giving them +1 bonus level per mastery.

POTIONS AND BOMBS

Alchemical solutions such as potions and bombs are common items for adventuring characters. A well-timed healing potion has saved countless adventurers from certain death in battle. Potions are purchased from alchemists in towns, found amongst treasure hordes, or created by characters with the alchemist job.

Potions are usually kept for emergency situations and are commonly placed on a character's belt so they can be quickly accessed in battle. A single potion or bomb takes up 0.5 inventory slots. Potions can be drunk as a move action that does not provoke an opportunity attack. Bombs can be thrown as a weapon as a standard action. If the item is on a belt, it only takes a minor action to draw into your hand. If they are in storage, they take a full-round action.

There are several types of potions and bombs, with varying levels of effect.

HEALING POTIONS

The crimson red healing potions are the most common and important type of potion. Healing potions restore a small amount of hit points instantly, and then heal additional hit points for the next few rounds. Healing potions spend a healing threshold when drunk. If you do not have a healing threshold when you drink the potion, you gain half as much healing, from both the initial amount and the healing over time.

You can drink a healing potion while you are still regaining hit points from the ongoing heal of another potion. You spend a healing threshold for the second potion and gain the initial healing. The ongoing heal of the second potion is not cumulative with the healing of the first potion, it either refreshes the duration (if the same potion tier), replaces the duration and healing every round (if second potion is superior), or the healing drops to the second potion's value after the first potion

ends (if second potion is inferior). This assumes the potions are drunk on consecutive rounds; multiple potions drunk on the same round simply use the ongoing healing of the best healing potion.

Healing Potion	Gold Cost	Hit Point Recovery	Smallest Town Size Available
Minor Healing Potion	20 gold	20 hit points, +15 for 2 rounds	Village
Light Healing Potion	50 gold	40 hit points, +30 for 2 rounds	Town
Healing Potion	100 gold	60 hit points, +40 for 2 rounds	Town
Greater Healing Potion	500 gold	80 hit points, +50 for 2 rounds	City
Super Healing Potion	1,000 gold	100 hit points, +60 for 2 rounds	City

MANA POTIONS

Azure blue mana potions are vital for sorcerers and other battle mages to replenish their mana reservoirs in combat. They function in much the same way as a healing potion, but they recover mana points instead. They do not require healing threshold, but do cause light headedness, causing the drinker to gain Skilled Drain (I) and Spell Drain (I) until the end of the encounter, stacking for each mana potion drank.

Mana Potion	Gold Cost	Mana Point Recovery	Smallest Town Size Available
Minor Mana Potion	20 gold	20 mana points, +15 for 2 rounds	Village
Light Mana Potion	50 gold	40 mana points, +30 for 2 rounds	Town
Mana Potion	100 gold	60 mana points, +40 for 2 rounds	Town
Greater Mana Potion	500 gold	80 mana points, +50 for 2 rounds	City
Super Mana Potion	1,000 gold	100 mana points, +60 for 2 rounds	City

REJUVENATION POTIONS

The violet rejuvenation potions are rare and valuable. When consumed, they instantly restore a large amount of both hit points and mana points, with limited side effects but no ongoing recovery. Rejuvenation potions do not require a healing threshold and give no ongoing penalties when drank. However, you can only benefit from 1 rejuvenation potion every 5 minutes. Others used in that time are wasted.

Rejuvenation Potions	Gold Cost	Hit and Mana Point Recovery	Smallest Town Size Available
Rejuvenation Potion	1,000 gold	60 hit points and 60 mana points	City
Full Rejuvenation Potion	5,000 gold	150 hit points and 150 mana points	Metropolis

CURE POTIONS

These specialty potions are used situationally to cure the user from adverse conditions. They do not use healing thresholds, and do not restore hit points or mana points. You can only benefit from one type of cure potion at a time. A second cure potion of a different type ends the effects of the first. They are used gathered to counter certain foes. For example, those going into poisoned marshes often stock up on antidote potions. Most cure potions have both an immediate and ongoing effect.

Cure Potion	Gold Cost	Effect	Smallest Town Size Available
Antidote Potion	100 gold	Removes all poison effects on character, gives immunity to poison damage for 5 rounds, auto succeeds Resist Poison checks for 5 rounds	Town
Thawing Potion	100 gold	Removes the Frozen or Chilled conditions. Immunity to the Frozen and Chilled conditions for 3 rounds; +10 cold resistance for 3 rounds	Town
Stamina Potion	100 gold	Restores 1 lost healing threshold and removes 1 exhaustion; +10 to Resist Fatigue checks for 10 minutes	Town

BOMBS

Bombs are expendable weapons, rather than ingested beneficial tonics. They are thrown as a standard action, with an accuracy of Prowess + 1/3 instinct + weapon core attribute. They can target enemies within 10 squares without penalty or can attack up to 20 squares away with a -5 accuracy penalty. Bombs are destroyed when they are used.

Bombs come in two common varieties, fire bombs and poison bombs. Fire bombs cause a damaging explosion of flame in a small area, dealing half damage on a missed attack. Poison bombs poison all targets whose toughness they hit, effecting an even larger area. There are multiple levels of each type of bomb, with more powerful versions being more expensive.

Fire Bombs	Gold Cost	Effect	Smallest Town Size Available
Fulminating Potion	50 gold	40 fire damage, Burst (1)	Town
Exploding Potion	50 gold	50 fire damage, Burst (2)	City
Oil Potion	700 gold	60 fire damage, Burst (3), on hitting defense and toughness, target gains Ongoing Damage (20, Fire)	City

Poison Bombs	Gold Cost	Effect	Smallest Town Size Available
Strangling Gas Potion	50 gold	8 poison damage for 5 rounds, Burst (2)	Town
Choking Gas Potion	300 gold	15 poison damage for 5 rounds, Burst (3)	City
Rancid Gas Potion	700 gold	24 poison damage for 5 rounds, Burst (4)	City

GENERAL GEAR

General gear is the miscellaneous items that might come in handy during your adventures. Everything from torches, to traps, to rope and wagons, these items help you fulfill various needs on your adventuring trips.

Chain

Base Cost: 100 gold

Inventory Slots: 4

This line of heavy chain links comes in 5 square lengths (25 feet or 7 meters). It can support up to 2 tons without snapping and requires a DC 30 pushing check to break. Only one strength check can be attempted when bound. Chain requires a DC 5 climbing check to climb.

Crate

Base Cost: 20 gold

Inventory Slots: 20

This large wooden box can hold a large amount of items within it. The crate contains 20 inventory slots but must be carried with both hands unless you have a strength of 10 or higher. Carrying a crate is cumbersome, and you are flat-footed while carrying it. You also suffer a -8 initiative penalty if you start an encounter carrying a crate.

Fanciful Clothing

Base Cost: 500 gold

Inventory Slots: 2

Fanciful clothing is meant wherever formal attire is required. This clothing is meant to make a positive impression and make the wearer look classy and sophisticated. It helps people fit in with higher society. Fanciful clothing is usually fitted to the individual. It is not meant for dangerous circumstances or harder labor. Fanciful clothing can be necessary if an adventurer needs to fit into a high society event.

Grapple Hook

Base Cost: 80 gold

Inventory Slots: 1

A grapple hook is a simple hook that is attached to a rope or chain and thrown to a target location to create an anchor. Using a grappling hook either involves setting it up in place or throwing it to where it needs to go to get it to stick in place. Throwing a grapple hook to get it set in place involves an acrobatics check, with a DC of 3x the number of squares away the target is. Doing so is a full-round action. If you make the DC, you make a successful anchor and can now climb the attached cord. Otherwise, you can spend a full-round action to pull the hook back and prepare to try again.

Healing Kit

Base Cost: 25 gold

Inventory Slots: 1

The basic healing kit has scissors, scalpels, thread, and cloth. It is the bare minimum needed to treat a bleeding wound. You can use a healing kit with the medicine skill to perform first aid on an adjacent ally as a standard action. You heal a number of hit points equal to double your medicine check result.

You can also use a healing kit to remove crippling wounds. For every 10 points you get on your medicine check, you remove 1 crippling wound point. Use of a healing kit expends the kit.

Lantern

Base Cost: 40 gold

Inventory Slots: 2

The lantern is an ornament carried in one hand or mounted. Filled with a combustible oil placed within a metal framework, it provides light in every direction while burning through material very slowly. A lantern creates 3 squares of light in every direction and will last 5 days without needing to be refilled. Refilling the oil in a lantern costs 10 gold. Lighting or dousing the lantern is a standard action.

Thieves' Tools

Base Cost: 10 gold

Inventory Slots: 1

Thieves' tools are a compact package used for disarming traps and picking locks. Either one requires use of the Stealing skill, and require thieves' tools to perform. Easy locks and traps are removed with a DC 15, average with a DC 20, hard with a DC 25, and very hard with a DC 30. Most of these checks take 3 rounds. Failing a check by 5 or more sets off the trap, if applicable. Failing by 10 or more destroys the thieves' tools.

Manacles

Base Cost: 40 gold

Inventory Slots: 1

Manacles are chain cuffs that are used to bind the hands and arms of captured enemies so they do not fight back or flee. They can be applied to someone who is helpless or stunned as a full-round action. Once applied, the target cannot use their arms. They can be broken by a DC 30 pushing that can only be attempted once. Otherwise, if an individual gets access to thieves' tools, they can make a DC 25 stealing check at disadvantage to pick the lock. As before, this can only be attempted once.

Musical Instruments

Base Cost: 100 gold

Inventory Slots: 4

Musical instruments come in all forms, including brass, woodwind, percussion, and strings. Musically inclined heroes will sometimes carry them to make money on the road. In town, a character can make a DC 15 persuasion check with a music instrument to produce money, gaining gold equal to double their overages. A superior musical instrument can be purchased for 1,000 credits. It gives +5 to persuasion checks to perform.

Rope

Base Cost: 25 gold

Inventory Slots: 4

This line of hemp rope comes in 10 square lengths (50 feet or 15 meters). It can hold up to 600 pounds without snapping and requires a DC 25 pushing check to break. Only one check can be attempted when bound. This rope can be knotted to make it easy to climb. It requires a DC 10 climbing check to climbing normal, or just a 5 when knotted.

Sack**Base Cost:** 5 gold**Inventory Slots:** 2 (when empty)

This is a large cloth sack that can be folded up in a small form, then opened to carry many items. A sack can carry up to 12 inventory slots worth of items and can be carried in one-hand. If you start an encounter carrying a sack, you suffer a -4 initiative penalty. The sack does not have any special organization; it is just a sack. Therefore, there is nothing protecting fragile components within the sack.

Small Clock**Base Cost:** 120 gold**Inventory Slots:** 1

The small clock is a portable clock about the size of a shoe. It does a solid job keeping time within the local time span for Sanctuary. It does not work with time zones, requiring manually winding the hands forward or backwards. Alternatively, a small clock can be a pocket watch instead, costing 500 gold but having no weight and taking no inventory slots, able to be drawn, checked, and replaced as a single minor action.

Spyglass**Base Cost:** 40 gold**Inventory Slots:** 1

The cylindrical spy glass is a tool for viewing the horizon, watching out for enemies approaching from a distance. They are often used on nautical ships, where they are exceptionally good out on the open sea, watching for other boats on the horizon. Using a spyglass is a full-round action in which you determine a 90-degree arc that you are looking out towards. You gain +30 to your visual perception checks to notice anything in your arc that is long range or further from you. However, you suffer -20 on your perception check to notice anything that is within medium range of you.

Torch**Base Cost:** 2 gold**Inventory Slots:** 1

The humble torch is a just a shaft of wood with an end covered in parchment covered it combustible fluid. When lit, it provides bright light within 3 squares. Lighting or dousing a torch is a standard action. A torch has enough material to burn for about 30 minutes. Afterwards, it is a burnt and unusable piece of wood.

SPECIAL SUPPLIES

Certain special supplies are purchased just for their use in different class or job features.

Item	Gold Cost	Settlement Size	Purpose
Parts	25	Village	Assassin Traps Demon Hunter Gadgets
Collected Ingredients	10	Village	Alchemy
Arcane Dust	20	Town	Enchantment, Rituals
Veiled Crystal	250	City	Enchantment, Rituals
Death's Breath	5,000	Metropolis	Enchantment, Rituals
Pure Arcana	100,000	Metropolis	Enchantment, Rituals

FOOD AND SERVICES

Food and services are not permanent items; they are additional fees that the players will need to live and make their way through society. Whether it is eating, paying for a room at any inn, professional services, or illegal services, the players will have all sorts of upkeep to deal with on their adventures. What is listed here is the base cost for these services. Frequently, you can pay ½ as much for low quality food or services, or 10x as much for high quality food and services.

Food and Drinks

Food includes food and drink, alcohol, traveling rations, and full meals. Package food and drinks take up 1 inventory slot and weight 0.5 pound.

- Full Meal: 5 gold
- Basic Food: 3 gold
- Alcohol: 2 gold
- Water: 1 gold

Room and Board

A stay at an inn or hotel generally costs 10 gold a night per person, +5 per horse stabled.

Transportation

Transportation carries people across long distances that are too far for walking. Transportation is based on the time the journey takes and is charged per individual transported.

- Hours: 10 gold
- Days: 50 gold
- Weeks: 500 gold
- Month: 3,000 gold

Likewise, transportation costs can also be used for shipping merchandise across distances. Shipping costs are only 1/100 the cost of normal transportation (minimum 1) but are charged per 10 inventory slots of merchandise shipped. So, shipping something that is 50 inventory slots to somewhere weeks away would cost 250 gold (5,000/100, x5). The cost is tripled if you need the item smuggled past authorities.

Banking and Long-Term Storage

Different banks and storage facilities can hold items for a player over a long period of time. Generally, for each day of storage, a storage facility costs 2 gold + 1 gold per inventory slot of items stored at the location. Thus, holding 8 slots of items at a bank would cost 10 gold a day. The recipient is expected to pay out when they want to withdraw the items.

Professional Services

Professionals offer paid services to heroes that need their help. Their cost is generally based on how much time is needed. The GM might require a certain level of service to be required for a task, such as a high-quality artist or at least normal quality doctor. Professionals are charged per hour of labor, both with the players present and when they are working on the players behalf when not present.

- Healer: 100 gold
- Lawyer: 1,000 gold
- Scholar: 200 gold
- Artists: 50 gold
- Messenger: 100 gold
- Sorcerer: 1,000 gold
- Entertainment (theater, concert performance): 25 gold
- Prostitute: 200 gold
- Use of a Crafting Facility 100 per day

Criminal Services

Criminal services are used to gain access to products that are either illegal or shunned in society. Criminal services are paid for each instance of the service being provided.

- 1 pound of illegal substances, such as narcotics or demonic paraphernalia: 300 gold
- Forged identification, license, or invitation: 2,000 gold
- Bribery (common official): 100 gold -Bribery (esteemed official): 10,000 gold
- Access to smuggled goods: 100 gold (and the goods are usually 50% more expensive)
- Purchasing a slave: 500 gold



GEMS AND SOCKETED ITEMS

An additional layer of gear customization is socketed items. These items were designed with emplacements in which you can add special gems. Gems provide a statistical bonus based on what type of item they are placed within, and the type and quality of the gem.

You cannot generally add sockets to items. The item must be designed around having sockets. Thus, finding socketed items is generally quite the valuable find, especially if you have a cache of valuable gems.

SOCKETED ITEMS

Four types of items can be socketed: weapons, shield, armor, and helmet. All of these items have a maximum number of sockets they can have, and can possess anywhere between 0 and their maximum value of sockets.

One-Handed Weapons: Maximum of 3 Sockets

Two-Handed Weapons: Maximum of 4 Sockets

Shields: Maximum of 3 Sockets

Armor: Maximum of 3 Sockets

Helmets: Maximum of 1 Sockets

Items with gem sockets are more expensive than normal items. This price is a modifier on the total cost of the weapon, and is based on the item type, number of sockets, and tier of the item.

Item Type	1 Socket Cost	2 Sockets Cost	3 Sockets Cost	4 Sockets Cost
Tier 1 One-Handed Weapon	+150	+300	+1,000	NA
Tier 2 One-Handed Weapon	+3,000	+6,000	+10,000	NA
Tier 3 One-Handed Weapon	+50,000	+75,000	+120,000	NA
Tier 1 Two-Handed Weapon	+150	+300	+1,000	+2,500
Tier 2 Two-Handed Weapon	+3,000	+6,000	+10,000	+25,000
Tier 3 Two-Handed Weapon	+50,000	+75,000	+120,000	+250,000
Tier 1 Shield	+150	+300	+1,000	NA
Tier 2 Shield	+3,000	+6,000	+10,000	NA
Tier 3 Shield	+50,000	+75,000	+120,000	NA
Tier 1 Armor	+1,000	+2,000	+3,000	NA
Tier 2 Armor	+10,000	+20,000	+30,000	NA
Tier 3 Armor	+100,000	+200,000	+300,000	NA
Helmet	+10,000	NA	NA	NA

Once you acquire a socketed item, you can spend 1 hour to place one or more gems within a socket. Once the gem is placed in the socket, it cannot be replaced, except by the services of a jeweler (see below). You do not need to fill all the gem slots at the same time, you can fill some sockets and leave others for when you find the ideal gem.

GEMS

Gems contain magical power that they can imbue in objects once they are placed in the appropriate socket. Gems come in six different types of stones, amethysts, diamonds, emeralds, rubies, sapphires, and topazes. Each gem type offers a different benefit depending on whether they are placed within a weapon, shield, armor, or helmet. All gems also have between 8 qualities levels, the higher the quality of the gem and the more powerful the benefit is.

Gems are generally found in treasure hordes, not giving the players much agency in what gems they gain. Thus, gems are usually hoarded over time and saved for the exact right item. However, lower quality gems can sometimes be purchased in larger cities, giving you more control over your gem collection. These same cities often have jewelry services, allowing you to combine gems into higher quality versions, or remove gems that have been already socketed into items.

See the following table for the availability of gems and jewelers in cities. All six gem types have the same overall value and availability; their exact cost is determined by gem quality rather than type.

Gem Quality	Gold Value	Town-types Purchasable	Town-types Sellable	Town-types that can do Jeweler Upgrades
Chipped Gem	100	Town, City, Metropolis	Village, Town, City, Metropolis	City, Metropolis
Flawed Gem	250	Town, City, Metropolis	Village, Town, City, Metropolis	City, Metropolis
Regular Gem	1,000	City, Metropolis	Town, City, Metropolis	City, Metropolis
Flawless Gem	5,000	City, Metropolis	Town, City, Metropolis	City, Metropolis
Square Gem	10,000	Metropolis	City, Metropolis	Metropolis
Star Gem	25,000	Metropolis	City, Metropolis	Metropolis
Imperial Gem	50,000	NA	Metropolis	Metropolis
Royal Gem	100,000	NA	Metropolis	Metropolis

You have a great deal of customization for your character by socketing your gear with gems. Many of the bonuses for gems are quite small, even for powerful gems, but combining them together you can give great benefits to your character. You combine all of the bonuses of all of the gems you have equipped.

For example, imagine you have four gem slots: 2 weapon slots, 2 armor slots, and 1 shield slot. Upon filling your sockets, you place a regular and flawed ruby in your weapon, a regular amethyst and a flawed ruby, in your armor, and a flawed sapphire in your shield. The result would give you +20 fire damage with your weapon, +3 damage threshold, +6 maximum hit points, and +6 cold resistance.

You can do some great customization for your character by combining gems into different sockets in unique combinations. See to the following tables for the effects of all the gems.

Amethysts

Gem	Weapon	Shield	Armor	Helmet
Chipped Amethyst	Restore 1 life on hit	Threatened Protection (+1)	+2 damage threshold	+10 Max Hit Points
Flawed Amethyst	Restore 2 life on hit	Threatened Protection (+2)	+4 damage threshold	+20 Max Hit Points
Regular Amethyst	Restore 3 life on hit	Threatened Protection (+3)	+6 damage threshold	+20 Max Hit Points, +1 vitality
Flawless Amethyst	Restore 4 life on hit	Threatened Protection (+4)	+8 damage threshold	+30 Max Hit Points, +1 vitality
Square Amethyst	Restore 5 life on hit	Threatened Protection (+5)	+10 damage threshold	+30 Max Hit Points, +2 vitality
Star Amethyst	Restore 6 life on hit	Threatened Protection (+6)	+12 damage threshold	+40 Max Hit Points, +2 vitality
Imperial Amethyst	Restore 7 life on hit	Threatened Protection (+7)	+14 damage threshold	+40 Max Hit Points, +3 vitality
Royal Amethyst	Restore 8 life on hit	Threatened Protection (+8)	+16 damage threshold	+50 Max Hit Points, +3 vitality

Diamonds

Gem	Weapon	Shield	Armor	Helmet
Chipped Diamond	Undead Bane (+3)	Elemental Resistance +1	+1 damage resistance	+1 attack and spell accuracy
Flawed Diamond	Undead Bane (+6)	Elemental Resistance +2	+2 damage resistance	+2 attack and spell accuracy
Regular Diamond	Undead Bane (+9)	Elemental Resistance +3	+3 damage resistance	+2 attack and spell accuracy, +1 instinct
Flawless Diamond	Undead Bane (+12)	Elemental Resistance +4	+4 damage resistance	+3 attack and spell accuracy, +1 instinct
Square Diamond	Undead Bane (+15)	Elemental Resistance +5	+5 damage resistance	+3 attack and spell accuracy, +2 instinct
Star Diamond	Undead Bane (+18)	Elemental Resistance +6	+6 damage resistance	+4 attack and spell accuracy, +2 instinct
Imperial Diamond	Undead Bane (+21)	Elemental Resistance +7	+7 damage resistance	+4 attack and spell accuracy, +3 instinct
Royal Diamond	Undead Bane (+24)	Elemental Resistance +8	+8 damage resistance	+5 attack and spell accuracy, +3 instinct

Emeralds

Gem	Weapon	Shield	Armor	Helmet
Chipped Emerald	2 poison damage over 3 rounds	+1 Resist Poison Skill	Reduce defense penalty by 1	+1 defense
Flawed Emerald	4 poison damage over 3 rounds	+2 Resist Poison Skill	Reduce defense penalty by 1, reduce move speed penalty by 1	+2 defense
Regular Emerald	6 poison damage over 3 rounds	+3 Resist Poison Skill	Reduce defense penalty by 2, reduce move speed penalty by 1	+2 defense, +1 dexterity
Flawless Emerald	8 poison damage over 3 rounds	+4 Resist Poison Skill	Reduce defense penalty by 2, reduce move speed penalty by 2	+3 defense, +1 dexterity
Square Emerald	10 poison damage over 3 rounds	+5 Resist Poison Skill	Reduce defense penalty by 3, reduce move speed penalty by 2	+3 defense, +2 dexterity
Star Emerald	12 poison damage over 3 rounds	+6 Resist Poison Skill	Reduce defense penalty by 3, reduce move speed penalty by 3	+4 defense, +2 dexterity
Imperial Emerald	14 poison damage over 3 rounds	+7 Resist Poison Skill	Reduce defense penalty by 4, reduce move speed penalty by 3	+4 defense, +3 dexterity
Royal Emerald	16 poison damage over 3 rounds	+8 Resist Poison Skill	Reduce defense penalty by 4, reduce move speed penalty by 4	+5 defense, +3 dexterity

Rubies

Gem	Weapon	Shield	Armor	Helmet
Chipped Ruby	4 fire damage on hit	Fire Resistance +3	+3 Max Hit Points	+3 weapon damage
Flawed Ruby	8 fire damage on hit	Fire Resistance +6	+6 Max Hit Points	+6 weapon damage
Regular Ruby	12 fire damage on hit	Fire Resistance +9	+9 Max Hit Points	+6 weapon damage, +1 strength
Flawless Ruby	16 fire damage on hit	Fire Resistance +12	+12 Max Hit Points	+9 weapon damage, +1 strength
Square Ruby	20 fire damage on hit	Fire Resistance +15	+15 Max Hit Points	+9 weapon damage, +2 strength
Star Ruby	24 fire damage on hit	Fire Resistance +18	+18 Max Hit Points	+12 weapon damage, +2 strength
Imperial Ruby	28 fire damage on hit	Fire Resistance +21	+21 Max Hit Points	+12 weapon damage, +3 strength
Royal Ruby	32 fire damage on hit	Fire Resistance +24	+24 Max Hit Points	+15 weapon damage, +3 strength

Sapphires

Gem	Weapon	Shield	Armor	Helmet
Chipped Sapphire	4 cold damage on hit	Cold Resistance +3	+3 Max Mana	+2 spell damage
Flawed Sapphire	8 cold damage on hit	Cold Resistance +6	+6 Max Mana	+4 spell damage
Regular Sapphire	12 cold damage on hit	Cold Resistance +9	+9 Max Mana	+4 spell damage, +1 willpower
Flawless Sapphire	16 cold damage on hit	Cold Resistance +12	+12 Max Mana	+6 spell damage, +1 willpower
Square Sapphire	20 cold damage on hit	Cold Resistance +15	+15 Max Mana	+6 spell damage, +2 willpower
Star Sapphire	24 cold damage on hit	Cold Resistance +18	+18 Max Mana	+8 spell damage, +2 willpower
Imperial Sapphire	28 cold damage on hit	Cold Resistance +21	+21 Max Mana	+8 spell damage, +3 willpower
Royal Sapphire	32 cold damage on hit	Cold Resistance +24	+24 Max Mana	+10 spell damage, +3 willpower

Topazes

Gem	Weapon	Shield	Armor	Helmet
Chipped Topaz	4 lightning damage on hit	Lightning Resistance +3	+5% gold find	-1 spell mana cost
Flawed Topaz	8 lightning damage on hit	Lightning Resistance +6	+10% gold find	-2 spell mana cost
Regular Topaz	12 lightning damage on hit	Lightning Resistance +9	+15% gold find	-2 spell mana cost, +1 intelligence
Flawless Topaz	16 lightning damage on hit	Lightning Resistance +12	+20% gold find	-3 spell mana cost, +1 intelligence
Square Topaz	20 lightning damage on hit	Lightning Resistance +15	+25% gold find	-3 spell mana cost, +2 intelligence
Star Topaz	24 lightning damage on hit	Lightning Resistance +18	+30% gold find	-4 spell mana cost, +2 intelligence
Imperial Topaz	28 lightning damage on hit	Lightning Resistance +21	+35% gold find	-4 spell mana cost, +3 intelligence
Royal Topaz	32 lightning damage on hit	Lightning Resistance +24	+40% gold find	-5 spell mana cost, +3 intelligence

JEWELERS

Jewelers can help characters with managing their gems. They offer two very important services: combining gems and removing gems. Jewelers can be found in cities and metropolises. However, it takes the more skilled jewelers of a metropolis to create or remove square, star, imperial or ruby gems.

The most common service of a jeweler is to combine three identical gems to create a single gem of one higher quality. The gems combined must be of the exact same type and quality. For example, you can combine three chipped gems to create one flawed gem. This valuable service allows you to condense numerous, lower quality gems into ones more befitting your power level. In addition to costing three identical gems, this service also has a fee based on the gem being crafted.

Because imperial and royal gems are not found for sale, combining gems is the only way to gain them without simply finding them.

Meanwhile, jewelers can remove gems that were already socketed inside weapons and armor. This allows you to reuse a gem from out-of-date equipment and use it for new equipment or have a jeweler combine it for even better gems. This service has a cost based on the quality of the gem being removed.

Gem quality	Cost to Combine	Time to Combine	Cost to Remove	Time to Remove
Chipped Gem	NA	NA	10	10 minutes
Flawed Gem	75	4 hours	25	30 minutes
Regular Gem	250	8 hours	100	1 hour
Flawless Gem	1,000	16 hours	500	2 hours
Square Gem	2,500	24 hours	1,000	4 hours
Star Gem	5,000	48 hours	2,500	8 hours
Imperial Gem	15,000	72 hours	5,000	16 hours
Royal Gem	25,000	96 hours	10,000	24 hours