



wardlings™

Campaign Guide



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Illustrations by Jacqui Davis & Sabrina Pugnale



wardlings™

Campaign Guide

Credits Page

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From WizKids


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Table of Contents

CHAPTER 1:

INTRODUCTION TO WARDLINGS	4
Dexmya's Gifts	4
A Magical History of Brief Time	7
Wardlings and 5th Edition Content	11
The Game Master Is Your Storyteller	12
Playing the Game	12

CHAPTER 2:

CHARACTER CREATION	14
Blank Character Sheet	15

CHAPTER 3:

THE FACES OF NE'OOOR	22
Racial Traits	23
Human	23
Finfolk	25
Midbari	26
Snowcap	28
Squatch	30

CHAPTER 4:

NEW HEROES	32
Barbarian	33
Bard	35
Cleric	36
Druid	38
Fighter	44
Ranger	46
Rogue	48
Wizard	49

CHAPTER 5:

BACKGROUNDS	52
--------------------------	-----------

CHAPTER 6:

EQUIPMENT	62
Armor	63
Weapons	64
Tools	68
Starting Class and Race Equipment Packages	70

CHAPTER 7:

MAGIC & FAMILIARS	72
Familiar Abilities	72
Familiar Types	74
Oor	77
Wardling Abilities and Spending Oor	77
Spells	78
Spell Slots	78
New Spells	79

CHAPTER 8:

LOCATIONS	84
Dragonsmouth Bay	84
Dryloch	87
Farrowwind Farm	89
Icehelm	89
Kilaui	91
Pinecrest	92
River's Hollow	96
Saltwick	98
Silverbank	100
Wildwood	101

CHAPTER 9: TROUBLE

AT FARROWWIND FARM	104
---------------------------------	------------

CHAPTER 10:

BEASTS, MONSTERS, AND OTHER CREATURES OF OR'MYA	124
--	------------

OPEN GAMING LICENSE	152
----------------------------------	------------

APPENDIX A:

PRE-GENERATED CHARACTERS	154
---------------------------------------	------------

APPENDIX B: COMBAT	162
---------------------------------	------------

INDEX	172
--------------------	------------



Chapter 1

Introduction to Wardlings

DEXMYA'S GIFTS

Rotating around a white sun in a distant region of the Material Plane, the twin planets of Or'Dex and Or'Mya weave in and around each other in a dance of fluid balance. Created by the twin gods of light and darkness, DexMya, these worlds sprung life unto themselves—life which would bloom under its devotion to its creators.

Or'Dex, the mysterious orb of shadow in the sky over Or'Mya, was unknown and unreachable, but revered as the dark balance to the light that was Or'Mya. Stories spoken between Wardlings from a very young age told of monsters and other threats who escaped DexMya's entrapment, falling through the sky from Or'Dex, only to be met by the heroic bravery of those who defended Or'Mya. Others laughed at the stories, often incorrectly referring to Or'Dex as a moon and nothing more.

On Or'Mya, oceans divide continental islands, accented by smaller dots of land emerging from its blue waters.

The power of the twin gods DexMya—known as Oor—courses through both the land and water of Or'Mya. The largest continent, called Ne'Oor due to its vast sources of Oor—what the native people know as magic—was home to those who worshipped DexMya, and as a result, Ne'Oor flourished. In ancient times, the Mainland of Ne'Oor was completely at peace. Magical beings inhabited the lands of Ne'Oor from the snowy regions of Icehelm to the desert lands of Dryloch and all of the lush forests in between. Gifts from the DexMya, these beings, known as familiars, protected the population of Ne'Oor and watched over them and their simple lives, forming connections with the people through magical bonds that seemed like they could never be broken. Feasts and celebrations to the twin gods brought bountiful harvests, and the small villages thrived. But as time passed on and civilizations grew, the people of Ne'Oor began to have concerns other than their magical lives. The small villages of the past became bustling towns with needs beyond the simplicity of old, replacing personal gardens with large farms and neighborly trade with city marketplaces.



But DexMya became angry. The adults of Or'Mya had taken their gift of Oor for granted, replacing its wonder and power for good and beauty with their own priorities of work and material greed. As a result, DexMya enacted the Great Reawakening, plucking the ability to use their gift away from those who were not children: once the desire for the temptations of adulthood crept into their hearts, their Oor would fade.

The children of Ne'Oor, blessed by the grace of DexMya, became the only inhabitants of the world with a natural ability for magic. Guardians of the only Oor in the land, the children became what the gods called their Wardlings, and the magical beings which once protected everyone now protected only them as bonded familiars. Those who reached the age of 18, taking on the burdens and knowledge of their new responsibilities, became Reawakened and forgot their magic as its importance faded in the new light of adulthood, and their familiars sought new Wardlings to protect. With magic and the care of the world in their hands, these unlikely heroes emerge, ready to face any evils that may threaten Ne'Oor and beyond.

DexMya: Profile of the Gods

Twin gods, most often depicted as sharing one body with two heads and four arms, DexMya are the creators of Oor and gods of balance and nature. Most often worshipped as a whole, they are a genderless being that plucked Oor from their bodies and crafted it into the planets Or'Dex and Or'Mya. From these two spinning orbs, life grew from Oor and Oor grew from life, a natural equilibrium that would give way to beauty and peace if not abused.

Mya, goddess of light and life and creator of flora, is depicted as a young girl with deep bronze skin and braided black hair, encircled by flowers with a water vessel in her left hand and a large vine sprouting crystals in her right. She is represented by the planet Or'Mya.

Dex, god of darkness and shadow and creator of fauna, is depicted as a young boy with pale silver skin and white hair, surrounded by animals with a wolf at his side. He wears a crown of antlers and holds a large egg in his hands. He is represented by the planet Or'Dex.



The majority of the population of Ne'Oor are deists, believing that DexMya created Or'Mya but that the Twin Gods have no control over their existence. Comprised of non-humans and the Reawakened who have forgotten their magic, theirs is a casual worship. They do not pray for nor expect miracles of DexMya, even when dangers threaten the planet.

Wardlings (and many Reawakened who do remember their abilities) have a deeper connection to DexMya, viewing the gods as omnipresent. They believe that the lifeline of Or'Mya, the Oor, is the energy and blood of the gods and that it is their duty to protect it and them, instead of the other way around. This approach to worship places DexMya everywhere and in everything—they are nature and vice versa. In return for their protection, DexMya will continue to grant these Wardlings access to Oor, in a mutually beneficial relationship.

There are some who worship either Dex or Mya separately rather than as a whole. Believing that they each had a part in creating Or'Dex and Or'Mya, these people see the gods as two, not one, and many favor one over the other. There have been quite a few people who have risen to power with selfish intentions, believing that if Mya was removed from her godhood, that darkness would envelop the world and evil would reign.

A MAGICAL HISTORY OF BRIEF TIME

The people of Ne'Oor do not know how long they've been here. Stories of old have certainly been passed down for generations, of which most families can trace back a dozen or so. A few hundred years is a droplet of water in an ocean of time for a land so rich with history, and dilapidated ruins, ancient oaks, and artifacts much older tell a tale of a much longer timeline. Records of the history of Ne'Oor were passed from parent to child and village to village by travelers and bards, but they only go back to about the same point, with the legends from prior days based on shaky storytelling at best. One thing remains constant in every story, no matter the source or village in which it was heard: they all place the Great Reawakening at approximately 250 years ago. Perhaps much of history was forgotten along with the personal stories of those who were Reawakened.

Perhaps those stories were just too difficult to tell. As a result, as historians have pieced information together to compile a common history, it was determined that the start of the "New Age" began at the Great Reawakening, and that would be referred to as year zero. The ancient past of Ne'Oor and beyond are waiting to be unlocked, but nobody has yet found the keys.

First Crusade for Oor

In 4 N.A., a few short years after the Great Reawakening, there was great despair among those who were Reawakened but remembered the powers that they had lost. An army of warriors 5000 strong, including former fighters, rangers, and wizards, banded together to try to reclaim Oor and recapture their former spellcasting abilities. Armed only with common weapons and very few Oor-embedded items to use for spells, they formulated a plan to reap as much Oor as possible from the land by any means for their selfish ends. As a result, the crusade resulted in the slaughter of magical beings across Ne'Oor, forcing the fey to band together with the dragons to defend the land and its creatures. Thousands of humans were killed in the battles that ensued, which lasted 7 years, and dragons wreaked havoc on innocents in villages across the Mainlands, burning their homes to the ground in revenge for the misdeeds of their people.

The elven tribes of the woodland areas sided with the fey, causing a rift between humans and elves that is only now being overcome by both groups. The dwarves, keeping to themselves underground, took advantage of the disorder by building new systems of mining to amass more wealth for future needs and to rebuild the cities that were being destroyed.

At the end of the crusade, very few of the Reawakened survived, and their acquisitions of Oor did not last more than a few months. The fights were for naught, but the ramifications to the once-peaceful continent would last to this day.

The Ice Queen's Pact

Beyond the cloud-laden icy peaks of Icehelm, in the tundra beyond what is known of the north, Frejaxatl the Ice Queen amassed a great hoard of wealth, both in material value and forgotten knowledge. A Purple Dragon, Frejaxatl had been abandoned as a young



wyrmling after her mother, Vanjaxal the Venerable, was defeated in the First Crusade for Oor. Plotting her revenge for nearly 250 years, the Ice Queen mainly keeps to her underground lair, scouting the northern Mainlands occasionally to monitor its growth and change over time. She has allied with a faction of winter fey and other monsters, including icyclops, ogres, frost giants, ice orcs, and others who live beyond Icehelm, commanding their loyalty in return for her protection. Together, they have a pact to defend the north from non-magical creatures and to one day claim recompense for the loss of her mother.

Witnesses to the Ice Queen's few outings south of Icehelm say that she not only has Oor in her blood, a well-known fact about dragons, but that she is of an ancestral line of purple dragons who are able to cast spells with that intrinsic source of power. It is also rumored that her hoard contains pieces of the Ruins of Kalgaard, a mysteriously incomplete and weathered stone circle east of Windloch.

Darkened Faith

In the years following the Great Awakening, many adults began to lose faith in DexMya. During these dark times, Wardlings were forbidden to use Oor, and any seen with a familiar would be punished. In 17 N.A., Donfret Sandragal, a street orator from Saltwick, began standing on an apple crate in the

center of town, calling for the eradication of all magic use among the people of Ne'Oor. Stating that DexMya were evil gods, and that by extension so was the use of Oor, he declared that all citizens should renounce their faith. Soon he had a following of thousands, and his popularity and power grew.

While Wardlings still trained in secret, a mass wave of hysteria against Oor swept Saltwick and reached further into southern Ne'Oor. Donfret founded the Swords of Sandragal, a militant group with ties to the nobility in Saltwick, which began to introduce laws forbidding the practice of magic, prosecute Wardlings and those who supported them, and ban magical creatures from the area. Children were put in traditional schools, watched over by guardsmen who forced them to study trades that would prepare them for adulthood. Those who submitted began to Reawaken at earlier ages, sometimes as young as 10 years old. As a result, the lack of Wardling protection left Saltwick and the surrounding area vulnerable to attack, and several orc raids left the city without any ration stores and in major disrepair.

Two hundred years later, most people again revere DexMya as their gods. Other worship exists, and temples for unknown gods with a few adherents open and close in towns all over the continent, but no proof of these new deities has ever been witnessed on

Or'Mya. All of the laws against magic use in Saltwick have since been overturned, but the Swords of Sandragal still exists as a secret society with its headquarters within the city.

Swindlers & Hoaxes

Right around the turn of the 2nd century N.A., a growing trend in small villages was for swindlers and charlatans to pretend that they somehow received magical abilities back from DexMya. Mainly street magicians with elaborate tricks, these frauds would fool others into thinking they were wizards, concocting fake spell scrolls, potions, and “bottled Oor” to sell to the highest bidders, who all clamored to get a small taste of their Oor back.

Since most buyers saved their purchases until absolutely needed, it was not found out that these magical gifts were false until long after the faux wizards made their way out of town. This could go on for many months in small villages across Ne'Oor, as getting a word of warning to other places was slow and difficult.

After a few years, the last of the true believers in these fakes finally succumbed to the reality that these items were not for adults anymore, or if they were, nobody had the Oor to power them. Still, today, bottles of false potions do occasionally turn up in some curiosity shops.

Icy Invaders from West Icehelm

In late winter of 142 N.A., figures were sighted from the northern marches of the great forest of Freewood, crossing over Summersea, which had months yet to go before its summer thaw. Lookouts from the order of the Elves of Mya alerted those in northern Freewood: their fears had come to pass, and the years of quiet peace in the northern Mainlands was about to come to an end.

Now in a years-long but uneasy balance with humans, the elves only had strained relations with the squatch who shared their forests. Even so, it had been decades since the elves fought anything more than an occasional skirmish, and they were about to find themselves facing some of the most intense and brutal fighters on Or'Mya.

Without much time to prepare, the invasion was at their doorstep: a clan of two dozen ice orcs, led

by seven icyclops, pummeled through the frontline defenses of the Elves of Mya, a society based on worship, not battle.

With fire as their only known defense against the icy raiders, a quick decision had to be made. Arm the archers with fire arrows and risk setting their precious forest alight? Freewood would be doomed if they didn't. A choice had to be made, and the first volley of arrows flew, but with little effect.

Spotting the rustling treetops from their canopy hideout, a troupe of squatch Wardlings sensed the danger and sounded their horns in an emergency call. From the middle of the wood, squatch defenses came to the elves' aid, swinging from tree to tree on a direct path into the fray. The squatch Wardlings displayed acts of bravery and grandeur, shooting magical fire from their hands to dispatch ice worms and then quickly quenching the flames, controlling their Oor in a studied dance of flaming swords and magical charms. Some orcs fell, but most, including the icyclops, retreated back into the snowy camouflage of the tundra.

When the fighting ceased and the last ice orc was driven from Freewood, the Elves of Mya and the squatch Wardlings surveyed the damage. As they moved north towards Summersea, the green forest thinned around them, slowly fading into a barren grove. The signs of the orc raid were unmistakable: tree stumps, slaughtered deer, and dead, burnt wood surrounded them in patchy grass that was fading into snow. This had been lush forest just days ago, so close to where they called home and once shelter to now lost fey. Northern Freewood had been murdered, and it was only then that the elves knew that a reconciliation with the squatch, and likely all humans, was needed for their united survival.

A Mended Past

In 143 N.A., a group of cacklehobs discovered a hidden tunnel leading from a dry well in northern Wildwood. Mischievous by nature, they curiously followed the tunnel to an underground network of goblin dens. The cacklehobs tortured the goblins there, stealing their goods in the night, rearranging their lairs, and performing other harmless pranks, all while their infamous cackling echoed through the maze of tunnels when they hid in the shadows.

The goblins were slowly driven mad, and after a few weeks of torment, gathered for an attack on the fey as a whole. They emerged from the well and stormed Wildwood, setting it ablaze with their torches. Panicked, the Windsong Elves—who lived in dread of fire—began to evacuate Wildwood, following the animals and fey who were hurriedly abandoning their homes.

As smoke rose over the canopy of trees, a troop of Wardling rangers spotted the danger from River's Hollow. Amassing all of the Wardlings into an army of Oor, they encircled the woods and called upon all of their power to bring rains from the sky, lift dirt onto the flames, and heal wounded treants, fey, and forest animals as they found them, bravely entering and then defeating the fires until they were all put out.

Grateful for their impossibly heroic feats, the Windsong Elves saw the Wardlings not as children of the humans they blamed for the First Crusade for Oor, but as defenders of nature. They were here to protect Oor, not to take it. The Windsong Elves made it known to the other clans and the fey that the humans could not possibly be enemies if their children fought so bravely to protect those who were not of their kind. In a grand meeting with the leaders of the elven tribes of Ne'Oor, it was confirmed that now twice in a year's time major catastrophes had been thwarted by Wardlings—humans—to protect elves and nature.

After nearly 140 years, elves and humans began to coexist once again, and although tensions are still high among smaller tribes who can never forgive, they live in relative harmony today.

The Lost Lands Expedition

In 182 N.A., the dwarven clan of Grenthead financially backed a finfolk and human crew to launch a Silverbank-based maritime expedition across the Sa'ari Sea. Believing their ship would be able to make the voyage, the crew embarked on their journey only to be met with a violent storm just beyond two intertwined deserted islands. The ship sank to the bottom of the ocean, leaving the crew to swim for the islands. Sadly, the sea is full of deadly forces itself, and a school of giant sharks attacked the party. Only one of the crew survived the ordeal, a finfolk guide named Limpet Bulbbmug, who was able to swim to

the islands and chart their approximate location. It is only through his survival that this story is known. Since the incident, shipyards in the major cities have been diligently working on new designs, attempting to be the first to claim discovery of a new land. In the meantime, their ships are tested in nearby waters for durability while being used as shipping vessels for trade along the coast.

Second Crusade for Oor

Dryloch's punishing sun can be psychologically devastating to those who live in its unrelenting heat, causing mirages of oases other visions. Such was the case for Urr'gravu Arcside, a midbari Wardling wizard who was on the verge of his Reawakening. He was subjected to visions while searching for water in the dunes. In his fits of madness, he devised a plan to preserve himself if he should die of thirst, lost in the desert. Molding sand with the last of his Oor, he created a phylactery to sustain himself in undeath, finishing it just as his Reawakening occurred, at the height of a summer's day in 196 N.A. As his familiar was whisked away, Urr'gravu ceased to exist and was replaced by Gravu the Great, Lich of the Dunes.

Gravu went on to lead a dark march across Ne'Oor, acquiring an army of minions to do his bidding: collecting magical souls to fuel his phylactery. Requiring these to be full of Oor, fey and Wardlings were his primary targets. Devastation once again swept the continent, and it was once again Wardlings, with the help of the Dragonriders of Dalron—a brigade of elven warriors who ride white dragon younglings to gain an advantage in the air—that Gravu the Great's phylactery was destroyed. The lich was driven back into the desert, where he was left to die, or so it is believed.

The Greenweed Blight

At the turn of the 3rd century N.A., an ecological threat took hold of the eastern shoreline. Greenweed Cove was suddenly filled with a super bloom of seaweed floating at the surface, linked together and trapped by the narrow opening into the Sa'ari Sea. Subject to the harsh sun of the region, the super bloom grew at an astounding rate, invading the homes of the finfolk who lived on the cove banks and inside underwater caves on the shoreline.



After an investigation, it was discovered that two young Wardlings, a finfolk ranger from Coveside and a midbari druid from the Dead Steppes, had met one day when the ranger visited the steppes with his family. Having just discovered their powers, they wanted to build a bridge between the two areas so that they could reach each other more easily. When told that they had to fix what they had created, the small, untrained druid cast the wrong spell, blighting the super bloom with a disease that spread into the Sa'ari sea. While the blight was finally removed, extreme damage was inflicted upon the coral structures of the cove, the marine population, and finfolk habitats. For nearly a decade, the area had a shortage of fish, and it caused a mass migration of tribal finfolk towards inland villages of Ne'Oor, where they began to adapt to Mainlands city culture.

WARDLINGS AND 5TH EDITION CONTENT

The Wardlings Roleplaying Game is a 5th Edition (often referred to as “5e”) compatible roleplaying campaign setting. 5e refers to the current rules system for the “most popular roleplaying game in the world,” which is a tried and true, well-tested set of game mechanics for a consistent and cohesive roleplaying experience. In this book, the world in which the Wardlings exist will be outlined in many ways: the world itself, the main

continent on which your first adventures will take place, descriptions of the people and creatures that live there, and the ways those people interact with each other. This book will also provide new details about how your character can fit into this new setting, with brand new races and class archetypes, as well as a new magic system, all designed to work perfectly in the 5e system.



Throughout this book, the words “5th Edition,” “5e,” and “core rules” will appear when new rules are described, as all of these are meant to be additions to the 5th Edition system that is already in place. Although basic information about 5e game play is in this book, it is recommended that you have access to those original rules and sourcebooks in order to use the many details and character choices available to you. In addition, if you are going to be the Game Master for this game, having those books will give you useful guidelines for running a 5th Edition game, as well as statistics for a large assortment of standard enemies and NPCs to flesh out your adventures.

Conversely, the Wardlings RPG is a great source of new character and enemy choices if you want to use them in another 5e compatible setting that you already play. The beauty of the 5e system is that you may take new information from any compatible setting and drop it into another one for a unique campaign and a

variety of characters to play. This new world is now yours—come play in it!

THE GAME MASTER IS YOUR STORYTELLER

When playing Wardlings, the game will need one of the players to be the Game Master, commonly referred to as the GM. The GM is the storyteller, who describes the scenario, plays all of the non-player characters (NPCs), and makes sure that everyone is playing by the rules. When telling the story, the GM creates or presents an adventure for the players to have their characters explore, and based on those characters' decisions, as well as a few die rolls, the GM determines what will happen in the game. The NPCs that the GM places in the adventure act very much like the player characters, and they may either be put in the story to help you on your quest or to challenge you. It is up to the player characters as a team, most often called the “adventuring party,” to work together to solve problems, figure out what to do, resolve challenges, and fight the bad guys in the GM's adventure.

PLAYING THE GAME

After deciding who will be the GM, the players will start to make their characters. This can be done individually or as a group, and is usually done with at least some guidance from the GM. Each character is their player's persona in the adventure. The rules for making a character can be found in Chapter 2: Character Creation.

A game of Wardlings only ends after all players in the adventure decide that they don't want to play with those characters anymore. This may be after one adventure. However, most often, a group of players will want to continue the adventures with their adventuring party, and they will play a series of encounters or adventures that make up a campaign. Over the course of the campaign, the characters gain experience, which allows them to learn new things and gain new levels as they grow. They will also learn new spells, gain more resources, and get more equipment as they go about their travels. In the end, whenever the campaign comes to a close, all of the players will have worked together to create an amazing story of magic and heroics, filled with tales of epic battles, funny anecdotes, deep mysteries, and

more. There is no “winner” in this type of game. The object of the game is to have fun while accomplishing the GM's goals together, and whatever happens to the characters is all part of the story.

While there is no winner in Wardlings, there are a few rules of play that will guide the players on how to get their characters to do what they want.

ABOUT THIS BOOK

The Wardlings Campaign Setting provides you and your fellow players with a completely new realm for your roleplaying campaign. A world of magical adventure awaits as you take on the roles of Wardlings ready to bravely defend Or'Mya!

Chapter One: Introduction to Wardlings

serves as an introduction to the history of Ne'Oor and what is known of the world outside of the continent. This chapter will give a complete overview of everything you need to know about this new world and how it plays as a roleplaying game.

Chapter Two: Character Creation

explains the steps necessary to create your persona in the game in an easy-to-follow guide.

Chapter Three: Faces of Ne'Oor

introduces the Human variant character races found in Ne'Oor.

Chapter Four: New Heroes

expands upon well-known character classes and adds archetype choices for Wardling characters. Four pre-generated heroes will help you with examples or allow you to jump right into the game.

Chapter Five: Backgrounds

contains six brand-new background choices that fit perfectly with life in Ne'Oor.

Chapter Six: Equipment

provides new armor, weapon, and tool choices, as well as handy tables for suiting up your character.

Chapter Seven: Magic and Familiars

outlines the magic system in Ne'Oor, how familiars work, and all you need to know about Oor.

Chapter Eight: Locations

gives an overview of Ne'Oor, plus a breakdown of the ten major areas of the Mainlands, complete with points of interest and notable NPCs in the area. Presented as a travel diary, this chapter identifies key potential adventure areas with maps and gives insights into its people, settings, and mysteries.

Chapter Nine: Starting the Adventure

presents advice for Game Masters on how to run a game of the Wardlings RPG, a sample starting adventure, and a listing of new villains and NPCs for your players.

Chapter Ten: Beasts, Monsters, and Other Creatures of Or'Mya

has entries for more than 30 beasts native to this world, complete with abilities and stat blocks.

Appendix A: Pre-generated Characters

features four ready-to-play characters, complete with background stories, which you can play as they are or refer to as examples when creating your own characters.

Appendix B: Combat

offers a brief explanation of how battles are resolved using the 5th Edition game system, for players who do not have access to the core rules.



Chapter 2

Character Creation

In a game of Wardlings, each player has their own character that they use to tell their part of the story. Character creation is a fun process that allows you to build the persona, backstory, skills, and traits of your character. Part of this creation comes from the rules of the game, which provide a method to generate hit points and ability scores, but the majority of the creation comes from your own imagination and creativity.

As you move through this chapter and follow the step-by-step creation process, you'll be able to easily design a unique character that can be used in your Wardlings game. As you complete each step, record the information on your character sheet, which you will use to reference all of the details of your character in the future, both while playing the game and advancing your character when you level up in experience.

Note: You may find it helpful to look at one of the pre-generated character sheets in Appendix A (p. 154) while you are learning how to create your character.

Class/Level

Race

Background

Character Name

Passive Perception

STR

Saving Throw
 Athletics

DEX

Saving Throw
 Acrobatics
 Sleight of Hand
 Stealth

CON

Saving Throw

INT

Saving Throw
 Arcana
 History
 Investigation
 Nature
 Religion

WIS

Saving Throw
 Animal Healing
 Insight
 Medicine
 Perception
 Survival

CHA

Saving Throw
 Deception
 Intimidation
 Performance
 Persuasion

Age

Familiar

Familiar Name

Armor Class

Initiative

Speed



Proficiency Bonus

Maximum HP

Current HP

Hit Dice

Temporary HP

OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
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Equipment

CP

SP

GP

PP

Features & Traits

Familiar Abilities

STEP 1: CHARACTER CONCEPT

Who is your character? Creating a character can seem daunting, but in reality, whomever you create is just a representation of the type of personality and goals you want the character to possess. Is your character a student of magic, searching for the answers about why Wardlings lose their abilities over time? Do they love and respect nature at all costs and fight to keep anything that would harm it at bay? Do they yearn to be the greatest warrior of all time and be written into storybooks about heroes? These types of concepts can help you build a realistic backstory for your character that will give them motivations later on during gameplay. For example, if you chose the nature-loving character, perhaps your character will be met with a decision in a future campaign where they will have to choose between saving priceless pieces of art in a museum or the nearby forest from a raging fire. When you have a backstory built on the love of nature at all costs, then your character's choices will be easier.

Who your character is inside and the feelings and memories that they have will also help shape their personality. Where do they live? Who are their parents, and what do they do? What was their favorite toy, holiday, or memory? Do they remember what their first encounter with magic was? What was it, and how did it make them feel?

Still stuck on an idea? Look at the example characters in this book for ideas or choose one of them to play or modify!

STEP 2: CHOOSING A RACE

While there are many different types of species in the world that your character may run into, only Human variants are playable in Wardlings. While all Humans have very similar traits, each variant comes from a specific cultural background and environment, creating the diverse blend of people who share the lands of Ne'Oor. The race that you choose will somewhat define your character's physical appearance and how they may dress or view the world around them, and it will also establish some specific abilities that are a part of their genetic traits and culture.

Among the many human variants on Ne'Oor, there are five main races: Human, Finfolk, Squatch, Snowcap, and Midbari. Each one of these variants will grant your character some special skills and equipment that other variants may not have, such as bonuses to using magic, being able to hold your breath under water, better agility, and more. The race you choose will also affect your character's ability scores, which will be generated a bit later in Character Creation. Full descriptions of the races can be found in **Chapter 3: Races**, and it is a good idea to read through them carefully before making your choice, unless one immediately grabs your attention. Having fun while playing is the most important part, so if you see something that calls to you, choose it for your character! Once you have chosen a race, remember to write down all of the new skills and modifiers that your character gains on your character sheet.

STEP 3: CHOOSING A CLASS

Your character's class is sort of like your character's role or job within your adventuring party. While every player character is a Wardling (unless your Game Master allows otherwise), your character has an additional role in the group that helps them contribute to the story and whatever goal or problem you are tackling in your adventure. There are eight main classes in Wardlings, each with different types of skills and special abilities called class features. These will allow your character to perform special actions and will shape how your character uses their magic. Sometimes players choose classes that enhance the traits given to their characters by their race. Sometimes, players choose classes that have different abilities to round out their character, so they can do a little bit of everything. The choice is up to you, and can often help shape the personality and quirks of your character discussed in Step 1.

Each class choice has something called a **proficiency bonus**, which is summarized in the description under the class heading. Every character begins with a +2 proficiency bonus, no matter what class they are, to help them get started with the skills they are proficient in, which should be marked on your character sheet. Being "proficient" in a skill means that you can do those things easier. Your proficiency bonus is automatically added to things such as ability

checks, attack rolls, certain Wardling magical powers, and any saving throws in which your character is proficient. Most of these proficiencies are determined by your class choice.

Full descriptions of the classes can be found in **Chapter 4: Classes**. Unless your Game Master says otherwise (and almost always for your first game), your character will start at the 1st level in whichever class you choose. Write down all of the ability score bonuses, skill proficiencies, and class features that your character gets at 1st level on your character sheet. In addition, make sure to double-check that you have marked all of the proficiencies given to your character by both race and class now, and fill in the circles next to any skills and saving throws that your choices apply to. These marks will help you remember what you are proficient in while you are playing.

You may notice that there are some archetypes listed under each class heading. When creating your character at 1st level, you don't need to worry about those too much, unless you want to plan ahead for your character's growth. It is recommended that you choose a class archetype designed for Wardlings, but you can choose any archetype you wish from any official 5e fantasy setting, and they will work fine with your Wardling character (sometimes needing only a few tweaks by your GM).

STEP 4: WRITE DOWN YOUR HIT POINTS AND HIT DICE

Your hit points (HP) represent how tough you are when you are engaged in combat or any other situation that may threaten your character's well-being. Another way to think about hit points is that they show how much "life" your character has. Your character's hit dice are what determines how many hit points your character has, and the type of hit dice that your character gets is granted by your class. Look at the class you chose to see what type of hit die your character has. A 1st level character will always start with one hit die of that type and automatically begins the game with the maximum number on that die plus your Constitution modifier. For example, if your class is Bard, your character's hit die is a d8. They will start the game with hit points equal to 8 plus their Constitution modifier.

STEP 5: DETERMINE YOUR ABILITY SCORES

Your Ability Scores provide a snapshot of your character's physical and mental characteristics. In fact, every character or monster that you encounter in the game will have the same six abilities. The numbers tell you how strong your character is in each particular trait, and this number gives you an **Ability Score Modifier**. The modifier is actually what is used most often in the game and will be added to the rolls you make (ability checks, saving throws, and attack rolls) when you play.

The chart below gives you a quick look at what each ability is, what it means, and which classes they are most important to. This is a guide only, and you may assign a score to any ability you choose.

- **Strength**, measuring physical power and athleticism. This score helps you hit harder with your sword or lift heavy things!
- **Dexterity**, measuring agility and reflexes. This helps you climb trees and dodge attacks, and it helps when you want to be sneaky!
- **Constitution**, measuring endurance, health, and stamina. This helps you breathe underwater, survive extreme temperatures, and affects your hit points!
- **Intelligence**, measuring reasoning, memory, and knowledge of history and other topics. This helps you know about things you've seen in your past and figure out clues!
- **Wisdom**, measuring perception, insight, and mental awareness and strength. This helps you notice things around you and makes you stronger against magical or mental attacks!
- **Charisma**, measuring force of personality, physical grace, and self-confidence. This helps you to be diplomatic, influence others, and be convincing if you are hiding something!

The main way to generate the six scores that you need to assign to your abilities is by rolling dice, which gives you a random assortment of scores to choose from. Roll four six-sided dice (4d6). Add the three **highest** numbers that you rolled together (discarding the

lowest 4th die) and write it down on a piece of scratch paper. Repeat this step a total of six times, giving you six numbers. Now you may assign each of those six numbers to the six ability scores however you choose.

Your GM may have a different way that they would like you to make your six ability score numbers. Some may ask you to use an average set of numbers (usually 15, 14, 13, 12, 10, and 8) so that every player starts with the same numbers to choose from. Some may ask you to use a point method, where you “buy” your numbers by spending points in each category. Any of these methods are ok, and they can explain how they would like you to do it using the rules from other d20 games with the same ability scores.

STEP 6: DESCRIBING YOUR CHARACTER

Now that you’ve rounded out your character concept with your race and class choices and chosen ability scores, it is time to fill in the blanks and use what you have made to flesh out your **background**. A list of background choices can be found in *Chapter 5: Backgrounds*, where you will also find details on Personality Traits and choices for an ideal, bond, and flaw. An **ideal** is something that your character really believes in with all of their heart. A **bond** is the most important thing to your character. A **flaw** is a weakness that your character has. All of these things help you roleplay your character, because they give you starting points on how your character feels in certain situations. Make sure to choose these from the suggested list (or make up your own if you are feeling creative) and write them down on your character sheet, along with any new skill proficiencies, tools, or other benefits that come with the background that you choose.

Finally, now is the time to name your character and figure out what you want them to look like. The race you chose will give a general description of what people of that race look like, but your character can be whatever you wish. Your ability scores can also help you determine details of your character’s description. Characters with high Charisma scores are often seen as standing tall and proud with high confidence or a charming demeanor, while those with lower Charisma scores may stand hunched over with shyness. Low

Dexterity characters may be really clumsy, a character’s Constitution may determine how healthy they look, and higher Strength characters often look muscular and fit. Let your choices in this entire chapter guide you!

STEP 7: SELECTING EQUIPMENT

Every character will begin with some **starting equipment**, which is outlined in your class description and added to by your background. Be sure to check both of these for your weapons, armor, and any other gear and goods you may receive and write all of them down on your character sheet. You can refer to *Chapter 6: Equipment* for any details you may need, including how your weapons work. There are also lists of other types of equipment that you may buy once you have money in the game.

Weapons and Modifiers



When you wield a weapon, it has its own ability modifiers that help you hit with your **attack roll** and do damage with your **damage roll**. When you want to make an attack, you roll a d20 and add the weapon’s ability modifier (and your proficiency bonus if you are proficient with that weapon, which will be on your character sheet) to get the result. **Melee weapons**, like swords or clubs, will have a **Strength** modifier, because you use your Strength to hit with them.

Ranged weapons, like a bow and arrow or a slingshot, will have a Dexterity modifier, because you need good Dexterity to have the aim required to make a shot from far away. Because of this, most people with characters who are strong will choose melee weapons and those with dexterous characters will choose ranged weapons.

Sometimes, weapons can defy these basic rules. For example, what if your character decides to throw an axe, which is normally a melee weapon? What does it mean when you come across a sword that is labeled a “finesse” weapon and has a Dexterity modifier? These special circumstances are explained under those types of weapons in *Chapter 6: Equipment*.

Armor, Protective Equipment, and Armor Class

Aside from a weapon and the basics that your character will need to carry with them to survive, you will also need to select some armor from what is available in their class description. The armor that you choose will affect your character’s **Armor Class (AC)**. Your character’s AC is a number that determines how well they are protected from attacks. **The number is made up of your Dexterity modifier, your armor, and any other modifiers your character may have plus a base value of 10.** Remember the way an attack roll is made in the entry above? When someone attacks you, their attack roll is compared to your AC, and if the attack is higher, you are hit! Because of this, making sure your AC is recorded correctly is very important. Every time something you select for your character says that it will affect their AC, you must write it down on your character sheet to keep track.

STEP 8: CHOOSING A FAMILIAR

Your character’s familiar and how it came to them is a unique part of their story. While suggested familiars for each race and class are listed in *Chapter 7: Magic & Familiars*, you are free to choose any familiar for your character and create a backstory about how they met. Sometimes, familiars come to a Wardling in times of great need or crisis. Other times, one appears during their magical training or in a dream. Perhaps your Wardling character had a pet since birth and never knew it was a familiar until it revealed itself. The options for how you would like to introduce your familiar are endless. Your familiar will add a bonus to your **spellcasting ability**, and each one is different, so choose wisely!

STEP 9: FINAL ODDS & ENDS

Once you get to this step, your character sheet should be nearly complete. Be sure to read each box and fill out any missing information using the steps above. Once all of your major choices are made, including race, class, and background, you get one last chance to gain any bonuses from those choices.

Skills

There is a list of skills on your character sheet, each with an ability modifier that is related to that skill. For example, Acrobatics (what you need for climbing, landing well from a fall, or doing actual cartwheels) uses the Dexterity modifier while Perception (what you need to notice important things when looking around or listening closely) uses the Wisdom modifier. Copy the modifier from each of your six ability scores in the space next to the matching skill. You will need these numbers each time you need to make a **skill check**. A skill check is made by rolling a d20 and adding the ability modifier for that skill, which is then compared to the difficulty that your GM has set for the check.

If you are proficient in a skill (which would be stated in your race, class, or background description), then you add your **proficiency bonus** to the ability modifier for that skill. That means that you get your ability modifier **and** your proficiency bonus added to your d20 roll.

Perception vs. Passive Perception

You may notice that there is a box on your character sheet that says **Passive Perception** in addition to the Perception entry in your skill list. Passive Perception is what you automatically notice without actively rolling to notice it, just by being a regular person looking around and listening to things. Sometimes, your GM will ask what this number is, so they can let you know if you notice something that is happening around you. Add your Perception skill bonus + 10 and write down the result in this space, so you have it handy.

Saving Throws

Saving throws are special d20 rolls that are made under (usually) pretty bad circumstances. Each type of saving throw has an ability modifier, just like your skills. For example, if your character stumbles upon a poisonous flower, your GM may ask you to make a Constitution saving throw, since resisting poison is one of the things

your Constitution helps with. You may also have some saving throw proficiencies listed in your race, class, or background choices. Make sure to add these modifiers, just like you did for your skills, and put them in the spaces next to each entry.

IS MY CHARACTER READY?

A last check to make sure you are happy with your choices is recommended, and if this is your first time making a character, you may want to show it to your GM before you play to make sure nothing was missed. At this point, your character is ready for adventure!

What happens to my character when they “level up?”

When your character begins their adventure, they usually start at 1st level, as they begin their journey to be a hero and begin to learn to use their magical powers as intended. When your character achieves certain goals or completes new missions and experiences, they will earn experience points (XP). After collecting enough XP, your character will gain a level (often called “leveling up”), reaching the next level of experience and all of the new benefits in the class you chose. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increasing one score by 2. You can’t increase an ability score above 20. In addition, every character’s proficiency bonus increases at certain levels.

Each time you gain a level, you gain 1 additional Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up).

When your Constitution modifier increases by 1, your hit point maximum also increases by 1 for **every** level you have attained. For example, your 7th-level fighter has a Constitution score of 17, and when they reach 8th level, they increase their Constitution score from 17 to 18, thus increasing their Constitution modifier from +3 to +4. Your fighter’s hit point maximum immediately increases by 8.

The Character Advancement Table shows the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character’s class description to see what other improvements you gain at each level.

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2,700	4	+2
6,500	5	+3
14,000	6	+3
23,000	7	+3
34,000	8	+3
48,000	9	+4
64,000	10	+4

Experience Points	Level	Proficiency Bonus
85,000	11	+4
100,000	12	+4
120,000	13	+5
140,000	14	+5
165,000	15	+5
195,000	16	+5
225,000	17	+6
265,000	18	+6
305,000	19	+6
355,000	20	+6

Sometimes, experienced players will make a character at a higher level from the beginning with their GM’s permission. If you are doing so, be sure to write down all of the bonuses and features you receive for each starting level, as well as the minimum XP you will need to reach the next level on your character sheet.





Chapter 3

The Faces of Ne'Oor

While tales of mysterious species from outside the Mainlands have been told for centuries, the people of Ne'Oor are comprised mainly of Human and Human-like variants who share human lineage, each dwelling in or migrating from the lands of their ancestors. There are, however, populations of elves, dwarves, and halflings that live clustered in certain areas out in the wild. In larger villages and towns, it is extremely common to see members of all races living in harmony, especially as travel and trade between cities has grown over time. Even though members of each race have their own cultures and ideals passed on through their families, most people (and especially Wardlings) know that it is the differences between races that make each person special and unique but it is the unity of all races that makes a well-rounded community.

In River's Hollow, this is especially true, and the shared learning of magic and the special spellcasting abilities of each race makes the protection of Ne'Oor possible.

Choosing a Race

Children's songs as old as time itself have described creatures of all types, from the mundane to the fantastical. The player races in this chapter are limited to the most prominent of those seen in the Mainlands of Ne'Oor, but that shouldn't limit player creativity if they want to include other compatible races (see Core Races, below). The listed races are also those that are more prone to possess the magical abilities of the Wardlings, and therefore are the best for your initial play in the game. While not every player will want to play a Wardling character, this list is the place to start for those who want to experience the core of this setting. Take note of the Wardling Bonus entry for the race that you choose. This entry's special abilities will go away when your character reaches adulthood, while the rest of their racial abilities will stay with them throughout their lives.

Your character's race will greatly impact their history, abilities, and core identity, as many traditions,

attitudes, and physical appearances come from racial traits. These are things that you will want to think about when making this choice, although sometimes it is fun to play a character who balks at their racial traditions as a character quirk in the story you will create. While each race has a description that includes their history within Ne'Oor and details of their culture, your character should have a unique story beyond just their racial traits. However, it is important to keep in mind that your character's race will still affect their in-game statistics such as ability scores, skill sets, proficiencies, and more, which cannot be ignored for the sake of the story. Aligning these benefits with the ones granted by your character's class is always a good idea if you want to make a well-rounded character or one with some specific specialties.

RACIAL TRAITS

The description of each race that you can choose includes racial traits that are common to members of that race. The following listings appear among the traits for most races and will help explain what each entry means. While the races listed in this chapter are all Human variants, they each have their own specific traits.

Ability Score Increases

Depending on what race you choose, you will receive an increase to one or more of your character's ability scores. Every race gets this, but they are all different.

Age

The age entry notes the age at which a member of that race is considered an adult, as well as the race's expected lifespan. Because Wardlings almost always lose their magical ability when reaching adulthood, this information is important to read and will help you decide what race and age you want your character to be at the start of the game.

Alignment

All Wardlings are either neutral or good in alignment, while certain NPCs or enemies may be evil. Your character may, however, come from a race that has cultural leanings towards either lawful or chaotic behavior, which will be described in this entry. None of this should restrict what your character ends up being, but you can use their similarities or differences to their racial tendencies as story points for your character.

Size

Adult Humans of all variants are Medium, a size category including creatures that are roughly 4 to 8 feet tall. However, children under about 9 years old are Small (between 2 and 4 feet tall), which means that certain rules of the game may affect them a bit differently. Small characters have trouble wielding heavy weapons, as explained in Chapter 6: Equipment, so your choice of the age of your character should be made wisely.

Speed

Your speed determines how far you can move when traveling or while you are in combat.

Languages

Depending on your race, your character will be able to speak, read, and write certain languages. You can find more about languages in Chapter 5: Backgrounds.

Wardling Abilities

Each race has unique bonuses that their Wardlings have as inherent abilities. Except in certain circumstances that your GM may set up for your story, these abilities go away once your character reaches adulthood.

Core Races

While the Wardlings of Ne'Oor are primarily members of the Human variant races described here, other races from the Core Rules (dwarves, elves, halflings, and more) do exist, and may be played as adult characters if your GM allows it. People of the core races may also show up as NPCs in your game. Likewise, if you plan to use the new Human variant races from this chapter in another campaign, they are fully compatible so you may do so. Bringing Wardlings themselves into another setting will not take the ability to use magic away from any adults in that world, but the Wardlings will carry their magical blessings and their use of Oor from DexMya with them.

HUMAN

“When does a man viewed as common become unique? It is only when he makes himself stand out through kindness and bravery.”

- Josef Rodson, *Human Blacksmith*

Humans are the most commonly seen race in Ne'Oor, but because they hail from all over the Mainland,

they are vastly different from each other in many ways, including their appearance, hairstyles, style of dress, and customs. These are passed down by way of culture and community, rather than just by genetic traits. Wardling humans are more atypical of their race than any other Human variant, which causes many of them to hide their abilities from adults who aren't keen on the use of magic.

Diverse and Determined

Human customs are as diverse as their appearance, and attempting to group them into one race is an impossible task. However, what links humans together is their determination and perseverance. Throughout history, humans have pursued their dreams and spread throughout the land, sometimes through chaotic or brutal acts, but always with the goal of their survival. Looking back at their own actions in the growth of their cultures, humans have as a whole progressed towards peace and equality.

Human Names

Humans take on full names that sometimes also include a middle name. First and middle names are often named after a well-loved ancestor as a sign of respect. Names in general are borrowed from cultures all over Ne'Oor, even elvish or dwarvish ones, proving once again the diversity of the people on the whole.

Sample First Names: Aon, Buck, Cade, Darla, Erik, Fen, Gregor, Haley, Imbur, Jackson, Kingsley, Loria, Mical, Pol, Quinn, Robb, Samual, Tanner, Wendell, Yari

Sample Surnames: Bricken, Clarkeson, Fletcher, Foxcolt, Huntingsley, Lockend, Maxfort, Merrymore, Summersway

Human Traits

As a Human, you do not have any exotic abilities, but as you learn and borrow from other cultures, your skills grow.

Ability Score Increase. Your ability scores each increase by 1.

Age. Humans are seen to reach adulthood by the age of 18, although some mature a bit later than others. The average lifespan for a human is approximately 75 years old, although many live close to a century if they live peaceful and healthy lives.

Alignment. Humans can be generous and lawful or greedy and evil (and everything in between). Wardling humans are always Good or Neutral, ranging from Lawful to Chaotic.

Size. Humans are varied in size, with their height ranging from an average of 5 to 6 feet tall (and often taller). Their builds also range from very slender to athletic to hefty in size. No matter where an adult falls in that range, their size is Medium. If your older Wardling character is taller than 4 feet, their size is Medium as well, although most human children under 9 years old will be under 4 feet tall and their size is Small.

Speed. Your base walking speed is 30 feet if you are Medium sized or 25 feet if you are Small sized.

Languages. You can speak, read, and write Common and one additional language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. If you live in an area with many Fey, you may know Sylvan. Live near the hilly areas below Icehelm or the mines under Silverbank? Perhaps you know how to speak Dwarvish or even Orcish, if you live near peaceful tribes. Choose any language you think may be useful and that matches your character's story.

HUMAN WARDLINGS



Wardling Bonus. Human Wardlings gain an Intelligence score increase of 1, in addition to their regular Human ability score increase.

Cantrip. You know one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Familiar Guardian. You have a Familiar of your choice from the Familiar Guardian list (found in Chapter 7: Magic & Familiars), who is charged with protecting you until you reach adulthood. Favored Familiars include dogs, cats, ferrets, ravens, and lizards.

FINFOLK

“The roar of the sea is my calling. I may stand on land, but the water still tries to find me, kissing the shores again and again to woo my earth-walking legs back home.”

- *Wenda Ryba, Finfolk artisan*

Mysterious and enchanting, Finfolk are closely connected with the sea. While perfectly able to live their whole lives out of the water, Finfolk feel most at home in watery environments, often seen gracefully swimming or hunting for fish in the ocean. Human in appearance, Finfolk have smooth skin and very little body hair compared to their land-dwelling cousins. Their ears have two enlarged pointed helices, which allow them to perceive sounds easily, especially underwater. Finfolk also have nearly imperceptible gills at the base of their neck, allowing them to both breathe and speak underwater. The most notable difference of the Finfolk compared to other Human variants are their webbed fingers and toes, which can vary in prominence from person to person, as well as their slightly pointed teeth, both known to be adaptations to their genes over thousands of years living off the ocean. Additionally, their skin tone has the broadest range of colors, from silvery white, blue, and green to various shades of pinks and browns, to blues and the deepest black, each genetically passed down from the areas of the seas and lakes where their ancestors lived.

Traditional Finfolk homes are often in the shallower parts of the ocean, usually within a mile of the

coast, due to the safety and temperature of the water. However, more and more Finfolk have begun to live on land, in shoreline bluffs and seaside caves or even in larger villages and cities when they want a change of pace and scenery. Their clothing is often light and made from seaweed, netting, and found objects, and their armor is fashioned from shells and discarded metals found underwater. However, Finfolk often travel for adventure and may wear the fashions of the towns they visit to blend in. No matter how far they stray from home, though, finfolk are drawn to the water, dreaming of its playful waves and the salty sea air.

Blessed by the Waves

Many Finfolk believe that the Wardlings of their species are blessed by the ocean's waves. A ritual of the Finfolk involves blessing their infants in the waters of their homeland to encourage DexMya to fill the baby with Oor, calling upon the creatures of the waters to send their mightiest guardians to become their child's familiar. A fruitful ritual is said to also cause more prominent webbing on a Finfolk's hands and feet as they grow, which is seen as good fortune passed down by the twin gods. While this has no actual bearing on the magical ability of the child, it does make them more agile and athletic in the water, though all finfolk are excellent swimmers.

Finfolk Names

Modern trends after years of assimilation into land-dwelling human culture have resulted in Common first names for Finfolk children, while keeping the family's surnames, which are typically derivatives of Aquan. However, while traveling among those not of Finfolk ancestry, most use a Common translation of their surname as well, as Aquan is difficult for those who do not speak it fluently to pronounce. Finfolk children are often named after treasures of the deep, as they are likewise treasures to their parents.

Sample First Names: Bay, Briny, Caspar, Coral, Cove, Delbin, Dune, Echo, Finn, Harbor, Jett, Mara, Moray, Nautica, Pearl, Pike, River, Shell, Waverly

Sample Surnames: Ammliq (Seaserpent), Glubbnelg (Riverbed), Luubmuk (Coralstrike), Shasabllug (Clearwater), Ullglub (Darkcurrent), Waabliq (Sea-seer)

Finfolk Traits

As a Finfolk, you are granted genetic traits that your ancestors have developed over time, both in and out of the water.

Ability Score Increase. Your Constitution score increases by 1.

Age. Finfolk reach adulthood by the age of 18, although some mature a bit later than others. The average natural lifespan for finfolk is 75 years.

Alignment. Finfolk are raised to be Lawful Good, keeping watch over the sea and protecting its mysteries, however all races will have those who seek reward from greed or evil instead of good. Finfolk Wardlings are always Good or Neutral, ranging from Lawful to Chaotic.

Size. Finfolk range in size as their land-dwelling Human cousins do, generally between 5 to 6 feet. With swimmers' builds, Finfolk tend to be lean and muscular. Finfolk adults are size Medium, while children who have not hit their growth spurt will be under 4 feet tall and are Small.

Speed. Your base walking speed is 30 feet if you are Medium sized or 25 feet if you are Small sized, doubled if swimming.

Enhanced Darkvision. As a Finfolk, your eyes have adjusted to the darkened underwater depths, allowing you to see within 120 feet of you in water up to 50 feet deep, starlight, moonlight, torchlight, and similar conditions of low illumination. You can see in complete darkness as if it were dim light. But, you can't discern color in darkness, only shades of gray.

Resilience. You have advantage on saving throws against poison and you are resistant to poison damage.

Underwater Breath. You can breathe and speak underwater.

Languages. You can speak, read, and write Common and Aquan (Primordial).

Finfolk Wardlings



Wardling Bonus. Finfolk Wardlings gain an Intelligence score increase of 1, in addition to their regular Finfolk ability score increase.

Cantrip. You know mending and prestidigitation from the cantrip list. Intelligence is your spellcasting ability for them.

Familiar Guardian. You have a Familiar of your choice from the Familiar Guardian list (found in Chapter 7: Magic & Familiars), who is charged with protecting you until you reach adulthood. Favored Familiars include seagulls, salamanders, frogs, toads, and turtles.

MIDBARI

“I spent years navigating the desert by following the stars, but I could never reach them. It was then that I knew adventure was calling, and I instead had to follow my heart.”

- *Ul'pit Viperstrike of the Sandstone Clan, Midbari artisan*

Ne'Oor's southern regions include many areas of desert and dry steppe, including the famous dunes of Dryloch. Despite the desert's inhospitable environment, the Midbari people thrive here, mainly

as nomads who travel in caravans in search of places with water and food. There are some Midbari tribes, however, who find or create oases, where they raise families in a village setting, living in yurts and camps built from found wood and animal skins, skillfully sewn together to create barriers against the sun and any predators. The Midbari face many natural threats: sandstorms, lack of water sources, and desert predators including scorpions, sandwyrms, and even dragons. However, through generations of desert living, they have a natural resilience to extreme heat.

While there are Midbari of all skin colors and types, bronze skin and either sun-kissed or darker hair is most typical. Their eyes are large and set more closely than an average human's eyes, giving the Midbari a genetic ability to see in extremely dim lighting and for farther distances. Their clothing is loose and light, both in material and color, adding layers at night when the desert sun fades and colder temperatures creep in. Headwear and wraps are worn to protect against the sun. Combined with their tribal clothing and veils worn to protect themselves from the sand, the Midbari are naturally able to withstand the hot temperatures in which they live quite well. Common Midbari foods include curds and other fermented milk products, dates, dried teas made from desert flowers, and grains, which they make into flatbreads cooked on hot stones, famous for their region. These breads, along with crafted goods such as rugs and textiles made from the wool of their herd animals, are used to trade with travelers that take the desert routes through southern Ne'Oor.

Guided by the Stars

While well-adapted to heat, most Midbari keep nighttime hours, where they can keep watch against predators and keep cool while taking care of camp duties. This is especially true of the nomadic tribes, who rely upon the stars to navigate the ever-changing landscape of the vast deserts. Traveling in the dark requires keen sight, and the Midbari are able to see landmarks and approaching enemies at long distances in the extremely dim light of the moon and stars, due to their advanced eyesight. Finding their way through the vast dunes is a skill learned by all Midbari natives. The stars serve as their lampposts, and with a series of hand gestures aligned with certain constellations, they can find their way everywhere they have once been and nearly anywhere they need to go. While many Midbari trade their artisanal goods to desert

visitors to get the supplies they need, quite a few use their navigation skills to serve as guides to travelers who are lost in their lands... for a price.

Midbari Names

Midbari first names nearly always begin with a vowel, and flow through multiple syllables of added soft consonants and doubled sounds. While they speak Common, their accents, which focus on rolling Rs, Us (pronounced "ooh"), and Is (pronounced "ee"), as well as broken syllables, were passed down over the generations from a lost Midbari language, which only the oldest in the community still speak as a trade language. The Midbari identify themselves by clan, regardless of familial lines, and they have only recently taken on surnames, as is the fashion across Ne'Oor, as their populations grow. Borrowing from the cultures of their neighbors, these invented surnames, if they choose to take one, generally speak of the nature around them or the powerful imagery they wish to bestow upon their family.

Sample First Names: Arri'kamu, Arr'nashnu, U'David, Aturr'yen, El'utzu, Em'brunu, Im'lu, I'ulitzu, Oluv'lav, Orru'na, Ul'tarru, Ut'uso

Sample Surnames: Allguide, Ashroot, Axemoon, Coolfoot, Dunebreak, Earthshaper, Evenstride, Oryxheart, Understar, Sandspirit

Midbari Traits

As a Midbari, you have a natural adaptation to living in scorching climates and cultural knowledge of the stars, weapons, and other traditions.

Ability Score Increase. Your Dexterity and Charisma scores each increase by 1, but your Strength decreases by 1.

Age. Midbari reach physical maturity at the same age as most humans and are considered adult at 18 years old.

Alignment. Due to their wandering lifestyle, most Midbari are Chaotic to Neutral and Neutral to Good. They are generally honest and caring people, but their need for trade and survival forces them to embellish their goods and services in dry times.

Size. Midbari have slim builds with athletic bodies, as their lifestyle includes plenty of exercise. Their height

Chapter 3 The Faces of Ne'Oor

is typical for normal Humans, ranging from just under 5 feet to over 6 feet. If your older Wardling character is taller than 4 feet, their size is Medium as well, although most Midbari children under 9 years old will be under 4 feet tall and are size Small.

Speed. Your base walking speed is 30 feet if you are Medium sized or 25 feet if you are Small sized.

Sandborn. You are naturally adapted to hot climates and receive a +4 racial bonus on Constitution saving throws against natural heat, such as hot weather. Additionally, you have no penalty for difficult terrain or on Acrobatics checks when moving through sandy areas.

Starstruck. You can see up to 120 feet clearly and have advantage on the Perception and Survival skills while under a night sky or other dim lighting conditions. Additionally, you receive +2 to all rolls when navigating by the stars.

Midbari Weapon Training. You have proficiency with scimitars, rapiers, and shortbows.

Languages. You can speak, read, and write Common and one additional language of your choice, as Midbari meet many other races in their travels.

Midbari Wardlings



Wardling Bonus. Midbari Wardlings gain a Wisdom score increase of 1, in addition to their regular Midbari ability score increase.

Cantrip. You know mold sand and true strike from the cantrip list. Wisdom is your spellcasting ability for them.

Familiar Guardian. You have a Familiar of your choice from the Familiar Guardian list (found in *Chapter 7: Magic & Familiars*), who is charged with protecting you until you reach adulthood. Favored Familiars include bats, chameleons, coyotes, falcons, lizards, scorpions, and winged snakes.

SNOWCAP

Snowcaps are a race descended from Humans who lived in the heights of Icehelm and the icy tundra of northern Ne'Oor. They are culturally and biologically distinguishable from neighboring populations of other races that have Human ancestry, although they are nearly indistinguishable by sight other than their style of dress. Due to the particularly harsh environment of often below-freezing temperatures, Snowcaps have adapted to living in the cold and making use of their natural surroundings for survival. As hunter-gatherers, their way of life is centered on hunting, raising large herd animals, and fishing, living off fatty meats and using the hides and furry pelts of what they hunt as outerwear and blankets to protect against freezing temperatures. Through generations of acclimation to the snow, Snowcaps have a natural tolerance for any cold temperature above freezing. While many Snowcap tribes are nomadic, searching for new areas where their animals can graze or finding others to trade goods with, most keep to their villages hidden in the icy hills, living in caves in the high reaches of Icehelm and the mountain passes.

Hardy Hunters

Culturally, traditional Snowcap life has adapted to an extremely cold, snowbound environment in which vegetation is almost nonexistent, trees are scarce, and caribou, sea mammals, and fish are the major food sources. These high-fat food sources also provide resources for illumination (burning oil), cooking oil, tools, and weapons made from bones. Grasses, tubers, roots, stems, berries, and seaweed are collected and preserved, depending on the season and location, but very little of these foods are consumed compared to

the meat that is hunted. Most fruits and vegetables are nearly non-existent in the Snowcap diet, and those who venture to the marketplaces in villages and farmlands find these foods quite exotic and valuable. Because meat is their main source of food, Snowcaps are proficient at hunting, using harpoons and spears to kill seals and whales from the shores or in boats. Inland, Snowcaps learn to hunt caribou and other land animals with bows and arrows and how to ice-fish from a very young age.

Snowcap Names

One of the customs following the birth of a Snowcap infant is for a tribal elder to place a tiny ivory carving of a dragon into the baby's mouth in the hope that this will protect the child from the dangers described above. After the ritual, their parents would venture outside, even in a snowstorm, and look to their surroundings for inspiration, convinced that DexMya will send a sign for a strong name. Thus, many children born in the winter have snow-themed names, while those born in spring or summer are named after other aspects of nature.

Sample First Names: Alder, Aspen, Aura, Blaze, Calder, Ember, Flurris, Fisher, Frost, Hawk, Holly, Hunter, Raven, Robin, Rowan, Storm, Vale, Winter, Wolf, Wren

Sample Surnames: Alpsbreak, Firebright, Icewood, Lonebear, Spearman, Surefoot, Whalerider

Snowcap Traits

As a snowcap, you are genetically acclimated to cold weather and living with limited food sources.

Ability Score Increase. Your Constitution score increases by 2.

Age. Snowcaps reach physical maturity at the same age as most humans and are considered adult at about 18 years old.

Alignment. The Snowcap people have historically maintained a neutral view on matters both inside and outside their tribe, focusing on survival of their own over continental altruism. While there have been some notably evil Snowcaps who have gone mad with solitude or hunger over the history of Ne'Oor, like most humans, they are naturally Good.

Snowcap Wardlings always range from Lawful Good to full Neutral.

Size. Snowcaps are generally a bit more robust in build, as their added layers of fat and muscle keep them warmer in cold temperatures. Their height is typical of normal humans, ranging from just under 5 feet to over 6 feet. If your older Wardling character is taller than 4 feet, their size is Medium as well, although most Snowcap children under 9 years old will be under 4 feet tall and are Small.

Speed. Your base walking speed is 30 feet, or 25 feet if you are Small sized.

Snowborn. You have advantage on saving throws against magical cold. You are naturally adapted to cold climates and receive a +4 racial bonus on Constitution saving throws against natural cold, such as freezing temperatures.

Snowcap Weapon Training. You have proficiency with the warhammer or harpoon and the long bow.

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

SNOWCAP WARDLINGS



Wardling Bonus. Snowcap Wardlings gain a Wisdom score increase of 1, in addition to their regular Snowcap ability score increase.

Cantrip. You know mold snow and ray of frost from the cantrip list. Wisdom is your spellcasting ability for them.

Familiar Guardian. You have a Familiar of your choice from the Familiar Guardian list (found in Chapter 7: Magic & Familiars), who is charged with protecting you until you reach adulthood. Favored Familiars include bears, owls, arctic foxes, arctic hares, ermine, and ice golems.

SQUATCH

“The honeyguide leads the badger to the beehive with its flight. The badger spills the honey with its strength. Working together, both get a sweet prize.”
- *Curto of Sandsvigor, Squatch elder*

The Squatch are forest-dwelling people, descended from the early Humans of Ne'Oor. They have long hair, ranging from nearly white blonde to deep black in color, often covering most of their body. Squatch warriors take pride in their grooming, often braiding their hair into intricate patterns, dyeing it to denote tribal affiliation or rank, and weaving trinkets, trophies, and beads of various significance into their hairstyles. Typically on the taller range of Human variants, the Squatch have muscular builds and slightly pronounced brow ridges on their foreheads. Squatch have powerful builds, reflected especially in their broad shoulders and thick chests. Their extreme strength and long fingers allow them to climb trees well, where they are able to hide and hunt in the forest canopy. Many Squatch villages are groupings of treehouses bordering the many wooded areas of Ne'Oor.

One with Nature

The Squatch have a close affinity with nature, living mainly in the forest among the Fey and other magical beings. Squatch villages are communal in practice, with each member of the tribe having specific duties that contribute to the whole. Meals and social activities are shared by entire tribes as a whole, and while adults perform their duties, the children gather in a “family hut” where they are all raised together and spend most of their time learning, playing, and

sleeping. Parents spend three to four hours a day in the afternoon with their children after work and before dinner. While a basically peaceful and non-confrontational society, most Squatch are raised to be wary of outsiders, due to the outsiders' judgment on their way of life. However, this way of life allows the Squatch to connect with each other and themselves without too much distraction, tapping into the Oor more easily. Squatch who live in these communal tribes in the woods tend to discover their Wardling abilities at an early age of four or five years old, but those who take on too many tribal duties often lose their abilities before adulthood.

Squatch Names

Squatch names are typically simple and short, with hard consonants and short vowels such as long Os (pronounced “oh”) and soft As (pronounced “ah”), which are commonly stressed in their speech, even when speaking Common. Squatch rarely take on last names and instead define themselves by the community village in which they were raised, which are generally named after their location or village mission.

Sample First Names: Barca, Cavo, Dava, Fona, Goro, Mago, Ona, Pana

Sample Village Names: Firebrush, Goodhunt, Highbranch, Nightclan, Woodguard

Squatch Traits

Strong and dedicated, the Squatch keep to nature and benefit from its surroundings.

Ability Score Increase. Your Strength score increases by 2.

Age. Squatch reach physical maturity at about the same age as other humans and are considered adult at about 18 years old, however, they continue to appear as young adults until they reach about 40 years of age. Most Squatch live natural lives of up to 100 years.

Alignment. The majority of Squatch are Lawful Good, placing great pride on work ethic and order. Their communal lives teach them to value everyone in their village and that everyone has a place and purpose. While individual material wealth is unimportant to their society, they strive to work together to provide comfortable living within easy means.

Size. Squatch have large builds and are taller than other Human variants, averaging between 6 to 8 feet as adults. Squatch children usually reach 5 feet tall by the time they are 5 years old and are considered Medium size even at this young age.

Speed. Your base walking speed is 30 feet.

Squatch Combat Training. You have proficiency with the handaxe, light hammer, and warhammer, as well as the longbow. Squatch additionally have proficiency in throwing nets onto invading creatures from their treetop homes.

Squatch Climb. You gain proficiency in the Athletics skill and have a climbing speed of 60 feet.

Inspiring Roar. You can inspire others to work well together, due to your upbringing in a cooperative society. To do so, you use a Bonus Action on your turn to choose one or more creatures you can see who are allied with you and within 5 feet of each other. These creatures each gain a +3 to every ability check, attack roll, or saving throw they make during their next turn. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a Long Rest.

Naturesight. Whenever you make an Intelligence (Nature) check related to plants or a forest or wooded area, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

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

Squatch Wardlings

Wardling Bonus. Squatch Wardlings gain a Wisdom score increase of 1, in addition to their regular Squatch ability score increase.

Cantrip. You know dancing lights and poison spray from the cantrip list. Wisdom is your spellcasting ability for them.

Familiar Guardian. You have a Familiar of your choice from the Familiar Guardian list (found in Chapter 7:

Magic & Familiars), who is charged with protecting you until you reach adulthood. Favored Familiars include hawks, badgers, skunks, rabbits, and squirrels.





Chapter 4

New Heroes

As the children of Ne'Oor enter adulthood, they begin to take on jobs that are closely related to the skills that they learned through the adventures of their youth. While adults have jobs, the Wardlings have something called classes. A class is a calling to an area of study and focus and is what defines an adventurer's set of skills and abilities. For example, fighters and barbarians are great in battle situations with traditional weapons, rogues and rangers use stealth, slight of hand, and survival skills, while wizards focus on magic. In Ne'Oor, the magical aspects of the classes are accentuated, and variations of each class type exist thanks to the influence of DexMya.

This chapter covers how the various core classes are used by Wardlings and gives new class archetypes and discipline choices. While adults who have these

class histories still retain some of the skills they once knew and often incorporate them into their new lives, all of the classes listed here are for use by Wardlings only, except in rare circumstances. Each entry has a list of transferable skills for adults of Ne'Oor. If you plan to use these rules in another campaign, these classes can function for characters of any age.

Choosing a Class

Your class choice will determine what kind of hero your character will be. Before deciding, however, it is wise to consider what role you want your character to play in the story. This will help you incorporate your character's story into the campaign, rather than reacting to whatever is generally expected of the class you choose. Expressing who your character is through their class choice is much more fun than allowing

your class choice to decide for you. Thinking about how you want your character to behave or what their personality is can help with your choice, as can looking back into their early childhood for clues. For example, if your character was raised around Fey and watched wide-eyed as they wove the Oor into the foliage of the forest, you may be drawn to being a Wizard. Maybe you look up to your father, who is a soldier and taught you how to use a sword, so you want to be a Fighter. Have you been told that you have the singing voice of a nightingale, which makes people curiously happy when they hear you? You could be a natural Bard! These character details can lead to much better choices than just picking a random class and thinking your character must behave like a stereotype of what you chose.

Another good way to choose a class is to choose a primary ability for the role you want your character to have or that you want to focus on. Each class has a primary ability listed in its entry from the six Ability Scores on your character sheet: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. If you, for example, want to be a sneaky character, that skill falls under Dexterity. The Rogue is a Dexterity-based class, so that may be a good choice for you.

Core Classes and More

This chapter gives information on how each core class functions in Ne'Oor and gives new class options for archetypes and disciplines for your Wardling adventurer. While these new rules are designed for the Wardlings campaign setting, they can transfer to other campaigns as well.

While the class entries may seem familiar as core classes, each one in this book includes an introduction of how they act within this setting, describing them in ways that can help with role-playing. Finding new ways to create characters for each class is a fun challenge: your Druid doesn't have to be from the forest. Your Wizard may be afraid of doing magic. Your Fighter may actually not want to be a knight. Breaking class stereotypes helps make a unique character with fun quirks.

BARBARIAN

Wardling barbarians generally hail from tribes that live in the northern edges of the Bloodthorne Forest

or the Icehelm region, as well as southern areas such as Dryloch and the coasts. While many barbarians are raised among what townspeople would call "wild folk," they can come from all sorts of backgrounds. With strong wills and fierce hearts, the tribes from which barbarians hail raise their young to protect their people at all costs. Through centuries of civilization pushing their people north and out of the warmer regions of Ne'Oor, many northern barbarian tribes have developed a distrust for townsfolk, fanning the flames of their natural tempers to emotional rage whenever their way of life is threatened.

Primal Paths of Emotion

Barbarians are a class of warriors who rely on the intensity of their emotions and their fighting strength instead of training with specialized weapons or talking their way out of conflicts. They use those emotions to rage, which fuels amazing feats of strength and courage. When their rage is triggered, whether they mean to or not, they get a boost of adrenaline which allows them to perform in heroic ways.

Because barbarians differ from one another, your barbarian will take a specialized path once they reach 3rd level. While your barbarian can choose any path from the core rules, there are a few special choices specifically designed for Wardlings listed here. Wardling barbarians draw their power from their Oor, converting its magic into special abilities. Additionally, they can take their negative emotions and turn them into positive strengths. There are a few different paths that a Wardling may choose when becoming a barbarian, and each has its own set of special features and abilities.

Fear Warrior

While a barbarian may look ruthless and fierce, deep down inside, some have their own fears: the shadows the moon casts over the dead craggy trees in the foggy night on Stonemist Island, the howling breath of the winds over the dark waters of Windloch (not to mention what lurks inside it), the tales of malicious desert Fey who steal children from their beds to sell them for water, or even the gargantuan dragon that stands between your party and finishing your quest.

The Fear Warrior barbarian takes his fears and flips them into positive feats of courage and fighting

tactics. By turning their emotions onto the enemy, they become relentless in battle.

Fear Warrior Features

Barbarian Level	Feature
3rd	Fighter's Stance
6th	Fighter's Dance
10th	Channel Fear
14th	Critical Mass



Fighter's Stance

When you take this path at 3rd level, you receive a bonus unarmed attack with advantage whenever you are afraid. Fear is determined either by a failed check against an enemy's intimidation (resulting in internal fear of that enemy forever) or when you rage. This bonus attack can come from your off-hand or a kick with your foot and is treated as an unarmed attack. Starting at 6th level, you may count the bonus attack as armed by spending 1 Oor.

Fighter's Dance

Starting at 6th level, you have learned that fighting is not the only way to win a battle, and sometimes

it is better to step away and regroup. While you are raging, if an opponent makes a melee attack against you, you may withdraw mid-attack as a reaction, causing disadvantage on the attack roll. If the opponent misses as a result, the attack will hit a target creature of your choosing within melee range of your opponent. You may choose to have the attack target nothing if you wish. If the new target creature is hit, you may flee up to 30 feet as part of the same reaction, regardless of whether you have already moved on your turn.

Channel Fear

Starting at 10th level, you have mastered control of your fear, and you gain the ability to infuse your weapon attacks with its harmful negative energy. Once during each of your turns when you are in a rage, you may channel your fear into your attack to deal an extra 1d8 psychic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Critical Mass

At 14th level, after rolling an attack against an enemy that has caused you fear, you may spend 2 Oor to cause any natural roll of 18 or higher to be a critical hit.

Anger Warrior

Barbarians are notorious for their tempers, and when unchecked, they can fly into rages of extreme destruction. When an Anger Warrior barbarian is crossed, their rage increases, and nothing does that more than when they are unable to protect their brethren. Luckily, through training and practice, Anger Warriors are able to maximize their rage to benefit each fighting situation and apply their anger towards those who would harm their party members.

Anger Warrior Features

Barbarian Level	Feature
3rd	Tempered Flame, Angered Assist
6th	Tantrum Tame
10th	Release Anger
14th	Angered Flame

Tempered Flame

When you take the Anger Warrior path at 3rd level, you are allowed an opportunity attack as a reaction each time an opponent within 5 feet of you successfully hits an ally while you are raging.

Angered Assist

Additionally, at 3rd level, you may spend 1 Oor at any point while raging to grant your allies advantage on attack rolls against any creature within 5 feet of you.

Tantrum Tame

Starting at 6th level, while in a rage, you are able to tame your anger enough to concentrate on your actions, including spells. You may cast and concentrate on spells while raging.

Release Anger

Beginning at 10th level, you are able to release your anger into a ferocious scream as a bonus action. After doing so, each melee attack you make deals an additional 2d6 thunder damage until the start of your next turn. You may release anger while raging without ending the rage effect. You may choose to spend 2 Oor to add an additional d6 damage to each hit until the start of your next turn. While releasing anger, you receive -5 to all Stealth checks.

Angered Flame

At 14th level, successful attacks by opponents against your allies send you into a rage automatically. After two such attacks, you begin raging at the start of your next turn without having to use a bonus action or expending one of your rages per level.

BARD

Natural storytellers and performers, Wardlings who use their love of song, poetry, and dance to infuse magic into their adventures typically become bards. The oldest form of communication, the way news from afar was spread and histories were kept alive for centuries was through bardic stories and song. In a sense, this art was magic in itself, keeping traditions and tales from dying with those who witnessed them. Perhaps this is why DexMya blessed the bards with Oor, if only to keep their message and knowledge of their existence renewed

through unending generations. Whether strumming on a lyre to bless an ally, beating a drum to inspire others before war, or telling a story to recall hidden information, a bard's work is entertaining, magical, and extremely helpful to any party.



Bardic Colleges

From the Finfolk conch shell players of Eastwater, who guide Oor across the waters, to the Fey-taught sirens of Wildwood, bards can choose a “college” for their craft at 3rd level, much like other classes choose a specialized path. A bard can be incredibly well-rounded using the College of Lore from the core rules. However, Wardling bards have access to knowledge that only children possess, and while they don’t call them “colleges” in Ne’Oor, as they are more like traditions or learned behaviors, they are interesting schools of song nonetheless.

“College” of Rhyme

Child to child and generation to generation, nursery rhymes, clapping songs, and singing games have been passed by oral tradition, telling the tales of DexMya and their twin planets, the history of Ne’Oor and its inhabitants, times of war and peace, and flights of fancy, magical or otherwise. Many of these nursery

rhymes contain secret messages, coded knowledge, and long-lost information that remain only in the overlooked lyrics of the songs.

College of Rhyme Features

Bard Level	Feature
3rd	Learned from Song
6th	Muddled Memory
14th	Fairy Taled

Learned from Song

When you join this college at 3rd level, you gain the ability to recall knowledge from nursery rhymes that you sang as a young child. You gain proficiency with two skills of your choice from among Arcana, History, Nature, and Religion. You may additionally roll any of these knowledge checks with advantage by remembering the information from a song.

Muddled Memory

At 6th level, your ability to recall rhymes is enhanced to allow you to make up new rhymes yourself. You are able to convincingly sing a nursery rhyme, claiming it to be as old and known as the stars themselves by using an action and expending a Bardic Inspiration feature. The target you are trying to convince must be within earshot (90 feet) and fail a Charisma saving throw to be convinced that they “remember” the rhyme and the information it conveys.

Fairy Taled

At 14th level, your knowledge of tales from all over Or’Mya has impressed the Fey who were the original source of the whispers that became the rhymes. As such, the Fey teach you two spells of any class. Each spell you choose must be of a level you can cast, as shown on the Bard table, or a cantrip. Additionally the Fey grant you two additional Oor for your pool.

“College” of Confusion

Bards who align with the College of Confusion are nicknamed “sirens,” after the creature who lures sailors with her mysterious and beautiful song. Sirens learn manipulation skills early in their lives,

and use these skills, along with their soprano-like singing voices, to confuse, trick, and otherwise influence others.

College of Confusion Features

Bard Level	Feature
3rd	Trick Ear
6th	Angelsong
14th	Stunning Voice

Trick Ear

When you join this college at 3rd level, you gain proficiency in Stealth, Deception, and Persuasion. Additionally, you are able to cast the Minor Illusion cantrip up to 120 feet when creating an illusion of sound.

Angelsong

At 6th level, add Charm Person and Hypnotic Song to your known spells list. At 14th level, add Dominate Person and Modify Memory to your known spells list. They count as bard spells for you but don’t count against the number of bard spells you know.

Stunning Voice

At 14th level, you are able to sing so beautifully that any target creatures within 120 feet who can hear you must succeed at a Charisma saving throw of DC20 or be stunned. At the end of each of their turns, and each time they take damage, the targets can attempt another Charisma save. On a success, the condition ends for them and they become immune to your voice. You may also designate any allies to be immune to your voice.

CLERIC

The clerics of Ne’Oor, and as far as anyone knows, Or’Mya as a whole, are thoroughly devoted to DexMya, as no other gods are known or worshipped outwardly. While some clerics find an affinity for one of the twin gods over another, they are nearly always worshipped as a whole, balancing light and dark and all of the elements in harmony. Clerics

are seen as both warriors and healers, working both missions under the will of their god. While there are adults who worship DexMya as priests and other clergy, only a Wardling has the full abilities of a cleric and the healing properties that Oor provides.

Clerics gain their archetype at 1st level, which is earlier than most classes. This is because they dedicate their lives to their gods early on, which has a big role in shaping their identity. The most typical clerics serve as the healers for their party, and using the Life Domain from the core rules allows you to create a cleric with many choices for doing so. However, with the Oor that DexMya has granted Wardling clerics, you are able to create a cleric that can both heal and cast arcane magic in unique ways under the Oor Domain.



Life Domain

The Life domain focuses on vibrant positive energy—one of the fundamental forces of the universe—that sustains all life.

Wardlings on Or'Mya always choose DexMya as their influence over this domain.

Life Domain Spells

Cleric Level	Spells
1st	bless, cure wounds
3rd	lesser restoration, spiritual weapon
5th	beacon of hope, revivify
7th	death ward, guardian of faith
9th	mass cure wounds, raise dead

Life Domain Features

Cleric Level	Spells
1st	Bonus Proficiency: Heavy Armor, Disciple of Life
2nd	Channel Divinity: Preserve Life
6th	Blessed Healer
8th	Divine Strike
17th	Supreme Healing

Bonus Proficiency

When you choose this domain at 1st level, you gain proficiency with heavy armor.

Disciple of Life

Also starting at 1st level, your healing spells are more effective. Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

Channel Divinity: Preserve Life

Starting at 2nd level, you can use your Channel Divinity to heal the badly injured.

As an action, you present your holy symbol and evoke healing energy that can restore a number of hit points equal to five times your cleric level. Choose any creatures within 30 feet of you, and divide those hit points among them. This feature can restore a creature to no more than half of its hit point maximum. You can't use this feature on an undead or a construct.

Blessed Healer

Beginning at 6th level, the healing spells you cast on others heal you as well. When you cast a spell of 1st level or higher that restores hit points to a creature other than you, you regain hit points equal to 2 + the spell's level.

Divine Strike

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

Supreme Healing

Starting at 17th level, when you would normally roll one or more dice to restore hit points with a spell, you instead use the highest number possible for each die. For example, instead of restoring 2d6 hit points to a creature, you restore 12.

Oor Domain

The Oor domain focuses on the magical essence of DexMya that has been granted to the Wardlings. Oor, being the source of all magic in the world, is revered by the clerics just as much as their gods. It is the life of all spells and the spell in all of life. Because Oor is the center of this domain, it grants clerics many spells normally given to spellcasters. Because of this, clerics who follow this domain are known as Witches or Warlocks.

Oor Domain Features

Cleric Level	Spells
1st	Oor Blessed
2nd	Channel Divinity: Spellcraft
6th	Transfer Oor
8th	Oor Sense
17th	Master of Oor

Oor Blessed

At 1st level, you add 1 Oor to your pool. Additionally, you learn a 1st level spell from the wizard spell list,

which becomes a cleric spell for you. Your Wardling cantrips become cleric cantrips for you and do not count against your number of cantrips known.

Channel Divinity: Spellcraft

At 2nd level, you may use Channel Divinity to cast any domain spell that you know without using a spell slot. To do so, you must spend 1 Oor, and as an action, present your holy symbol while calling for DexMya to make use of the Oor by your request. As a continuation of the action, you cast any Oor domain spell you know, regardless of casting time. The spell is cast at the highest level that you are able to cast, but no spell slot is used.

Transfer Oor

At 6th level, you learn Healing Word, Lesser Restoration, and Life Transference. You may spend 3 Oor to cast any of these spells as an action without using a spell slot. As part of the same action, you may transfer up to 3 additional Oor to the target, which will be reset after a long rest.

Oor Sense

Beginning at 8th level, you and any friendly creatures within 15 feet of you can see through magical illusions. You learn a spell from the wizard spell list that is of a level you can cast, which becomes a cleric spell for you. Additionally, you have advantage on all Arcana checks.

Master of Oor

At 17th level, you gain 2 Oor in your pool and choose four additional spells from the wizard spell list, up to 7th level. All chosen spells become cleric spells for you.

DRUID

Drawing their power from the natural world around them, Druids are keepers and protectors of the wild. Druids are highly educated in the secrets of the elements and perform ritualistic magic to make themselves one with the land and all life that it supports. Commanders of flora and fauna, druids allow the Oor to flow through them to create and destroy within the elements of nature, all while charged with keeping them in balance.



Druidic Circles

The druids of Or'Mya are closely aligned with nature, and thus their circles often focus on the areas in which they learned their druidic magic. The Circle of Land from the core rules covers the spells available to various habitats, but this chapter provides more specific specialization for your Wardling druid, based on their homeland. While exceptions exist, northern druids derive their powers through the Circle of Snow, summoning storms, blasting cold, and assuming animal forms of majestic polar bears or snowy owls. Conversely, southern druids hailing from Midbari tribes or other desert peoples in the Circle of Sand shape sand into glass and create desert blooms for sustenance. The Circle of Water has druidic members from areas of Ne'Oor with rivers, lakes, and even the sea, where Finfolk Druids use the power of the waves to create and destroy Oor as they control all of nature's life-giving and destroying forces.

Each circle gives you access to circle spells at 3rd, 5th, 7th, and 9th level. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a circle spell that doesn't appear on the druid spell list, the spell becomes a druid spell for you.

Circle of Snow

The druids of the Circle of Snow watch over and manipulate the icy landscapes of Or'Mya, hailing from

the far reaches of the snowcapped mountains beyond Summersea and other distant frozen lands. Revered members of Snowcap and other northern communities, druids help find and provide nourishment from the land, while guarding against overgrazing and those who would harm animal populations and destroy the harsh but necessary ecosystem of the wintry tundra.

Druid Level	Circle of Snow Spells
3rd	iceskin, locate animals or plants
5th	mold terrain, sleet storm
7th	ice storm, locate creature
9th	cone of cold, planar binding

Circle of Snow Features

Druid Level	Feature
1st	Insulated
2nd	Snowfoot
6th	Cold Blooded
10th	Icy Absorption
14th	Snowshape

Insulated

You gain advantage on Constitution saving throws against cold. Additionally, you are able to spend 1 Oor to warm any one target creature, relieving the creature of up to two levels of exhaustion due to cold or freezing conditions.

Snowfoot

At 2nd level, you can alter your footprints to be seen as those of a normal animal of your choice without using your Wild Shape ability. If in snow, the footprints are convincing enough to fool an expert tracker. In other terrain, the footprints will convince a tracker that fails a DC18 survival check.

Additionally, you roll all survival checks to track footprints with advantage.

Cold Blooded

At 6th level, you are able to tap into winds to create cold to freezing temperatures, allowing

Chapter 4 New Heroes

you to manifest a cold breeze or a handful of snow as an action. You additionally learn the mold terrain, ice knife, and ice storm spells, which become druid spells for you.

Icy Absorption

Beginning at 10th level, any time you take magical damage, you absorb 1 point of the damage and convert it to 1 Oor for your pool until the next long rest. Additionally, once per long rest, you may transfer any amount of Oor to any willing target via touch. If you do so, the target receives 1d4 cold damage per Oor transferred.

Snowshape

At 14th level, you learn simulacrum and wall of ice, which become druid spells for you. In addition, you may prepare any druid spell that causes fire damage to cause cold damage instead, without changing the rest of the effect or damage amount.

Circle of Sand



Druids of the Circle of Sand have adapted and learned from the cruel heat of the sun's glare on the dry land. Becoming one with their surroundings, they detect nourishment from rare flowers and hidden water sources and revere natural dangers such as venomous creatures, drought, and mirages as cohesive parts of nature. While the desert may seem barren and empty, it is actually teeming with life that the druids of the Circle of Sand are sworn to protect and balance. Animals and plants here survive by

conserving precious water until the next rainfall, a rare occurrence unless a powerful druid is around.

Druid Level	Circle of Sand Spells
3rd	flame blade, protection from poison
5th	major image, sinking sand
7th	oor sap, hallucinatory terrain
9th	conjure elemental, insect plague

Circle of Sand Features

Druid Level	Feature
1st	Water Divination
2nd	Sandshift
6th	Desert Friends
10th	Heatwave
14th	Desert Savagery

Water Divination

You know the Create or Destroy Water spell. Additionally, due to your prowess at sustaining life in the desert, you have advantage on all Nature skill checks to find natural sources of water in any terrain. On a successful check, you can find enough water to fill a waterskin. You may perform this check once in any square mile area.

Sandshift

At 2nd level, you learn the Mold Terrain spell. As you step through desert or similar terrain, the sand settles behind you, erasing all footprints or indication of activity.

Desert Friends

At 6th level, you have an ingrained affinity with the dangerous animals of the desert. You may spend 2 Oor to find a venomous creature and extract a vial of poison from it. Additionally, you are immune to poison damage and the poisoned condition.

Heat Wave

At 10th level, any time you take heat damage, you absorb 1 point of the damage and convert it to 1 Oor for your pool until the next long rest. Additionally, once per long rest, you may transfer



any amount of Oor to any willing target via touch. If you do so, the target receives 1d4 heat damage per Oor transferred.

Desert Savagery

At 14th level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. Additionally, while in beast form, you may tap into your animal nature to become a fierce warrior fueled by Oor by spending up to 4 Oor and adding 1d4 per Oor spent to any damage roll.

Circle of Water

The druids who subscribe to the Circle of Water are among the most attuned to the flow of Oor on Or'Mya. Envisioning the Oor as the flow of the water that they protect, they are able to convert their Oor to new spells and redistribute it to other Wardlings. Their ability to manipulate Oor is echoed in their ability to do so with water, creating healing potions, giant waves, and even walking on its surface or through its mists.

Druid Level Circle of Water Spells

3rd	augury, misty step
5th	speak with plants, water walk
7th	black tentacles, control water
9th	legend lore, telepathic bond

Circle of Water Features

Druid Level	Feature
2nd	Deep Breath
6th	Healing Waters
10th	Tidal Guardian
14th	Flowing Oor

Deep Breath

When you choose this circle at 2nd level, you gain the ability to hold your breath underwater for 10 minutes and your swimming speed matches your

walking speed. When using your Wild Shape feature, you may transform into the shape of a beast with a swimming speed.

Healing Waters

At 6th level, once per long rest, you may choose to spend any amount of Oor to enchant the same number of vials of fresh or salt water with healing magic. The enchantment lasts for 24 hours. When consumed, the enchanted water restores a number of spell slot levels equal to 1d6. Additionally, the creature that consumes the vial heals hit points equal to 1d4 + your Wisdom modifier.

Tidal Guardian

At 10th level, you have become a known protector of the waters. When you cast Charm Monster on any creature with a swimming speed, the target creature rolls with disadvantage instead of advantage. Additionally, you can use your Healing Waters feature to spend 4 Oor to remove any diseased or poisoned condition from a body of water, up to one cubic mile.

Flowing Oor

At 14th level, you may spend 1 Oor per minute to heal 1d6 hit points while submerged in a natural water source, up to a maximum of 10 minutes per long rest. Additionally, you may spend 2 Oor per long rest to restore 1 Oor each to 2d4 targets.

Circle of Wood

The druids of the Circle of Wood hail from every corner of Or'Mya. They frequent the Fey woods of the Mainland, the northern forest of Pinecrest, the cold birch wastes of Stonemist Island, and the exotic tropical island of Kilaui alike. There are even some that subscribe to the Circle of Wood who hail from or live by the coast, drawing upon the combined properties of the sea and the driftwood found there. Druids are one of the more mysterious classes, and Wardlings who channel nature act as guides and teachers of nature for their younger companions. They have the sacred duty of watching over the flora of Or'Mya, with a deep understanding of how plants and trees bind nature together, literally carrying Oor through their root systems all over the world. This affinity with forests and other areas of wooded growth grants them superior magical abilities in any wooded area, as well as the ability to create elements of the forests at their will.

Druíð Level	Circle of Wood Spells
3rd	spider climb, spike growth
5th	plant growth, speak with plants
7th	conjure woodland beings, dominate beast
9th	commune with nature, tree stride

Circle of Wood Features

Druíð Level	Feature
1st	Greenthumb
2nd	Essence of the Firefly
6th	Florablend
10th	One with the Forest
14th	Photosynthesis

Greenthumb

You gain proficiency in the Nature skill. Additionally, you are able to harvest seeds from any plant and preserve them for planting later. To plant and harvest new seeds, you must spend 2 hours preparing a patch of land of at least 100 square feet and spend 1 Oor for magical growth. Once planted, the seeds will create a mature plant within two weeks, and new seeds may be harvested in an additional two weeks time.

Essence of the Firefly

At 2nd level, you learn both the light and dancing lights cantrips, which become druid cantrips for you and do not count against your cantrips known.

Florablend

At 6th level, you become indistinguishable from the surrounding plant life without a Stealth check while you remain motionless. You have advantage while moving stealthily in any terrain that contains trees or vines, heavy undergrowth, foliage, or other dense plant life.

One with the Forest

Beginning at 10th level, you may Wild Shape into a monster of the Plant type, up to a challenge rating of 2. Additionally, you may cast Speak with Animals and Speak with Plants without spending a spell slot.

Photosynthesis

At 14th level, while using Wild Shape as a Plant, you may spend one hour in direct sunlight to generate 4 additional Oor for your pool until the next long rest. Once per long rest, you may transfer up to 4 Oor to any willing target via touch.

Circle of Stone

The druids who subscribe to the magic of the Circle of Stone use igneous, sedimentary, and metamorphic rock to fuel their magical powers over nature. From ocean pebbles to precious gems, druids of this circle draw power from and can manipulate all stone, often sitting in meditation on the bare ground to be one with the Oor that flows through deep granite deposits that run through Or'Mya's crust. Druids of the Circle of Stone seek to find a specific type of stone that they can attune to, which becomes their power stone. Many druids choose a stone that is native to their homeland, passed down by an elder, or has some other meaningful significance. While wearing their power stone (either on a chain around their neck, in a ring, a circlet, or other creative display close to their skin), your druid is able to magnify their abilities.

Druíð Level	Circle of Stone Spells
3rd	darkness, shatter
5th	meld into stone, sinking sand
7th	stone shape, stone skin
9th	create stone golem, wall of stone

Circle of Stone Features

Druíð Level	Feature
1st	Stonecast
2nd	Stonegift
6th	Stoneblood
10th	Stonestrike
14th	Stonemind

Stonecast

While wearing your power stone, you gain extra knowledge of the arcane and know one of the following Stonecast cantrips until your next long rest:

Guidance

Hail of Stones

Light

Mage Hand

Message

Mold Sand

Produce Flame

At the end of each long rest, you may choose a different Stonecast cantrip. Stonecast cantrips do not count against your cantrips known.

Stonegift

At 2nd level, you gain the ability to channel Oor from stone to create a magical circle. You build a circle of at least 12 stones with a 15-foot diameter and sit in the center to create a connective magical barrier with your body as the conduit. As an action, you may activate the circle, creating this protective magical barrier.

Out of combat, the circle allows you to make Nature and Survival checks with advantage. Additionally, once per long rest, the Stone Circle will generate 1 Oor for your pool. If all stones in the circle are gemstones, it generates 2 Oor instead.

While in combat, as an action, you may transfer the protective magical barrier to any target creature that you can see: When a creature attacks any target within the circle, you may spend 1 Oor as a reaction to subtract 1d6 from their attack roll.

Stoneblood

At 6th level, you gain the ability to absorb the essence of stone from the earth into your body, allowing you to cast any spell that has a stone-based material component while ignoring its cost. You additionally gain advantage on saving throws against spells that target you which have stone-based material components.

Stonestrike

Beginning at 10th level, you may make an additional attack with a weapon whenever you take the Attack action on your turn. While wearing your power stone, Stonestrike's additional attacks are rolled with advantage.

Stonemind

At 14th level, you may spend one hour of a long rest in a meditative state, while sitting on the bare earth, and still gain all of the benefits of the rest. This generates 4 additional Oor for your pool until the next long rest. Once per long rest, you may transfer up to 4 Oor to any willing target via touch.



FIGHTER

While no Wardling wants to fight, sometimes they know that they must defend what is good and right, as well as protect their communities. The major cities of Or'Mya have their guards and armies: adults who have been trained for possible war. However, Wardling Fighters are more like martial tacticians, avoiding conflict until only necessary, and then striking strategically to take out monsters and other threats that may harm their homes or loved ones.

Specializing in various types of combat, fighters have varied skills and weapon proficiencies based on what is available to them and the type of training they have received from their elders. The Squatch Wardlings of the peaceful tribes in Wildwood meet secretly at night and learn to fight with the same axes they use to help build the treetop homes of their village, while those that live on the shores or on Kilaui are masters at trapping intruders with their hand-woven nets from their practice fishing off the coast. Conversely, Snowcap Wardlings who live on the border of the orc-infested Vrak

Crags are encouraged to pick up swords to help defend against savage invaders. Your character's story can help guide what type of fighter you choose and how they came to be.



Fighter Archetypes

Wardling fighters can be built from the Champion archetype found in the core rules, and they still receive the benefits of using their Oor. However, the following two archetypes are specifically tailored for Or'Mya and the fighter's magical abilities.

Guardian of Oor

With the mission to protect all of magic in the name of DexMya, the Guardians of Oor are a dedicated faction who patrol the land and guard against any danger. As favored hands of the gods, they have enhanced martial abilities powered by Oor.

Guardian of Oor Features

Fighter Level	Feature
1st	Magical Strike, Magical Toughness
2nd	Cantrip Cap
6th	Brave Protector
8th	Magical Target
17th	Enchanted Strike

Magical Strike

When you choose this archetype at 3rd level, you gain magically-assisted strength from the Oor within you. You add half your current Oor, rounded up, to any Strength-based attack rolls.

Magical Toughness

Additionally, at 3rd level, you may spend 1 Oor per long rest to gain a number of temporary hit points equal to 6+ your fighter level. At 10th level, you may do this three times per long rest.

Cantrip Cap

Beginning at 7th level, whenever you deal damage to a creature, you may cast a known cantrip as a bonus action.

Brave Protector

At 10th level, you gain +4 to your Initiative and you gain advantage on all attack rolls made against any target that has not yet taken any damage. Additionally, you may spend 1 Oor to extend your bravery to a target creature you can see, although they do not receive the bonus to their Initiative.

Magical Target

At 15th level, you may spend 1 Oor to declare a target creature, causing all damage on any successful attack rolls against any other creature within 60 feet to be transferred to the target instead.

Enchanted Strike

At 18th level, your knowledge of Oor allows you to infuse your weapon with its raw, natural power. All melee attacks made with the infused weapon deal 1d10 additional fire, cold, radiant, or lightning damage, declared at the time the weapon is enchanted. You may use a bonus action to change the damage type of this feature.

Tactics Captain

Specializing in tactical combat, the Tactics Captain is an inspiring leader, a cunning fighter, and capable of overpowering enemies while defending fellow heroes with battle techniques meant to control and confuse their opponents. They know how to read their opponents and stack the deck in their party's favor, while rallying their team to make smart and unified attacks.

Tactics Captain Features

Fighter Level	Feature
3rd	Commanding Call
7th	Confuse and Conquer
10th	Captain's Assist
15th	Exhaust Opponent
18th	Teamwork

Commanding Call

When you choose this archetype at 3rd level, you learn the spell command. Intelligence is your spellcasting ability for it. You may cast command by spending 1 Oor. Additionally, as a bonus action, you can attempt to rally your allies by rolling a Persuasion check. Any ally with a Passive Perception less than or equal to your check hears your Commanding Call to arms and receives advantage on their attack rolls until your next turn.

Confuse and Conquer

At 7th level, you learn the spell confusion. Intelligence is your spellcasting ability for it. You may cast confusion by spending 2 Oor.

Captain's Assist

At 10th level, you may spend 2 Oor to grant an extra attack to an ally on your turn, from the following choices:

- One ally who can hear or see you may shoot 2 magical projectiles (formed by your spent Oor) with their ranged weapon of choice, dealing 1d6 radiant damage each. The ally may choose to attack 2 different targets or the same target twice.
- One ally who can hear or see you may make a melee attack against a target within 5 feet, dealing their normal attack damage.
- One ally who can hear or see you may cast a spell attack at 3rd level or below without having to spend a spell slot.

Exhaust Opponent

At 15th level, as a reaction, you may spend 1 Oor to give a target one level of exhaustion each time that target fails an attack roll against you.

Teamwork

At 18th level, you are a master at motivating your party, inspiring combat success with magical rewards. Whenever you or an ally who can see or hear you deals damage to a target that brings it to 0 hit points and that target has not dealt any damage in return, the damage dealer regains 1 Oor and hit points equal to the damage done in that final blow. The hit points may be given to another ally if the gifter spends 1 Oor.

RANGER

Rangers are excellent trackers, hunters, survivalists, and marksmen, providing a full range of talents to an adventuring group. While rangers are often looked at as being solitary people who travel the lands in seek of adventure or purpose, Wardling rangers tend to seek camaraderie in groups who share their goals and ideals. For example, the Silver Sentinels are a group of rangers that patrol the beaches south of Silverbank, acting as both guardians of the shoreline, caretakers of the beaches, and lookouts to the east for travelers from the Lost Lands. Rangers who aren't part of organized guards or groups don't need to be lone wolves, either. Yalwynne Hollyfree, known as "The Wood Watcher," is a Wardling Fey Friend ranger who acts as a guide in the Wildwood to groups of travelers as she protects the secrets of the Fallen Five.

Ranger Archetypes

The following archetype choice allows you to build a Fey Friend ranger, although any ranger archetype from the core rules will fit a Wardling ranger well.

Fey Friend

Fey Friend rangers have a kinship with the Fey of Or'Mya, earning them favor from benevolent Fey wherever they may meet. They guard Ne'Oor against threats to nature, and usually live in areas where Fey reside, watching over the those that may need defending and working together to preserve life on Or'Mya. Fey Friends have learned many secrets from their Fey allies, and they normally adopt favored enemies that would harm them.



Feykin

At 3rd level, fey creatures regard you as one of their own. Any spells or actions by fey consider you to be fey as well. You gain advantage on all Charisma checks against fey of all types.

Radiance of Oor

At 3rd level, you learn to draw from your pool of Oor to aid your attacks. As a bonus action, you may spend 1 Oor and choose one creature you can see within 30 feet of you. The next time you attack that creature on this turn with a weapon attack, the attack is rolled with advantage and the creature takes an extra 1d8 radiant damage from the attack. When you reach 11th level, the extra damage increases to 2d8.

Feysight Agility

At 7th level, your life among the Fey has allowed you to pick up their ability to predict their opponent’s actions. When a creature hits you with an attack, you can anticipate their next move and gain a +4 bonus to your AC against all subsequent attacks made by that creature for the rest of the turn and a +2 bonus to your AC against attacks made by that creature for the rest of the combat.

Feyblink

At 11th level, you have learned fey tricks to confuse and befuddle your enemies. As a bonus action, you may spend 2 Oor and vanish to the Ethereal Plane. While on the Ethereal Plane, you can see and hear the plane you originated from, but everything there looks gray, you can’t see anything more than 60 feet away, and you cannot affect anything there.

At the start of your next turn, you may choose to return to an unoccupied space of your choice that you can see within 15 feet of the space you left. If no unoccupied space is available within that range, you appear in the nearest unoccupied space. You automatically return from the Ethereal Plane after 3 turns, unless you spend 1 additional Oor to maintain the Feyblink.

Charming Dodge

Starting at 15th level, your Feysight Agility expands to allow you to dodge foreseen attacks. Whenever a creature makes an attack roll against you that doesn’t have advantage on the roll, you may use your reaction to give it disadvantage. You must use

Fey Friend Features

Fighter Level	Feature
3rd	Magic of the Fey, Feykin, Radiance of Oor (1d8)
7th	Feysight Agility
11th	Feyblink, Radiance of Oor (2d8)
15th	Charming Dodge

Magic of the Fey

Starting at 3rd level, and again at 5th, 9th, 13th, and 17th levels, you learn an additional spell, as shown in the spell table below. The spell counts as a ranger spell for you, but it doesn’t count against the number of ranger spells you know.

Ranger Level	Spells
3rd	faerie fire
5th	misty step
9th	clairvoyance
13th	conjure woodland beings
17th	tree stride

this feature before you know the outcome of the attack roll. If a creature misses their attack, they become charmed by you for their next turn.

ROGUE



A Wardling rogue was always the best at hide and seek, using their excellent stealth to both hide and sneak up on those they wish to find. Rogues hide in the shadows, scout locations, disable traps and locked doors, and discreetly gather information and evidence by being a fly on the wall. Few Wardlings steal without good reason, but rogues are also known for being excellent thieves, due to their nimble fingers and ability to quietly disappear into their surroundings. During the famine of the Fishless Fortnight, a secret assembly of Wardling rogues known only as the Heartsome Hoods broke into Silverbank's food stores and vanished with rations to feed the hungry villages who relied on the ocean's bounty until the calamity ended. Using rogue-like traits for good, the Whitecap archetype also strives to help others and keep Ne'Oor safe from potential threats by being excellent spies and information gatherers to exploit the weaknesses of their enemies.

Roguish Archetypes

While a Wardling rogue has no special spellcasting abilities aside from their cantrips, they are able to tap into their Oor for magical assists to their stealth. Otherwise, rogues have many features in common, such as their high dexterity that allows them to manipulate objects on the sly or sneak without being

seen or heard, as well as their ability to be accurate and quick in combat, delivering deadly blows to enemies, sometimes without being seen. However, different rogues use their talents for different goals, and the roguish archetypes allow them to walk varied paths. While any roguish archetype can be selected and does not need to define your profession, the Whitecap rogue, often used as a spy against evil forces, is outlined here as a known archetype in Ne'Oor.

Whitecap

The Whitecap rogue is essentially a spy for the greater good, using their stealth abilities to infiltrate and scout enemy compounds and to check for vulnerabilities within friendly villages and even their party's encampment. An ethically-driven type of rogue, the Whitecap is able to extract information about any target through self-concealment and a vast knowledge of the key areas of Ne'Oor as well as the people within it. When found in a situation that leads to combat, Whitecaps have the ability to misdirect attention and escape danger so they can get to their mark, "liberating" it from their enemies, if necessary.

Whitecap Features

Rogue Level	Feature
3rd	Social Butterfly, Combat Stealth
9th	Targeted Teamwork
13th	Arcane Impostor
17th	Spy Minded

Social Butterfly

Starting at 3rd level, you have studied up to 6 known locations (can be a city, village, forest, or other locale) that you or a direct connection to you has visited, and you have crafted a network of contacts in one of those specific locations of your choice.

When in any of the 6 locations, you obtain the following benefits:

- You can travel in that location using methods that allow you to avoid detection.
- You have advantage on Intelligence checks to recall information about local history, lore, high-profile citizens, landmarks, monsters, and natural wonders.



When in your network location, you additionally gain the benefit of a safe house, a contact that you know in a local inn, a contact in the local government or other high-ranking official, a cleric, and a contact who can connect you with passage to wherever you need to travel.

Combat Stealth

Also at 3rd level, you learn the art of infusing your stealth into your melee techniques. Any time you make a melee attack against a creature, regardless of whether it hits, that creature cannot make opportunity attacks against you for the rest of your turn. Additionally, while in combat, you have the uncanny ability to disappear in the fray. As a bonus action, you may expend 1 Oor to become invisible until the start of your next turn.

Targeted Teamwork

Starting at 9th level, you gain advantage on initiative rolls. Additionally, you extend advantage on attack rolls to all allies when they attack the same creature that you do in the same round.

Arcane Impostor

By 13th level, you have learned how to tap into your Oor in order to magically disguise yourself. You may spend 1 Oor to convincingly mimic the behavior, speech, handwriting, mannerisms, and looks of any person that you have seen and heard before. The

disguise is indiscernible to anyone who does not know the person intimately, otherwise you have advantage on Charisma (Deception) checks made to avoid exposure.

Spy Minded

When you reach 17th level, your training as a spy has made you adept at concealing your thoughts from mind-reading and you have built up an immunity to truth serums and their ilk. If a creature uses any ability to read your mind or obtain your thoughts, whether physical or magical, you may choose to reveal what knowledge they detect, if any. Conversely, this ability grants you advantage on Charisma checks in which you attempt to detect deception, motivations, or alignment.

WIZARD

Wizardry is a hushed topic among the adults of Ne'Oor, as those who have forgotten their youth don't believe in it, and those who haven't are often seen by others as eccentric crackpots. The adults who still believe, however, know that Wardlings, with the power of Oor, can become masterful spellcasters and are the only hope if a catastrophic event befalls Or'Mya. The variety of wizards among the Wardlings are as far and wide as Ne'Oor itself, from the water-scrying shamans of the Moonlight Pools to the lightning mages of Daybreak's Peak and from

the alchemists who peddle potions in Saltwick and Dragonsmouth Bay to the runemasters of the secret society of the Seekers. Wardlings from River's Hollow make up the largest proportion of wizards in Ne'Oor, however, as the concentration of Oor in the woods is the ultimate conduit for magic. All Wardlings have some sort of predisposition to spellcasting, due to the gifts of Oor given to them by DexMya, but those who show innate talent become Wizards.



Arcane Traditions

The knowledge of the arcane is passed down from Wardling to Wardling and mastered through practice and experimentation in nearly all of Ne'Oor. In River's Hollow, Wardlings have set up their own school, where they meet to share knowledge and study new spells, but this type of arcane education is rare in the rest of the Mainlands. In their studies, Wardlings learn of the eight schools of arcane magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation, each unique in their techniques, uses, and spells. You may be a wizard with the Arcane Tradition of any of these schools, as these wizards and others all exist on Or'Mya. However, Wardling wizards may opt to be a Spectramancer instead.

Spectramancer

Spectramancy is an Arcane Tradition which magnifies Oor's radiance to create spectacular displays of

light and color magic. Spectramancers believe that the power of light can defeat all darkness. The tradition of Spectramancy blends principles of evocation and abjuration, rather than specializing in either of those schools.

Spectral Spells

You always have the ability to cast Spectral Spells as soon as you are able to cast spells of their level.

Prismatic Casting

When you cast spells, light and color emits from your hands. Each time you cast a spell that would do regular damage, you do damage of the type matching the color rolled on the prismatic color chart below. The damage type is rolled before the spell is cast.

Prismatic Color Chart

d8	Color	Damage type
1	Red	fire
2	Orange	necrotic
3	Yellow	lightning
4	Green	poison
5	Blue	cold
6	Indigo	acid
7	Violet	psychic
8	White	radiant

Spectramancer Features

Wizard Level	Feature
2nd	Knowledge of the Light, Prismatic Resistance
6th	Speed of Light
10th	Blinding Light
14th	Oor Overchannel

Knowledge of the Light

Beginning when you select this school at 2nd level, the gold and time (or Oor) you must spend to copy an evocation or abjuration spell into your spellbook is halved.

Prismatic Resistance

At 2nd level, you begin to wake each day with a different magical aura that only you can see. After a long rest, roll a d8 to see what color your aura is on the prismatic color chart. Until your next long rest, you gain resistance to the corresponding damage type.

Speed of Light

At 6th level, you learn to manifest a portal within 5 feet of yourself with an exit at any point you can see, which remains active for 1 hour or until you choose to dispel it. You may use this ability once per long rest. As an action, any ally can use the portal during this time. If an enemy attempts to use the portal, they must make a DC15 Constitution saving throw. On a failure, they cannot successfully use the portal and receive 3d10 radiant damage. On a success, they are able to use the portal but receive 2d10 radiant damage. Each end of the portal emits bright light over a 20-foot radius. You may spend 2 Oor once per long rest to use this feature a second time.

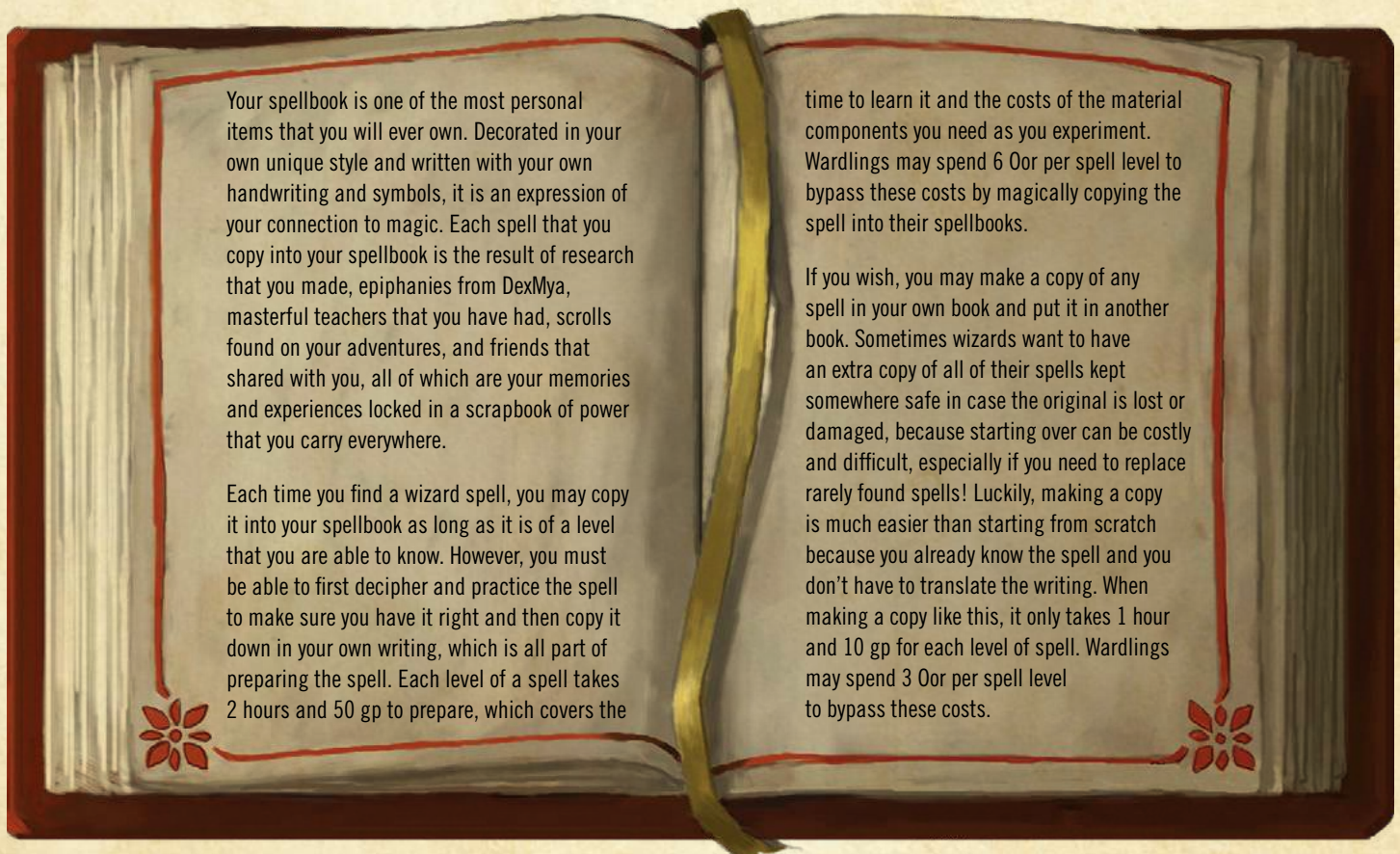
Blinding Light

At 10th level, light has become a part of you. As an action, you may tap into your inner light to emit a radiant blast in all directions. All creatures within a 20-foot radius must make a Constitution saving throw or be blinded until the beginning of your next turn. This feature may be used once per long rest.

Oor Overchannel

Starting at 14th level, you can increase the power of your simpler spells once per long rest. When you cast a wizard spell of 1st through 5th level that deals damage, you can deal maximum damage with that spell.

You may spend 2 Oor to use this feature again before you finish a long rest. If you choose not to spend the Oor, you may instead reduce your current hit points by 2d12 per level of the spell immediately after you cast it to gain this benefit. Each time you use this feature again before finishing a long rest, the Oor cost increases by 1 or the hit point reduction per spell level increases by 1d12.

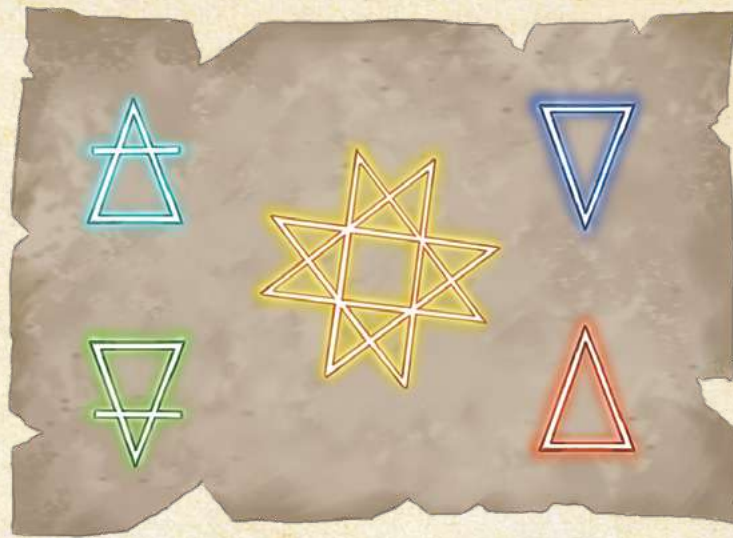


Your spellbook is one of the most personal items that you will ever own. Decorated in your own unique style and written with your own handwriting and symbols, it is an expression of your connection to magic. Each spell that you copy into your spellbook is the result of research that you made, epiphanies from DexMya, masterful teachers that you have had, scrolls found on your adventures, and friends that shared with you, all of which are your memories and experiences locked in a scrapbook of power that you carry everywhere.

Each time you find a wizard spell, you may copy it into your spellbook as long as it is of a level that you are able to know. However, you must be able to first decipher and practice the spell to make sure you have it right and then copy it down in your own writing, which is all part of preparing the spell. Each level of a spell takes 2 hours and 50 gp to prepare, which covers the

time to learn it and the costs of the material components you need as you experiment. Wardlings may spend 6 Oor per spell level to bypass these costs by magically copying the spell into their spellbooks.

If you wish, you may make a copy of any spell in your own book and put it in another book. Sometimes wizards want to have an extra copy of all of their spells kept somewhere safe in case the original is lost or damaged, because starting over can be costly and difficult, especially if you need to replace rarely found spells! Luckily, making a copy is much easier than starting from scratch because you already know the spell and you don't have to translate the writing. When making a copy like this, it only takes 1 hour and 10 gp for each level of spell. Wardlings may spend 3 Oor per spell level to bypass these costs.



Chapter 5

Backgrounds

Every story has a beginning. Your character's background reveals where you came from, how you discovered your Wardling powers, and your place in the world. Your fighter might have been trained by an older sibling or parent who is a soldier. Your wizard could have found an ancient spellbook while working as a helper in the library. Your rogue might have learned how to hide in the shadows to escape doing chores.

Choosing a background provides you with important story cues about your character's identity. The most important question to ask about your background is what changed? Why did you stop doing whatever your background describes and start adventuring? For most Wardling characters, this answer will be very similar: they discovered their Wardling power.

But how did you learn the skills of your class? Where did you get your money, if you have any at all? What

sets you apart? This chapter contains backgrounds that you may find helpful when creating your character's personality and story, as well as optional feats you can gain as you level up.

Proficiencies

Each background gives a character proficiency in two skills. In addition, most backgrounds give a character proficiency with one or more tools (detailed in **Chapter 6: Equipment**). If your character would gain the same proficiency from two different sources, you may choose a different proficiency of the same kind (skill or tool) instead.

Languages

Some backgrounds also allow characters to learn additional languages beyond those natural to their race or geographical location. In Ne'Oor, all player character races speak Common, but a few know some exotic or secret languages as well.

Equipment

A package of starting equipment that is tailored specifically to each background is listed in its entry. If you choose to take gold instead of your equipment package, you do not receive the starting equipment from your background and instead have to buy what you need piece by piece.

Suggested Characteristics

Each background contains a table of suggested personal characteristics based on your background. You may pick your own characteristics from the list, roll dice to choose them randomly, or use the suggestions as inspiration for your own imagination.

Customizing a Background

The backgrounds given here are tailored to people from Or'Mya, but you may choose backgrounds from the core rules if you wish (although you may need to alter some of the features so they fit your character and this campaign setting). To customize a background, you may replace one feature with any other, choose any two skills, and choose a total of two tool proficiencies or languages from the sample backgrounds. You can either use the equipment package from your background or purchase your own gear as described in the equipment section.

To complete your background, choose two personality traits, one ideal, one bond, and one flaw for your character.

Languages

Your race indicates which languages your character can speak by default, and your background might give you access to one or more additional languages of your choice. Note these languages on your character sheet.

You may choose your languages from the Standard Languages table or choose one that is commonly spoken in your campaign. While all Human variants speak Common, and the largest population of Ne'Oor is Human, there are other races living among you. With your GM's permission, you can instead choose a language from the Exotic Languages table or a secret language, such as Thieves' Cant or Druidic.

Note that some of these languages are actually families of languages with many dialects. For example, the Primordial language includes the Auran, Aquan, Ignan, and Terran dialects, one for each of the four elemental planes. Creatures that speak different dialects of the same language can communicate with one another but will notice that the accent is different.

Standard Languages

Language	Typical Speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Ogres, Giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Halfling	Halflings	Common
Orc	Orcs	Dwarvish

Exotic Languages

Language	Typical Speakers	Script
Abyssal	Demons	Infernal
Celestial	Celestials	Celestial
Draconic	Dragons, Dragonborn	Draconic
Deep Speech	Aboleths, Cloakers	—
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underworld traders	Elvish

Secret Class and Background Based Languages

Language	Typical Speakers	Script
Druidic	Druids	Elvish
Nomadic Cant	Nomads	Nomadic Shorthand
Thieves' Cant	Rogues	Thieves' Shorthand

CARETAKER

You are part of a large family with multiple younger siblings and/or elderly relatives that you were responsible for taking care of. Because of this responsibility, it was important that you learned proper bedside manner and basic medical care. Perhaps you lived in an orphanage with other children relying on you. Maybe you volunteered at the local hospital. Likely, you were the most responsible of your siblings and your parents entrusted you with watching over the others while they worked or were away. In any case, these skills will come in rather handy as a hero of the Ward.

Skill Proficiencies: Medicine, Persuasion

Equipment: A set of common clothes, a needle and thread, a storybook, a roll of cloth, a blanket, and a pouch of herbs.

Feature: Nurture

You know basic first aid and have a comforting voice. If anyone in your party has a minor injury of 3hp or less, and you are in a location without any conflict and fresh water, you can mend the wound and cure them of those points only. Additionally, you have the ability to remove the fear condition from any ally if you spend a bonus action to speak to them.

Suggested Characteristics

You have a calm and patient disposition. Helping others makes you feel fulfilled, and you believe in charity above vanity. You consider people who put themselves first as selfish. You have a soft spot for anyone younger than you are and feel like you must strive to be a good role model.

d8 Personality

- 1 I sing when I'm helping others.
- 2 I will always choose the most altruistic approach.
- 3 I will give my coat to another if they are cold.
- 4 I am calm in a crisis.
- 5 I will always stop to give a beggar a coin if I have one.
- 6 I was raised to value life of all kinds.
- 7 I will take a secret told to me to the grave.
- 8 I can't stand to see an animal get hurt.

d6 Ideal

- 1 Good-Hearted. I want to make the world a safer place so I don't have to worry about everyone. (Good)
- 2 Competent. I like to be prepared for any emergency. (Neutral)
- 3 Wisdom. Acting without concern for the future is foolish. (Neutral)
- 4 Respect. All people, rich or poor, deserve respect. (Good)
- 5 Obligation. It is my duty to protect and care for the people beneath me. (Good)
- 6 Community. It is the duty of all people to make sure everyone gets along. (Good)

d6 Bond

- 1 I will someday repay the life I couldn't save.
- 2 One day I will adopt an unwanted child.
- 3 I will become a doctor when I am Reawakened.
- 4 I once accidentally misdiagnosed someone, leading to their demise.
- 5 I will never let a friend be sad.
- 6 I will find true love some day.

d6 Flaw

- 1 I always need to know what my party members are up to; otherwise, I feel left out.
- 2 I become sarcastic when I feel threatened.
- 3 I can't say no when asked for help.
- 4 I sweat profusely when I'm nervous.
- 5 I am bossy when a decision needs to be made.
- 6 I give unsolicited advice.

FARMER

You are a child of a farm-owning family and have learned how to work the land since you could walk. From feeding chickens and milking cows to planting and harvesting crops, you've done it all. Rising early and doing chores has made you disciplined, and eating home-grown food has made you appreciate what comes from nature.



Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Farmer's Tools, Vehicles (Land)

Equipment: A backpack, a bedroll, a blanket, a shovel, hempen rope (50 feet), a waterskin, a set of common clothes, and a horse OR ox and wagon.

Feature: Farmhand

You know farms and farm life well, and other farmers may very well know your family's farm and reputation. In any area of farmland you can always find friendly lodging of some sort. Additionally, you and any companions can always gain employment as day laborers with payment of 5 sp each person per day, in addition to food and lodging.

Suggested Characteristics

You are industrious and know the value of a hard day's work. Family and helping others is an important part of how you were raised. Those who have it easy and complain about petty things annoy you, and you sometimes feel like they need to be shown a lesson about giving as much as they take from life. However, farmers are a friendly and welcoming sort, and you tend to find the good in everybody.

d8 Personality

- 1 I treat all work like farm work and expect others to do the same.
- 2 My best friend growing up was a cow.
- 3 I enjoy sitting in quiet solitude.
- 4 I found farming dull and am excited to have some adventure.
- 5 I have only ever lived on a farm and find other environments overwhelming.
- 6 I talk about my family a lot.
- 7 I am a morning person.
- 8 I greet everyone I meet with a smile and friendly greeting.

d6 Ideal

- 1 Friendship. A lifelong friend is more important than many acquaintances. (Neutral)
- 2 Charity. Nobody should ever go hungry, and there is always a meal for a willing worker. (Lawful)
- 3 Balance. I see life and death every day on the farm, and I know everything is a circle. (Neutral)

d6 Ideal

- 4 Curiosity. I've seen little of the world and want to change that. (Chaotic)
- 5 Tradition. Rituals are vital to a productive life. (Lawful)
- 6 Productivity. The early bird gets the worm. (Lawful)

d6 Bond

- 1 I am embarrassed about being a farmer in a world of heroes, so I want to keep that in my past.
- 2 My family is the most important thing to me, and I'll do anything to impress them.
- 3 I want to be the best at what I do.
- 4 Pillagers stole my family's harvest and killed their herd, and I want revenge for them.
- 5 My friend introduced me to the Oor, and I want to repay them.
- 6 My family may lose their farm unless I can help raise the money to keep it running.

d6 Flaw

- 1 I don't trust city folk.
- 2 I think I'm better than those who are wealthy because my family works harder.
- 3 I complain when it gets too cold outside.
- 4 I'm used to being dirty and don't care if I haven't bathed in a long while.
- 5 I tell horrible jokes about farming.
- 6 I am extremely naive.

NOMAD

You are a natural traveler, having moved around from place to place your whole life. The only place you've ever felt like you belonged is with your tribe itself, but you have no real attachment to a home of any kind. Your family is the only stability that you've ever known. Whether you migrated due to necessity, because you were driven from your home, or to find new customers for your wares, being a nomad has both given you a unique way of life and insecurity issues all at once. Still, you feel a deep connection to the traditions of your tribe and keep to your tribal rituals even when you are not with them.



Skill Proficiencies: Nature, Survival

Tool Proficiencies: Choose one instrument or artisan's tools

Languages: One exotic language of your choice

Equipment: A set of tribal clothes, a waterskin, an explorer's pack, a piece of jewelry from your tribe, and a pouch containing 5 gp.

Feature: By the Stars

You are able to navigate perfectly by using the stars as your guide. In any clear conditions at night, you are unable to be lost. You are also able to easily map the area with extreme detail and lead your party while traveling at night with no penalties to movement due to difficult terrain.

Alternative Feature: Traveler's Speak

As a nomad, you learned to speak Nomadic Cant, a secret language spoken among nomads, performance and carnival troupes, and other migrant or vagrant communities. Nomadic Cant is a mix of dialect, jargon, and code that differs from Thieves' Cant and allows you to speak freely without people understanding unless they are also of the nomadic tradition. In addition, you understand a set of secret markings and symbols used to convey short, simple messages. These symbols are used to identify nearby oases, warn against dangerous terrain ahead, or where the nearest trade merchants are residing.

Suggested Characteristics

You have always felt that since your homes were temporary, your culture and your life are rather temporary as well.

d6 Ideal

- 1 Freedom. I crave the life of a nomad and the freedom it gives me. (Chaotic)
- 2 Organized. I have everything in place so I can quickly move if needed. (Neutral)
- 3 Musical. I have a passion for music and dance. (Neutral)
- 4 Wealth. Trade and money are essential for survival. (Neutral)
- 5 People. I don't care about ideals, only people. (Neutral)
- 6 Respect. The way to keep a party together is through mutual respect and trust. (Good)

d6 Bond

- 1 I am always thinking of my family.
- 2 One day I will own my own permanent home.
- 3 I know where a secret source of freshwater is in a location I once lived.
- 4 A family member became a street beggar, and I hope to find and help them.
- 5 I am worried I will lose all that I have.
- 6 I buried a chest with 100 gp worth of treasure in case of a future emergency.

d8 Personality

- 1 I quickly pick up on local accents.
- 2 I refer to my life as a nomad often.
- 3 I prefer to sleep under the stars.
- 4 I don't enjoy being tied down to one place.
- 5 I am true to my word.
- 6 I enjoy making crafts out of things I find in new places.
- 7 I find beauty in the little details of life.
- 8 I have a sweet tooth.

d6 Flaw

- 1 I am a terrible singer.
- 2 I am quick to judgment.
- 3 I don't take criticism well.
- 4 I am extremely afraid of spiders.
- 5 I am superstitious.
- 6 I become furious when people order me around.

OF RIVER'S HOLLOW

You were born in River's Hollow or raised there for at least 5 years and have been taught to worship DexMya. You know your destiny is to become a powerful Wardling and protect the world from evil. You have learned about the Oor and serve as an intermediary between the gods, nature, and the rest of the world.

Skill Proficiencies: Insight, Religion

Language: Sylvan

Equipment: A small trinket that reminds you of home, a set of common clothes, a simple weapon of your choice, and a pouch containing 15 gp.

Feature: Childlike Wonder

You have a naturally curious and open-minded outlook on the world, which allows you to learn new skills easily. Every 3rd level, you may select a skill in which you are not proficient and gain proficiency in that skill.

Suggested Characteristics

You have been shaped by your friendships and mentors. Your dedication to becoming a Wardling can make you a bit intense but also loyal.

d8 Personality

- 1 When I learn about a new way to use Oor, I can't help but try to figure out how it works.
- 2 I am secretive about what I can do with my magical abilities.
- 3 I was taught only to fight if necessary and will always accept surrender.
- 4 I feel like everything is a sign from DexMya.
- 5 I prefer to take night patrols or night watches.
- 6 I am a stickler for the rules of River's Hollow.
- 7 I will always be ready to help my friends.
- 8 I will never back down from a fight.

d6 Ideal

- 1 God-touched. I want to please DexMya, and that guides my choices. (Neutral)
- 2 Reliable. I will always follow through on my promises to my best ability. (Good)
- 3 Courage. I will accept any adventure that benefits the world. (Good)
- 4 Chivalry. I respect the Wardling code of conduct of bravery, honesty, and defending the weak. (Good)
- 5 Wanderlust. I will accept any adventure that allows me to travel. (Chaotic)
- 6 Laughter. I believe that life needs to be fun.

d6 Bond

- 1 My fellow Wardlings are my brothers and sisters.
- 2 I honor Or'Mya at all costs.
- 3 I will make a fey friend.
- 4 My familiar is more valuable to me than anyone else.
- 5 I'm secretly sad that I don't get to play instead of fulfilling my Wardling duties.
- 6 I will master my craft.

d6 Flaw

- 1 I do not like to use magic at all.
- 2 I have trouble keeping my concentration.
- 3 I will pursue justice to my own detriment.
- 4 If someone calls me "just a kid," I cannot control my rage.
- 5 I look down on casters who are not properly trained in magic.
- 6 I am annoyingly competitive.

STUDENT



You are an avid student and eager learner. You always like to know the answers and will spend hours researching facts for fun. While you enjoy your academic studies in general, you have focused on a particular subject in which you are an expert. You may have learned about this subject from your parents in relation to their own jobs or you may have been drawn to the subject by a friend, a favorite teacher at school, or even a private tutor.

Skill Proficiencies (Choose One): History, Religion, Nature, Arcana, Medicine, Survival, or Performance.

Languages: One of your choice.

Equipment: A book on the subject of your choice and a scholar's pack.

Feature: Academic

As a student, you have extensive knowledge in the subject of your choice from the list above and can speak eloquently and thoroughly on the topic. You and your adventuring companions can expect to confer with teachers and scholars who share the same knowledge. You are welcome within the walls of any learning institution and will be supported at a modest lifestyle

if you choose to either continue your studies in your subject of choice or lend your time to teach other students. While near such learning institutions, you may call upon the teachers or scholars there for assistance with research or other knowledge-based needs.

Suggested Characteristics

Students are given unique knowledge and experiences from their teachers both in school and in life. Their studies in their chosen subject affect and shape their view of the world around them, their mannerisms, and ideals. Flaws may include narrow-mindedness in your field of study, obsession with the chosen topic, an elitist attitude toward those less educated, or an ideal or bond that is solely tied to education.

d8 Personality

- 1 I over-examine any new object I discover.
- 2 I'm happiest when I'm learning a new skill.
- 3 I am respectful to my elders.
- 4 I am never bored.
- 5 I quote books I've read any time I can.
- 6 I have a random collection and will add to it whenever I can.
- 7 I am a chatterbox.
- 8 I will always try to do things I'm not necessarily good at.

d6 Ideal

- 1 Knowledge. I will teach others anything I've learned that they want to know. (Neutral)
- 2 Curiosity. I will take risks to find new information. (Chaotic)
- 3 Tradition. The stories, legends, and songs of the past must never be forgotten. (Lawful)
- 4 Logic. Emotions must not cloud our logical thinking. (Lawful)
- 5 Self-improvement. The goal of a life of study is the betterment of oneself. (Neutral)
- 6 Freedom. Educating oneself provides the opportunity for informed choice. (Neutral)

d6 Bond

- 1 I lost my favorite book. Someday I'll find another copy.
- 2 I felt closer to my teacher than most of my family.
- 3 One day I will write my autobiography.
- 4 I cheated on a major test in school and can never tell anyone.
- 5 One day I will take on a Wardling apprentice.
- 6 I will discover a hidden source of knowledge and share it with the world.

d6 Flaw

- 1 I think I'm smarter than everyone else.
- 2 I have trouble keeping my concentration.
- 3 I have a hard time talking about non-academic subjects.
- 4 I tend to be very blunt, even if what I say seems harsh.
- 5 I can be overly ambitious if I think it will impress others.
- 6 Now that I'm out of school, I believe my knowledge should come with a price.

WILDING

As an infant, you were lost in the wild, either abandoned by your parents, kidnapped and left on your own, or by terrible random happenstance. After spending 5 years being raised by nature, you have a difficult time fitting in with civilized society.

Skill Proficiencies: Athletics, Acrobatics, Animal Handling, Perception, and Survival.

Language: Common. This is the only language you know, regardless of your race, and you still speak in broken sentences.

Equipment: A set of makeshift clothes, a pouch, a club, a torch, and a trinket from the wild.

Feature: Wild at Heart

You can communicate with the type of animal with which you were raised, and they will follow any basic requests that will not harm them. You can ask them questions about things they have seen and get basic yes or no answers. This type of animal considers you as kin and will always protect you as allies. You may choose any animal from this list, and the environment in which you lived in the wild will be a native area for that animal: wolf, bear, monkey, snow leopard, fox, or hyena.

Suggested Characteristics

You have always felt out of place, and now that you are where you belong, you feel it even more so. Everything considered civilized is new to you, and you vary between frightened and excited to learn new things.

d8 Personality

- 1 When I learn new words, I repeat them incessantly.
- 2 I love to climb.
- 3 I have a quick temper.
- 4 I behave like the animal that raised me.
- 5 I am fearless of the wild.
- 6 I need my personal space.
- 7 I am very shy.
- 8 I love animals but will hunt if I am hungry.

d6 Ideal

- 1 Friendship. I value companionship. (Good)
- 2 Freedom. I don't like to be cooped up indoors. (Chaotic)
- 3 Preservation. I don't talk to strangers. (Neutral)
- 4 Nature. I honor the wild. (Neutral)
- 5 Honor. I will protect those who have protected me. (Neutral)
- 6 Simplicity. I do not care about material wealth. (Neutral)

d6 Bond

- 1 I wear a bracelet given to me by my human parents.
- 2 I consider the one who rescued me from the wild as my new parent.
- 3 A hunter killed one of my animal siblings, and I seek revenge.
- 4 I want to find my birth family.
- 5 I am scared that if I go back to the wild, I will be left there again.
- 6 I will learn to be civilized.

d6 Flaw

- 1 I am scared of fire.
- 2 I scratch my body like an animal.
- 3 I don't like to share.
- 4 I am suspicious of everyone.
- 5 I think all food I see is free for the taking.
- 6 I am too impulsive.





Chapter 6

Equipment

Wardlings carry the same type of equipment that might be found in any fantasy setting, and nearly all items that are available from 5th Edition sources will fit in on Or'Mya. This chapter gives you a few new choices for weapons, armor, tools, and other equipment, complete with tables that show their cost and other details. There may be new items here that do similar damage or otherwise function like equipment from the core rules, but their descriptions differ to better fit this setting.

Gold and Other Coins

Common coins come in several different denominations based on the relative worth of the metal from which they are made. The three most common coins are the gold piece (gp), the silver piece (sp), and the copper piece (cp). With one gold piece, a character can buy a bedroll, 50 feet of good rope, or a goat. A skilled (but not exceptional) artisan can earn one gold piece a day. The gold piece is the standard unit of measure for wealth, even if the coin itself is not commonly used. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the transactions don't usually involve the exchange of individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.



One gold piece is worth ten silver pieces, the most prevalent coin among commoners. A silver piece buys a laborer's work for half a day, a flask of lamp oil, or a night's rest in a poor inn. One silver piece is worth ten copper pieces, which are common among laborers and beggars. A single copper piece buys a candle, a torch, or a piece of chalk. In addition, unusual coins made of other precious metals sometimes appear in treasure hoards. The electrum piece (ep) and the platinum piece (pp) originate from fallen empires and lost kingdoms, and they sometimes arouse suspicion and skepticism when used in transactions. An electrum piece is worth five silver pieces, and a platinum piece is worth ten gold pieces. A standard coin weighs about a third of an ounce, so fifty coins weigh a pound.

ARMOR

Armor is a vital piece of equipment for any Wardling that goes into battle as a melee combatant. Designed to protect the wearer from being hit successfully, armor is tough but can be bulky, depending on its material and coverage. Light armor gives a Wardling basic protection without being too heavy or affecting their ability to sneak around, and the heavier the armor is, the more protective (and less stealthy) it is.

Wardlings have worked with the resources available in Ne'Oor to create new types of armor that help them defend themselves while defending the world. Below are a few special armor options, as well as a table that shows the cost, weight, and other properties of the common types of armor worn in Ne'Oor. Those found in the core rules do not have full descriptions here.

Wildwood Buckler

Often used by dual-wielding swordsmen and stealth fighters, the Wildwood buckler is a small shield made from Wildwood trees that is strapped to the wearer's forearm and allows the wearer to wield a weapon in the same hand. The magical properties of the Wildwood grants the wearer +1 to attacks with a weapon using the same arm as the buckler, but the bearer loses the shield benefit until the start of their next turn if they do so.

Leafen Plate

Reinforced with Oor by Wardling druids, forest leaves from Wildwood are carefully stitched together to create light armor as strong as metal, without causing any penalty to stealthy movement. Rare and costly, leafen plate is best for those who need protection with ultimate stealth.



Reading the armor table

Armor Proficiency. Anyone can put on a suit of armor or strap a shield to an arm. Only those proficient in the armor's use know how to wear it effectively, however. Your class gives you proficiency with certain types of armor. If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells.

Armor Class (AC). Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

Heavy Armor. Heavier armor interferes with the wearer's ability to move quickly, stealthily, and freely. If the Armor table shows "Str 13" or "Str 15" in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

Stealth. If the Armor table shows “Disadvantage” in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Light Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Leafen Plate	2,500 gp	17	—	—	10 lb.
Leather	10 gp	11 + Dex modifier	—	—	10 lb.
Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
Studded Leather	45 gp	12 + Dex modifier	—	—	13 lb.

Medium Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Half Plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
Chain Shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
Scale Mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.

Heavy Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Ring Mail	30 gp	14	—	Disadvantage	40 lb.
Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
Chain Mail	75 gp	16	Str 13	Disadvantage	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	60 lb.

Shields	Cost	Armor Class (AC)	Strength	Stealth	Weight
Shield	10 gp	+2	—	—	6 lb.
Wildwood Buckler	10 gp	+1	—	—	2 lb.

WEAPONS

The people of Ne’Oor do not have any weaponry that resembles firearms or any non-magical explosives, and any weapons of these types found in other 5th Edition sources do not fit in this setting.

This section describes a few new weapons that the people of Ne’Oor do have access to that you may not find in other sources, and the table below has a list of many common weapons found in Ne’Oor, including those found in the core rules that do not have full descriptions here.

Bladed Boomerang



The bladed boomerang was first forged by a Squatch ranger looking for a heftier answer to wooden boomerangs that didn't do much damage. This curved weapon is thrown at a target with the benefit of returning to the thrower on a missed throw. The wielder may attempt to catch the returned boomerang using a reaction and a successful DC 10 Dexterity check. This catch is automatic if the wielder is proficient with a boomerang. On a missed catch, the boomerang falls to the ground within reach.

Desert Falx

The desert falx is a two-handed pole-arm with a curved blade, sharpened only on the inside and lethally effective. The shaft of the falx is 3 feet long with an equally long iron blade that curves from the end. The wielder is able to use the falx as a hook to pull away shields or armor before slashing their opponent with great force, rendering even the best shields ineffective against a falx wielder. If this is done as a bonus action against an opponent wearing a shield or armor, the wielder gains +2 to their attack roll with the desert falx.

Harpoon

The harpoon is a versatile weapon that originated as a fisherman's tool. Spear-like with a barbed tip, the harpoon has a heavy rope attached to the end and is used to catch large fish or marine mammals by pulling them in after a successful hit. As a weapon, the harpoon can be used as a ranged weapon by a character with proficiency or in melee like a spear. If the target is a large or smaller creature, it must succeed on a Strength contest against the wielder or be pulled up to 20 feet toward the wielder after a successful hit.

Icehammer



A Snowcap blacksmith named Aster Hardport worked with the dwarven clan Kaldhender, who live in the lower mountains on the northern side of Icehelm, to develop the icehammer as a tool for use in the icy mountains. Part heavy hammer and part icepick, the tool gained popularity as both a survival tool, allowing the wielder to dig through ice or secure their hold on cliff faces, and as an effective weapon against predators and foes in the tundra. The icehammer is similar in size and style to a warhammer, and anyone proficient with the latter may also wield it with proficiency.

Shark Tooth Shortsword



The shark tooth shortsword is made from coconut wood, with a curved blade that is lined with shark teeth firmly attached with woven twine. Crafted by finfolk artisans, these swords are mainly carried as family heirloom ornamentation, but they still do well in combat, causing extreme slashing damage from the many sharp shark teeth.

Finfolk elders believe that the shark's power is embedded in each tooth, bringing luck and strength to each swing.

Finesse and Versatile Weapons

Sometimes you will see a weapon described as "Finesse" or "Versatile" in the weapon's description or table.

A Finesse weapon is one that allows you to choose either your strength or dexterity as a modifier to both your hit and damage rolls when using that weapon. Many lower strength but higher dexterity characters will choose to use a finesse weapon so they can use their dexterity modifier when attacking. Daggers, darts, and certain swords all require dexterity to make the best use of their abilities, so characters can literally "finesse" with them instead of using brute strength.

A Versatile weapon can be used with one or two hands. The damage value in parentheses under "Properties" on the weapons table gives the damage dealt when the weapon is used with two hands to make a melee attack instead of one.

Shepherd's Crook

The shepherd's crook is a long wooden staff with a metal hook at one end and a pointed metal pick at the other, often used by a shepherd to guide their sheep and as a walking stick while moving through rolling grazing hills. Shepherds of the Mainlands developed the crook out of need for a tool that could double as a weapon for defense against attacks by wolves, poachers, and other predators, since losses to their flock came out of their wages. A versatile tool, the shepherd's crook used as a weapon works as both a quarterstaff and a javelin due to its length and fighting style, although it cannot be thrown. A character with quarterstaff proficiency may wield the shepherd's crook.

Simple Melee Weapons	Cost	Damage	Weight	Properties
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light Hammer	2 sp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Shepherd's Crook	1 gp	1d6 bludgeoning or piercing	4 lb.	Versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

Simple Ranged Weapons	Cost	Damage	Weight	Properties
Crossbow, Light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	¼ lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	2 lb.	Ammunition (range 30/120)

Martial Melee Weapons	Cost	Damage	Weight	Properties
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Desert Falx	15 gp	2d8 slashing	7 lb.	Heavy, reach, two-handed
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Icehammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shark Tooth Shortsword	50 gp	2d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8)
War Pick	5 gp	1d8 piercing	2 lb.	—
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach

Chapter 6 Equipment

Martial Ranged Weapons	Cost	Damage	Weight	Properties
Bladed Boomerang	5 gp	1d6 slashing	1 lb.	Thrown (range 25/100)
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading
Crossbow, Hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, Heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Harpoon	75 gp	1d10 piercing	12 lb.	Range 20/60
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special, thrown (range 5/15)

TOOLS

Tools allow a Wardling to do things like picking locks or repairing items. The combination of your race, class, background, and feats not only give you some tools as equipment but also proficiency to use them. Just because you own or find a tool doesn't mean you automatically know how to use it correctly, but you can still try to use it. Proficiency with a tool means you have been trained to use it, and therefore you get to add your proficiency bonus to any ability check you make using that tool.

Kits and Other Tools

Item	Cost	Weight
Disguise kit	25 gp	3 lb.
Farmer's tools	20 gp	12 lb.
Forgery kit	15 gp	5 lb.
Herbalism kit	5 gp	3 lb.
Navigator's tools	25 gp	2 lb.
Poisoner's kit	50 gp	2 lb.
Thieves' tools	25 gp	1 lb.

Artisan's Tools

Item	Cost	Weight
Alchemist's supplies	50 gp	8 lb.
Brewer's supplies	20 gp	9 lb.
Calligrapher's supplies	10 gp	5 lb.
Carpenter's tools	8 gp	6 lb.
Cartographer's tools	15 gp	6 lb.
Cobbler's tools	5 gp	5 lb.
Cook's utensils	1 gp	8 lb.
Glassblower's tools	30 gp	5 lb.
Jeweler's tools	25 gp	2 lb.
Leatherworker's tools	5 gp	5 lb.
Mason's tools	10 gp	8 lb.
Painter's supplies	10 gp	5 lb.
Potter's tools	10 gp	3 lb.
Smith's tools	20 gp	8 lb.
Tinker's tools	50 gp	10 lb.
Weaver's tools	1 gp	5 lb.
Woodcarver's tools	1 gp	5 lb.

Gaming Sets

Item	Cost	Weight
Dice set	1 sp	—
Playing card set	5 sp	—

Musical Instruments

Item	Cost	Weight
Bagpipes	25 gp	3 lb.
Drum	20 gp	12 lb.
Dulcimer	15 gp	5 lb.
Flute	5 gp	3 lb.
Lute	25 gp	2 lb.
Lyre	50 gp	2 lb.
Horn	25 gp	1 lb.
Pan flute	12 gp	2 lb.
Shawm	2 gp	1 lb.
Viola	30 gp	1 lb.

Artisan's Tools. These special tools include the items needed to pursue a craft or trade. The table shows examples of the most common types of tools, each providing items related to a single craft. Proficiency with a set of artisan's tools lets you add your proficiency bonus to any ability checks you make using the tools in your craft. Each type of artisan's tools requires a separate proficiency.

Disguise Kit. This pouch of cosmetics, hair dye, and small props lets you create disguises that change your physical appearance. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a visual disguise.

Farmers' Tools. This set of tools includes a spade, a plow, a rake, a bucket, a seed pouch, and shears. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to plant or harvest crops, shear sheep, or any other farm activity.

Forgery Kit. This small box contains a variety of papers and parchments, pens and inks, seals and sealing wax, gold and silver leaf, and other supplies necessary to create convincing forgeries of physical documents. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to create a physical forgery of a document.

Gaming Set. This item encompasses a wide range of game pieces, including dice and decks of cards (for games such as Three-Dragon Ante). A few common examples appear on the Tools table, but other kinds of gaming sets exist. If you are proficient with a gaming set, you can add your proficiency bonus to ability checks you make to play a game with that set. Each type of gaming set requires a separate proficiency.

Herbalism Kit. This kit contains a variety of instruments such as clippers, mortar and pestle, and pouches and vials used by herbalists to create remedies and potions. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to identify or apply herbs. Also, proficiency with this kit is required to create antitoxins and potions of healing.



Musical Instrument. Several of the most common types of musical instruments are shown on the table as examples. If you have proficiency with a given

musical instrument, you can add your proficiency bonus to any ability checks you make to play music with the instrument. A bard can use a musical instrument as a spellcasting focus. Each type of musical instrument requires a separate proficiency.

Navigator's Tools. This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Poisoner's Kit. A poisoner's kit includes the vials, chemicals, and other equipment necessary for the creation of poisons. Proficiency with this kit lets you add your proficiency bonus to any ability checks you make to craft or use poisons.

Thieves' Tools. This set of tools includes a small file, a set of lock picks, a small mirror mounted on a metal handle, a set of narrow-bladed scissors, and a pair of pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to disarm traps or open locks.

STARTING CLASS AND RACE EQUIPMENT PACKAGES

The races of Or'Mya have special proficiencies and cultural equipment that makes them unique. Additionally, each Wardling class requires slightly different equipment than the class would normally provide in other fantasy settings. This section describes the starting equipment granted to each race and class, with weapons, as an alternative option to the standard equipment listing given in the core rules.

In order to use this option instead of the standard equipment listing, you must choose your character's class and race equipment only from these two lists. If your character receives two of the same type of item that would be impossible to carry at once, such as two shields or two adventurer's packs (even if they are different), you may keep only one of the repeated items. Clothing, weapons, and other small items can be carried in multiples. Additionally, any equipment received from your background is yours to keep in addition to these listings, subject to the repeated item rule above.

CLASS	GEAR
Barbarian	A martial weapon, traveler's or common clothes, 4 javelins, and an explorer's pack.
Bard	A longsword, an entertainer's pack, leather armor, and a musical instrument of your choice.
Cleric	A mace, leather armor or scale mail, a light crossbow with 20 bolts, 10 candles, a shield of your choice, and a symbol of DexMya.
Druid	A simple melee weapon, a simple ranged weapon, leather armor, an explorer's pack, and a druidic focus.
Fighter	Chain mail or leather armor, a martial weapon and shield or two martial weapons, a light crossbow, and a dungeoneer's pack.
Ranger	Chain mail or leather armor, two simple or martial weapons in any combination, a Wildwood buckler, a longbow, and an explorer's pack.
Rogue	A rapier or shortsword, a shortbow and 20 arrows, a burglar's pack or dungeoneer's pack, leather armor, two daggers, and thieves' tools.
Wizard	A simple melee weapon, a scholar's pack or explorer's pack, a component pouch or arcane focus, and a spellbook.

RACE	GEAR
Finfolk	A harpoon, a set of tribal clothing, a dungeoneer's pack, and a shell (or other tribal) necklace.
Human	A shortsword, a light crossbow or shortbow (plus up to 20 ammunition), a set of common clothing, and artisan's tools of your choice.
Midbari	A scimitar or rapier, a dagger, a set of tribal or common clothing, headwraps, a waterskin, and a sandstone tribal pendant.
Snowcap	A dungeoneer's pack, a set of tribal or common clothing, a blanket, and an icehammer, harpoon, or longbow (plus up to 20 ammunition).
Squatch	A light hammer or handaxe, a set of tribal or common clothing, rope, and an explorer's pack.



Chapter 7

Magic & Familiars

Oor'Mya is a world full of magic, fueled by Oor which seeps through every part of nature. Wardlings have been given the gift of tapping into the Oor, and the pool from which they draw is tied to their familiar. As long as their familiar is watching over them, a Wardling has the ability to expend Oor from their pool. As a Wardling becomes more experienced, their pool of Oor grows and they learn new abilities and spells that they can use it for. Familiars also have their own pool of Oor, and each begins with the magical ability to save their Wardling from a heroic death. Like Wardlings, familiars grow and learn, gaining new abilities that help them protect their Wardling.

FAMILIAR ABILITIES

A familiar is a sort of spirit creature that protects and guides you on your adventures. When a familiar chooses you, you gain the ability to telepathically communicate with it in short commands or questions, and it can answer you with simple answers, as long as it is within 100 feet of you. Unless stated otherwise, your familiar remains

the same type of creature until you become Reawakened, at which point it leaves you to your new life as an adult. While a familiar looks and feels like a real creature, it cannot fight or take damage in combat as it is made of pure magic and has immunity to all damage. It can, however, behave in all other ways as the creature it resembles. For example, a falcon familiar can fly, while a wolf cannot. When you are in combat, if your familiar wants to use a familiar ability, it does so on your turn. The type of animal your familiar resembles determines which familiar abilities it can learn, as shown on the familiar types list.

Familiars all begin at 1st level with 1 Oor and the familiar ability Escape Death. When you level up, so does your familiar, gaining 1 Oor per level. Familiars gain a new ability from the Familiar Abilities list at every third level (3rd, 6th, 9th, etc.). Each familiar ability costs your familiar 1 Oor to use, and it may use as many abilities as it wishes, as long as it has Oor to spend. Familiars recover all of their Oor during each long rest. However, they will never spend their last Oor, as it is reserved for an emergency need for Escape Death.



Familiar Abilities

Alert Protection: Never surprised, your familiar adds +2 to your AC when you are attacked.

All Seeing: Your familiar can see in any conditions for 1 round.

Anti-venom: Your familiar touches you, and it magically removes all poison from your body.

Baneful Stare: Your familiar casts bane, affecting three enemy creatures within range.

Clawed Companion: Your familiar magically gives you a claw attack for 1 round, usable with an action, bonus action, or reaction. Claw is a melee attack, +5 to Hit, reach 5 ft., that affects one target. On a successful hit, it does 1d6 damage.

Cunning Mind: Your familiar grants you extreme intelligence for one round, giving you a +5 to all Intelligence checks.

Curse Cast: Your familiar targets one enemy creature within 60 feet who must succeed on a DC 13 Wisdom saving throw or become cursed for 1 minute. While cursed, the creature must make another Wisdom saving throw at the start of each turn. If it fails, it wastes its turn doing nothing.

Escape Death: At the moment of your possible death, your companion sends you to the Astral Plane, where you fall asleep instantly. When you wake, it is in your bed on the Material Plane after a long rest. You heal completely, but this process ages you one year.

Healing Touch: Your familiar touches you, and you magically heal 2d4 hit points.

Horri-fying Growl: Your familiar lets out a horrible growl, and any enemy creature within 60 feet that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

Magical Weaponry: Your familiar infuses your weapons with Oor. For one round, all of your attacks are magical attacks.

Many Masters: Your familiar casts mirror image on you.

Pack Attack: Your familiar grants you and all allies within 5 feet of you advantage on attack rolls for one round.

Chapter 7 Magic & Familiars

Oor Sight: Your familiar detects magic within a 30 ft radius.

Poisonous Peck: Your familiar magically gives you a peck attack for 1 round, usable with an action, bonus action, or reaction. Peck is a melee attack, +4 to Hit, reach 5 ft., that affects one target. On a successful hit, it does 2d4 poison damage.

Shared Magic Resistance: Your companion grants you its magical resistance for one round, giving you advantage on saving throws against spells and other magical attacks.

Silent Vision: Your familiar creates the image of an object or creature no larger than a 15 foot cube, which appears within 60 feet of it and lasts for 10 minutes. The vision disappears if your familiar spends another Oor.

Soothing Slumber: Your familiar casts *sleep*, affecting only enemy creatures within range.

Soaring Sentinel: While in flight, your companion can sense any type of malevolent creature within a 300-foot radius of you, even if it is hidden, invisible, or otherwise unseen.

Translate Creature: Your familiar can telepathically translate your words to and translate back to you what any creature is trying to tell you. The translation is in simple broken sentences, just as it speaks to you directly.

Wise Blessing: Your familiar grants you extreme wisdom for one round, giving you a +5 to all Wisdom checks.

Familiar Types

Badger: Alert Protection, All Seeing, Baneful Stare, Curse Cast, Escape Death, Oor Sight, Shared Magic Resistance



Cat: Baneful Stare, Clawed Companion, Cunning Mind, Escape Death, Shared Magic Resistance, Silent Vision, Soothing Slumber



Dog: Curse Cast, Escape Death, Horrifying Growl, Many Masters, Pack Attack, Shared Magic Resistance, Soothing Slumber



Falcon: Escape Death, Healing Touch, Poisonous Peck, Shared Magic Resistance, Silent Vision, Soaring Sentinel, Translate Creature



Frog: All Seeing, Anti-venom, Baneful Stare, Escape Death, Healing Touch, Oor Sight, Wise Blessing

Genie: Alert Protection, Escape Death, Magical Weaponry, Many Masters, Oor Sight, Shared Magic Resistance, Wise Blessing



Imp: Alert Protection, Curse Cast, Escape Death, Magical Weaponry, Pack Attack, Silent Vision, Shared Magic Resistance



Lizard: Anti-venom, Cunning Mind, Escape Death, Healing Touch, Oor Sight, Silent Vision, Shared Magic Resistance



Lynx: Clawed Companion, Escape Death, Healing Touch, Many Masters, Pack Attack, Shared Magic Resistance, Translate Creature



Monkey: Baneful Stare, Escape Death, Healing Touch, Many Masters, Pack Attack, Silent Vision, Shared Magic Resistance

Mouse: Cunning Mind, Escape Death, Healing Touch, Oor Sight, Shared Magic Resistance, Soothing Slumber, Translate Creature

Owl: Baneful Stare, Escape Death, Poisonous Peck, Shared Magic Resistance, Soaring Sentinel, Translate Creature, Wise Blessing

Chapter 7 Magic & Familiars

Rabbit: Alert Protection, Escape Death, Healing Touch, Silent Vision, Soothing Slumber, Shared Magic Resistance, Translate Creature

Snow Leopard: Clawed Companion, Escape Death, Horrifying Growl, Pack Attack, Shared Magic Resistance, Translate Creature, Wise Blessing

Stone Golem: Anti-venom, Baneful Stare, Curse Cast, Escape Death, Magical Weaponry, Oor Sight, Shared Magic Resistance



Tree Companion: Anti-venom, Cunning Mind, Escape Death, Magical Weaponry, Many Masters, Shared Magic Resistance, Wise Blessing



Winged Cat: Escape Death, Healing Touch, Magical Weaponry, Shared Magic Resistance, Soaring Sentinel, Soothing Slumber, Translate Creature



Winged Snake: Anti-venom, Curse Cast, Escape Death, Magical Weaponry, Many Masters, Shared Magic Resistance, Soaring Sentinel



Wolf: Baneful Stare, Clawed Companion, Escape Death, Horrifying Growl, Pack Attack, Shared Magic Resistance, Translate Creature



OOR

Oor flows from the core of Or'Mya, through the roots of the trees and fruits they bear. It seeps into the ocean and into the air. It is the foundation of all things in the world and its balance is vital to nature. Oor is the essence of magic, and even the most talented of spellcasters need access to it to be able to perform any sort of magic.

Fey and Other Magical Beings

Before the people of Ne'Oor inhabited the land, the old beings of Or'Mya who sprung from nature itself, the fey, were infused with Oor. Today, fey creatures still have Oor and are, in fact, made of it, making them targets for those who may seek it. They can sense its use and often emerge from hiding to learn what it is being used for, sometimes coming to the aid of those who need it. Wildwood is home to the largest fey population on Or'Mya, and because of this, it is the center of Oor activity, but there are fey who live in all areas of Or'Mya, some never discovered before.

Other magical beings, such as treefolk, soak up Oor into their bodies through their roots or in other ways. Dragons and unicorns, who have Oor in their blood, exist on Or'Mya as well, although they are much more elusive than the fey. Creatures like these are able to use Oor in special ways, but few are as versatile as Wardlings.

Wardling Abilities and Spending Oor

All Wardlings have the ability to use Oor, regardless of their class spellcasting abilities. Some classes, such as barbarians, fighters, and rogues, don't have spell slots, unless they have chosen a special archetype, which means that while they can cast a cantrip or two, they can't cast normal spells like a wizard would, but instead do better in martial combat, agility tasks, or diplomacy. These classes are often referred to as "null-casters." These Wardlings should have no fear or disappointment though—on Or'Mya, having spell slots isn't the only way to do magic. Indeed, Wardlings can tap into their pool of Oor to perform magical wonders of varying proportions. Wardling fighters and barbarians are great in battle and can perform certain magical maneuvers with their Oor. Rogues use Oor to magically increase their stealth abilities. Wardling casters such as wizards and bards have two resources for doing magic: casting normal spells with their spell

slots and expending Oor for special magical abilities. Druids and clerics can use Oor to generate, manipulate, and transfer Oor as a gift to their companions who may need it and use it more efficiently. A well-rounded party can use teamwork to defeat any evil with clever use of their magical abilities.

Your individual race, class, and archetype choices combine to give your Wardling character a unique set of magical abilities, but **for any spellcasting class, you may always spend a spell's level + 2 Oor to cast a spell you know without using a spell slot.**

Your Pool of Oor

When a familiar chooses a Wardling, they give them access to Oor in what is referred to as their "pool." At any time, you may expend Oor from your pool to trigger one of your Wardling abilities. When you wake up from a long rest, your pool will always have 1 + your level Oor in it (plus any bonus Oor you may have). As you use Oor, your pool dwindles, but **it will always reset to this amount once you've taken a long rest.** If you've been given temporary bonus Oor, either from a companion or other event in your adventure, it does not carry over after your long rest, so you should make sure to make good use of it while you can. Spellcasters who have used all of the Oor in their pool may still cast cantrips or spells using their spell slots, because their familiar always provides them with a connection to magic.

When a Wardling matures to adulthood and loses their magical abilities, it is called the Reawakening. Reawakened people have an Oor pool of 0 and no familiar to give them a connection to getting more. There are rumors that DexMya chooses the most devoted guardians of Oor to keep their magical abilities even into adulthood, but those who have them keep those abilities secret. Some believe that they live on Or'Dex or in the Lost Lands, but there are few first-hand stories of anyone meeting such a person.

Using Oor for Evil

There are some evil fey creatures who have malice in mind, and they, having bodies made from Oor, use their Oor for nefarious deeds. Some fey are just chaotic and think it is fun to wreak havoc across the land.

However, there are also some adults in Or'Mya who remember having their Oor and are angry that it was taken away from them. Likewise, some members of the non-human races, who were never blessed with Oor in the first place, are envious of those who were. There are many evil beings in the world who crave the power of Oor and will do anything to get it. Many of them were once human, Wardlings who were Reawakened and still remember, corrupted by jealousy and the desire to have their powers back once again. They have shunned DexMya and vowed to get their revenge — ultimate power to destroy the world they created and take over, harnessing the Oor for themselves and creating a new magical dominion over the land.

Stopping at nothing to get their powers, these evildoers commit nefarious acts to obtain Oor: trapping and using fey for their magical power, stealing children before their power kicks in to lure a familiar, and even delving into the deep recesses of Or'Mya to mine Oor-soaked crystals, no matter if it causes Or'Mya to suffer. In all of these ways, they've gotten access to the magic they remember, and it is up to the Wardlings to stop them.

SPELLS

Anyone with access to Oor is able to cast spells that they have learned while adventuring across Or'Mya. By summoning Oor through their minds and bodies, spellcasters are able to express their intent and release power to create a desired specific effect: a spell. Tools, weapons, healing, protective wards, and more, spells take on thousands of varieties for individual needs and can range from light and simple castings with small effects to difficult and destructive power of great consequence.

Every spell has a level from 0 to 9, indicating how powerful it is. Wardlings begin their training by learning simple castings called cantrips: these require access to Oor through their familiar or their pool, but do not cost any Oor to use. Cantrips are level 0, so they don't cost a spell slot to use, either. More powerful spells require that the caster spend spell slots, and the higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th-level spell.

Learning Spells (aka Known and Prepared Spells)

Before a spellcaster can use a spell, they must either **know** the spell after learning and practicing it, or they must have a magic item that gives them the ability to use the spell automatically. Bards, for example, have a limited list of spells they know all the time. Clerics and wizards, however, have to **prepare** their spells. Each spellcasting class has its own rules for how this works. In every case, the number of spells a caster can have fixed in their mind at any given time depends on the character's level.

Spell Slots

No matter how many spells a Wardling knows or prepares, they can cast only a limited number of spells before resting. Channeling Oor and creating changes to the world around you is exhausting, both mentally and physically. A long rest is always necessary to regain all used spell slots.

Each spellcasting class has a number of spells at certain spell levels that a character can use at each character level. For new (and some experienced) players to the 5e system, this can sometimes be confusing. Once again, **spell level and character level don't correspond directly.** For example, a 3rd-level wizard will have four 1st level spell slots and two 2nd level spell slots. When a character casts a spell, they expend a slot of that spell's level or higher, effectively "filling" the slot with the spell. You can think of a spell slot as a groove of a certain size: small for a 1st level slot, larger for a spell of higher level. A 1st level spell fits into a slot of any size, but a 9th level spell fits only in a 9th level slot.

Sometimes, a spell will allow a caster to cast the spell "at a higher level" which gives it more powerful effects. You do this by using a spell slot that you have available that is a higher level than the spell you are casting. Using the example above, the spell expands to fill the slot it is put into and becomes a higher level for that casting.

Certain spells have a special tag: **ritual**. Such a spell can be cast following the normal rules for spellcasting, or it can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which

means the ritual version of a spell can't be cast at a higher level. To cast a spell as a ritual, a spellcaster must have an ability that allows them to do so. The cleric and the druid, for example, have such an ability. The caster must also have the spell prepared or on their list of known spells, unless the character's ritual ability specifies otherwise.

New Spells

Through the gift of magic given by DexMya, there are some unique spells available to Wardlings that are not found in the core rules. Listed by class in the table below, each spell has an entry with a full description. A Wardling spellcaster also has access to the normal spell lists in the core rules.

Bard Spells

Cantrips: Wondrous Ward
 1st Level: Light of DexMya
 2nd Level: Sphere of Silence
 4th Level: Disquieting Song
 3rd Level: Hypnotic Song, Sinking Sand
 5th Level: Oor Echo

Cleric Spells

Cantrips: Wondrous Ward
 1st Level: Stonefist
 2nd Level: Sensitive Blade, Sphere of Silence
 3rd Level: Blessing of DexMya
 4th Level: Oor Sap
 5th Level: Oor Echo

Druid Spells

Cantrips: Hail of Stones, Mold Sand, Mold Snow
 1st Level: Stonefist
 2nd Level: Iceskin
 3rd Level: Serpentine Summoning, Sinking Sand
 4th Level: Downgrade Metal, Oor Sap
 5th Level: Create Stone Golem

Ranger Spells

Cantrips: Hail of Stones
 1st Level: Light of DexMya
 2nd Level: Iceskin, Sphere of Silence
 3rd Level: Serpentine Summoning, Sinking Sand
 4th Level: Downgrade Metal
 5th Level: Create Stone Golem

Wizard Spells

Cantrips: Mold Sand, Mold Snow
 1st Level: Light of DexMya
 2nd Level: Sensitive Blade
 3rd Level: Death's Dart
 4th Level: Downgrade Metal, Oor Sap
 5th Level: Oor Echo

Blessing of DexMya

3rd-level enchantment

Choose up to six creatures within range that can hear you and utter the words of DexMya's blessing. For the duration of the spell, each affected creature gains 8 temporary hit points and has advantage on all saving throws.

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 Hour

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the temporary hit points increase by 8 for each slot level above 3rd.

Create Stone Golem

5th-level transmutation

You create a stone golem of huge or smaller size out of any available natural substances. Choose a stone within range, which animates and becomes a creature under your control until the spell ends or it is reduced to 0 hit points.

Stone Golem Statistics

Size	HP	AC	Attack	Str	Dex
Tiny	40	18	+8 to hit, 1d4 + 4 damage	4	18
Small	50	16	+6 to hit, 1d8 + 2 damage	6	14
Medium	80	13	+5 to hit, 2d6 + 1 damage	10	12
Large	100	10	+6 to hit, 2d10 + 2 damage	14	10
Huge	160	10	+8 to hit, 2d12 + 4 damage	18	6

As a bonus action, you can mentally command the golem you made with this spell if it is within 500 feet of you. You decide what action the creature will take and where it will move during its next turn, or you can issue a general command. If you issue no commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

The stone golem is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10, its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet. When the stone golem drops to 0 hit points, it reverts to being normal stone, and it remains in the space where it was dispatched.

The stone golem can make a single melee attack at your command against a creature within 5 feet of it. It makes a slam attack with an attack bonus and bludgeoning damage determined by its size.

Casting Time: 1 action Range: 120 feet
Components: V, S Duration: Concentration, 10 minutes

At Higher Levels. *If you cast this spell using a spell slot of 6th level or higher, you can create an additional stone golem for each slot level above 5th if the stones are available within range.*

Death's Dart

3rd-level necromancy

You throw a dart of necrotic energy at a creature you can see within range. Make a ranged spell attack against the target. On a successful hit, the target takes 4d10 necrotic damage.

Casting Time: 1 action Range: 120 feet
Components: V, S Duration: Instantaneous

Disquieting Song

4rd-level illusion

You sing or play an eerie tune that targets every enemy creature within range that can hear you, who must make Wisdom saving throws. A creature takes 4d8 psychic damage on a failed save or half as much damage on a successful one.

Casting Time: 1 action Range: 60 feet
Components: V, S Duration: Instantaneous

At Higher Levels. *When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d8 for each slot level above 4th.*

Downgrade Metal

4th-level transmutation

Target any metal object (or portion thereof) within range that can fit into a 5-foot cube. The metal permanently becomes wood. Any weapon targeted in this way does half the damage it once did.

Casting Time: 1 action Range: 30 feet
Components: V, S Duration: Instantaneous

Hail of Stones

Conjuration cantrip

Target a 10-foot square that you can see within range. All creatures within the area are rained upon with small stones and must make a Dexterity saving throw. A creature takes 1d6 bludgeoning damage.

on a failed save, or half as much damage on a successful one.

Casting Time: 1 action Range: 60 feet
Components: V, S Duration: Instantaneous

Hypnotic Song

3rd-level illusion

You sing or play a hypnotic tune that targets every enemy creature within range that can hear you, who must make Wisdom saving throws. On a failed save, the creature becomes charmed for the duration of the spell. While charmed by this spell, the creature is incapacitated and has a speed of 0.

The spell ends for an affected creature if it takes any damage.

Casting Time: 1 action Range: 120 feet
Components: V, S Duration: Instantaneous

Iceskin

2nd-level transmutation

You touch a willing creature: Until the spell ends, the target's skin turns to hardened ice and they gain immunity to cold damage as well as resistance to piercing and slashing damage.

Casting Time: 1 action Range: Touch
Components: V, S, M (a droplet of water)
Duration: Concentration, up to 1 hour

Light of DexMya

1st-level evocation

A sphere of intense light bursts from your body, extending to a 10-foot radius. Each creature the sphere touches must succeed on a Constitution saving throw or be blinded. Any blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures sensitive to bright light have disadvantage on saving throws against this spell.

Casting Time: 1 action Range: Self (10 foot radius)
Components: S, M (a splinter of wood)
Duration: 1 minute

Mold Sand

Transmutation cantrip

Choose an amount of sand that you can see within range and which fits within a 5-foot cube. You may manipulate it in one of the following ways:

- You may move the sand and deposit it up to 5 feet away or scatter it across the ground.
- You may compress the sand into a glass object that will fit within a 5-foot cube. The object may not be longer than 5 feet on any edge.
- You may compress the sand into a sandstone object that will fit within a 5-foot cube. The object may not be longer than 5 feet on any edge.

Casting Time: 1 action Range: 30 feet
Components: S Duration: Instantaneous

If you cast this spell multiple times, you can have no more than two of its effects active at a time. You may dismiss any effect as an action, causing the sand to return to its natural state (remaining in its new location if it was moved).

Mold Snow

Transmutation cantrip

Choose an amount of snow that you can see within range which fits within a 5-foot cube. You may manipulate it in one of the following ways:

- You may move the snow and deposit it up to 5 feet away or scatter it across the ground.
- You may compress the snow into an ice object that will fit within a 5-foot cube. The object may not be longer than 5 feet on any edge.
- You may compress the snow into the shape of a creature or other object to convincingly deceive someone who sees it from further than 100 feet away. The object must fit within a 5-foot cube.

Casting Time: 1 action Range: 30 feet
Components: S Duration: Instantaneous

If you cast this spell multiple times, you can have no more than two of its effects active at a time. You may dismiss any effect as an action, causing the snow

to return to its natural state (remaining in its new location if it was moved).

Oor Echo

5th-level evocation

You shout out arcane words, creating a burst of magical energy that ripples outward from you. Each creature you choose within 40 feet of you must succeed on a Wisdom saving throw or take 8d6 psychic damage, be knocked prone, and lose their ability to cast any spells until the end of your next turn. A creature that succeeds on its saving throw takes half as much damage, isn't knocked prone, and retains its spellcasting ability (if any).

Casting Time: 1 action Range: Self (40 foot radius)
Components: V Duration: Instantaneous

Oor Sap

4th-level necromancy

You hold a stone in your hand and target a fey or elemental creature or any creature with a spellcasting ability and make a ranged spell attack against that target. On a successful hit, oor sap deals 2d8 necrotic damage and saps 2 Oor from its target, which is stored in the stone for later use. This Oor does not go away after a long rest and will remain in the stone indefinitely until it is used.

Casting Time: 1 action Range: 20 feet
Components: V, S, M (a pebble or stone)
Duration: Instant

Sensitive Blade

2nd-level transmutation

A non-magical weapon you touch becomes a magic weapon. For the duration of the spell, the weapon has a +1 bonus to attack rolls and glows when a favored enemy is within 500 feet.

Casting Time: 1 bonus action Range: Touch
Components: V Duration: Concentration, up to 1 hour

At Higher Levels. When you cast this spell using a spell slot of 5th level, the bonus to attack rolls increases to +2. When you use a spell slot of 7th level or higher, the bonus increases to +3.

Serpentine Summoning

3rd-level conjuration

You summon eight giant poisonous snakes with venomous bite attacks, which appear in unoccupied spaces that you can see within range. Roll initiative for the snakes as a group. The snakes are friendly to you and your companions and will obey your simple commands. If no command is given by you, they will take no action but will defend themselves if necessary. If a creature is bitten by one of the snakes, they take poison damage and must attempt a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save or half as much damage on a successful one. On a failed save, the target also becomes poisoned for 1 minute. If a snake reaches 0 hit points, or at the end of the spell's duration, it dissolves back into the ground.

Casting Time: 1 action Range: 100 feet
Components: V, S
Duration: Concentration, up to 10 minutes

Sinking Sand

3rd-level transmutation

You point at a 15-foot square patch of sand or earth you can see within range. The area becomes a pit of quicksand for the duration of the spell and is considered difficult terrain. Each creature standing in or entering the area during that time must succeed on a Strength-based saving throw against your spell save DC or become restrained. On a success, it frees itself and moves to the closest unoccupied space that is not affected by the spell. On a failure, it sinks further into the quicksand and has disadvantage on subsequent Strength checks to escape, which it may attempt once per each of its turns.

Casting Time: 1 action Range: 120 feet (15 foot square)
Components: V, S, M (a pinch of sand)
Duration: Concentration, up to 1 minute

Sphere of Silence

2nd-level illusion

You create a magical, invisible sphere centered at any point you can see within 100 feet. For the duration of the spell, any sound created within the 20-foot radius

cannot be perceived using any means by any creature outside the sphere. Creatures within the sphere may cast a spell that includes a verbal component that affects a target outside of the sphere, however. Sphere of Silence may be dismissed

Casting Time: 1 action
 Components: V, S
 Duration: Concentration, up to 30 minutes
 Range: Self

Stonefist

1st-level transmutation

You clench your fist, turning it into the same type of stone as the one you are holding. For the duration of the spell, any melee attack you make against a target with that hand does its normal damage + 1d8 bludgeoning damage.

Casting Time: 1 action
 Components: V, S, M (a stone held in your fist)
 Duration: Concentration, up to 10 minutes
 Range: Self

At Higher Levels. *If you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.*

Wondrous Ward

Abjuration cantrip

You extend your hand and trace the symbol of DexMya in the air. Until the end of your next turn, you have resistance against lightning, psychic, and thunder damage and advantage on saving throws against spells and other magical effects.

Casting Time: 1 action
 Components: V, S
 Duration: 1 Round
 Range: Self





Chapter 8

Locations

A TRAVELER'S GUIDE TO NE'OR

“Lately, I have had a great desire to travel and a talent for creating maps. As my adventures have taken me to the edges of Ne’Oor, I’ve taken these notes to remember and chronicle my journeys, but it seems as I grow older and have more and more fondness for cartography, my ability to access my Oor has waned. I fear that I am nearing my Reawakening, which both saddens me and gives me hope of a relaxing adulthood of travel. But what will I do when I’ve lost my connection to DexMya? Perhaps writing about the beauty and magic of this world they have created for us will help me keep the spark alive.

As my journeys continue, I hope to unlock more secrets of this world and add to my map, but the following is what I know. And what I know is magical.”

DRAGONSMOUTH BAY

“Never before have I ventured into the gaping maw of a dragon and felt safer than outside of it. The seas calmed, the wind settled, and I looked to the port and knew I was home.”

Dragonsmouth Bay is a city that shares its name with a gulf of the Unending Sea. It sits deep inland of the southern Mainlands along the western coast of Ne’Oor and is named for the distinctive shape of the shoreline, which resembles a dragon’s head. The city is one of the three largest in Ne’Oor, along with Silverbank and Saltwick, and it is a major port for the small trading ships which sail along the coast.

Due to its inviting location, temperate weather, and access to exotic trade goods including food,

art, and artisanal weaponry, Dragonsmouth Bay attracts visitors from all over Ne'Oor. The housing, artistic cultural heritage, and luxury establishments make it a desirable place to put down roots for those who prefer city life as well. However, even in the most cultured cities, there are seedier areas of town. Because the trade port has attracted an underbelly of criminal activity, Dragonsmouth Bay has a small city guard to keep order and peace, as well as an elected governing council who presides over economic and social matters.

Points of Interest

Amber Inn

The Amber Inn is a three-story commoner's inn, owned by an elf named Vothram. The inn also serves as Vothram's residence and personal library, which focuses on fey studies and lore, located on the 3rd floor with the rooms for let and tavern below.

Baymarket

The Baymarket is an open-air market in the center of Dragonsmouth Bay. During daytime hours, it contains vibrant points of activity, welcoming an array of people from artists, peddlers, traders, craftsmen, tinkers, and the shoppers who buy their goods. Along the edge of the market, permanent structures comprised of taverns, workshops, a mill, a blacksmith, a barber, and a butcher shop, along with small houses, form a square where booths are set up each day. Each makeshift sales booth or trading cart in the square showcases unique wares from the basic to the exotic.

Hall of Judgment

The Hall of Judgment is Dragonsmouth Bay's city hall, where the offices of the governing council, the city guard headquarters, and a small town jail is housed. Its main hall serves both as a beautiful display of local artists' work and as a hearing room for town grievances or criminal trials.

Evenforge

The town of Evenforge sits along the Traveler's Way, the main road that splits southern Ne'Oor. It is named after the many forges in town, and is home to many smithies. Weapons made in Evenforge are among the finest in the land, and the blacksmiths here travel

to the Baymarket in Dragonsmouth Bay to garner equally fine prices. Evenforge boasts that their forges are the latest in technology and construction, making their own bricks from nearby sandstone deposits and homemade charcoal from coconuts traded from their southern neighbor of Fallenbeach.

The town itself has a small population with small stone houses along its dirt paths. Families and inns here tend their own gardens for their basic needs and make weekly trips to Dragonsmouth Bay for supplies and other rations. Merchants who take Traveler's Way past Evenforge are always well met, if only so the locals can get the first chance at their goods before they reach other cities.

Fallenbeach

Fallenbeach rests at the southern edge of Ne'Oor, so-named after an earthquake shattered the bluffs that once stood above the water and caused a rockslide that formed a natural beach instead. Creating a beautiful view of the ocean, the rocky beach was soon discovered to be a place of relaxation, where people could sit on the large boulders and place their feet in the sand, becoming close to the earth and the sea. Once access to the water appeared, the small village popped up nearly overnight, supported by fishing and coconut harvesting from the palms that grow here. Providing an unusual food source for trade, the coconuts also provide oil for cooking and heating and the hard shell of the nut is carved into practical utensils and ornamental objects. Other parts of the trees are harvested for wood and making rope, which has made Fallenbeach a village with many versatile goods.

Keypoint

Keypoint is a fishing village on the warm, southwest coast of Ne'Oor with a view of the island of Kilaui. Situated directly on the shore, its small harbor is protected by a naturally formed cove.

Longtooth Watchtower

The tower on the Longtooth peninsula is a massive, six-story stone structure which guards the entrance to the gulf. Initially designed to be the beginning of a fortified wall that would extend up the coast and eastward all the way to Dragonsmouth Bay,



the plan never came to fruition due to the protests of Dragonsmouth citizens. Now, the tower serves as a small watch post and lighthouse, and volunteer watchmen trade shifts to keep its beacon lit and keep an eye on the gulf.

The Shrine of DexMya

Located in the center of Baymarket, a large freshwater fountain encircles a bronze statue of DexMya, with Dex facing south and Mya facing north. It is said that if you throw a copper into the fountain, DexMya will bless you, but local authorities patrol Baymarket in part to stop such activity, stating that the coins (and the beggars fishing for them afterward) contaminates the drinking water.

Windcomb

Windcomb is a small farming hamlet between two large streams branching off Codlavon River. Though much smaller than the farms in the center of Ne'Oor, where the land is more fertile for raising crops, Windcomb is the largest farm in the south and has the best access to fresh water in the area.

Notable NPCs:

Colwin Tanner, Human Beggar

A scruffy man in his 30s, Colwin is a well-connected scam artist and beggar in Dragonsmouth Bay. Fallen from high society, he took to the streets to make use of his connections. He knows everyone in town, has his ear to the ground, and knows how to use his network for his own self-preservation. He will always try to scam new people who come to town, but once someone earns his respect and therefore good favor, he is a useful source of knowledge about the residents of Dragonsmouth, as well as the latest news in town.

Jaseena Ofscott, Human Governor

A member of the governing council in Dragonsmouth Bay, Jaseena Ofscott is a patient and knowledgeable civil servant. While the rest of the council is quick to wave off misdoings of nobles in their desire to conclude investigations, Jaseena constantly looks for the loopholes in every alibi, openings in any defense, and the heart of the story. Still, he judges people by their actions not their words, and treats everyone as his equal, regardless of his powerful position.

Scala Mulglub, Finfock Druid Wardling

A gentle commander of nature at the young age of 9, Scala lives in Fallenbeach and uses her druidic powers to keep the coconut palms happy and healthy. A druid of the Circle of Stone, she uses the natural stones of Fallenbeach as conduits for her Oor to call water through the rocky soil, maintaining the moisture needed for her groves to produce the best fruits. Her familiar is a salamander who sits on her shoulder as she works. While she tries to keep her powers a secret, as Fallenbeach is a relatively new and small community with few other children, many of the adults there know that she has a special gift of some kind.

Lowren Majestic, Halfling Seamstress

Owner of her own shop in Baymarket, Lowren is known throughout the region for making the finest frocks in Ne'Oor. Nobles travel from far cities to have their exact measurements taken by the custom clothier, and even peasants save up their coppers to purchase a fine garment for special occasions. One of her signature features is that she is able to sew multiple undetectable pockets inside her creations, which is perfect for those who must carry many weapons, vials, or scrolls. While working, Lowren listens to her customers gossip and has been able to stitch together a wide network of information, especially about the rich and powerful from outside the city.

DRYLOCH

“The temperature plunges the moment you put your foot to sand, and dust storms swirl on the horizon like rattlesnakes on the hunt. The desert is warm but not inviting, and navigating quickly with proper supplies and shade is your only hope to survive the glaring and fiery sun.”

Dryloch was once green and alive, a freshwater lake surrounded by grassland. However, the people who lived here overgrazed the area, shifting the humidity in the air after their herds ate all of the moisture-producing greenery over hundreds of years. Now literally a dried lake, Dryloch is known for its harsh and oppressive heat, sandy terrain, violent dust storms, and magical hidden oases. Rumors of a lost civilization buried beneath the sands of Dryloch have been spread for ages, but nobody has ever found such evidence.

The desert is home to Midbari tribes and other inhabitants of Ne'Oor, travelers who try to take shortcuts between the larger cities, and the occasional adventurer looking for lost treasure and new stories to tell. Many threats also make their home in Dryloch, including orcs, goblins, elementals, desert-dwelling beasts, living dunes, desert fey, sandwyrms, and even full scale dragons, who are known to hide under the sand to surprise their prey. The greatest threats in the desert, however, are the relentless sun and quick-striking sandstorms, which can easily overwhelm a party, moving slowly with the winds and burying exposed items, animals, and even campsites. Getting lost in the desert is another great concern, as tracks can be erased by the sand easily, and Dryloch has few major landmarks. Using the stars for navigation is a necessary skill in the desert.

Points of Interest

Ej'derrha Ridge

Along the northeastern dunes above Dryloch, the Ej'derrha Ridge is a landmark to wanderers, recognizable by its dragon-like shape. In fact, lore of the area tells that an ancient dragon died here before the drought that created Dryloch, and the sands of time covered its bones to create the ridge. Blue dragons who hunt the desert are known to mimic the ridge, hiding under the sands to wait for unsuspecting victims. This behavior is both befuddling and dangerous to travelers who use landmarks to navigate the desert: getting lost by confusing a hunting dragon in the distance with the ridge can vary from annoying to deadly, depending on their survival skills, but heading towards what is thought to be Ej'derrha Ridge only to find a hungry dragon waiting for you is downright deadly.

Sunspire

A beacon to those headed west through the desert wastes, Sunspire is a tall, thin natural rock formation which stands on a 1,000 foot plateau made mostly of red sand, gravel, scatter boulders, and short cliff lines at the edge of Dryloch. Once Sunspire can be seen, a weary traveler knows that it is not long before they can find a main road to a nearby town, such as Evenforge or Fallenbeach. Sunspire can be accessed by a trail that begins west of the tower between those two cities.

Those who have ventured to Sunspire's summit have noted strange runic markings carved into the large sandstones that surround the base. The tower's shadow moves across the area during the day, shifting its coordinates depending on the time of year. Some believe that Sunspire was created by DexMya to point to a secret trove of magical power, but none have ever discovered how to unlock its mysteries.

The Screaming Sands

In the far dunes beyond Dryloch lies a mysterious grouping of large cacti, with heights reaching as much as 20 feet. Each cactus in the group looks as if it has been consumed by desert insects, hollowed out with various holes. During windstorms or when gusts of wind barrel through the region, the cacti produce a horrifying, shrieking scream, loud enough to be heard from a mile away. Resembling a human scream, the sound is maddening and haunting, inspiring grave superstitions among the nomads who live nearby. At night, the echoes permeate the area, loud enough to wake the soundest of sleepers.

Erri'kuna Fallenstar, the once-revered Midbari druid, led a team of a dozen elder guardsmen from the Ashkuni clan to put the cactus forest to rest, whether it would take her magic or their blades. Returning

from their mission, Erri'kuna was the only one left alive, and her frenzied claims of a monster who pulled the guardsman into the sand were disbelieved by all, even her own family. Nobody returned to investigate the monster, and she believes it is still out there.

Urmayim Spring

One of the few known oases of Dryloch, Urmayim Spring is a small pool of freshwater bubbling from deep under the dunes. A remnant of the lake that once was, the oasis water gives hope that one day Dryloch will be refilled to its former state. More practical thinkers see Urmayim as proof that the lake still exists inside the wet rock bed under the sand.

Notable NPCs:

Erri'kuna Fallenstar, Midbari Veterinarian

Previously a druid Wardling of the Ashkuni Clan, Erri'kuna was held responsible for the death of her guardsmen and shunned for making up stories to cover up what really happened to them. After her Reawakening, she left her clan to pursue a new life where she could use her talents helping animals. Now in her 60s, she lives a peaceful life of solitude near Urmayim Spring, where she treats animals for ailments they suffer in the dry wastes.



FARROWWIND FARM

When I can no longer be a wizard, I'll probably become a farmer. It is just like alchemy, as it allows you to turn earth into gold.



Northeast of River's Hollow and the Wildwood, in the grassy highlands of Ne'Oor, lies Farrowwind Farm, known throughout the region for its magnificent award-winning pigs and other animals. Blessed with fertile agricultural land, crops grown by Farrowwind Farm include corn, potatoes, and other root vegetables, while smaller neighboring farms specialize in other goods.

Farrowwind Farm distinguishes itself from other farms with its large farmhouse-style inn, which can house as many as 24 travelers at a time. Weathered by the elements, it sits between two large silos filled with dried corn and other grains for both feed and sale. With a full tavern and restaurant below the rooms for let, as well as a shop for restocking rations on the road, Farrowwind has become a popular place to lay a weary head while traveling through Ne'Oor. Outside the inn's windows, guests can view the vast farmland, where pigs roam in sunlit pastures, stopping occasionally to bathe in muddy pits to keep cool.

Points of Interest

Daybreak's Peak

Looming in the distance, Daybreak's Peak is a freestanding mountain and the tallest mountain in Ne'Oor. It is a popular attraction for adventurers, as despite its size, it is relatively easy to climb and provides stunning views of the Mainlands and Sa'ari Sea from the top. Because it is a hiking peak, with trails that coil around up to the summit, it requires no special mountaineering equipment to scale its massive height.

Notable NPCs:

Leana Farrowwind, Human Wardling

Little Leana works as a farmhand on her parent's famous farm though only 6 years old. Lately, she has noticed that when she needs extra grit to get her work done, she can draw some sort of power from the fields to perform feats of strength unlike anyone else her age. Her familiar is a chicken, who blends in with the rest in the coop when she needs to conceal her abilities. She has heard her parents, Sarvan and Luka Farrowwind, whispering about cultivating her power in River's Hollow, but she doesn't exactly know what that means.

ICEHELM

"If you stand at the top of Icehelm and look to the north, you see a vast, white nothing. Nothing. Nothing as beautiful. Nothing as plain. Nothing as empty. And nothing as full, all at the same time."

Icehelm is a landmark mountain range located at the northern ridge of Ne'Oor, named such because it is seen as the top of the continent, looming over the northern Mainlands. There is, however, an uninviting tundra beyond Icehelm, known to be about 10 miles deep before fragile ice sheets make it impossible to pass. What lies beyond northern Ne'Oor is a mystery, and aside from rumors of the Lost Lands to the east of Ne'Oor, nothing is known of the other side of the planet.

The snowy tundra is a highly dangerous environment rivaled only by the hottest parts of the desert or deepest ocean depths. Home to

below freezing temperatures, unforgiving winds, scarce food sources, and lethal creatures, adventurers can expect as much deadly combat against these threats as they'll have with the monsters that dwell here. Icehelm's peaks provide both safety and additional danger: the caves in the mountainside offer shelter from the elements, but the mountain passes are tough to traverse and home to predators and orc brigades alike. All terrain here is difficult, either rocky, icy, or with snow that can be waist-deep or more. The sun's reflection on the crisp white snow and ice can create debilitating snow-blindness, and dehydration is an ironic threat in a place with so much frozen water. Those who live and survive here are tough, quick-thinking, and courageous survivalists, who respect the awesome power of nature and have the fortitude to stand up to it.

Points of Interest

Blackbane

Deep in the recesses of the tundra beyond Icehelm lies a darkened patch of ice, an eerie wasteland too difficult to reach by foot due to the unstable ice sheets that prevent crossing. The color of rotted blood, the cause of the strange ice of Blackbane is a perplexity, with theories ranging from the mundane (obsidian ore deposits beneath the surface) to fantastical (hidden treasure buried beneath the ice) to the horrific (an infernal portal to a demonic plane).

Freewood

Freewood is a forest south of Summersea, home to myriad woodland creatures, Squatch, and the Elves of Mya, a society of devout worshipers steeped in tradition and ritual. While not as large as Wildwood, it is easy for adventurers to lose their way in the tall redwoods. The forest is one of the main sources of wood for the new construction needed as Ne'Oor continues to grow, and many worry that it cannot sustain the needs of the population spurt. Others are concerned that without the cover of the redwoods, enemies from Stonemist Island will be able to storm the area and from there further into the Mainlands. The most worried are the semi-sentient tree creatures that live in hiding, and the thought of losing their home, their trees, and possibly their lives, has made them turn hostile.

Frostbone Cavern



Along the eastern pass over Icehelm, Frostbone Cavern is a 100-yard length between two towering peaks. While the terrain here hosts the easiest of the crossings through the mountain range, it is a frightening journey: encased within the ice walls along the cavern are dozens of humanoid skeletons, standing motionless in positions of attack, as if a magical force suddenly froze them in place mid-battle. Though the temperatures at this height will never allow the ice to thaw, the sight of these warriors of long ago is an unnerving one.

Shivershire

A small winter village at the base of Icehelm, Shivershire sits on an area subject to snow for most of the year. The land is equal parts hard-packed snow, thin gurgling streams, and rocky frozen dirt. Small patches with hardy tufts of grass peek out of the snow, and little else grows here aside from the coniferous forest areas, potatoes and root vegetables, and berry-producing shrubs which only bear fruit in the summer. The uneven thaws during the short summer have left the area rocky and unfarmable. Wildlife here includes caribou, arctic foxes and hares, wolves, bears, and snowbirds, who nest in the area during the summer, when snow flies and other insects unfreeze and become active.

Shivershire is the only traditional village north of Pinecrest, so its two small inns, The Fainted Fox and Hartseye Inn, are often busy, making it hard to find lodging, especially when outside temperatures reach freezing. The village has a mayor and constable, but no other major guard or government, as its residents live a peaceful existence aside from the occasional orc threat.

Stonemist Island

Little is known about Stonemist Island, a foggy shadowland moor that floats gloomily across the Freewood strait. In the distance, withered trees and black rock can be seen through the mist. Some who have ventured to the island have never been seen again. Others have returned with tales of getting lost and confused in the mist, during which they have come across ancient temples and demonic monsters, yet when they return with others, their former discoveries are nowhere to be found. Different stories and events have been chronicled, yet only one detail remains the same among them all: the mist.

Summersea

Summersea is a small inland sea below Icehelm that stays frozen for nearly the entire year. Each autumn, as the temperature dips down and the air becomes crisp, Summersea transforms into a beautiful and mystical crossing over to Icehelm. The formation of the frozen water causes it to turn bright shades of blue, green, and white, creating unique patterns made from bubbles and jagged lines that become encased in the ice, suspended beneath the surface. The patterns change every year, and people journey to Summersea in the winter, despite the cold, to enjoy the stunning beauty. Those with arcane inclinations, however, believe that the patterns in Summersea are a portent from DexMya, and many who study within the school of divination scry the lake for interpretations of the messages within.

Vrak Crag

Orcs are known to live in many outland areas of Ne'Oor, separated into individual clans, but their largest population lives in Vrak Crag, an outpost surrounded by fortified shelters at the eastern base of the Icehelm mountain range. Desolate and barren, the outpost bears the brunt of the freezing weather, and there is little food beyond what can be hunted. Vrak Crag is an anomaly among orcs,

as many clans live together in the area, a feat of true cooperation that is rarely seen within that overwhelmingly chaotic race.

Raiding parties venture from Vrak Crag to nearby areas to steal food and treasure, destroying whatever they find in their path. Within Vrak Crag itself, the clan elders strive to maintain the rule of law. Fights break out between the clans occasionally, generally with younger orcs who have not lived so long as to learn the necessity of getting along for the survival of their species. When this happens, the elders respond by making an example of those who would dishonor their clan laws, sometimes to their ultimate demise.

Notable NPCs:

Troy Mapleleaf, Snowcap Fighter Wardling

Originally from Icehelm, Troy's family moved to Shivershire when he began to show signs of his Wardling abilities. Now 14 years old, Troy and his battle dog, Vay'der, take the night watch patrolling the perimeter of the village to help keep it safe. Vay'der once saw a trio of orcs planning an attack from the east, but after he alerted Troy, they were both able to force them to retreat. Hailed as a hero, Shivershire's constable awarded Troy his prized sword, after whispering to him that he was once a hero too and giving him a wink.

Roagnar Eagletoes, Elf Guardsman

One of the Elves of Mya in Freewood, Roagnar is an elite swordsman who is one with the woods. Through his study of Mya over his lifetime, he feels a sad envy that he was never blessed with Wardling abilities as a child, but he has made up for it by pledging his sword to the defense of Or'Mya, not only against monsters or invaders, but also against the increased industrialization of the continent that caused the Oor to be taken from the adults in the first place.

KILAU

"Pristine shores and peaceful living only means one thing—it won't last once word spreads that it exists."

At first view, Kilau is an exotic paradise, with palm-fringed white sand coasts, clear waters, and

peace-loving citizens. The Kilauai Squatch are the primary inhabitants of the island, although a small elven population lives among them along with friendly fey who have a bond with the Wardlings, who all work together to keep a balance of the elements and stave off storms or blight. While most Squatch make their homes in the jungle treetops along the eastern shore, others have huts on the serene beaches below, where the water laps rhythmically on the pale sands.

However, as visitors venture deep into the jungle, the overgrown vines and trees lead them into darkness, where predators roam and unidentifiable noises are echoed by the tropical birds. The canopy of the jungle hides a secret of Kilauai: a dormant volcano at the southeastern edge of the island. Natives of other species are known to live in the remote areas of Kilauai, and while scouting parties have been sent to explore the rest of the island occasionally, most of the Kilauai people choose to keep to their safe and peaceful village.

Points of Interest

Eshahi Peak

A dormant volcano, Eshahi Peak has only been seen by those who have ventured to the western shore of Kilauai, but stories of its origin and purpose have become part of Kilauai folklore. Some tribal folk believe that Eshahi was the tool of DexMya, allowing the gods to erupt Ne'Oor onto Or'Mya. Now that the work is done, they believe that Eshahi will remain dormant until Ne'Oor becomes full, and at that point, DexMya may cause Eshahi to erupt again, creating more land on the other side of the planet. No signs of imminent eruption have been recognized, so most live a worry-free life without often thinking of the deadly force looming just miles away.

Fire Pond

Blessed with crystal clear water and set among a cluster of palm trees, Fire Pond is a small pool located deep in the jungle of Kilauai. Curiously, the water here is always warm, bubbling out of the bowels of Or'Mya, and it has incredible restorative properties. The source of the heat is likely connected to the nearby Eshahi Peak, although natives here like to think it is just blessed by the gods.

Rainbow Falls

The northern bluffs of Kilauai feature majestic cliffs that overlook the Unending Sea. A natural waterway through the bluffs creates an incredible display of nature in the form of a waterfall that drops down to the valley's lake below. At mid-afternoon each day, the sun is in position for a mere 2 hours, hitting the waterfall perfectly to cause its waters to turn the bright colors of the spectrum, creating the otherworldly vision of Rainbow Falls.

Notable NPCs:

Ranbo of Kilauai, Squatch Bard Wardling

Ranbo was born near the Kilauai lake beneath the Rainbow Falls, after which she was named. Her rattlesnake familiar, Sasha, chose her while she was climbing trees to find bark to craft her instrument. Self-trained in the College of Rhyme, she plays the drum and chants the tales of her people, while Sasha accompanies her with her rattle. These rhyming verses stir a connection with DexMya within Ranbo's heart, bringing her dancing visions of things to come.

PINECREST

"In Pinecrest, you must not only see the forest for its trees but also the monsters behind the breeze."

Pinecrest is what people call both the forest region of the northern Mainlands as well the small town at the base of the forest itself. The whole area encompasses Windloch, Eastwater, and even Southridge since it is so close, even though it technically is in the southern Mainlands. Pinecrest boasts the oldest and tallest pines in all of Ne'Oor, and those who visit for the first time can't help but stand in awe of the size and majesty of the trees. The forest is a thriving ecosystem, teeming with wildlife. This is fortunate, as they provide food for the hunting tribes of the north, but it is unfortunate, as the animals also draw the orcs from Vrak Crag down towards Pinecrest for the same reason.

Due to its physical position in Ne'Oor, Pinecrest has a diverse population which includes all walks of life of Ne'Oor. Both dwarves who rarely live outside their Icehelm caves and those from the Silverbank mines live in Pinecrest, among elves, halflings, and humans





of all kinds. Though small, Pinecrest has become a model of diversity for other towns in Ne’Oor.

Pinecrest has a trading relationship with both Southridge and Eastwater, and the three towns join forces when needed. Pinecrest and Eastwater also have a ferry cooperative, providing passage between the north and south Mainlands to travelers at a nominal price. There was once a bridge between the two, as the river crossing is only a few hundred feet, but the townspeople set it ablaze after escaping into Southridge the last time orc raiders came through Pinecrest. When discussions began about building a new bridge, it was decided that it was best to make any future raiders take the long way around to get into the larger cities of Ne’Oor.

Points of Interest

Eastwater

Eastwater serves as the north’s port to the Sa’ari Sea. Smaller than Pinecrest, it isn’t large enough to warrant a mayor, but it does have a reeve, who is an elected official, although elections are not a regular occurrence unless called for by the reeve themselves. Under the reeve’s declaration, only those with “fishing rights” may fish the waters of Eastwater, as overfishing by those up north has caused an environmental crisis that Eastwater intends to

end. Thankfully, the eight fishing boats, run by the six families who have such rights, provide enough fish to keep Eastwater, Pinecrest, and Southridge satisfied, even in the winter. In summer, when other game is available, there is an overabundance of fish, who swim upriver to Tririver Lake to spawn, making them even easier to catch. The excess fish are smoked and stored for the winter or taken to be sold in the marketplaces of inland cities.

Northpass Bridge

A seemingly unremarkable stone bridge, Northpass Bridge provides the easiest crossing between the northern and southern Mainlands of Ne’Oor. Made from rough hewn stone and covered with mossy patches, the bridge spans a 500-foot width of violent, often icy rapids that flow out of Summersea. Wide enough for several wagons, Northpass Bridge is an ideal passage for a trade route to the north, yet it is rarely used and falling into disrepair.

Centuries ago, a horde of trolls plagued northern Ne’Oor, patrolling the well-traveled paths up into Icehelm for merchants and migrants—mostly Snowcap nomads looking to trade for rations—making snacks of those who did not have enough gold to pay their demanding tolls. After the decades of their dominance over the north, the roads were



less traveled, and Icehelm became more and more isolated, leaving the Snowcap tribes to grow into a separate society. Ironically, it was the orc nation of Vrak Crag, longtime enemies of the Snowcaps, who finally had enough of the trolls' grip on the region, and they organized a revolt against their tyranny. Legend states that all but the chieftain of the trolls, Kol Ulgut the Devourer, were slaughtered by the Vrak Crag orcs, and that he still resides under Northpass Bridge. Disappearances of merchants in the area are repeatedly blamed on the Devourer, and locals in the area have nicknamed Northpass Bridge "The Tomb of Gold," believing that a hidden hoard is buried in the rocks under the sleeping troll. For that reason, superstitious travelers avoid the bridge entirely, hiring boats to cross between Southridge and Pinecrest or waiting for Summersea to freeze over for passage.

Ruins of Kalgaard

A mystical circle of monoliths, few still intact, engraved with runes and symbols of a language foreign to the inhabitants of Ne'Oor, the Ruins of Kalgaard is a great mystery to visitors. Some say that the stone circle was originally destroyed in the First Crusade of Oor, left to be weathered by the winds of time (and Windloch itself). Still, the spot is frequented by those brave enough to venture so close to Vrak Crag, as the view of the sunrise over the monoliths is one of pure beauty and awe.

Southridge

A trading partner and ferry port to the south, Southridge is a smaller town that tries to emulate Pinecrest in its culture and diversity. Many citizens of Southridge have residences in the less-populated city and commute across the river to jobs they have at the bustling inns and taverns in Pinecrest. With a long journey to any other city, Pinecrest provides the main trade and entertainment for Southridge, although the latter is known to have a fine players group and its own theater for them to perform in as well.

Windloch

Located in a valley between the Pinecrest ridge and the Icehelm mountains, Windloch is named after the extreme winds that pass through the area. Nobody knows what causes the winds, but they are always violent and unpredictable. There have never been any villages built in the Windloch region, blamed on the wind which would rip through the structures as it has with the now-barren trees. Additionally, the Vrak Crag are just beyond Windloch, which would make anyone decide not to stay for long. However, some would say that no villages have appeared for a different reason. Winds or not, the lake itself is calm, but legend states that something sinister lives beneath its still waters.

Notable NPCs

Semaj Hillbay, Midbari Reeve

Semaj migrated from Dryloch to make a fresh start outside his tribe. As a nomad for most of his life, he decided that staying in one place would be nice for a while. Determined to try something new, he moved out of the heat of the desert and up north to Eastwater, where he quickly gained popularity due to his concern for the environment around the town. He was elected reeve, where he sets and enforces the laws himself, and now still serving after 17 years, it doesn't seem like he'll ever give up the position.

Gwynne Songstruck, Dwarf Blacksmith

After a cave-in that destroyed their home in Icehelm, Gwynne's clan moved southwest to Saltwick to join the mason's guild. Not wanting to stray too far from home, Gwynne settled in Pinecrest to use her skills as a blacksmith apprentice at the local smithy. Within a few years, her employer retired, and she took over the business. When not fulfilling orders, Gwynne continues to make as many blades as possible, as she has seen what lies beyond the Icehelm range.

RIVER'S HOLLOW

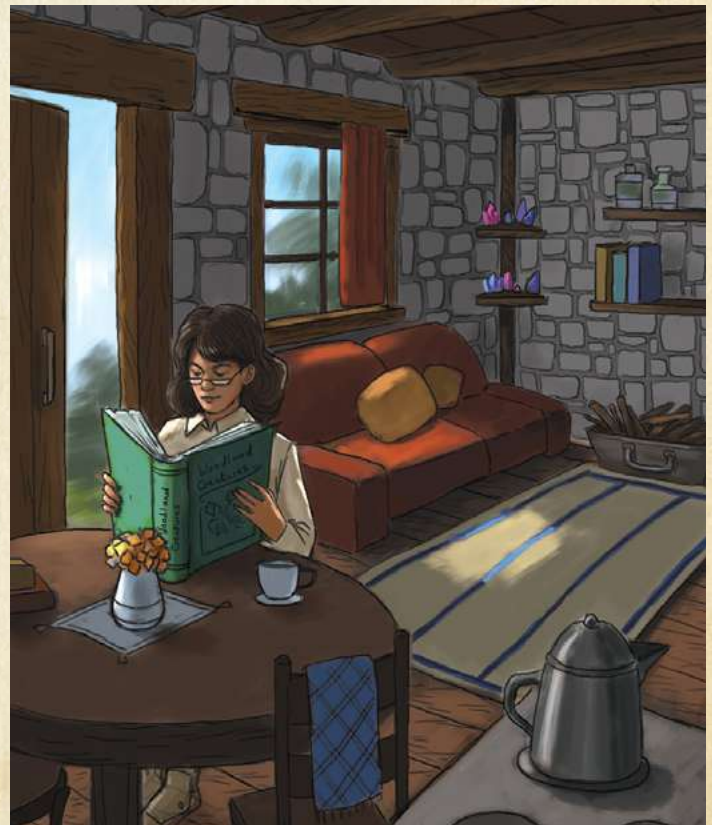
"In no place will you ever see so many children so powerful that their collective voice could take over the world, and yet, they instead seek to preserve it."

Nestled deep in a quiet hollow in the Wildwood at the mouth of Codlavon River, River's Hollow is home to the greatest population of Wardlings in Ne'Oor, due to its proximity to the Wildwood and the magical influence of the fey and familiars that dwell there. While children are part of the population in all villages and towns in Ne'Oor, many more discover their magical abilities in River's Hollow than anywhere else. Additionally, the Chosen resides in River's Hollow, so Wardlings there learn how to use their magic more quickly.

The few adults in River's Hollow work diligently to maintain their village, and most who choose to raise their children there remember having use of their Wardling powers, but don't have the ability to remember spells or tap into Oor any more. The village is a forest wonderland, with twisted trees stretching to

the sky from the mossy ground, like protective towers surrounding a hidden treasure.

As the population of Ne'Oor grows, so does that of each village, but River's Hollow is a well-kept secret to those not connected to the Oor in some way. With less than 400 residents, the village has fewer than 100 homes and other buildings. Families usually have their own homes, and many Wardlings who find themselves in River's Hollow without parents live together in dormitory-style halls, usually grouped by the type of their studies in the Oor. There are no shops or markets as found in other towns, although many Wardlings learn artisanal trades like sewing, smithing, and leathercrafting, trading goods and supplying their friends in need of clothes and weapons. Camouflaged by the overgrowth of vines and branches, each structure has a natural disguise, making them difficult to recognize amid the surrounding foliage. Needing little support from the outside world, River's Hollow survives on hunting, fishing, foraging, and farming. While it is well-hidden, knowledge of River's Hollow sometimes reaches the wrong ears, and while there is no official law enforcement or army, the Wardling rangers, rogues, and fighters maintain the security of the village.



Points of Interest

Cottage of The Chosen

Crouching low at the base of a large knotted oak, as though it were trying to hide even from residents' eyes, the Cottage of the Chosen is home to the current Chosen, a title passed on to another once the current holder is Reawakened. Although seemingly commonplace from afar, with its charmingly crooked thatch roof and unevenly sized grey stones that make up its walls, the cottage gives off an aura of power that can be felt by those close by. Inside the cottage, a simple kitchen and living room lead to a small library, stuffed with private diaries, ornate spellbooks, and curious tomes. Vials and potions clutter the shelves, and various trinkets, totems, and crystals occupy a private altar in the corner. A wooden ladder leading up from the library to the loft above gives access to a modest sleeping area. Nearly always at home and ready for their students' needs, the Chosen is often found sitting at their kitchen table, sipping hot tea made from herbs gathered from the Wildwood.

Everlake

Codlavon River greets Everlake in the heart of River's Hollow. Regarded for its serene beauty and healing properties, Everlake always looks as if it is glimmering, whether in the soft light of a summer's dawn or under the cool moon on a winter's night. The Chosen has said that Everlake is a result of Mya's hand reaching into Ne'Oor from the Outer Plane, scooping out a handful of earth, and gifting Oor to the planet. When the first rains came, they mixed with the Oor, seeping into the earth and flowing into the seas. As a result, the water here became a source of magical inspiration, and the perimeter of the water is crowded with magical herbs and strange flowers, filling the air with their sweet and spicy scent.

On warm nights, the Chosen brings the Wardlings of River's Hollow to Everlake to tell tales of magic and lore, creating visions of light and fancy above the water as the stories unfold. Bards perform, wizards practice new spells, and druids commune with the plants and animals, making Everlake a recreational place of learning for the Wardling community.

Greenleaf Hall

The largest dormitory in River's Hollow, Greenleaf Hall houses the youngest Wardlings, some as young as 4 years old, who all live in River's Hollow without their parents. It is dug partially underground for safety and has several shared bedrooms, as well as a large shared living area where older Wardlings teach them about survival and Oor.

Notable NPCs

Daisy Lazure, Squatch Druid Wardling

Stolen out of her bed by malevolent fey when she was a toddler, Daisy was left in the Wildwood as a gift for the green hag who commanded them. Before the hag was able to claim her, a squirrel familiar chose Daisy to protect. It alerted a team of rangers to her presence, who brought her to River's Hollow. Now, five years later, she is a druid of the Circle of Water, having learned of its power by researching and studying Everlake's arcane qualities.

Feona Fallbright, Human Chosen Wardling

The Chosen is a title passed down to the one selected by the previous Chosen, just before their Reawakening. While River's Hollow has no ruling power, the Chosen serves as the leader of the village, like an old-souled elder, despite their young age. The current Chosen is Feona Fallbright, a cleric-trained Wardling with a hawk familiar who showed extreme talent with the Oor when 7 years old. Caring and intuitive, she has expanded her magical power to learn spells from all of the spellcasting disciplines, and her connection to DexMya has given her the understanding of how to teach every type of Wardling how to use their Oor in a personal way to garner the most powerful results. She has a nearly open-door policy for Wardlings seeking advice and training, and when she has visions of something awry on Or'Mya, she often hand-selects a group to investigate and make things right.

Hai Goh, Elf Trainer

Master of melee and hand-to-hand combat, Hai Goh is a private trainer to both adults who wish to learn self-defense and to Wardlings who aspire to be fighters. With knowledge of fey magic, Hai is able to teach basic principles of infusing Oor with martial ability, though he's never had the direct experience himself. A trusted confidant and good counsel to many, Hai

Goh's position within the community of River's Hollow is well-respected and needed.

Holden Warhunter, Human Ranger Wardling

An excellent tracker and marksman, Holden spends his days patrolling the Wildwood with his fox familiar, Castle, bringing back food for his home after a full day's exploration. While in the wood, he and Castle visit the dryads of the eastern oaks, friends he made years ago after hanging small leather totems on branches in the woods to teach himself the way back home. The dryads loved the "gifts," wearing them as necklaces and circlets, and when he returned, they greeted him in peace, eventually teaching him secrets that his Oor could unlock, such as how to leap between trees without being seen. His talents with leatherwork grew as well, and he is known in River's Hollow for his beautiful handmade leather armor and quivers.

SALTWICK

"There is so much beauty in a crumbling wall. A broken building that tells a story of a forgotten past, yet gives way for a brighter future."

The oldest walled city in Ne'Oor, Saltwick was partially destroyed by dragon fire during the First Crusade of Oor, then rebuilt with an expanded merchants' district. Featured attractions of Saltwick are the architectural heritage of the city, which includes Old Age-era monuments like the Symone Theater, the crumbling walls of Old Saltwick, the finely detailed Lord's Crypt, and the towering keep of Resta's Ward.

The governance of Saltwick is shared by nine wealthy lords. When a position opens—a rare occurrence which happens only in sickness, death, or other inability to perform the duties of governance—the remaining lords nominate and vote in a new lord to the council. All other positions in the city are appointed by the council, feeding a corrupt circle of power. In Saltwick, there is a clear division between rich and poor citizens, more so than seen in other areas of Ne'Oor, yet the city is relatively peaceful. The Saltwick Guard serves as basic protection against would-be assailants and monitors the goings-on in town. The system in place allows the council to

demand taxes from its citizens, making Saltwick the only city in Ne'Oor that has this policy.

Saltwick's name comes from their original export: salt. A combination of the shallow shoreline along the southern wall, steady temperatures and mostly sunny days, ideal salination of the waters here, and coastal winds create an ideal environment for harvesting sea salt. The salty water also attracts both algae and brine shrimp, harvested and exported to the farmlands for use as animal feed and fertilizer, which farmers swear by for the best-tasting crops. These exports are the main source of income for the city itself, along with the taxes collected from those who live here.

Points of Interest

Lord's Crypt

Set apart from the city's graveyard, the Lord's Crypt is reserved for former lords of the governing council. The crypt is immaculately kept but rarely visited, as it is located behind the Governor's Hall, which is closed unless business is being conducted there.

Malori Masonry

Touted as the finest stone carver in Ne'Oor, Viv Malori is the dwarf artist behind Malori Masonry, a workshop in the Merchants' Quarter. She has several workers who cart her stones to new building sites, but her specialty is working on fountains, statues, and other custom pieces of stone art. The quality of the stones she carves is beyond that of any other mason, and she claims she has secret sources for her materials.

Merchants' Quarter

Wealthy merchants with established businesses have their permanent storefronts in the Merchants' Quarter. Behind the main road of shops, upper-class homes fill the rest of the quarter, with their own freshwater aqueduct and three small parks, which is novel to the cities of Ne'Oor.

Resta's Ward

With its extra thick walls and protected entrance, Resta's Ward is the name of Saltwick's main keep, known to be the safest place in the city. Designed by Carvalla Resta, a master stonemason and architect



who lived before the New Age, the tower has six stories and presents an impressive silhouette from afar, serving as a beacon to those on the road that the city is near.

Saltwick Fountain

Despite its namesake, Saltwick Fountain is the common folk's main supply of fresh water. A simple stone fountain, water is scooped into personal buckets and carried to individual homes for drinking and bathing.

Symone Theater

Unlike smaller towns, where performers act and sing on pageant wagons or simply in the middle of the street, Saltwick boasts a masterpiece of architecture for the performance of plays and festivals. Attracting visitors and fans of the performing arts, the amphitheater is one of the few structures left fully intact from before the New Age and is decorated with sculptures and friezes depicting ancient creatures and runes.

Swords of Sandragal

Hidden within the city is the headquarters of the Swords of Sandragal, a secret anti-arcana society that is completely opposed to the use of magic, formed back in 17 N.A. Established by Donfret Sandragal, the group recruits hysteria-prone citizens of Saltwick, many of whom are wealthy merchants, who actively seek to rid the city of all Wardlings and Oor artifacts.

The Swords of Sandragal lobbies the governing lords to enact anti-arcana laws, often using bribes of fine silks, spices, and other costly goods.

Wavers Commons

Located in the most dilapidated part of "Old Saltwick," the common folk of the city work and dwell in Wavers Commons. It is about a quarter mile walk to the Saltwick Fountain near the shipyard and docks.

Notable NPCs

Hawn Renmare, human guard captain

Captain Renmare can often be found in the Saltwick Watch Tower, strumming his lute and lamenting the loss of his bardic abilities. Now the captain of the guard, he is an effective leader who can boast that he drove the Freewood goblins out of the city when they raided the Merchants' Quarter last spring. The captain is loyal to the governing lords, but he keeps a watchful eye on the lobbyists that meet with them, paying special attention to any clues about the identity of Swords of Sandragal members.

Firolas Fireleaf, elf playwright and actor

When Firolas was young, he was a promising member of the Elves of Mya. After an attack on Freewood by wrath-filled orcs, he decided to move to the safety of Saltwick and write stories of fantastical battles

and tales of love for players and mummers to set on stage. Though it is a change from his native home in the forest, he loves living in Saltwick, even if he is disgusted by the Swords of Sandragal and their actions. Many of his political views are hidden in his plays, as well as knowledge of the forest lands from an elf's perspective.

SILVERBANK

"All that glitters isn't Silver..."

Silverbank is a large city on the eastern shore of Ne'Oor, cleverly named for both the silver-colored sand that it sits on and because the city itself runs the largest financial institution in the Mainlands. The city was founded and built by the dwarven clan Grentheed, who originally moved to the area after hearing legends of "silver on the banks," only to find sand. They began to dig elaborate mines into the bedrock under the coastline, and to their delight, they did not find silver but instead discovered wealth of equal value, pulling out rich deposits of garnet, copper, and other precious metals from underground. With their newfound wealth, the clan built Silverbank, using the mundane stone waste pulled out of the mines as building material, opening its doors to new citizens and potential borrowers, against whom they leverage heavy interest. Additionally, they keep large accounts for most of the nobility in Ne'Oor, investing the wealth in new mines and other ventures. Branches of Silverbank can be found in Saltwick and Dragonsmouth Bay, where merchants and other folk fortunate enough to have savings can store their wealth in safety.

The city itself functions like any other, with its own shops, inns, museums, and many homes, separated into three major neighborhoods populated by a mix of people from across Ne'Oor but a majority of them are dwarves. A large shipyard is located at Silverbank's harbor, although it is mainly filled with fishing boats since the boat builders have yet to craft a vessel hardy enough to successfully cross the sea. The city square is ample enough for a weekly market, which is generally attended by food peddlers, farmers, and fishermen, unlike the market in Dragonsmouth Bay. The Silverbank Guard serves as law enforcement

under the direction of the Lenders, the three Grentheed brothers who govern and run the city.

Points of Interest

Grentheed Mines

Now known to be abandoned, the Grentheed Mines are a network of tunnels under Silverbank Beach, spanning from the city to approximately a quarter mile south and reportedly dug to a depth of 8 levels in some sections. The mines were depleted of wealth by the time the city of Silverbank completed its first wave of construction, and it has since been sealed due to strange underground activity.

Silverbank Beach

The glittering silver sand of Silverbank Beach makes the area one of the most beautiful places in Ne'Oor. Once thought to be made of silver dust itself, the actual cause of the phenomena is due to fish scale deposits settling into the sand over time. The coastline of the Sa'ari Sea was once bountiful with fish, who swam in with the tides and would sometimes even wash up onto the shore. As the area has grown heavy with fishermen, the bounty has waned, but the silver sand remains.

Silverbank Vault

Silverbank has several offices with small vaults that manage everyday deposits and withdrawals for its patrons, with additional offices in Saltwick and Dragonsmouth Bay. The Silverbank Vault, however, is reserved for the most prestigious investors and the Lenders themselves. When the Lenders designed the Silverbank Vault, they spared no expense in replicating the Grentheed Great Hall to house their wealth. Large granite pillars support the high ceilings of the smooth stone room, engraved with the story of the Lenders and the construction of Silverbank. The vault is sealed with an iron door, fixed with a series of three locks for the best security. Each of the Lenders wears one of the keys around their neck, so any withdrawals must be processed by all three.

The Lenders' Manor

The Lenders' Manor boasts classic dwarven design, sitting atop the highest crest in the High Durnn neighborhood of Silverbank. This act was viewed as elitist by the lower class population of the city,

but the real motive was quite different: While other dwarven residents of the city have begun to adapt to living above ground in traditional human-style homes, the Lenders and their family are quite traditional. All of their homes, including the manor, are built specifically upon the crest so that they are able to house underground living areas that remind them of their homeland. The visible manor serves instead as a place to host noble guests and the rare gathering, as the Grentheeds generally like to keep to themselves.

Notable NPCs

Peat Eryungg, Finfolk Ranger Wardling

Leader of the Silver Sentinels, Peat Eryungg is a stoic teen who takes the duties of his watch seriously. He spends most of his time in the water with his dolphin familiar, Keel, searching for threats from the deep. Unless there is an emergency, Peat stays close to the shoreline to be near Keel and remain accessible to the rest of the Sentinels. He makes his permanent home on the southern tip of the Silverbank Beach, but swims a few miles each day, moving slowly up the coast to Silverbank and back to keep abreast of all the news along the coast.

Gorn, Turt, and Shan Grentheed, Dwarf Bankers

The richest and most powerful of the Grentheed clan and known as “The Lenders,” these three brothers own all of Silverbank. The three look so much alike, with long grizzled beards and hardened faces, that they are only discernible by their personalities: Gorn being the most cheerful, Turt the most helpful, and Shan the most practical. All commercial and political deliberations are made by the Lenders, and while their demeanors and opinions differ greatly, this creates a natural balance of government that has proven quite successful for the city.

WILDWOOD

“An eerie breeze, fallen trees... the whispers of the fey echo in this enchantingly foreboding place. I am fearful of what I’ll discover, but somehow I can’t stay away.”

Overgrown with ancient trees and echoes of Oor at every turn, the woods of Ne’Oor are host to the magical beings of Or’Mya. The forest canopy fills the sky overhead with branches of alder, hawthorn, and ash, while random spots of light that break through the leaves attract beautiful and diverse plants that grow on the mossy ground. Wildwood is overwhelming to the senses. Unbelievable in beauty and majesty of magical proportions, some may not be able to believe their eyes—and perhaps they shouldn’t.



Regardless of the season, the trees of Wildwood are filled with Oor, whether bursting with colors that come alight with pink and green flowers in the Spring, yellow and red flowers through Autumn, or barren icy branches of Winter. The earthy smell of damp, fallen leaves wafts through the air, contributing to the woody incense from centuries of snapping branches crashing to the forest's floor and rotting silently.

Points of Interest

Abandoned Cottage

A small cottage is hidden deep in the woods, its structure so old and poor that it is surprising that it is still standing. With no other houses around it, this one seems abandoned at a glance or two, except to keen eyes who notice a wispy ribbon of smoke rising from the old chimney. The walls are made of the same wood as the trees that surround it though the roof is clearly stone, and, being so old and unsupported, it is a wonder that it has not caved in. Inside, investigation will find that the fire is lit by magical flame. Parchments and other clues in the sparsely decorated cottage indicate that a wizard of some sort lives here, but this doesn't look like the home of a Wardling.



Moonlight Pools

A small path from the northern break in the Wildwood leads to a forest glen, with soft grass that transitions to mossy earth. Three pools of crystalline

water can be found here, each glowing with light as bright as the moon. This is the stomping ground for fey of all sorts, as the pools attract fey creatures for a reason not yet discovered. The Squatch of Burden, who live nearby and hunt fey for their underground market value, are known to seek easy targets here.

The Fallen Five

The Fallen Five are five large oak treefolk that one day, long ago, rotted out from the inside. Now just shells of open bark, they are merely ruins of the immense intelligence and power that they once held, broken and strewn in an open glade of the Wildwood. Their trunks are marked with arcane symbols that many believe to be a map or key to unlocking new secrets of the Oor, but the symbols have never been deciphered, even by the Chosen.

Whispering Way

The Whispering Way is a shortcut to the trade route from Dragonsmouth Bay to Saltwick that cuts through Wildwood, named for the whispers of confusion, fortune, sadness, and horror that can be heard while traveling down the path. While the road is the most traveled in the enchanted woods and wide enough for a wagon or horse and cart, it is still a dangerous path for anyone not familiar with the ways of the fey and their trickery. Whispers heard on the Way vary from person to person, even if a group travels together, and many who have taken the route have gone mad when unable to escape the hideous mind-altering voices.

Notable NPCs

Edwynne the Reborn, Human Wizard

Little is known about Edwynne the Reborn, except for rumors of his existence in the Wildwood. Described as an eccentric white-haired elderly man who lives alone in the forest, stories say that Edwynne was once the Chosen nearly 90 years ago. It is said that after a lifetime of working in Saltwick as a librarian, he has lost his faculties and disappeared into the forest. Since that time, bursts of spectral light and surges of Oor have been witnessed in the western woods, fueling gossip that Edwynne has somehow reclaimed his connection with the Oor.

Gorgok the Green, Chaotic Evil Hag

Gorgok the Green is the nightmare of all the children of Ne'Oor, and even adults know the eerie song sung about her. She sends her minions to kidnap babies and bring them to the Wildwood, simply to bring agony to their parents, on which she thrives. Keeping a few for herself, she then trades the rest of the young children to evil beings who seek their power, and none have ever been known to return home.

Lobo of Burlden, Squatch Fey Hunter

A member of the Burlden tribe, Lobo is an infamous hunter and leader of the Squatch of Burlden, with expertise in tracking and trapping fey creatures. Burlden tribe members are raised with extreme prejudice against all fey, no matter what kind, and do not use discretion in their hunt. While most fey have their own tricks and chaotic nature that make them unafraid of pretty much anyone, they are terribly fearful of Lobo and his men. He has a gruff disposition and places his hunting as a priority above all else. While claiming it is for the support of his village, as the fey fetch great prices from shady buyers, it is obvious that Lobo enjoys his work.





Chapter 9

Trouble at Farrowwind Farm

An Introductory Adventure for the Wardlings RPG

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action.

Introduction

This chapter includes an introductory adventure and Game Master tips for running a game of the Wardlings RPG, meant for the GM's eyes only. So, unless you have volunteered to take on this role, you will see spoilers here.

The adventure that follows is a perfect starting story for new players with 1st-level characters. Beginning right at River's Hollow, it will give players a chance to introduce what brought them to the Wardling village (if they weren't born there) and how they all know each other before getting into the heart of the adventure.

With a mix of investigation and exploration, plenty of roleplaying opportunities, and balanced but challenging action, the characters will be able to explore River's Hollow, the farmland areas to the east, Codlavon River, and parts of the enchanted Wildwood over a 6-hour adventure that can serve as a one-shot or lead directly into a longer campaign.

To help you get right into the action, players may use any of the pre-generated characters that appear in **Appendix A: Pre-generated Characters**, or players can create their own original characters using the rules in **Chapter 2: Character Creation**.

Background

The village of River's Hollow is rather secluded and fully entwined into the natural landscape where it was built. Known secretly as a safe haven for Wardlings, it boasts the largest population of children in all of Ne'Oor, where they can study their abilities and the

magic of their Oor freely without judgment or danger from Reawakened or other adults who have either forgotten or never understood magic.

River's Hollow is a quiet village, nestled deep within the southern Wildwood. There are few who live outside River's Hollow who even know it exists, although there have been rumors of a village "run by children"—mostly stories told between young townfolk yearning for freedoms beyond their parents' grasp or by new Wardlings that do not understand their power. Still, the location of River's Hollow has always been rather well hidden, with its defenses solid against trespassers or would-be invaders.



It is because of this that the distress call that sounded the alarm through the village was so surprising. A young human girl, only 6 years old or so, faint with dehydration after days of travel alone, was here on their doorstep. Her only words before passing out in exhaustion, "Help... they've...taken...my...baby...brother."

Episodes

Trouble at Farrowwind Farm typically takes place over three episodes that take approximately two hours each to play. Each episode has a "story objective" with the first episode beginning with a "call to

action," which is the hook for the adventure. If you're planning to play the entire adventure in one long session, you only need to explain the call to action at the beginning, as the play will just continue into the next episode when the previous one is completed. However, if you plan to play each episode one at a time over three sessions or so, you'll want to remind your players of the call to action at the beginning of each session and do a little recap of what happened the last time they played.

- **Beginning the Adventure: Commotion at the Gates.** A little girl arrives, half-starved, exhausted, and alone, at the gates to River's Hollow. Before fainting, she announces that her infant brother has been kidnapped. This is the Call to Action.
- **Episode 1: Roads to Farrowwind Farm.** The characters travel to Farrowwind Farm to investigate the kidnapping, after being told of the strange circumstances surrounding the missing baby. They must choose their path to the farmlands of Ne'Oor, travel safely, and get to the farm in a fair amount of time.
- **Episode 2: Strange Occurrences at the Farm.** The characters arrive at Farrowwind Farm and must search the farmhouse to piece together clues to find out what is behind this mystery, avoiding any trouble as they do so.
- **Episode 3: Monster in the Wood.** Using clues found in their previous explorations, the characters discover who has been stealing babies in this part of Ne'Oor and why. Now, they must put a stop to the monster once and for all, lest the rise of new Wardlings be in danger!

Episode Sequence

Depending on your time constraints, play style and environment, this adventure takes approximately six hours to play.

How Will You Play?

The duration of your session depends on how much of this adventure you utilize. At the very least, your session will last approximately four hours. To complete all of the adventure's story objectives, the characters play Episodes 1 through 3 in order.

Gaming Terms: Campaign vs. Session vs. Episode vs. Encounter

Campaign: A campaign is your complete storyline from the beginning, when your players' characters all first meet (or get together for the first time) to the final session that they play in, concluding the overarching story. A campaign can last just a few play sessions to many years of weekly playing, depending on the story and the group playing it! Many GMs string together various adventures and side quests to make a very long campaign, fitting everything inside an intricate storyline. Imagine a television series with multiple seasons: there are many episodes with different small encapsulated objectives and stories, but the entire show, from the premier to the series finale, is the campaign.

Session: A session is the commonly used word to describe the full amount of time spent playing at a single sitting with a group of players. Some players only have time for a one-hour session during lunch at school or work. Some groups will play for an eight-hour (or more) day! There are 3-4 hour sessions at conventions, and everything in between. It doesn't matter how long a session lasts, but for the play for the day, it is defined as a session.

Episode: An episode is a segment of an adventure. For example, in the adventure in this book, Trouble at Farrowwind Farm, there are three episodes. Episodes sometimes have a designation of how long they will take to play on average, so a GM and their players can plan for the length of their play session for the day. You may only be able to play an episode or two in a shorter session, but since they are broken up into segments like this, it is easy to continue where you left off in your next session. Often, episodes can be played in non-linear order, allowing a group to decide where to go next and giving the GM tools for an episode in case the players stumble upon it. Sometimes episodes are skipped over altogether if the group chooses a different path to their goal. Episodes are filled with various things for the players to do and hurdles for them to overcome, which are called encounters.

Encounter: An encounter is usually an event, person (or group), place, or thing that the players come across and must interact with during a scene in an episode.

A pack of goblins on the roadside, a mysterious temple on a mountain, or a sleeping dragon are all encounters, and players resolve them through combat, exploration, or roleplaying—often a combination of these things. A series of encounters in one area or small story within the overall campaign that all go together generally make up an episode, with the end of that series a good place to stop and move on to the next one.

Scene: A scene is generally a bolded topic within an adventure with location descriptions and details. Most encounters happen within the limits of one scene, although if players decide to chase (or are chased themselves) from one location to another, the scene can possibly change mid-encounter. It is advisable to describe a scene in detail as players use their Perception and Investigation skills to notice what and who may be waiting for them.

BEGINNING THE ADVENTURE: COMMOTION AT THE GATES

The adventure begins at the gates of River's Hollow. A young human girl has passed out, just after reaching the clearing in front of the large, wooden vines that twist together to make up the Great Gates of the hidden village.

Her only words before fainting were, "Help... they've...taken...my...baby...brother."

As the Wardlings all gather in the clearing beyond the gates, the Chosen is called to select a party of adventurers to find out what has happened at Farrowwind Farm.

The Chosen selects the party of adventurers, promising them a celebration in their honor when they return, as well as positions within the River's Hollow elite Hollow Guardians. As such, their normal chores within the village would be replaced with opportunities for adventures that would protect River's Hollow—a great honor.

If the party accepts, she will direct them to rest, get supplies, and choose between the two paths to Farrowwind Farm: the wooded path (about 1 ½ days

to travel, but more dangerous due to a lack of marked paths and the presence of more forest creatures) or the river path (about 3 days travel, but primarily on a marked path along the river).

River's Hollow

This area features:

The Great Gates

Leading from the narrow, unmarked path through the southern woods, a maze of trees gently clears away into small twists of vine-laden paths with a large branchy gateway and a visible clearing in the distance. Children dressed as guards block the path into River's Hollow through the majestic gates, but a few of the village structures can be seen from here.

The lead guard, **CORBAN WILLOWSEED**, has called upon the village elders to watch over the child, and a great commotion has unfolded as a few clerics have bolted to the scene to provide aid and healing. Additionally, he has called all of the Wardlings in the village to gather, so that the Chosen can decide what to do about the situation.

Barter's Mart

River's Hollow does not have a traditional marketplace with shops or carts, but instead, it has an open area beyond the gates where inhabitants can barter for goods and services.

Serving as a community and large family, those who live in River's Hollow make do with what they have, ensuring that each member of the village is getting by. Those who raise chickens will trade eggs for new socks from **RACEEL TAMARE**, the knitter (and village event organizer). Tomatoes from a small garden are traded for fresh milk from the owner of the village's five cows. Wardlings put their skills to use in many ways, creating weapons and armor as fine crafts and trading those skills for well-cooked meals or healing from clerics, and the teachers at the school make rounds from home to home during the week where they are fed dinner by their students as payment for their tutelage. Nearly any everyday item can be obtained in the Barter's Mart, even if a Wardling has originally had to trade for it from outside the Wildwood—some even make a very good “living” out of getting rare items while off on adventures.





Cottage of the Chosen

The small stone cottage where the Chosen lives is built into the trunk of an ancient oak tree. The door of the cottage is slightly ajar, a common sight during daytime hours when the Chosen welcomes anyone who seeks knowledge or advice into their living room for a cup of herbal tea.

Inside the cottage, **FEONA FALLBRIGHT** is nearly always found sitting at her kitchen table. After the scene at the gates, she will return here and can be found reading a book on woodland creatures.

Creatures/NPCs

Corban Willowseed, looks to be a 14-year old squatch, dressed in studded leather armor with the green and gold insignia of River's Hollow: a large tree with three stars.

Objectives/Goals

Corban was the first to spot Leana Farrowwind as she crawled up the hidden path to River's Hollow, calling out to the other Wardlings to hold their arrows until he got a closer look. He is a watchful guard and a born leader, and he prides himself on keeping order and protecting River's Hollow.

What Does He Know?

Corban has heard many rumors of evil monsters in the Wildwood who feed on Oor. He has seen his share of devastation by orcs and malicious fey when he was living with his tribe in Freewood: burned trees, raided villages, and occasionally missing children who have never been seen again. Leana's story worries him that this epidemic is spreading south, and he shows only concern, not surprise.

Raceel Tamare is an expert knitter, specializing in socks and sweaters made from fine-spun hairs of exotic creatures of Ne'Oor. Raceel learned the art when she was with a troupe of performers who traveled from city to city, and she has been all over Ne'Oor as a very young child. When she was a Wardling, she was a bard who used her knowledge of the land to help guide and chronicle the adventures of her party. Now, as a Reawakened, she lives in River's Hollow helping new Wardlings, telling stories, and planning the village's main events including group dinners

for major festivals, school events, Reawakening preparations, and more.

Objectives/Goals

Raceel wants a settled and calm life in River's Hollow after a decade and a half of traveling the world as a performer and then adventurer.

What Does She Know?

Raceel knows everyone who lives in River's Hollow. She plays the flute and can read music, and she has been to Farrowwind Farm during her travels as a child. More recently, she has sent Wardlings to trade her knitted socks for sheep's wool and has a regular order with Sarvan and Luka Farrowwind, the farm's owners. For each batch of wool that she receives, she makes four pairs of socks for the Farrowwinds, leaving her enough wool to make a dozen extras to trade with in Barter's Mart.

Leana Farrowwind is a frail, sun-haired human girl with freckles and tattered clothing. She is six years old and found her way to River's Hollow based on stories and eavesdropped information from when she listened to her parents talking. She believes she may be a Wardling, although she left her "pet" chicken at the farm and has no access to Oor to show anyone her blooming magical abilities. While her parents were packing up their wagon to head to Silverbank for help from their city guard, she crept off and made her way to River's Hollow for help from the Wardlings—only they will be able to find her baby brother; she just knows it!

Objectives/Goals

Leana's objective is to get the help of the Wardlings to find out what happened to her baby brother, Danvir. Secretly, she has wondered about River's Hollow, unsure if it really existed or was just a story. Somehow, whether by the last drops of Oor in her body or sheer luck, she was able to find River's Hollow by using the clues from the tales she had heard, and now she just wants to bring her brother home.

What Does She Know?

Leana knows the following about her brother's kidnapping:

Chapter 9 Trouble at Farrowwind Farm

- Her parents were out in the fields when the kidnapping occurred and then emptied the inn in a rush before heading to Silverbank for help.
- She has seen some strange tracks outside the farmhouse lately, but doesn't recognize them.
- Baby Danvir was taken from the nursery located on the top floor of the Farrowwind Inn.
- She thinks she saw what took her brother, but she is too terrified to talk about it and cries when asked, only stating that the farm has all the answers.

EPISODE 1: ROADS TO FARROWWIND FARM

Prerequisites

The only prerequisite to this encounter is the acceptance of the Call to Action—to try to rescue Leana Farrowwind's baby brother Denvir.

Story Objective

The objective of Episode 1 is to reach Farrowwind Farm safely to then investigate the disappearance of Baby Danvir.

THE RIVER PATH

If your adventurers choose to take the forest path through the Wildwood, skip this scene. However, if they return via this path or decide to travel here at some other point, you may use this section for reference and encounters later on.

This path takes the characters along the Codlavon River, which flows easterly from Everlake in River's Hollow to Greenweed Cove, which dumps into the Sa'ari Sea. The river runs south of where the farmland areas of Ne'Oor are located. It will take 3 days to travel to Farrowwind Farm by this path.

Codlavon River

This area features:

Running Waters

Codlavon River is a quick-flowing freshwater river that empties out of Everlake into the Sa'ari Sea. On average, the river is about 3 miles wide, although there are a few points where it narrows to about 100 feet.



Brush

Once out of the Wildwood, there are scattered plants and wild bushes along the river with clusters of trees, which become even more sparse as the river leads past the farmlands. Cattails, algae, and moss can be found along the river's bank, making many of the stones here slippery.

Wildlife

The riverbank is teeming with wildlife, both in and out of the water. Rabbits, squirrels, and deer can be spotted in the tree-lined areas, occasionally approaching the river to drink. Small quail bristle through the brush, and fish, crustaceans, and river snails can be found in the water, though difficult to catch without proper fishing supplies.

Creatures/NPCs

Midway through the first day, just outside the woods, two **MUD PUPPIES** emerge from the river banks. They are extremely aggressive, and they will charge at the characters once they are noticed. A passive Perception of 13 will allow a character to see them before they make their surprise attack.



Objectives/Goals

The mud puppies act more aggressively than normal wildlife found in this area. While mud puppies are known to be quite wild, these actually used to belong to an orc clan, as revealed by brands found on their hindquarters. These can only be seen with a successful DC 20 Perception check during combat, but can easily be seen if the mud puppies

are killed or captured and then inspected.

A successful DC 15 Intelligence (History) check will allow a player to recognize the brands as orc symbols. Due to their previous training, they will attack any human they see and not retreat, even if they are losing the fight.

Adjusting the Scene

This combat is best suited for a group of four or five Level 1 characters for a starter adventure. If your party is of a higher level, here are some suggestions for adjusting this scene:

Levels 2-4: Three mud puppies.

Levels 5-10: Six mud puppies.

Levels 11+: Nine mud puppies.

North Farm Road

About a half-day's walk past the outer edge of the woods, the characters will come upon a cleared traveler's road that heads north through the farmlands and up to Farrowwind Farm.

This area features:

Road

A dirt road, cleared by wagon and horse use, runs north through the farmland areas of Ne'Oor. There are a few trees along the road, as well as a view of the Wildwood's edge to the west and unmarked farmlands growing lettuce, corn, and other vegetables to the east. In the distance, past the fields, scattered farmhouses can be seen, and about a full day's walk towards Farrowwind Farm there is a grove of apple trees belonging to another family farm.

Abandoned Farmhouse

A few hundred feet off the road to the east is a farmhouse, which looks a bit dilapidated, even from a distance. Upon inspection, it seems that the house is no longer in use, although it is on the edge of actively planted and maintained fields which look to be growing carrots and other root vegetables. It has no glass in the windows, and the front door is not secure. Inside the home are a few cots and a set of chairs and a table, but the kitchen is bare. Tacked to the wall is



a roughly drawn map of Ne'Oor, which features a division of the farm areas in decent detail.

Howling

Is it the wind or some sort of animal in the distance? At night, any character with a **passive Perception of 10 or higher** will hear the ominous howling.

Nearly a day's walk to Farrowwind Farm is a large apple tree grove, belonging to the Gwenthyn family farm. The grove is marked in several areas by large wooden signs that say "No Trespassing" in both Common and Elvish.

Sheep

At the southern edge of Farrowwind Farm, marked by wooden fencing and a sign, a large flock of 20 sheep is seen grazing the area. From here, the large Farrowwind Inn can be seen, a few hundred yards in the distance.

Creatures/NPCs

If the characters enter the apple grove, they will be seen if **FRENHA GWENTHYN** notices any of them with her passive Perception, which is checked any time the characters enter the grove, attempt to take an apple, or leave. She is a dark-haired elf with bronze skin and is the eldest Gwenthyn child.

Objectives/Goals

Frenha will guard her family's apple grove at nearly all costs and is difficult to persuade otherwise. She will attempt to halt the characters and warn them to turn around, but she will fire an arrow if they don't heed the warning. If caught with a stolen apple, she will demand it back, either in one piece or in like-value trade. If she is attacked and takes more than half her hit points in damage, she will flee.

If the characters are respectful and/or persuasive, she will assist them by telling them what she knows, if asked.

What Does She Know?

Frenha heard about the missing baby but doesn't know any specific details. However, she does know an oorblood brownie who lives on her farm named Seelnf, who tells her scary stories while she helps harvest apples. In those stories, Seelnf has told her about a creature in the Wildwood who entraps Oor-laden creatures to sell to those who would do very dark magic. Seelnf will not come out to speak with the party herself. Additionally, Frenha can direct the party to a shortcut through her farm directly to Farrowwind Farm. If the characters do not take the shortcut and encounter Frenha, they will come across the southern edge of Farrowwind Farm, where they will see a pack

of six **WOLVES** on a successful **DC 13 Perception** check. The wolves are circling the Farrowwind sheep, ready to attack.

Objectives/Goals

The wolves are hungry and will attack the sheep if they are not distracted in some way. If left alone, they will attack the sheep and the party will go unnoticed on successful **DC 17 Stealth** check; otherwise, they will turn their attention to the party and attack.

If the party manages to distract and dispatch the wolves before they kill any sheep, they will receive a 20 gp reward from the Farrowwinds at the conclusion of the adventure in addition to the reward they give for rescuing Baby Danvir.

Once past the sheep pasture, the characters may make their way to the Farrowwind Inn with no other encounters.

THE WOODED PATH



If your adventurers chose to take the river path to the farmlands, skip this scene. However, if they return via this path or decide to travel here at some other

point, you may use this section for reference and encounters later on.

This path takes the characters through the darkened areas of the Wildwood. It will take 1 1/2 days to travel to Farrowwind Farm by this path.

The Wildwood

This area features:

Trees

The Wildwood is a dense forest, filled with different types of trees including alder, ash, hawthorne, and oak. Most of the trunks are so large with age that two or more Wardlings can easily hide behind one.

Lighting

The forest floor has dim lighting during the day in this area, as the canopy formed by the treetops blocks out all but a few pinpoints of sunlight. The moonlight is not strong enough to provide even dim lighting here.

Webs

There are sticky, wet webs in some of the alder trees, about 10 feet in the air, which can be seen with a successful **DC 18 Perception** check. If a web is disturbed at any time by a small or larger creature, a **GOORGE** will drop onto any character below the web from the darkened branches and attack. Goorge webs are thick and not flammable, but can be cut with a bladed weapon with a successful **DC 15 Strength** check.

Each creature that starts its turn in a web or enters one during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the web or until it breaks free with a success on a **DC 15 Strength** check.

Path

The path through the Wildwood toward Farrowwind Farm is mossy and filled with large roots that protrude from the ground, making this difficult terrain. The path is unmarked, although a successful **DC 15 Intelligence (Nature) or Wisdom (Survival)** check will allow a character to properly navigate the party in the correct direction without getting lost. This should be made every 8 hours (or approximately 4 times along the journey while in the Wildwood).

Lost

Each time the party gets lost, they will run into a random encounter, determined by rolling on the following D4 chart:

1. Six **GORGE** who drop onto the party from above.
2. Four **WOLVES** who surround the party from all sides.
3. Three **BAT SWARMS** which fly down from the treetops.
4. Two rabid **OREATER ORCS**, searching the forest for fey to feast upon.

Clearings

There are sporadic clearings in the woods large enough to camp for the night and light a small fire without threatening the trees.

Creatures/NPCs

Midway through the first day, the characters will hear the sounds of a baby's cry. Unbeknownst to them, the cries are actually eight **FLITJAY FEY** coming from about 100 yards west in the deep woods. A character can see a flitjay fey with a successful DC 18 Perception check. Any character who lives in a wooded area can identify the creatures; otherwise they will need to make a DC 15 Intelligence (Nature) check to do so.

Objectives/Goals

The flitjay fey do not actively try to confuse the characters or pull them off of their path. However, if the characters follow the baby sounds, they will need to make a successful DC 15 Intelligence (Nature) or Wisdom (Survival) check or become lost. Flitjay Fey will not attack unless they are attacked first, but once they do, they will attack persistently.

What Do They Know?

The flitjay fey can speak broken Sylvan with words that they have learned to mimic and understand. They heard a baby crying a few days ago and enjoyed the sound, but only know it came from the northern area of the Wildwood.

On the morning of the second day of their journey, the party will come across a large web with a

SPRITE caught inside, struggling. It has no weapons to defend itself.

Objectives/Goals

The sprite wants to escape the goorge web and will call out for help. It will not attack the party unless provoked in some way.

What Do They Know?

The sprite can lead the party out of the woods if rescued. As soon as the web is disturbed by a character, four **GORGE** will emerge from the edges of the web.

Objectives/Goals

The goorge are hungry for Oor and don't like anyone disturbing their dinner. They will sense any Wardlings with Oor, however, and attack them for a bigger meal. If a character stands within 5 feet of the sprite, the goorge will attack them instead of the sprite. The goorge will not retreat.

Once out of the Wildwood, the party will be able to see the Farrowwind Farm's large inn across a wide, dirt road. They can make the rest of the trip to the inn easily and without incident, as the farm and road both look deserted.

EPISODE 2: STRANGE OCCURRENCES AT THE FARM

Prerequisites

The prerequisite to this episode is the acceptance of the Call to Action as well as getting to Farrowwind Farm either by the river or wooded paths in Episode 1.

Story Objective

The objective of Episode 2 is to search Farrowwind Farm and discover what happened to Baby Danvir Farrowwind.

Farrowwind Inn

Once the party is on the Farrowwind Farm, the large inn that serves as both a waystation for travelers and the main family home for the Farrowwinds can be seen.

The tavern's front doors are locked, and a makeshift sign hangs on the large iron door handle which reads, "Sorry, closed indefinitely."



nursery. The floor is blocked by a large wooden door at the staircase, equipped with an iron lock which has been left unlocked. Each room is sparsely decorated, aside from the master bedroom, which contains a large locked chest, upgraded draperies, and a set of iron keys on the ornately carved dresser.

Keys

The three keys on the iron ring on the dresser open and lock the front door of the inn, the steel structure in the pig pen, and the door to the corn silo on the property.

Chest

The chest in the master bedroom is locked, but none of the keys on the keyring will open it. The chest weighs over 200 pounds and is made of iron, making it too heavy to move. If opened, a silver dagger, a healing potion, a set of leatherworking tools, and 10 gp can be found amid a stack of invoices and receipts for vegetables and meats for nearby cities.

Inside the Inn

This area features:

Time

It should be early evening by the time the party reaches the Farrowwind Inn, prompting investigation around the inn as well as allowing the party to rest and recover in safety for the night in any of the many empty rooms.

Tavern

A large tavern area occupies the first floor of the inn, with a stocked kitchen off to the back. There are 16 tables and a long bar. The tavern is empty and quiet, and all of the sconces that normally light the room are out.

Rooms for Let

The second floor has 10 double-occupancy and two single rooms that are normally available to rent. All of the rooms are empty and look like they were vacated with haste. The beds have not been made, and the chamberpots have not been emptied.

Family Residence

The third floor of the inn serves as the Farrowwind family residence, with several bedrooms and a



Leana's Bedroom

Leana's bedroom is a small, undecorated room with a small bed and scattered wooden toys and straw dolls on the floor. There are a few scattered papers on the floor, along with a piece of charcoal. On one of the papers is a crude, childish drawing of

Chapter 9 Trouble at Farrowwind Farm

what looks to be scarecrows with scary faces, holding hands around a pig. On another is a drawing of the same scarecrow, climbing the side of the farmhouse.

Nursery

Baby Danvir's nursery is at the end of the hall on the third floor, past the other bedrooms. It is a small room, not much larger than a large closet, with a wooden rocking crib, a small chair, and a small window with a view of the pig farm. If looking outside the window, a success on a DC 12 Perception check will allow a player to see the corn fields beyond the pig farm, separated by a fence bordered by a row of three scarecrows. A large wooden post next to them makes it seem like there used to be a fourth scarecrow there.

Outside on the Farm

Farrowwind Farm is a large farm that surrounds the inn. On either side of the inn are large silos, and the north side of the inn faces the Farrowwind pig pens and corn field.

North of the Inn

This area features:

Pig Pen

Outside the inn and below the nursery window is a large pen that houses the Farrowwind pigs. There are four large sows, three boars, and twelve piglets here. The pen features a large steel protective enclosure with a lock, which seems to be left open due to the hurried departure of the Farrowwinds.

There are strange track marks in the mud here which a successful **DC 18 Wisdom (Survival)** check will allow a player to see that they were not made by the feet of a creature that they can identify, but rather by what looks like dozens of thin, scraped lines in the ground. Any player who inspects the inanimate scarecrows and then makes this survival check will be able to determine that the tracks look like they were made by dragging the scarecrows through the mud.

Scarecrow Posts

In the evening of the party's arrival, there are three scarecrows on posts along the border of the farm, with one post empty. The scarecrows look like normal scarecrows. The next morning, there are only two scarecrows on the posts, with the same scraping tracks

as seen in the pig pen leading out of the cornfield and towards the Wildwood. Upon a successful **DC 15 Intelligence (Investigation)** check, close inspection of the posts will reveal ancient magical Sylvan symbols carved into the wood. A successful **DC 20 Intelligence (Arcana)** check will allow a player to recognize that these symbols are used for animating objects.

Corn Silo

The silo is next to the inn on the eastern side and has a large iron lock on the door. It is filled with dried corn. There is an **OORBLOOD BROWNIE** inside, hiding.

Wheat Silo

This silo also has a lock on the door. It is filled with wheat only and is otherwise empty.

Creatures/NPCs

An **ANKHEG** attacks the pig farm as soon as the party has a chance to investigate the tracks.

Objectives/Goals

The ankheg is hungry for pig meat and has no other objective than to eat. Nice, juicy Wardlings make a fine substitute, and the ankheg will attack the characters instead of the pigs if they are within striking range.

The party will be awarded 1 gp per pig saved from the ankheg (for a potential total of 19 gp) from the Farrowwinds at the conclusion of the adventure in addition to the reward they give for rescuing Baby Danvir.

The oorblood brownie in the silo is named **GRORF**. He lives on the farm and makes sure that the corn crops grow year-round, accepting the appreciation of the Farrowwinds for their corn-tender in the form of milk, berries, and a tiny hut to sleep in at the edge of the field.

Objectives/Goals

Grorf is terrified and hiding. He wants to be left alone and will respond well to the characters only if they are able to persuade him that they are there to help. At the mention of rescuing Baby Danvir, he will come out of hiding, but only if the coast is clear of any enemies.





What Does He Know?

Grofr witnessed what he describes as a shadowy figure, flanked by two ooreater orcs, chanting in Sylvan out by the cornfields about a week ago. Upon seeing the ooreater orcs, he fled his hut and hid in the silo, fearing that he'd be captured and eaten. Overhearing their discussion from afar, he picked up only bits and pieces of their plan: something about the orcs being owed a large sum of gold, then kidnapping young children to harvest their Oor to trade for all the gold they could imagine. The orcs had argued with the shadowy figure that they should just eat the child themselves as repayment for their loan, but the shadowy figure responded harshly that they'd get their payment in gold and that is all, in a shrill voice. They last Grofr heard was them parting ways, with the shadow figure saying, "You've seen your proof and my minions will now get the job done."

EPISODE 3: MONSTER IN THE WOOD

Prerequisites

The prerequisite to Episode 3 is to find the tracks that lead into the Wildwood.

Story Objective

The objective of Episode 3 is to find Baby Danvir in Wildwood and return him home safely. Using clues found in their previous explorations, the characters

must discover who has been stealing babies in this part of Ne'Oor and why. Now, they must put a stop to the monster once and for all, lest the rise of new Wardlings be in danger!

Northern Wildwood

The Northern Wildwood is filled with twisted trees and darkened caves in ancient wooden trunks. Fey lights dance in the distance through the branches, disappearing in fright when any sort of noise is made. There is only one main walkable path that looks to be well traveled, and it bears tracks that match those found at the farm.

Cottage in the Woods

While traveling down the path, a small cottage can be spotted deep in the wooded area. Smoke is rising from the chimney. The cottage can be reached by the party, but they will have to stray from the path and take extra time to do so.

This area features:

Outside

The cottage is obscured by trees and branches, but once it is in sight, it is a small structure, built from wood and stone, with a stone roof and small, rounded windows. From the outside, it looks to have just one large living area inside.

Front Door

The wooden front door of the cottage is locked. There is a large wooden door knocker in the center of the door, inscribed with strange symbols.

Lighting

Indoors, the cottage is lit with small sconces on the walls, candles, and sunlight that pours through the windows. Additionally, the fireplace provides warmth and light for the main living area.

Furniture

All of the furniture in the home is made from twisted cherry-colored wood. The shapes and perfection of the pieces look almost unnatural.

Books

There are bookshelves filled to the brim with books and scrolls of all sorts here. It looks like the living room



is a small library. On some of the shelves, between volumes, there are candles and bottles, as well as small pouches filled with spices, sand, and other materials.

Creatures/NPCs



EDWYNNE THE REBORN lives in the cottage in the woods. He is an elderly man in his late 90s, with a white frizzy beard and eyebrows. He is eccentric and lively for his age, although he often

speaks in riddles, mixed metaphors, and non-sequiturs. His home is clearly one of a wizard, but he is well past the age of adulthood.

Objectives/Goals

Edwynne lives his life in solitude away from the stressors of city life. In his old age, he has begun to lose his memory and his mental faculties, causing him to become childlike, which has re-sparked his magical abilities. He wants to live in peace, but will help out any Wardling who seeks him.

What Does He Know?

Edwynne has sensed a great evil in the Wildwood. He has been able to detect that magic is being done, and while he cannot pinpoint its location exactly, his lifetime of studies indicate to him that the source is an evil magic caster who must be using Oor stolen from others to cast their spells.

If the characters indicate to Edwynne that they are looking for a missing baby, he will inform them that the culprit is likely a hag. He will also warn them that hags always have minions that do their bidding. Whatever he says, he does so in a childlike and flighty manner.

A Dark Place

Further along the path, the tracks lead into a hidden cave, formed by a giant oak tree in front of a large hill. A massive knotwork of twisted black roots,

entangled with thorny vines, rise out of the ground and encircle the cave opening. The cave is dark, but there is a faint light and muffled sounds coming from deep within.

This area features:

Mouth of the Cave

The cave is formed by a large opening that looks to be hollowed out of a huge tree, nearly 20 feet wide. The tree has grown out of the base of a hill, and the cave opening leads into a long tunnel burrowed beneath it. The large oak roots protruding from the ground make this difficult terrain to navigate, with a **DC 12 Strength (Athletics)** check necessary to climb into the mouth of the cave. Additionally, characters will need to make a successful **DC 12 Dexterity check** to avoid cutting themselves on the many sharp thorns protecting the vines, or they will suffer 1d4 piercing damage.

Crying

Echoes of a baby's cries come from inside the cave.

Lighting

The cave is dark, aside from a faint light down the tunnel, providing dim light.

Inner Chamber

The large chamber at the end of the tunnel contains an assortment of cages, mostly made of wood with metal fittings and locks. The room is 30 x 40 feet with a 15 foot ceiling. In a wicker basket on the table in the center of the room, Baby Danvir fusses and screams. There is a **GREEN HAG** fussing over a cauldron in the corner. Additionally, there are two stuffed and inanimate-looking **SCARECROWS** leaned against the back wall.

Cauldron

There is a brass cauldron in the far corner of the chamber, filled with an iridescent liquid. Various pieces of alchemical equipment are set up to drip a potion of some sort into the bowl. On a successful **DC 18 Wisdom (Medicine or Survival)** check, the liquid can be identified as fey blood.

Barrel

There is a pile of gold and silver pieces in a barrel near the scarecrows. Upon proper investigation, the

characters will find a total of 20 gp and 35 sp, as well as a palm-sized ruby dragon statue worth 20 gp.

Creatures/NPCs

Inside the inner chamber of the cave, a green hag named **GORGOK** is preparing a strange liquid brew in the far corner of the room. She looks like an old, withered woman, with scraggly green-grey hair and black eyes. Her clothes are made from old torn leather and are adorned with acorn tops, shed snake skins, and other forest finds. An inky black crow sits atop her shoulder, but it flies off and out of the chamber as soon as there is a disruption.

Objectives/Goals

Gorgok the Green is an evil spellcaster who has been collecting Oor in Wildwood for years, keeping a bit for herself to use to enhance her magic and selling the rest to maleficent forces around Ne'Oor who seek her out for the precious material. As a fey creature, she produces her own Oor, but other people with baneful intentions aren't so "lucky," so she sells the Oor for a high price: sometimes gold or gems and sometimes promises, favors, and protections. Normally catching fey and extracting the Oor from their bodies, she has discovered a new and renewable source of Oor: kidnapping young children and tapping them for it until they are about to die, at which point their familiar will save them. This can be done approximately a dozen times, at which point the child becomes Reawakened, after which she releases them without their memories to wander the forest alone.

Gorgok the Green will never reveal this information willingly. She is self-preserving and knows that she can be overpowered by a group of Wardlings in a fight. **She will turn herself invisible and flee if hurt enough to be below half of her hit points.**

What Does She Know?

Gorgok's buyer for Danvir is a powerful Finfolk sorcerer who lives off the northwestern coast of Stonemist Island. She does not know his name, as his minions (eight ice orcs under his thrall) have done all of his negotiations. She knows the method of extracting Oor from fey creatures by draining them of their blood, and she has a list of six other children who are captives in various places in Ne'Oor.



This list of captives can be a great resource for new adventures for your players. After the conclusion of this adventure, players may want to go rescue the other children if they find this list. Scattered about Ne'Oor, this provides an opportunity for the players to explore the lands fully in an expanded campaign that can either be a stand-alone objective or built into other stories as side-quests or calls to action.

After being hit for the first time in combat, Gorgok the Green will take her next full action to mutter some incomprehensible words and make some somatic gestures with her hands, animating the two **SCARECROWS** that are propped up against the wall. They have muddied feet and are easily recognizable as the two missing scarecrows from Farrowwind Farm.

Objectives/Goals

The scarecrows will do Gorgok the Green's bidding and follow her commands without stopping. They are mindless and will attack the nearest target with no real strategy. They are ordered to not harm the baby.

CONCLUDING THE ADVENTURE: A SAFE RETURN

Prerequisites

The prerequisite to concluding the adventure is to rescue Baby Danvir Farrowwind without any harm coming to him.

Back to Farrowwind Farm

The journey back to the farm is rather easy and uneventful, as the characters can stay on the main road. The helpful fey of Wildwood have already started to hear whispers of the defeat of Gorgok the Green's plan, and peek out from the trees to witness and help the safe trip back to return Danvir to his parents. Various spritely fey come out to heal the battered heroes in adoration and thanks.

The Farrowwinds

Sarvan and Luka Farrowwind are found outside the Farrowwind Inn with investigators from Silverbank

when the characters return. They rejoice in tears when the party emerges from the fields, carrying their precious baby. They fear the worst when they see that Leana is not present, but when told that she is safe in River's Hollow, they agree that she should stay and learn for a while, seeing how this party of Wardlings has been so heroic.

The Farrowwinds will award the party with free accommodations and meals at the inn whenever they pass through, as Farrowwind Farm will now always be a home for them when they need it. Additionally, the party will be awarded 20 gp if they saved the flock of sheep or 1 gp per pig (up to 19 gp) that they saved from the ankheg attack.



Back in River's Hollow

The party arrives back at River's Hollow to a great feast thrown by their fellow Wardlings. Word has reached the village (by way of their fey allies) of the amazing display of courage and heroics to save Danvir Farrowwind. Then, the Chosen comes out to recognize the group, and grants each a copper star brooch to wear on their lapels, a symbol of true bravery among Wardlings, and she tells them that they are now on her list of Wardlings to send out on great adventures.



Continuing the Story

Any system-compatible adventure can be used to continue this story into a campaign for these characters or you can write your own! Adventure hooks directly related to this adventure that you may want to consider are:

- Finding the six other missing children that Gorgok the Green has sold.
- Tracking down the mysterious evil Finfolk sorcerer on Stonemist Island.
- Travelling to a nearby city to purchase new weapons, armor, or supplies with the treasure earned.
- Exploring Wildwood and looking for where Gorgok the Green may have escaped to.
- Calls from a character's family in their home village for help with a problem.



Chapter 10

Beasts, Monsters, and Other Creatures of Or'Mya

While Or'Mya has most of the standard beasts that one would find on any planet, this chapter introduces all of the new creatures you may run into on Or'Mya, as well as the monsters featured in the sample adventure for easy reference. Some creatures here may seem a bit familiar, but have certain differences due to the effects of Oor. Some are entirely unique to Or'Mya and have their own Oor abilities (or are made of Oor themselves).

The vast majority of the creatures unique to Or'Mya are fey, which come in many types and sizes. Most are extremely tiny—less than a foot tall at most and some that would fit in the palm of an average human hand. These fey are hiding everywhere on Or'Mya—some in plain sight—and are a vital part of how magic exists in the world.

ADULT SEA WYRM

Huge beast, neutral evil

Sea Wyrms are mighty serpentine creatures of the deep, elegant and foreboding at 30 feet long. Ranging from pale green to deep purple in color, these

draconic beasts have iridescent scales the size of shields and eyes as black as the ocean's shadows.



Necessary Evil. Sea wyrms are a vital part of the ocean's Oor ecosystem, and their gills actually process Oor and deposit it into the water as they breathe, cleansing the seas and inspiring magical growth of the plants and animals of the deep. Sea fey rely on this Oor and absorb it for their own special uses as well.

Powerful Swimmers. Sea wyrms are strong and agile, gliding through the briny sea by generating waves which travel the length of their bodies. They can easily turn around and swim backwards by reversing the direction of the wave. When on the hunt, sea wyrms keep to the shallow waters of the ocean and burrow into the sand or nestle into beds of similarly colored coral to hide from their prey until it is time to strike.

Aposematic Signals. Warning signs to those that share their waters, the sea wyrm has long, pointed spines in bright colors along its back, flanked by brightly colored flowing fins. Its jaws can open to the size of a large cow, with sharpened teeth that drip with the green poison that shoots from the glands under its tongue.

Armor Class 17 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 30 ft., swim 60 ft.

STR 22 (+6) **DEX** 11 (0) **CON** 19 (+4)

INT 12 (+1) **WIS** 10 (+0) **CHA** 13 (+1)

Saving Throws Dex +4, Con +8, Wis +4, Cha +5

Skills Perception +8, Stealth +4

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 18

Languages Aquan, Draconic

Challenge 10 (5900 XP)

Amphibious. The sea wyrm can breathe both air and water.

Magic Resistance. The sea wyrm has advantage on saving throws against spells and other magical effects, except magical fire.

Magic Weapons. The sea wyrm's weapon attacks are magical.

Actions

Multiattack. The sea wyrm makes two attacks: one with its bite and one with its tail.

Bite. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Poison Spit (3/day). The sea wyrm targets a 5-foot square within 20 feet of it and spits a stream of acidic poison at that point. Each creature within the stream's path must make a DC 16 Dexterity saving throw, taking 24 (7d6) poison damage plus 24 (7d6) acid damage on a failed save or half as much damage on a successful one. On a failed save, the target also gains the poisoned condition for 1 hour.

ANKHEG

Large monstrosity, unaligned

An ankheg resembles an enormous many-legged insect, its long antennae twitching in response to any movement around it. Its legs end in sharp hooks adapted for burrowing and grasping its prey, and its powerful mandibles can snap a small tree in half.

Lurkers in the Earth. The ankheg uses its powerful mandibles to dig winding tunnels deep beneath the ground. When it hunts, an ankheg burrows upward, waiting below the surface until its antennae detect movement from above. Then it bursts from the earth and seizes its prey in its mandibles, crushing and grinding while it secretes acidic digestive enzymes. These enzymes help dissolve a victim for easy swallowing, but the ankheg can also squirt acid to take down foes.

Bane of Field and Forest. Although ankhegs receive a certain portion of their nutrients from the soil through which they burrow, they must supplement their diet with fresh meat. Pastures teeming with grazing livestock and forests rife with game are an ankheg's prime hunting grounds. Ankhegs are thus the bane of farmers and rangers everywhere.



Earthen Tunnels. As it burrows through the earth, the ankheg leaves a narrow, partially collapsed tunnel in its wake. In these tunnels, one might find the remnants of molted ankheg chitin, hatched ankheg eggs, or the grisly remains of ankheg victims, including coins or other treasures scattered during the creature's attack.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 13 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save or half as much damage on a successful one.

Armor Class 14 (natural armor)

Hit Points 39 (6d10 + 6)

Speed 30 ft., burrow 10 ft.

STR 17 (+3) **DEX** 11 (+0) **CON** 13 (+1)

INT 1 (-5) **WIS** 13 (+1) **CHA** 6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages --

Challenge 2 (450 XP)

BIWARI

Large monstrosity, unaligned

The biwari is a monster of draconic descent, with the torso of a huge serpent, two large forearms, and the head of a human with four black eyes, large pointed ears, and sharp fangs which emit a necrotic bite. While it has no back legs, its tail is long and muscular, which propels the biwari on land, much like a snake, allowing the creature to coil up and claw with its arms or strike for a deadly bite. Most biwari are pale yellow to white in color, with translucent spikes and sails running from the top of their heads to midway down their spines.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 10 (2d6 + 3) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Heightened Senses. With their large, pointed ears and multiple eyes, the biwari can see and hear from a great distance and with heightened accuracy. Two sets of eyelids provide protection for their black eyes, guarding against sand, pollen, and other irritants in their environment.



Frightening Flyers. Imposingly grandiose wings enable the biwari to fly in the air, creating fearsome shadows over the desert and mountain landscapes in which it lives. The beating of a biwari's wings is extremely recognizable and serves as a warning sign to people and prey that one is drawing near.

Armor Class 15 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 30 ft., fly 30 ft. (hover)
STR 18 (+4) DEX 10 (+0) CON 15 (+2)
INT 7 (-2) WIS 12 (+1) CHA 6 (-2)
Skills Perception +4
Condition Immunities blinded
Senses darkvision 60 ft., passive Perception 14
Languages Common, Draconic, telepathy 60 ft.
Challenge 5 (1,800 XP)

Frightful Presence. Each creature of the biwari's choice that is within 120 feet of the biwari and aware of it must succeed on a DC 13 Wisdom saving throw

or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the biwari's Frightful Presence for the next 24 hours.

Actions

Multiattack. The biwari makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking an additional 24 (7d6) necrotic damage on a failed save or half as much damage on a successful one.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

CACKLEHOB

Small fey, chaotic neutral



Cacklehobs are small, hairy fey that are often mistaken for small animals when seen running through the woods. They are excellent at camouflaging themselves in both the

underground tunnels or mines in which they typically live and the forest alike, hiding in shadows and curling up into tiny grey or brown balls of fur that blend in with their surroundings. Mischievous in nature, cacklehobs are natural pranksters. Their namesake cackling laugh drives most people mad, often causing temporary insanity, paralysis, and occasionally accidental death.

Armor Class 13

Hit Points 31 (9d6)

Speed 25 ft.

STR 8 (-1) **DEX** 16 (+3) **CON** 11 (+0)

INT 13 (+1) **WIS** 14 (+2) **CHA** 10 (+0)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Common, Sylvan

Challenge 2 (450 XP)

Camouflage. The cacklehob has advantage on Dexterity (Stealth) checks made to hide in underground or wooded terrain.

Fey Ancestry. The cacklehob has advantage on saving throws against being charmed, and magic can't put the cacklehob to sleep.

Maddening Cackle. Each creature of the cacklehob's choice that is within 120 feet of the cacklehob and aware of it must succeed on a DC 13 Wisdom saving throw or become subject to short-term madness for d4 minutes, causing the creature to become incapacitated and spend the duration screaming, laughing, or weeping. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cacklehob's Maddening Cackle for the next 24 hours.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Blowgun. *Ranged Weapon Attack:* +5 to hit, range 25/100 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

FIRE CENTIPEDE

Small beast, unaligned



The fire centipede is said to have made its way up from the core of Or'Mya, where lava flows freely, giving the creatures who dwell there resistance to heat and fire-based abilities. Its black body looks like a darker giant centipede, but once spotted, the fire centipede's bright red underbelly gives away that this beast shouldn't be messed with.

Literally too hot to handle, the fire centipede packs a heated punch. The 2-foot long creature should never be touched unless heavily protected from fire. Additionally, the fire centipede's mandibles deliver a burning bite, so it is best to steer clear of these creatures if they can be avoided.

Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR 6 (-2) **DEX** 14 (+2) **CON** 12 (+1)

INT 2 (-4) **WIS** 7 (-2) **CHA** 3 (-4)

Damage Immunities fire

Senses blindsight 30 ft., passive Perception 8

Languages --

Challenge 1/4 (50 XP)

Speed 30 ft.

STR 17 (+3) **DEX** 14 (+2) **CON** 16 (+3)

INT 6 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

Skills Intimidation +2

Damage Immunity fire

Damage Vulnerabilities cold

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Heated Body. A creature that touches the fire centipede or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one creature. *Hit:* 3 (2d4 - 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) fire damage.

FIRE ORC

Medium humanoid (orc), chaotic evil



Armor Class 15 (leather armor, shield)

Hit Points 30 (4d8 + 12)

Death Burst. When the fire orc dies, it explodes in a burst of flame. Each creature within 15 ft. of it must make a DC 13 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Flaming Weapons. The fire orc's weapon attacks are magical. When the fire orc hits with any weapon, the weapon deals an additional 7 (2d6) fire damage (included in the attack).

Actions

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage + 10 (2d6 + 3) fire damage, or 8 (1d10 + 3) slashing damage + 10 (2d6 + 3) fire damage if used with two hands.

FLITJAY FEY

Tiny Fey, chaotic neutral

The flitjay fey is a minute blue creature, with birdlike wings that often get it misrecognized as a blue jay or hummingbird due to its unpredictable flight patterns.

Callous Criers. Mischievous by nature, the flitjay fey are famous for their ability to mimic a wide range of short sounds produced by humans and other creatures, usually a word or two or a three-note tune. Zipping from tree to tree, it is difficult to tell where a flitjay fey may be, even when mimicking the sounds around them. While a flitjay

feys generally means no harm to unthreatening creatures, an unsuspecting wanderer can easily be confused by the flitjay fey. However, if it is angered, it will mimic hurtful words that can penetrate a victim's psyche.



Armor Class 12

Hit Points 14 (4d4 + 4)

Speed 15 ft., fly 30 ft.

STR 13 (+1) **DEX** 15 (+2) **CON** 12 (+1)

INT 2 (-4) **WIS** 10 (+0) **CHA** 4 (-3)

Senses passive Perception 10

Languages Sylvan

Challenge 1/8 (25 XP)

Flyby. The flitjay fey doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Mimicry. The flitjay fey can mimic 1-3 syllable short words it has heard in any language. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage.

Confusion Caw. *Ranged Spell Attack:* +2 to hit, range 20/120 ft., one target. *Hit:* 5 (2d4) psychic damage.

GOBLIN TRICKSTER

Small humanoid (goblinoid), neutral evil



Goblin tricksters like to stick to their own kind, unless they are looking for gold or other valuable goods. With nimble hands and bodies, they are able to steal away into the shadows after stealing a passerby's coin purse.

Hide Proficiency. Goblin tricksters are naturals at hiding, and they continue to fool their victims by wearing masks on the backs of their heads so nobody knows if they are coming or going. Their red skin and large pointed ears set them apart from most species on Or'Mya, and luckily, it is quite difficult to get them confused with fey creatures that are of similar short stature.

Armor Class 14 (leather armor, shield)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR 12 (+1) **DEX** 10 (+0) **CON** 12 (+1)

INT 9 (-1) **WIS** 8 (-1) **CHA** 6 (-2)

Skills Sleight of Hand +2, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Surprise Attack. If the goblin trickster surprises a creature and hits it with an attack during the first round of combat, the target takes an extra [1D4] damage from the attack.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Poleaxe. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. *Hit:* 6 (1d10 + 1) slashing damage.

GOORGE

Tiny monstrosity, chaotic neutral



The gorge are a species of strange, slimy creatures with spider-like legs and web-building abilities. Just under a foot in diameter and grey in color with tinges of blues and purples, the gorge have a rounded, bulbous body with stretchy skin that secretes a mucous that keeps it moist. The gorge has nearly no facial features, aside from six tiny eyes on the top of its body and a circular maw on its underside, lined with two rows of razor-sharp teeth. Protruding from its body are eight segmented legs with blade-like tarsal claws that emit poison.

Web-spinning Predators. The gorge's main food source are sprites and other tiny fey creatures. They

spin elaborate webs to catch their prey, strong enough to immobilize any small creature. Hungry for Oor, the gorge will target those who can sustain their need first and head straight for any fey it sees.

Deadly Defenses. When frightened, a gorge will attack any creature that seems aggressive towards it, even if it isn't considered food. Because of this, they are sometimes used as weapons by orcs and goblins, kept hungry in sacs and thrown at enemies from higher ground to distract a group of targets before a raid. Their claws stab like a dagger and deliver a strong poison, making them a useful and efficient weapon against unsuspecting victims.

Armor Class 11

Hit Points 17 (7d4)

Speed 25 ft., climb 25 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 10 (+0)

INT 1 (-5) **WIS** 8 (-1) **CHA** 3 (-4)

Skills Perception +1

Senses blindsight 60 ft., passive Perception 11

Languages --

Challenge 1/8 (25 XP)

Hungry. As a bonus action, the gorge can move up to its speed toward a fey creature that it can see.

Spring Jump. The gorge's high jump is up to 15 ft., with or without a running start.

Web Sense. While in contact with a web, the gorge knows the exact location of every creature in contact with the same web.

Web Walker. The gorge ignores movement restrictions caused by webbing.

Actions

Multiattack. The gorge makes two attacks.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

Stab. Melee Weapon Attack: The gorge's dagger-like tarsal claws are sharp and poison-laden. +2 to hit, reach 5 ft., one target. **Hit:** 5 (2d4) poison damage.

GREEN HAG

Medium fey, neutral evil



Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR 18 (+4) **DEX** 12 (+1) **CON** 16 (+3)

INT 13 (+1) **WIS** 14 (+2) **CHA** 14 (+2)

Skills Arcana +3, Deception +4, Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Sylvan

Challenge 3 (700 XP)

Amphibious. The hag can breathe air and water.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *minor illusion*, *vicious mockery*

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Claws. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) slashing damage.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

HUNEFY

Small Fey, chaotic good

Hunefey (pronounced hooneh-fay) live in the deep jungle forests and hidden valleys of Kilaui and other tropical areas, hidden far away from human settlements.

Peaceful Intentions. Rarely seen by human eyes, this mischievous fey roams the forests at night to collect bananas and fish, their main food staples. Just over two feet tall with umber skin and tawny hair, the hunefey

are excellent climbers who swing from vine to vine to move more quickly through the trees than they can on foot. They often carry shortbows as weapons, equipped with magical arrows that have a charm effect on their targets, removing malice from their hearts and replacing it with affection. Unfortunately, the arrows still hurt, and sometimes a hunefey eager to spread peace and love will strike a weak heart.



Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 25 ft., climb 25 ft., swim 15 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 13 (+1)

INT 12 (+1) **WIS** 15 (+2) **CHA** 11 (+0)

Skills Athletics +2, Nature +3, Perception +4

Senses passive Perception 14

Languages Aquan, Common, Sylvan

Challenge 1 (200 XP)

Charming Arrows. The hunefey uses magical arrows that charm a creature if it fails a DC 15 Wisdom saving throw when hit. A creature that is charmed this way is charmed for 1 hour unless another hunefey does anything to harm it.

Hold Breath. The hunefey can hold its breath for 10 minutes.

Spider Climb. The hunefey can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

ICE ORC

Medium humanoid (orc), chaotic evil



Armor Class 15 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR 16 (+3) **DEX** 13 (+1) **CON** 15 (+2)

INT 8 (-1) **WIS** 13 (+1) **CHA** 9 (-1)

Skills Intimidation +2

Damage Immunity cold

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 1/2 (100 XP)

Death Burst. When the ice orc dies, it explodes in a burst of frost. Each creature within 15 ft. of it must make a DC 13 Dexterity saving throw, taking 4 (1d8)

Chapter 10 Beasts, Monsters, and Other Creatures of Or'Mya

cold damage on a failed save, or half as much damage on a successful one.

Icy Camouflage. The ice orc has advantage on Dexterity (Stealth) checks made to hide in icy or rocky terrain.

Ice Walk. The ice orc can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Icy Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage + 6 (1d6 + 3) cold damage.

Frozen Spray. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 10 (2d8 + 1) cold damage.

ICE WORM

Small beast, unaligned



Armor Class 13 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR 5 (-3) **DEX** 14 (+2) **CON** 12 (+1)

INT 1 (-5) **WIS** 7 (-2) **CHA** 3 (-4)

Damage Resistances cold

Senses blindsight 30 ft., passive Perception 8

Languages --

Challenge 1/4 (50 XP)

False Appearance. While the ice worm remains motionless, it is indistinguishable from ice.

Ice Walk. The ice worm can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (2d4 - 1) piercing damage and the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) cold damage.

Frosty Breath (Recharge 5-6). The ice worm exhales frost in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save or half as much damage on a successful one.

ICYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR 22 (+6) **DEX** 11 (0) **CON** 20 (+5)

INT 8 (-1) **WIS** 6 (-2) **CHA** 10 (0)

Damage Immunities cold

Damage Vulnerabilities fire

Senses passive Perception 10

Languages Giant

Challenge 6 (2300 XP)



Nearsighted. The icyclops has poor depth perception and cannot aim ranged attacks well, giving it disadvantage on ranged weapon attacks more than 30 feet away.

Actions

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Cold touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) cold damage.

JAHONGA

Small fey, chaotic evil

Though two feet tall and orange in hue, the jahonga are actually rarely seen—invisible unless they make themselves known. Telltale signs that jahonga are nearby are the soft sounds of drumming that seems like it comes from nowhere and their trademark “gift circles,” which they draw in the earth to demand trinkets and bits of food from those who travel through their territory. It is a common Ne’Oor warning to never follow the sound of drums into the wild, a piece of lore that comes from stories of these fey tricksters.

River Dwellers. The pint-sized Jahonga tend to live by running water like rivers and streams. They dig wells inland and take fresh water to them, intending to lure people to bring them gifts in exchange for water. Wooden totems, shiny gems, and other small gifts are collected and used as decorations for their tiny drums, and those who boast the most elaborate ornamentation are the most respected in their tribes.

Playing Catch. Jahonga like to torment travelers for fun and entertainment. Throwing stones at unsuspecting passersby is a common game for them, and they will only leave alone those who put a donation in a gift circle. Sometimes a group of listless jahonga will make bets on who will hit the most people, with the winner keeping all of the gift circle spoils.

Armor Class 12 (leather armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR 14 (+2) **DEX** 12 (+1) **CON** 11 (+0)

INT 6 (-2) **WIS** 10 (0) **CHA** 7 (-2)

Senses passive Perception 10

Languages Common, Halfling, Sylvan

Challenge 1/2 (100 XP)

Chapter 10 Beasts, Monsters, and Other Creatures of Or'Mya

Invisibility. The jahonga magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the jahonga wears or carries is invisible as well.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Rock. *Ranged Weapon Attack:* +4 to hit, range 10/45 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

KILIQ

Large monstrosity, unaligned



The kiliq is a mysterious creature of the forest, oorblood protectors of their environment who are fiercely devoted to their allies. Rare and beautiful, their bodies are shaped like deer with blue iridescent scales and hair, claws on their front legs instead of hooves, and a set of commanding antlers atop their lioness face surrounded by a mane the color of fire.

Fire-breathing. The kiliq is a completely benevolent creature, but it will not stop from destroying those who would harm the forest. They are able to breathe a

magical fire that will not burn wood, but it will harm anyone they believe to be malicious.

Armor Class 14 (natural armor)

Hit Points 32 (5d10 + 5)

Speed 50 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 13 (+1)

INT 3 (-4) **WIS** 12 (+1) **CHA** 8 (-1)

Damage Immunities slashing from non-magical attacks

Senses passive Perception 11

Languages --

Challenge 1 (200 XP)

Limited Magic Immunity. The kiliq can't be affected or detected by spells of 1st level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Pounce. If the kiliq moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the kiliq can make one bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Breath Weapon (Recharge 6). The kiliq exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save or half as much damage on a successful one.

LIGHTNING LIZARD

Large beast, unaligned

The lightning lizard is native to the desert sands and arid areas of the Dead Steppes, but they can also be

found in the rocky plains, hills, and lower mountain slopes around Daybreak's Peak and the grassy prairies that lead into Freewood.

These lizards can grow up to 8 feet long and have distinctive flat bodies with one row of fringe scales down the sides. Their coloration can vary and generally blend in with the color of the surrounding soil, but they are usually a combination of beige, tan, and red. Bright red pointed scales line their backs, which grow darker as they begin to age.

Electric Personalities. Most distinctive to the lightning lizard, and where they derive their name, is their electricity-filled bodies, used primarily as a defense mechanism. Baby lightning lizards expel little shocks to those who try to pick them up, whether a small child or a hungry bird, causing them to be dropped after a quick zap. Larger adult lightning lizards have a much stronger warning: When excited or threatened, they puff themselves up with air, making themselves look bigger. If this menacing display fails to deter assailants from attacking them, the lightning lizard will release a surge of energy into the ground, shocking all those in its path.

Lightning body. When the lightning lizard hits with an attack, it deals an additional 1d8 lightning damage.



Armor Class 13 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 30 ft., climb 30 ft.

STR 16 (+3) **DEX** 15 (+2) **CON** 15 (+2)

INT 5 (-3) **WIS** 10 (+0) **CHA** 5 (-3)

Damage Resistance lightning

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 1/2 (100 XP)

Actions

Multiattack. The lightning lizard makes two claw attacks.

Claws. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage plus 1d8 lightning damage.

Shocking snap (Recharge 5-6). The lightning lizard charges the ground with energy, which snakes out in all directions. Each creature within 15 feet must succeed on a DC 16 Dexterity saving throw. On a failed save, the creature takes 18 (4d8) lightning damage. On a successful save, it takes half as much damage.

Reactions

Electric Shock. When a lightning lizard is hit by a melee attack, it forces the attacker to make a DC 15 Dexterity saving throw. On a failed save, the target is struck by a discharge of electricity through its weapon and takes 14 (2d8 + 5) lightning damage. On a successful save, the target takes half the damage.

MAINLANDS TROLL

Large giant, chaotic evil

Always hungry and always angry, Mainlands trolls are the bullies of Ne'Oor. Brutish and stupid, they push their way into wherever they want to go, destroying everything in their path. Mainlands trolls

have sallow green skin and hair that varies from blonde to black. They wear makeshift clothing and wear the bones of their victims as jewelry, trophies of their kills (and reminders of good meals).

Armor Class 15 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 30 ft.

STR 18 (+4) **DEX** 13 (+1) **CON** 20 (+5)

INT 7 (-2) **WIS** 9 (-1) **CHA** 7 (-2)

Senses darkvision 60 ft., passive Perception 9

Languages Giant

Challenge 5 (1800 XP)



Keen Smell. The Mainlands troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The Mainlands troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The Mainlands troll makes three attacks: one with claws and two with any combination of its bite or club.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage.

MUD ORC

Medium humanoid (orc), chaotic evil

The mud orc is one of the elemental orcs of Or'Mya. With dark yellow skin and large pointy ears, mud orcs are warriors and dress as such, painting their faces with mud as war paint and dressing in a combination of skins, rocks, and packed earthen clay to create makeshift armor.

Often seen with groups of men (and everything else) eating mud puppies, mud orcs are relentless attackers who go into combat swinging their greatclubs with little care about the consequences.



Armor Class 15 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.
STR 15 (+2) **DEX** 12 (+1) **CON** 14 (+2)
INT 7 (-2) **WIS** 10 (+0) **CHA** 12 (+1)
Skills Intimidation +3
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)

Strong hunters, their teeth and claws are extremely sharp, and they can use them not only to attack their prey, but also to burrow through mud and earth without leaving a trace that they were there.



Brute. A melee weapon deals one extra die of damage when the mud orc hits with it (included in the attack).

Death Burst. When the mud orc dies, it explodes in a burst of mud. Each creature within 15 ft. of it must make a DC 13 Dexterity saving throw, taking 4 (1d8) force damage on a failed save, or half as much damage on a successful one.

Muddy Camouflage. The mud orc has advantage on Dexterity (Stealth) checks made to hide in muddy or earthen terrain.

Actions

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

MUD PUPPY

Small beast, unaligned

Mud puppies live on the bottoms of rivers, streams, and ponds, hiding themselves in vegetation and under rocks and logs. They come out at night to feed on anything they can find, including worms, snails, and fey if they can catch them. At about 2 feet in diameter, they have been known to try to eat Wardlings that they pin down as well. Their rusty brown color helps them camouflage into the mud, and their outer gills help them breath both in and out of water.

Armor Class 13 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 30 ft.
STR 15 (+2) **DEX** 13 (+1) **CON** 14 (+2)
INT 10 (+0) **WIS** 9 (-1) **CHA** 7 (-2)
Senses blindsight 30 ft., passive Perception 9
Languages --
Challenge 1 (1200 XP)

Amphibious. The mud puppy can breathe air and water.

Earth Glide. The mud puppy can burrow through nonmagical, unworked earth. While doing so, the mud puppy doesn't disturb the material it moves through.

Pack Tactics. The mud puppy has advantage on any attack roll against a creature if at least one of the mud puppy's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Multiattack. The mud puppy makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

OORBLOOD BROWNIE

Tiny fey, neutral



The oorblood brownies of Or'Mya are a race of fey who stand approximately a foot tall, sporting sharpened teeth and wild, red hair. Usually dressed in brown clothing, they tend to avoid humans at all costs and are mostly solitary creatures, seen alone or in very small groups. While all fey are sources of Oor, the oorblood brownie is known to be one of the most Oor-rich sources among the fey, making them obvious targets for those who would prey on them.

Oor Blooded. Despite their aversion to others, oorblood brownies are natural caretakers and will do small helpful tasks for them, as long as they remain unseen. Many of these tasks involve tending to gardens and animals, which they magically infuse with their own Oor, which courses through their bodies.

Quick to Anger. When cornered or trapped, an oorblood brownie will become very angry and will lash out with hostility. Additionally, even a helpful oorblood brownie

will turn to malice if they feel disrespected in any way, and will actually suck the Oor from crops, causing them to rot, or milk, causing it to sour overnight. Those who have experienced a malicious oorblood brownie in their home are thought to be “cursed” by the fey.

Armor Class 16 (natural armor)

Hit Points 17 (5d4 + 5)

Speed 30 ft., climb 30 ft.

STR 10 (+0) **DEX** 17 (+3) **CON** 13 (+1)

INT 14 (+2) **WIS** 13 (+1) **CHA** 9 (-1)

Skills Perception +5, Stealth +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1/8 (25 XP)

Innate agility. The oorblood brownie has advantage on all Dexterity saving throws due to its natural agility and diminutive size.

Ambusher. The oorblood brownie has advantage on attack rolls against any creature it has surprised.

Nimble Escape. The oorblood brownie can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The oorblood brownie makes four bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

OORBLOOD DRAGON

Large dragon, lawful evil

The oorblood dragon is a rare breed of draconic creature in a rare color as well. As a purple dragon, it

is a magical beast, with Oor-filled blood that grants it magical power. Highly intelligent, some oorblood dragons are able to learn spells, using their natural Oor to cast them. Those who have not studied these abilities still have Oor that powers their breath weapon: a magical fog that drains Oor from others.



Armor Class 17 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., climb 40 ft., fly 80 ft.
STR 20 (+5) **DEX** 10 (+0) **CON** 17 (+3)
INT 16 (+3) **WIS** 15 (+2) **CHA** 18 (+4)
Saving Throws Dex +2, Con +5, Wis +4, Cha +6
Skills Perception +6, Stealth +2
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 4 (1,100 XP)

Legendary Resistance (3/Day). If the oorblood dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The oorblood dragon can use its Frightful Presence, then make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 24 (2d10 + 13) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 20 (2d6 + 13) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage.

Frightful Presence. Each creature of the oorblood dragon's choice that is within 120 ft. of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Magical Fog Breath (Recharge 5-6). The oorblood dragon exhales magical fog in a 20-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) psychic damage on a failed save or half as much damage on a successful one. Any creature within the cone also loses 1 Oor from their pool.

OORBLOOD WATER NYMPH

Medium fey, neutral

Oorblood water nymphs are born from Oor, carrying it within them and using it to tend to the waters in which they live. Often mistaken for Finfolk, they are actually taller and slender like elves; beautiful humanoid creatures of varying hues with scales covering their bodies and wispy fins along their arms and legs. They are generally ambivalent to other beings, aside from those who dwell in the waters they care for. Wary of intruders, they watch from afar to judge their intentions and will use their charms to make sure that nothing is disturbed. If deeming them worthy of aid, the oorblood water nymph will use their innate Oor to help others, especially if they have proven they are friends to the fey and Or'Mya.

One with the Water. Oorblood water nymphs are found in all watery areas, including swamplands

and small pools, rivers and lakes, and of course, the ocean, each a personification of the area they protect and taking on those qualities in their appearance and behavior. While they are amphibious, they don't like to be out of the water for long and will rarely venture inland except in grave emergencies.



Armor Class 11 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., swim 60 ft.

STR 10 (+0) **DEX** 12 (+1) **CON** 11 (+0)

INT 14 (+2) **WIS** 15 (+2) **CHA** 18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Aquan, Sylvan

Challenge 1 (200 XP)

Amphibious. The oorblood water nymph can breathe air and water.

Magic Resistance. The oorblood water nymph has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The oorblood water nymph can communicate with beasts and plants as if they shared a language.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Call of the Deep. An oorblood water nymph can use an action to command a target within 15 feet that is under water to voluntarily drown, making them attempt a DC 15 Wisdom saving throw. On a failed save, the target stops holding its breath and begins to drown. On a successful save, the target is no longer charmed. The target can survive a number of rounds equal to its Constitution modifier (minimum 1). On the start of its following turn, the target drops to 0 hit points and is dying.

OOREATER ORC

Medium humanoid (orc), chaotic evil



The ooreater orc is one of the many evil creatures on Or'Mya who seeks out Oor to use for their own needs. They believe that if enough Oor is consumed, they will be able to ascend to a higher state of being, with magical powers like the wizards they have fought so many times in the past.

Oor Stalkers. Because of this greed for power, the ooreater orc clans scour Or'Mya for all sources of Oor, tearing up Oor-rich plants and sucking on their roots, trapping fey to eat, and stalking

dragons to drain their blood. No matter how much they consume, however, they believe they need more and more, and getting their hands on a Wardling is the ultimate prize.

Tribes Like Plagues. Orcs gather in tribes that exert their dominance and satisfy their bloodlust by plundering villages, devouring or driving off roaming herds, and slaying any humanoids that stand against them. After savaging a settlement, orcs pick it clean of wealth and items usable in their own lands. They set the remains of the villages and camps ablaze, then retreat whence they came, their bloodlust satisfied.

Armor Class 16 (chain shirt, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR 17 (+3) **DEX** 12 (+1) **CON** 13 (+1)

INT 6 (-2) **WIS** 9 (-1) **CHA** 11 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 9

Languages Druidic, Sylvan

Challenge 10 (5900 XP)

Aggressive. As a bonus action, the ooreater orc can move up to its speed toward a hostile creature that it can see.

Blood Frenzy. The ooreater orc has advantage on melee attack rolls against any creature that doesn't have all of its hit points.

Pack Tactics. The ooreater orc has advantage on any attack roll against a creature if at least one of the ooreater orc's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Orc Cleaver. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

OORSENSE GRYPHON

Large monstrosity, unaligned



Armor Class 12

Hit Points 52 (7d10 + 14)

Speed 30 ft., fly 80 ft.

STR 17 (+3) **DEX** 15 (+2) **CON** 14 (+2)

INT 4 (-3) **WIS** 13 (+1) **CHA** 10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from non-magical attacks

Senses darkvision 60 ft., passive Perception 15

Languages --

Challenge 2 (450 XP)

Oor Sense. The oorsense gryphon senses magic and any oorblood creatures within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The oorsense gryphon makes two attacks: one with its beak and one with its claws.

Chapter 10 Beasts, Monsters, and Other Creatures of Or'Mya

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

OR'DEX DEVIL

Medium fiend (devil), lawful evil



Nobody on Or'Mya really knows where Or'Dex devils come from, but legend states that fiends and demons fell from Or'Dex to Or'Mya and hid in the corners of the planet. Quick to blame Or'Dex for anything unfamiliar or fearsome, those who have come into contact with the bright red, winged fiends gave them the Or'Dex moniker.

Regardless of its origins, the Or'Dex devil is a frightening foe. With cloven hooves, long black claws, and oversized fangs in a grinning smile, they are manipulative, intimidating, and even a little bit charming, easily bending creatures of lesser conviction to their will.

Armor Class 15 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 30 ft.

STR 19 (+4) **DEX** 14 (+2) **CON** 16 (+3)

INT 12 (+1) **WIS** 13 (+1) **CHA** 14 (+2)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't silvered

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 5 (1,800 XP)

Devil's Sight. Magical darkness doesn't impede the Or'Dex devil's darkvision.

Magic Resistance. The Or'Dex devil has advantage on saving throws against spells and other magical effects.

Fire Absorption. Whenever the Or'Dex devil is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Actions

Multiattack. The devil makes two attacks: One with its trident and one with its claws.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Trident. *Melee Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 8 (1d8 + 4) piercing damage if used with two hands to make a melee attack.

SANDSIDHE

Tiny fey, neutral

Fervent and fierce guardians of their homes, the sandsidhe (pronounced sand-shee) are withered and sun-bronzed foot-tall fey with long, black claws and dark, curly hair on their oval-shaped heads. Sharp teeth fill their wide mouths, which open to let out a hideous shriek if anyone should threaten them. They dress wrapped in bits of stitched-together white cloth and desert flowers, and they carry small scimitars to defend their homes and fellow fey.

Burrowed Hideouts. The sandsidhe live in colonies in a maze of burrows and sandy mounds under the

dunes, where they have built underground stream beds to carry much needed water to hidden oases. Trespassers who disturb their homes or otherwise contaminate their water sources are retaliated against, often finding their water skeins emptied by tiny slashes made with sandsidhe fey weaponry.



Desert Guides. Travelers who provide the sandsidhe with offerings such as cream, apples, or fresh berries may be able to convince them to lead them to water sources. If one should fall into a sandsidhe's good favor, it will guide them anywhere they need to go and perhaps spill a few of the desert's secrets as well.

Armor Class 17 (natural armor)

Hit Points 28 (8d6)

Speed 30 ft.

STR 10 (+0) **DEX** 14 (+2) **CON** 10 (+0)

INT 8 (-1) **WIS** 12 (+1) **CHA** 10 (+0)

Skills Perception +3, Stealth +4

Damage Vulnerabilities cold

Languages Common, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting (1/Day). The sandsidhe can innately cast sleep, requiring no material components. Its innate spellcasting ability is Charisma.

ACTIONS

Multiattack. The sandsidhe makes two melee weapon attacks.

Claws. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Blinding Scream (Recharge 5-6). The sandsidhe lets out a shrieking scream, creating a 15-foot cone of blinding sand. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SPRITE

Tiny fey, neutral good



In secret groves and shaded glens, tiny sprites with dragonfly wings flutter. For all their fey splendor, however, sprites lack warmth and compassion. They are aggressive and hardy warriors, taking severe measures to ward strangers away from their homes. Interlopers that come too close have their moral character judged, then are put to sleep or frightened off.

Forest Protectors. Sprites build little villages in the boughs of trees and willing tree folk, in verdant glades brightened by moss, wild flowers, and toadstools. Wild nature thrives in these places, and the sprites allow no trespassers. When intruders are spotted, the sprites lead them astray with ominous rustling from the bushes and distant snapping twigs. Creatures foolish enough to persist in intruding on a sprite's territory are stung with poisoned arrows and lulled into a senseless sleep. While they slumber, the sprites make good their escape, retreating to an even more secluded area of the forest.

Heart Seers. Sprites can sense whether a creature is good or evil by the sound and feeling of its beating heart. Weighing the balance of a creature's past actions, a sprite can tell whether its heart beats rapidly in love or flags in sorrow, or whether it is darkened by hate or greed. The sprite's power to perceive the heart always shows the truth, because the heart can't lie.

Poison Brewers. In their forest domains, sprites brew toxins, unguents, antidotes, and poisons, including the sleep poison with which they coat their arrows. They venture far into the woods to harvest rare flowers, mosses, and fungi, sometimes crossing dangerous territory to do so. If desperate, sprites even steal their ingredients from the gardens of hags.

Good-Hearted. Because they are judges of the heart and favor good creatures, sprites oppose the will of evil fey and pledge to thwart evil archfey at every turn. If they encounter adventurers on a quest to rid their forest of an evil fey creature or goblinoid menace, they will pledge their support and even come to their aid when the adventurers least expect it. Unlike pixies, sprites rarely indulge in frivolous merriment and fun. They are firm warriors, protectors, and judges, and their stern bent causes other fey to consider them overly dour and serious. However, fey that respect the sprites' territory find them staunch allies in times of trouble.

Armor Class 15 (leather armor)

Hit Points 2 (1d4)

Speed 10 ft., fly 40 ft.

STR 3 (-4) **DEX** 18 (+4) **CON** 10 (+0)

INT 14 (+2) **WIS** 13 (+1) **CHA** 11 (+0)

Skills Perception +3, Stealth +8

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 1/4 (50 XP)

Actions

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC 10 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail this saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible also.

TREE FOLK

Huge plant, chaotic good

False Appearance. While the tree folk remains motionless, it is indistinguishable from a normal tree.

Grappler. The tree folk has advantage on attack rolls against any creature grappled by it.

Regeneration. The tree folk regains 5 hit points at the start of its turn if it has at least 1 hit point.



folk, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the tree folk. The tree remains animate for 1 day or until it dies; until the tree folk dies or is more than 120 feet from the tree; or until the tree folk takes a bonus action to turn it back into a normal tree. The tree then takes root if possible.

VULTURE

Medium beast, unaligned



Armor Class 16 (natural armor)

Hit Points 103 (9d12 + 45)

Speed 30 ft.

STR 17 (+3) **DEX** 8 (-1) **CON** 20 (+5)

INT 11 (+0) **WIS** 16 (+3) **CHA** 12 (+1)

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Senses passive Perception 13

Languages Common, Druidic, Elvish, Sylvan

Challenge 8 (3900 XP)

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10 ft., fly 50 ft.

STR 7 (-2) **DEX** 10 (+0) **CON** 13 (+1)

INT 2 (-4) **WIS** 12 (+1) **CHA** 4 (-3)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Actions

Multiattack. The tree folk makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +2 to hit, range 60/180 ft., one target. *Hit:* 21 (4d8 + 3) bludgeoning damage.

Animate Trees (1/Day). The tree folk uses its Oor to magically animate one or two trees it can see within 60 feet. These trees have the same statistics as a tree

Keen Sight and Smell. The vulture has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The vulture has advantage on any attack roll against a creature if at least one of the vulture's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

WARDLING GHOST

Medium undead, any alignment



A Wardling ghost is tied to the Material Plane due to unfinished business or a strong will to communicate a message. It is quite rare for a Wardling to die, as their familiar is supposed to protect them from death using their Oor. However, sometimes a familiar isn't able to provide the necessary protection because they've been sent to deliver a message or another creature has sapped their Oor. Whatever the reason, a Wardling ghost will usually have an important story to tell.

Though a Wardling ghost is usually helpful when approached with caution and a desire to help, it can be confused or scared itself, resulting in erratic and dangerous behavior. Nobody wants to be subject to their creepy visage or withering touch, lest they become a ghost themselves! Still, if someone can help a Wardling ghost finish their business and set them free to the Ethereal Plane, that is a good endeavor for the world indeed.

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft.; fly 40 ft. (hover)

STR 6 (-2) **DEX** 12 (+1) **CON** 10 (+0)

INT 10 (+0) **WIS** 12 (+1) **CHA** 15 (+2)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The Wardling ghost can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The Wardling ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Creepy Visage. Each non-undead creature within 30 ft. of the Wardling ghost that can see it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this Wardling ghost's Creepy Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Actions

Withering Touch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 15 (4d6 + 1) necrotic damage.

Etherealness. The Wardling ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa,

yet it can't affect or be affected by anything on the other plane.

Possession (Recharge 6). One humanoid that the Wardling ghost can see within 5 ft. of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The Wardling ghost now controls the body but doesn't deprive the target of awareness. The Wardling ghost can't be targeted by any attack, spell, or other effect except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

WIND ORC

Medium humanoid (orc), chaotic evil



Armor Class 14 (padded armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft., fly 15 ft. (hover)

STR 14 (+2) **DEX** 16 (+3) **CON** 16 (+3)

INT 6 (-2) **WIS** 10 (+0) **CHA** 10 (+0)

Skills Intimidation +2

Damage Resistance thunder

Damage Vulnerabilities fire

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Evasion. If the wind orc is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the wind orc instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Death Burst. When the wind orc dies, it explodes in a burst of thunderous air. Each creature within 15 ft. of it must make a DC 13 Dexterity saving throw, taking 4 (1d8) thunder damage on a failed save or half as much damage on a successful one.

Actions

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. **Hit:** 6 (1d6 + 3) piercing damage + 6 (1d6 + 3) thunder damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage.

WOOD DRAKE

Huge plant, neutral

Majestic and commanding, wood drakes are mighty plant dragons with great strength and wisdom. Protectors of the woodland areas of Or'Mya, these creatures look like large moving wooden forms, carved in the shape of a dragon, with leafy scales and a vine-like tail.

From a distance, the wood drake looks like a draconic creature, warding off would-be intruders

who are wary of getting too close to its fire-breathing lookalikes. The wood drake is nothing to scoff at, however, as their powerful claws slash just as deep and their wooden horns have been known to gore orcs that come looking for trouble in the forest.

Wood drakes and sprites have a symbiotic relationship: the sprites tend to its plant growth, pruning wild spurts of branches and leaves and creating plenty of sunlight and fresh water for the wood drake. In return, the wood drake provides protection to the sprites, as well as an ample supply of shed foliage for them to use for their homes.

Armor Class 16 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 30 ft.

STR 22 (+6) **DEX** 10 (0) **CON** 20 (+5)

INT 3 (-4) **WIS** 14 (+2) **CHA** 1 (-5)

Damage Immunities psychic

Damage Resistance piercing, slashing

Damage Vulnerabilities fire

Senses darkvision 120 ft., passive Perception 14

Languages Druidic, Sylvan

Challenge 10 (5900 XP)

Magic Resistance. The wood drake has advantage on saving throws against spells and other magical effects, except magical fire.

Magic Weapons. The wood drake's weapon attacks are magical.

Actions

Multiattack. The wood drake makes two attacks: one with its horns and one with its claws.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage.

Horns. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.





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Appendix A: Pre-generated Characters

CAPA LEAFHEAL

The daughter of the Squatch elders Darwa and Fono, of the Leafheal tribe of North Freewood, Capa was tasked with the care of the youngest Squatch in the village by the age of five. Learning the arts of medicine and the healing properties of the flora that grew in Freewood, Capa began to see her Wardling abilities bloom with an emphasis on healing and caretaking.

She was able to discern magical properties of Oor-laden plants easily and often spoke with the Elves of Mya who patrolled Freewood about her curiosities of the world outside the forest, who taught her Sylvan and about elven customs. One day, one of the patrolmen was injured after being thrown from his mount. Capa came across the elf as she followed a small rabbit into the woods, laid her hands on his leg, and within minutes, he could walk again. Seeing the Oor and potential in Capa, he gifted her with the story and sigil of DexMya, triggering an obsession with the gods within the young Squatch forever. The rabbit that led her to the injured elf turned out to be her familiar, Greypaw, who granted her Oor for the first time so she could use her healing powers.

Just days after her sixth birthday, orc raiders pillaged the tribe, taking no prisoners. Even in her youth, Capa held fast against the orcs, hiding the Squatch younglings high up in the tallest trees, one by one, while risking her own life doing so.

When the dust settled, and the orcs had moved on, the few surviving Squatch elders decided to move the Leafheal tribe to a new location, farther south and away from the orc threats of the north. Darwa and Fono evaluated Capa's bravery and skills, and on the way to finding their new home in the sparse forest areas outside Silverbank, they dropped her off in River's Hollow to officially begin her Wardling training, promising to reunite her with her tribe once she has met her full potential.

Capa has lived in River's Hollow for two years, helping out with the younger Wardlings much as she did with the squatch younglings of her tribe. They look up to her, both figuratively and literally, as at eight years old, she is already nearly six feet tall. Her long frame is covered in fine golden hair, lightening at the crown of her head where the sun hits most. The symbol of DexMya gifted to her years ago hangs around her neck, and her faith in the gods has not waned since first hearing their story.

Capa Leafheal

Character Name

13 Passive Perception

STR +2 Saving Throw +2 Athletics

15

DEX +1 Saving Throw Acrobatics Sleight of Hand Stealth

13

CON +0 Saving Throw

11

INT +1 Saving Throw Arcana +2 History Investigation Nature Religion

12

WIS +3 Saving Throw Animal Healing +2 Insight +2 Medicine Perception Survival

17

CHA +0 Saving Throw Deception Intimidation Performance +2 Persuasion

11

Cleric/1

Class/Level

8

Age

13
Armor Class

Squatch

Race

Rabbit

Familiar

+1
Initiative

Caretaker

Background

Greypaw

Familiar Name

30'
60' climb
Speed

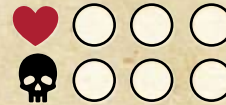
+2
Proficiency Bonus

8
Maximum HP

8
Current HP

d8
Hit Dice

Temporary HP



3
OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
Warhammer	+4	1d8+2 bludgeoning
Mace	+4	1d6+2 bludgeoning
Light Crossbow	+3	1d8+1 piercing
Dagger	+2	1d4+2 piercing
Cantrips: Dancing Lights, Poison Spray, Spare the Dying, Guidance, Sacred Flame		
Spells Known: Mage Armor		
Spells Prepared: Cure Wounds, Detect Poison/Disease, Bless, Guiding Bolt		

Equipment

CP **Warhammer**

SP **Leather Armor**

GP **common clothes, needle, thread, storybook, roll of cloth, a blanket, and a pouch of herbs**

PP **Wildwood Buckler, Symbol of DexMya, handaxe, set of tribal clothing, rope, and an explorer's pack.**

Features & Traits

Inspiring Roar

Naturesight

Languages: Common, Sylvan

Arch. Oor Domain

Feat: Oor Blessed

Familiar Abilities

Escape Death

ARR'TAVEED STARPICK

River's Hollow has been the home Arr'Taveed has had the longest. Growing up in a nomadic Midbari tribe, Arr'Taveed is used to moving from place to place and using only what he can carry on his back. Attuned to the stars, he learned to navigate by their light at just seven years old. His family moved often, with a group of artists and tradespeople, forming a traveling bazaar that set up along the roads of the southern areas of Dryloch. His mother was a jeweler who loved the stars as well, and with a family name like Starpick, it was no wonder that the trait passed on to him.

Arr'Taveed often thinks of the cold desert nights under the dim twinkling of the stars, but the night that sticks out in his mind the most is when he saw a pattern in the night sky that looked like a floating snake. As the picture became more clear, the sand beneath him began to quake gently. It was then that the snake in the sky became real—a winged snake that came to him and then never left. It was his familiar, Ssslipper.

Over the next few months, the stars told Arr'Taveed a story each night. He would slip out of his family tent in the dead of night, against the rules of his parents, and gaze up as visions formed in the sky. They were telling him that he needed to go west to the woods. He was needed there. On his final night with his tribe, Arr'Taveed left a drawing of his vision of River's Hollow, in charcoal on parchment, at his mother's bedside. In exchange, he slipped her star shaped ring off of her finger while she slept, slipping it on his own forefinger to remember her by.

Now, after five years in River's Hollow, Arr'Taveed feels restless without the constant movement that he is used to. He often slips out of Greenleaf Hall late at night and sneaks through the twisted shadows of the thick trees of the Wildwood to find the few spots where the canopy opens up to reveal the starry sky. Just a glimpse of the familiar stars allows Arr'Taveed to relax and dream of his old life in the traveling bazaar. Though he's never been caught, he knows his nightly escapades are dangerous and against the rules, but Arr'Taveed has always been a sneaky rulebreaker, which is unlikely to change.

Arr'Taveed Starpick

Character Name

14 Passive Perception

STR
+1

Saving Throw
 +2 Athletics

13

DEX
+3

Saving Throw
 +2 Acrobatics
 +2 Sleight of Hand
 +2 Stealth

16

CON
+0

Saving Throw

10

INT
+2

Saving Throw
 Arcana
 History
 Investigation
 +2 Nature
 Religion

14

WIS
+2

Saving Throw
 Animal Healing
 Insight
 Medicine
 +2 Perception
 +2 Survival

15

CHA
+0

Saving Throw
 +2 Deception
 Intimidation
 Performance
 Persuasion

11

Rogue/1

Class/Level

12

Age

14
Armor Class

Midbari

Race

Winged Snake

Familiar

+3
Initiative

Nomad

Background

Ssslipper

Familiar Name

30'
Speed

+2
Proficiency Bonus

7
Maximum HP

7
Current HP

d8
Hit Dice

Temporary HP



2
OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
Scimitar	+3	1d6+1 slashing
Shortbow (20 arrows)	+5	1d6+3 piercing
Dagger	+1	1d4+1 piercing
Dagger	+1	1d4+1 piercing
Cantrips: Mold Sand, True Strike		

Equipment

CP

SP

GP **5**

PP

Artisan's Tools
Thieves' Tools
Leather Armor
Burglar's Pack
A set of tribal clothes, waterskin, explorer's pack, a star-shaped ring, sandstone pendant, headwraps, a rapier, and a waterskin

Features & Traits

Sandborn (+4 CON against heat)
Starstruck (120' Darkvision and ADV on Perception/Survival in dim light) +2 on all rolls when navigating by stars

Languages: Common, Dwarvish, & Thieves' Cant
Sneak Attack
Feat. Guided by the Stars
Familiar Abilities
Escape Death

KELPA SILVERSCALE

Kelpa's deep purpley-mocha skin and sharpened teeth stand out against the other Wardlings in River's Hollow, even among the other Finfolk. She has always felt out of place, as her only known home was in the deep waters of the Unending Sea where she was lost as a baby. Taken in by a pod of dolphins, Kelpa was raised by the creatures for nine years, formulating the habits and communication styles of them instead of the Finfolk.

While out for a swim past Saltwick, Kelpa was spotted by a family of Finfolk who tried to communicate with her, but she was unable to speak Common. They coaxed her to shore, brought her to their coastal home on land, and fed her a cooked meal—her first in her life. Shy and afraid of her new surroundings, Kelpa's curiosity of this new world was the only thing that kept her from lashing out in fear against her rescuers. After trying to run away back to the sea three times, the Finfolk family tried to make her feel more at home by giving her gifts that would remind her of the water. One of the gifts was a conch shell, which sounded like the ocean waves when Kelpa placed it against her ear.

A trio of minstrels were called to the residence to learn Kelpa's story and search for her missing family as they traveled from town to town. When she heard the beautiful sound from their instruments as they practiced outside in the garden, she tried to mimic their sound with her conch shell. The note she played called forth a bright purple frog, who croaked to the sound of the shell. It was Gluup, her familiar, and suddenly Kelpa felt a belonging she had never felt before.

One of the minstrels saw the occurrence and quietly explained to the family that Kelpa must be a Wardling bard. His son was also a bard, taken to River's Hollow for care and training while he traveled Ne'Oor, and he was able to take Kelpa there as well if they wished.

Now, Kelpa lives in River's Hollow, quickly learning Common and honing her musical skills. She is still wary of new people and life on land, but she has made a few friends whom she trusts like nobody else. The minstrel's son, Falori, gave Kelpa the family name of Silverscale, both due to the silver spot on her right cheek and because her singing voice is "as smooth as silver."

Kelpa Silverscale

Character Name

13 Passive Perception

STR +1 Saving Throw
 +2 Athletics

12

DEX +0 Saving Throw
 +2 Acrobatics
 Sleight of Hand
 Stealth

10

CON +1 Saving Throw

13

INT +2 Saving Throw
 Arcana
 History
 Investigation
 +2 Nature
 Religion

15

WIS +1 Saving Throw
 +2 Animal Healing
 Insight
 Medicine
 +2 Perception
 +2 Survival

12

CHA +3 Saving Throw
 Deception
 Intimidation
 +2 Performance
 +2 Persuasion

16

Bard/1

Class/Level

10

Age

11
Armor Class

Finfolk

Race

Frog

Familiar

+0
Initiative

Wilding

Background

Gluup

Familiar Name

30'
60' swim
Speed

+2
Proficiency
Bonus

9
Maximum HP

9
Current HP

d8
Hit Dice

Temporary HP

♥ ○ ○ ○
 ○ ○ ○ ○

2
OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
Harpoon	+2	1d10 piercing
Longsword	+3	1d8 slashing
Cantrips: Mending, Prestidigitation, Minor Illusion, Wondrous Ward		
Spells Known: Light of DexMya, Charm Person, Cure Wounds, Detect Magic		

Equipment

CP

SP

GP

PP

A set of makeshift clothes, a pouch, a club, a torch, and a dubloon I've had since I was a small child

Features & Traits

Enhanced Darkvision (120' underwater)

Resilience: Poison

Underwater Breath

Languages: Common & Aquan/Primordial

Bardic Inspiration

Feat: Wild at Heart

Familiar Abilities

Escape Death

SHIVER PINESPEAR

While Shiver was not actually born in River's Hollow, he has been living there since he was a baby and has been raised to be accustomed to life in the temperate forest, regardless of his Snowcap blood. His family are mostly barbarian guards, sworn to guide and protect explorers deep into the icy tundra north of Icehelm. Because this trek is fraught with danger, Shiver's parents decided that it would be best to leave him with his older brother, Kendall, in River's Hollow for a few years.

Now, 14 years have passed, and Kendall left River's Hollow long ago in search of their parents. This abandonment has made Shiver angry and confused. As one of the older Wardlings there, Shiver serves as a Hollow Guardian, which he considers a great honor, as he moves towards adulthood to follow in his parents' path. He is fierce and brave, but he also knows where to insert a funny joke in a serious situation to break the tension and calm down his anger, which often gets the best of him.

Shiver's daily routine includes training in the ways of the Primal Paths of Emotion, readying himself to use his tendency to fly into angered rages to be a better barbarian. His Hollow Guardian duties take him patrolling into The Wildwood every morning, where he practices his breathing and temper management,

and in the afternoon, he practices with his harpoon and greataxe, both gifts left by his parents when they dropped him off at River's Hollow and given to him on his 10th birthday. His curious nature drives him to learn new skills, and he often watches the other Wardlings to see if he can pick up new hobbies and abilities.

When Shiver isn't training, he is often seen talking out his thoughts to Fangrel, his familiar, while palming and fiddling with a carved stone totem of a whale, which he has learned to flip over and through his fingers. His only connection to his past, which has no memory of, he often wonders where the whale came from and what its meaning may be. However, when he holds it, he feels the power of his Oor the most, and it is as if the ghosts of his memories are waiting inside of it to unlock the secrets of where his parents may be and why they never came back for him or Kendall.

Shiver Pinespear

Character Name

13 Passive Perception

STR +2 Saving Throw
 Athletics

15

DEX +1 Saving Throw
 Acrobatics
 Sleight of Hand
 Stealth

13

CON +2 Saving Throw

15

INT -1 Saving Throw
 Arcana
 History
 Investigation
 Nature
 Religion **+2**

9

WIS +1 Saving Throw
 Animal Healing
 Insight **+2**
 Medicine
 Perception
 Survival **+2**

13

CHA +2 Saving Throw
 Deception
 Intimidation **+2**
 Performance
 Persuasion

14

13
Armor Class

+1
Initiative

30'
Speed

+2
Proficiency Bonus

14
Maximum HP

14
Current HP

d12
Hit Dice

Temporary HP



2
OOR

Attacks & Spells

Name	Attack Bonus	Damage/Type
Harpoon	+3	1d10 piercing
Greataxe	+4	1d12 slashing
Handaxe	+4	1d6 slashing
Handaxe	+4	1d6 slashing
Dagger	+4	1d4 slashing
Cantrips: Mold Snow, Ray of Frost		

CP **SP** **GP** **15** **PP**

Equipment

- Leather Armor
- Explorer's Pack
- Four Javelins
- Dungeoneer's Pack
- Shell Necklace

A set of common clothes, pouch, stone totem of a whale

Features & Traits

- Rage
- Snowborn (+4 CON against cold)
- Unarmored Defense
- Languages: Common, Orcish & Sylvan
- Feat: Childlike Wonder

Familiar Abilities

- Escape Death

Appendix B: Combat

In nearly every adventure that you will have playing this game, there will be some sort of combat. Conflict, in general, is what moves the story along, and action scenes where the party is either attacked or choose to attack a monster or other enemy is pretty common. Here, we will take a look at the basics of combat and resolution of attacks.

THE ORDER OF COMBAT

A typical combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of “rounds” and “turns.” A round represents about 6 seconds in the game world. During a round, each participant in the battle takes a turn. The order of turns is determined at the beginning of a combat encounter, when everyone rolls initiative. Once everyone has taken a turn, the fight continues to the next round if neither side has defeated the other.

Combat Step by Step

1. Determine surprise: Something “bad” happens! Whether an enemy enters the scene already angry and ready to fight or if a member of your party initiates combat by attacking an NPC, the GM will determine that combat has officially started. Sometimes this combat is the result of a surprise, like in the instance of an enemy sneaking up behind the party or while they are asleep.
2. Establish positions: The GM decides where all the characters and monsters are located. Given the adventurers’ marching order or their stated positions in the room or other location, the GM figures out where the adversaries are, how far away, and in what direction.

3. Roll initiative: Everyone involved in the combat encounter rolls initiative, determining the order of the combatants’ turns.
4. Take turns: Each participant in the battle takes a turn in initiative order.
5. Begin the next round: Once everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

Surprise

A band of adventurers sneaks up on a bandit camp, springing from the trees to attack them. A group of gorges spring out of the shadows in a twisted dungeon. In these situations, one side of the battle gains surprise over the other. The GM determines who might be surprised. If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn’t notice a threat is surprised at the start of the encounter. If you’re surprised, you can’t move or take an action on your first turn of the combat, and you can’t take a reaction until that turn ends. A member of a group can be surprised even if the other members aren’t.

Initiative

Initiative determines the order of turns during combat. When combat starts, every participant makes a Dexterity check to determine their place in the initiative order. The GM makes one roll for an entire group of identical creatures, so each member of the group acts at the same time. The GM ranks the combatants in order from the one with the highest Dexterity check total to the one with the lowest. This is the order (called the “initiative order”) in which

they act during each round. The initiative order remains the same from round to round. If a tie occurs, the GM decides the order among tied GM-controlled creatures, and the players decide the order among their tied characters. The GM can decide the order if the tie is between a monster and a player character. Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

Your Turn

On your turn, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first. Your speed—sometimes called your walking speed—is noted on your character sheet. The most common actions you can take are described in the “Actions in Combat” section. Many class features and other abilities provide additional options for your action. You can forgo moving, taking an action, or doing anything at all on your turn. If you can’t decide what to do on your turn, consider taking the Dodge or Ready action.

Bonus Actions

Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action. The Cunning Action feature, for example, allows a rogue to take a bonus action. You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action. Otherwise, you don’t have a bonus action to take. You can take only one bonus action on your turn, so you must choose which bonus action to use if you have more than one available. You choose when to take a bonus action during your turn, unless the bonus action’s timing is specified, and anything that deprives you of your ability to take actions also prevents you from taking a bonus action.

Other Activities on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move. You can communicate however you are able, through brief utterances and gestures, as you take your turn. You can also interact with one object or feature of the environment for free, during either your move or your action. For example, you could open a door during your move as you stride toward a foe, or you could

draw your weapon as part of the same action you use to attack. If you want to interact with a second object, you need to use your action. Some magic items and other special objects always require an action to use, as stated in their descriptions. The GM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the GM could reasonably expect you to use an action to open a stuck door or turn a crank to lower a drawbridge.

Reactions

Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else’s. The opportunity attack is the most common type of reaction. When you take a reaction, you can’t take another one until the start of your next turn. If the reaction interrupts another creature’s turn, that creature can continue its turn right after the reaction.

MOVEMENT AND POSITION

In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. On your turn, you can move a distance up to your speed. You can use as much or as little of your speed as you like on your turn, following the rules here. Your movement can include jumping, climbing, and swimming. These different modes of movement can be combined with walking, or they can constitute your entire move. However you’re moving, you deduct the distance of each part of your move from your speed until it is used up or until you are done moving.

Breaking Up Your Move

You can break up your movement on your turn, using some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet.

Moving between Attacks

If you take an action that includes more than one weapon attack, you can break up your movement even further by moving between those attacks. For example, a fighter who can make two attacks

with the Extra Attack feature and who has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again.

Using Different Speeds

If you have more than one speed, such as your walking speed and a flying speed, you can switch back and forth between your speeds during your move. Whenever you switch, subtract the distance you've already moved from the new speed. The result determines how much farther you can move. If the result is 0 or less, you can't use the new speed during the current move. For example, if you have a speed of 30 and a flying speed of 60 because a wizard cast the fly spell on you, you could fly 20 feet, then walk 10 feet, and then leap into the air to fly 30 feet more.

Difficult Terrain

Combat rarely takes place in bare rooms or on featureless plains. Boulder-strewn caverns, briar-choked forests, treacherous staircases—the setting of a typical fight contains difficult terrain. Every foot of movement in difficult terrain costs 1 extra foot. This rule is true even if multiple things in a space count as difficult terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of difficult terrain. The space of another creature, whether hostile or not, also counts as difficult terrain.

Being Prone

Combatants often find themselves lying on the ground, either because they are knocked down or because they throw themselves down. In the game, they are called “prone.” You can drop prone without using any of your speed. Standing up takes more effort: doing so costs an amount of movement equal to half your speed. For example, if your speed is 30 feet, you must spend 15 feet of movement to stand up. You can't stand up if you don't have enough movement left or if your speed is 0. To move while prone, you must crawl or use magic such as teleportation. Every foot of movement while crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, therefore, costs 3 feet of movement.

Interacting with Objects Around You

Here are a few examples of the sorts of things you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

Moving Around Other Creatures

You can move through a non-hostile creature's space. In contrast, you can move through a hostile creature's space only if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you. Whether a creature is a friend or an enemy, you can't willingly end your move in its space. If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Flying Movement

Flying creatures enjoy many benefits of mobility, but they must also deal with the danger of falling. If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the fly spell.

Creature Size

Each creature takes up a different amount of space. The table below shows how much space a creature of a particular size controls in combat. Objects sometimes use the same size categories.

Stone Golem Statistics

Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

Space

A creature's space is the area in feet that it effectively controls in combat, not an expression of its physical dimensions. A typical Medium creature isn't 5 feet wide, for example, but it does control a space that wide. If a Medium orc stands in a 5-foot-wide doorway, other creatures can't get through unless the orc lets them. A creature's space also reflects the area it needs to fight effectively. For that reason, there's a limit to the number of creatures that can surround another creature in combat. Assuming Medium combatants, eight creatures can fit in a 5-foot radius around another one. Because larger creatures take up more space, fewer of them can surround a creature. If five Large creatures crowd around a Medium or smaller one, there's little room for anyone else. In contrast, as many as twenty Medium creatures can surround a Gargantuan one.

Squeezing into a Smaller Space

A creature can squeeze through a space that is large enough for a creature one size smaller than it. Thus, a Large creature can squeeze through a passage that's only 5 feet wide. While squeezing through a space, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.

ACTIONS IN COMBAT

When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action that you improvise. Many monsters have action options of their own in their stat blocks. When you describe an action not detailed elsewhere in the rules, the GM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

Attack

The most common action to take in combat is the Attack action, whether you are swinging a sword, firing an arrow from a bow, or brawling with your fists. With this action, you make one melee or ranged attack. See the "Making an Attack" section for the rules that govern attacks. Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

Cast a Spell

Spellcasters such as wizards and clerics, as well as many monsters, have access to spells and can use them to great effect in combat. Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action. Most spells do have a casting time of 1 action, so a spellcaster often uses his or her action in combat to cast such a spell.

Dash

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash. Any increase or decrease to your speed changes this additional movement by the same amount. If your speed of 30 feet is reduced to 15 feet, for instance, you can move up to 30 feet this turn if you dash.

Disengage

If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated (as explained under “Damage and Healing”) or if your speed drops to 0.

Help

You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally’s attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide, following the rules for hiding. If you succeed, you gain certain benefits, as described in the “Unseen Attackers and Targets” section.

Ready

Sometimes you want to get the jump on a foe or wait for a particular circumstance before you act. To do so, you can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn. First, you decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. Examples include “If the orc steps on the trapdoor, I’ll pull the lever that opens it,” or “If the cacklehob steps next to me, I move away.” When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell’s magic requires concentration.

If your concentration is broken, the spell dissipates without taking effect. For example, if you are concentrating on a spell and ready a new spell, your first spell ends, and if you take damage before you release the second spell with your reaction, your concentration might be broken.

Search

When you take the Search action, you devote your attention to finding something. Depending on the nature of your search, the GM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

You normally interact with an object while doing something else, such as when you draw a sword as part of an attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on your turn.

MAKING AN ATTACK

Whether you’re striking with a melee weapon, firing a weapon at range, or making an attack roll as part of a spell, an attack has a simple structure.

- **Choose a target:** Pick a target within your attack’s range: a creature, an object, or a location.
- **Determine modifiers:** The GM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
- **Resolve the attack:** You make the attack roll. On a hit, you roll damage, unless the particular attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage.

If there’s ever any question whether something you’re doing counts as an attack, the rule is simple: if you’re making an attack roll, you’re making an attack.

Attack Rolls

When you make an attack, your attack roll determines whether the attack hits or misses. To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds

the target's Armor Class (AC), the attack hits. The AC of a character is determined at character creation, whereas the AC of a monster is in its stat block.

Modifiers to the Roll

When a character makes an attack roll, the two most common modifiers to the roll are an ability modifier and the character's proficiency bonus. When a monster makes an attack roll, it uses whatever modifier is provided in its stat block.

Ability Modifier: The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity. Weapons that have the finesse or thrown property break this rule. Some spells also require an attack roll. The ability modifier used for a spell attack depends on the spellcasting ability of the spellcaster.

Proficiency Bonus: You add your proficiency bonus to your attack roll when you attack using a weapon with which you have proficiency, as well as when you attack with a spell.

Rolling 1 or 20

Sometimes fate blesses or curses a combatant, causing the novice to hit and the veteran to miss. If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. This is called a critical hit. If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Unseen Attackers and Targets

Combatants often try to escape their foes' notice by hiding, casting the invisibility spell, or lurking in darkness. When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss, but the GM typically just says that the attack missed, not whether you guessed the target's location correctly. When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location whether the attack hits or misses.

Ranged Attacks

When you make a ranged attack, you fire a bow or a crossbow, hurl a handaxe, or otherwise send projectiles to strike a foe at a distance. A monster might shoot spines from its tail. Many spells also involve making a ranged attack.

Range

You can make ranged attacks only against targets within a specified range. If a ranged attack, such as one made with a spell, has a single range, you can't attack a target beyond this range. Some ranged attacks, such as those made with a longbow or a shortbow, have two ranges. The smaller number is the normal range, and the larger number is the long range. Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

Ranged Attacks in Close Combat

Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

Melee Attacks

Used in hand-to-hand combat, a melee attack allows you to attack a foe within your reach. A melee attack typically uses a handheld weapon such as a sword, a warhammer, or an axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles, or other body part. A few spells also involve making a melee attack. Most creatures have a 5-foot reach and can thus attack targets within 5 feet of them when making a melee attack. Certain creatures (typically those larger than Medium) have melee attacks with a greater reach than 5 feet, as noted in their descriptions. Instead of using a weapon to make a melee weapon attack, you can use an unarmed strike: a punch, kick, head-butt, or similar forceful blow (none of which count as weapons). On a hit, an unarmed strike deals bludgeoning damage equal to 1 + your Strength modifier. You are proficient with your unarmed strikes.

Opportunity Attacks

In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing

by. Such a strike is called an opportunity attack. You can make an opportunity attack when a hostile creature that you can see moves out of your reach. To make the opportunity attack, you use your reaction to make one melee attack against the provoking creature. The attack occurs right before the creature leaves your reach. You can avoid provoking an opportunity attack by taking the Disengage action. You also don't provoke an opportunity attack when you teleport or when someone or something moves you without using your movement, action, or reaction. For example, you don't provoke an opportunity attack if an explosion hurls you out of a foe's reach or if gravity causes you to fall past an enemy.

Two-Weapon Fighting

When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it.

Contests in Combat

Battle often involves pitting your prowess against that of your foe. Such a challenge is represented by a contest. This section includes the most common contests that require an action in combat: grappling and shoving a creature. The GM can use these contests as models for improvising others.

Grappling

When you want to grab a creature or wrestle with it, you can use the Attack action to make a special melee attack called a "grapple." If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your grapple must be no more than one size larger than you and must be within your reach. Using at least one free hand, you try to seize the target by making a grapple check instead of an attack roll: a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). If you succeed, your target gains

the grappled condition. You can release the target whenever you like (no action required).

Escaping a Grapple: A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature: When you move, you can drag or carry the grappled creature with you, but your speed is halved, unless the creature is two or more sizes smaller than you.

Shoving a Creature

Using an Attack action, you can make a special melee attack to shove a creature, either to knock it prone or push it away from you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target must be no more than one size larger than you and must be within your reach. Instead of making an attack roll, you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses which ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

COVER

Walls, trees, creatures, and other obstacles can provide cover during combat, making a target more difficult to harm. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover. There are three degrees of cover. If a target is behind multiple sources of cover, only the single most protective degree of cover applies—the degrees aren't added together. For example, if a target is behind a creature that gives half cover and a tree trunk that gives three-quarters cover, the target has three-quarters cover.

A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

DAMAGE AND HEALING

Injury and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a blast of flame from a fireball spell all have the potential to damage, or even kill, the hardiest of creatures.

Hit Points

Hit points represent a combination of physical and mental durability, the will to live, and luck. Creatures with more hit points are more difficult to kill. Those with fewer hit points are more fragile. A creature's current hit points (usually just called hit points) can be any number from the creature's hit point maximum down to 0. This number changes frequently as a creature takes damage or receives healing. Whenever a creature takes damage, that damage is subtracted from its hit points. The loss of hit points has no effect on a creature's capabilities until the creature drops to 0 hit points.

Damage Rolls

Each weapon, spell, and harmful monster ability specifies the damage it deals. You roll the damage die or dice, add any modifiers, and apply the damage to your target. Magic weapons, special abilities, and other factors can grant a bonus to damage. With a penalty, it is possible to deal 0 damage, but never negative damage. When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage. A spell tells you which dice to roll for damage and whether to add any modifiers. If a spell or other effect deals damage to more than one target at the same time, roll the damage once for all of them. For example, when a wizard casts fireball or a cleric casts flame strike, the spell's damage is rolled once for all creatures caught in the blast.

Critical Hits

When you score a critical hit, you get to roll extra dice for the attack's damage against the target. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. To speed up play, you can roll all the damage dice at once. For example, if you score a critical hit with a dagger, roll 2d4 for the damage, rather than 1d4, and then add your relevant ability modifier. If the attack involves other damage dice,

such as from the rogue's Sneak Attack feature, you roll those dice twice as well.

Damage Types

Different attacks, damaging spells, and other harmful effects deal different types of damage. Damage types have no rules of their own, but other rules, such as damage resistance, rely on the types. The damage types follow, with examples to help a GM assign a damage type to a new effect:

Acid: The corrosive spray of a sea wyrm's poison spit or an ankheg's bite deal acid damage.

Bludgeoning: Blunt force attacks—hammers, falling, constriction, and the like—deal bludgeoning damage.

Cold: The terrible chill radiating from an ice orc's death burst and the frigid blast of a white dragon's breath deal cold damage.

Fire: Red dragons breathe fire, and many spells conjure flames to deal fire damage.

Force: Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including magic missile and spiritual weapon.

Lightning: A lightning bolt spell and a lightning lizard's strike deal lightning damage.

Necrotic: Necrotic damage, dealt by certain undead and spells such as chill touch, withers matter and even the soul.

Piercing: Puncturing and impaling attacks, including spears and monster bites, deal piercing damage.

Poison: Venomous stings or the familiar ability poisonous peck are both examples that deal poison damage.

Psionic: Mental abilities such as a psionic blast deal psychic damage.

Radiant: Radiant damage, dealt by a cleric's flame strike spell or a Fey Friend ranger's Radiance of Oor, sears the flesh like fire and overloads the spirit with power.

Slashing: Swords, axes, and monsters' claws deal slashing damage.

Thunder: A concussive burst of sound, such as the effect of the thunderwave spell, deals thunder damage.

Damage Resistance and Vulnerability

Some creatures and objects are exceedingly difficult or unusually easy to hurt with certain types of damage. If a creature or an object has resistance to a damage type, damage of that type is halved against it. If a creature or an object has vulnerability to a damage type, damage of that type is doubled against it. Resistance and then vulnerability are applied after all other modifiers to damage. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also within a magical aura that reduces all damage by 5. The 25 damage is first reduced by 5 and then halved, so the creature takes 10 damage. Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance. For example, if a creature has resistance to fire damage as well as resistance to all non-magical damage, the damage from a non-magical fire is reduced by half against the creature, not reduced by three-quarters.

Healing

Unless it results in death, damage isn't permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a cure wounds spell or a potion of healing can remove damage in an instant. When a creature receives healing of any kind, hit points regained are added to its current hit points. A creature's hit points can't exceed its hit point maximum, so any hit points regained in excess of this number are lost. For example, a druid grants a ranger 8 hit points of healing. If the ranger has 14 current hit points and has a hit point maximum of 20, the ranger regains 6 hit points from the druid, not 8. A creature that has died can't regain hit points until magic such as the revivify spell has restored it to life.

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious, as explained in the following sections.

Instant Death

Massive damage can kill you instantly. When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum. For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If she takes 18 damage from an attack, she is reduced to 0 hit points, but 12 damage remains. Because the remaining damage equals her hit point maximum, the cleric dies.

If a Wardling's familiar has **Escape Death** and a point of Oor in its pool, it immediately takes effect at this point, averting the death.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious. This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, you must make a special saving throw, called a death saving throw, to determine whether you creep closer to death or hang onto life. Unlike other saving throws, this one isn't tied to any ability score. You are in the hands of fate now, aided only by spells and features that improve your chances of succeeding on a saving throw. Roll a d20: If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable (see below). On your third failure, you die. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable. Rolling 1 or 20: When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point. Damage at 0 Hit Points: If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death, unless you are a Wardling with a familiar who has a point of Oor in its pool.

The Escape Death Ability

If your familiar has at least one point of Oor in its pool, it will automatically trigger the Escape Death

ability, magically saving your life with Oor. You will awaken the next morning with full hit points, but you will be one year older, which should be immediately recorded on your character sheet.

Stabilizing a Creature

The best way to save a creature with 0 hit points is to heal it. If healing is unavailable, the creature can at least be stabilized so that it isn't killed by a failed death saving throw. You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check. A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable, and must start making death saving throws again, if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

Monsters and Death

Most GMs have a monster die the instant it drops to 0 hit points, rather than having it fall unconscious and make death saving throws. Mighty villains and special nonplayer characters are common exceptions; the GM might have them fall unconscious and follow the same rules as player characters.

Knocking a Creature Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a creature to 0 hit points with a melee attack, the attacker can knock the creature out. The attacker can make this choice the instant the damage is dealt. The creature falls unconscious and is stable.

Temporary Hit Points

Some spells and special abilities confer temporary hit points to a creature. Temporary hit points aren't actual hit points: they are a buffer against damage, a pool of hit points that protect you from injury. When you have temporary hit points and take damage, the temporary hit points are lost first, and any leftover damage carries over to your normal hit points. For example, if you have 5 temporary hit points and take 7 damage, you lose the temporary hit points and then take 2 damage. Because temporary hit points are separate from your actual hit points, they can exceed your hit point maximum. A character can,

therefore, be at full hit points and receive temporary hit points. Healing can't restore temporary hit points, and they can't be added together. If you have temporary hit points and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22. If you have 0 hit points, receiving temporary hit points doesn't restore you to consciousness or stabilize you. They can still absorb damage directed at you while you're in that state, but only true healing can save you. Unless a feature that grants you temporary hit points has a duration, they last until they're depleted or you finish a long rest.

UNDERWATER COMBAT

When adventurers pursue a sea wyrm back to its underwater cave, fight off sharks in an ancient shipwreck, or find themselves in a flooded area, they must fight in a challenging environment. When fighting underwater, the following rules apply.

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A **ranged weapon attack** automatically misses a target beyond the weapon's normal range, unless it is a weapon made specifically for use underwater, such as a harpoon. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). Creatures and objects that are fully immersed in water have resistance to fire damage.

Index

Numbers

5e 11, 17, 78

5th Edition 3, 11, 13, 62, 64

A

Ability Score 17, 23, 24, 26, 27, 29, 30

Ability Score Modifier 17

Adult 23, 124

Alignment 23, 24, 26, 27, 29, 30

Anger Warrior 34, 35

Archetypes 45, 46, 48

Armor 3, 19, 37, 63, 64, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 167

Armor Class 19, 63, 64, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 167

Attack 44, 73, 74, 75, 76, 80, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 164, 165, 166, 168, 169

B

Background 53, 54, 104

Barbarian 3, 33, 34, 71

Bard 3, 17, 33, 35, 36, 71, 79, 92

Bardic Colleges 35

Baymarket 85, 86, 87

Blackbane 90

Bond 54, 56, 57, 58, 60, 61

C

Charisma 17, 18, 27, 31, 33, 36, 47, 49, 80, 132, 145, 146, 147, 149

Chosen, The 97, 106

Circle of Sand 39, 40

Circle of Snow 39

Circle of Stone 43, 87

Circle of Water 39, 42, 97

Circle of Wood 42, 43

Class 3, 16, 19, 32, 54, 63, 64, 70, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 167

Cleric 3, 36, 37, 38, 71, 79

Codlavon River 86, 96, 97, 104, 110

College of Confusion 36

College of Rhyme 36, 92

Combat 3, 13, 31, 48, 49, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171

Constitution 17, 18, 19, 20, 26, 28, 29, 33, 39, 51, 80, 81, 82, 127, 129, 134, 142, 146

Core Races 22, 23

Core Rules 23

Coveside 11

Crusade 7, 8, 10, 95, 98

D

Daybreak's Peak 49, 89, 137

Dead Steppes 11, 136

DexMya 4, 5, 7, 8, 9, 23, 25, 29, 32, 35, 36, 37, 38, 45, 50, 51, 58, 71, 77, 78, 79, 81, 83, 84, 86, 88, 91, 92, 97, 154

Dexterity 17, 18, 19, 27, 33, 63, 64, 65, 80, 113, 120, 125, 126, 128, 129, 133, 134, 136, 137, 139, 140, 141, 145, 149, 162, 165, 166, 167, 168

Dice 17, 69

Dragonsmouth Bay 3, 50, 84, 85, 86, 100, 102

Druid 3, 33, 38, 39, 40, 42, 43, 71, 79, 87, 97

Dryloch 3, 4, 10, 26, 33, 87, 88, 96, 156

Dwarves 53

E

Eastwater 35, 92, 94, 96

Edwynne the Reborn 102

Ej'derrha Ridge 87

Elves 9, 10, 53, 90, 91, 99, 154

Elves of Mya 90, 91, 99, 154

Evenforge 85, 87

Everlake 97, 110

Experience Points 20

F

Fallen Five, The 102
Fallenbeach 85, 87
Familiar 3, 19, 25, 26, 28, 30, 31, 72, 73, 74
Farrowwind Farm 3, 89, 104, 105, 106, 109, 110, 111, 112, 113, 114, 116, 122
Fear Warrior 33, 34
Fey 24, 30, 33, 35, 36, 42, 46, 47, 53, 77, 103, 114, 118, 128, 129, 132, 169
Fey Friend 46, 47, 169
Fighter 3, 33, 34, 44, 45, 46, 47, 71, 91
Finfolk 3, 16, 25, 26, 35, 39, 66, 71, 87, 101, 120, 123, 141, 158
Flaw 55, 56, 57, 58, 60, 61
Freewood 9, 90, 91, 99, 109, 137, 154
Frejaxatl 7
Frostbone Cavern 90

G

Game Master 3, 11, 12, 16, 17, 104
Gorgok the Green 102, 103, 120, 122, 123
Gravu the Great 10
Great Reawakening 5, 7
Greenleaf Hall 97, 156
Grenthead 10, 100, 101
Guardian of Oor 45

H

Hit Dice 17
Hit Points 17, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 169, 170, 171
Human 3, 13, 16, 22, 23, 24, 25, 26, 28, 30, 31, 53, 71, 86, 89, 97, 98, 102

I

Icehelm 3, 4, 7, 8, 9, 24, 28, 33, 65, 89, 90, 91, 92, 94, 95, 96, 160
Ice Queen 7, 8
Ideal 54, 55, 56, 57, 58, 59, 60
Intelligence 17, 25, 26, 31, 33, 46, 48, 73, 80, 111, 113, 114, 116, 132, 147, 149, 166

K

Keyport 85
Kilaui 3, 42, 44, 85, 91, 92, 132

L

Life Domain 37
Longtooth Watchtower 85

M

Mainlands 7, 8, 9, 11, 13, 22, 50, 66, 84, 89, 90, 92, 94, 100, 137, 138
Melee Weapons 66, 67
Midbari 3, 16, 26, 27, 28, 39, 71, 87, 88, 96, 156
Monsters 3, 13, 124, 171
Moonlight Pools 49, 102

N

Names 24, 25, 27, 29, 30
Ne'Oor 3, 4, 5, 7, 8, 9, 10, 11, 13, 16, 22, 23, 24, 26, 27, 28, 29, 30, 32, 33, 35, 36, 39, 46, 48, 49, 50, 52, 53, 63, 64, 77, 84, 85, 86, 87, 89, 90, 91, 92, 94, 95, 96, 97, 98, 100, 101, 103, 104, 105, 109, 110, 111, 112, 118, 120, 122, 135, 137, 158
North Farm Road 111
Northpass Bridge 94, 95

O

Oor 3, 4, 5, 7, 8, 9, 10, 11, 13, 16, 22, 23, 24, 25, 26, 27, 28, 29, 30, 32, 33, 34, 35, 36, 37, 38, 39, 40, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 56, 58, 63, 64, 72, 73, 74, 75, 76, 77, 78, 79, 82, 84, 85, 86, 87, 89, 90, 91, 92, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 109, 110, 111, 112, 114, 118, 119, 120, 122, 124, 125, 131, 135, 137, 140, 141, 142, 143, 147, 148, 154, 158, 160, 169, 170, 171
Oor Domain 37, 38
Or'Dex 4, 5, 7, 77, 144
Or'Mya 3, 4, 5, 7, 9, 13, 36, 37, 39, 42, 43, 44, 45, 46, 49, 50, 53, 58, 62, 70, 72, 77, 78, 91, 92, 97, 101, 124, 128, 130, 138, 140, 141, 142, 144, 149

P

Passive Perception 19, 46
Pool of Oor 77

R

Race 3, 16, 22, 70
Racial Traits 3, 23
Ranged Weapons 67, 68
Ranger 3, 46, 47, 71, 79, 98, 101
Reawakened 5, 7, 54, 72, 77, 78, 97, 105, 109, 120
River's Hollow 3, 10, 22, 50, 58, 89, 96, 97, 98, 104, 105, 106, 107, 109, 110, 122, 154, 156, 158, 160
Rogue 3, 33, 48, 71
Ruins of Kalgaard 8, 95

S

Sa'ari Sea 10, 89, 94, 100, 110
Saltwick 3, 8, 9, 50, 84, 96, 98, 99, 100, 102, 158
Saving Throws 19, 125, 141, 170
Screaming Sands, The 88
Shivershire 90, 91
Shrine of DexMya 86
Silverbank 3, 10, 24, 46, 48, 84, 92, 100, 101, 109, 110, 122, 154
Skills 19, 125, 127, 129, 130, 131, 132, 133, 139, 140, 141, 142, 143, 145, 146, 147, 149
Snowcap 3, 16, 28, 29, 30, 39, 44, 65, 71, 91, 94, 95, 160
Spectramancer 50
Spellcasting 132, 145
Spells 3, 37, 38, 39, 40, 42, 43, 47, 50, 78, 79
Spending Oor 3, 77
Squatch 3, 16, 30, 31, 44, 65, 71, 90, 92, 97, 102, 103, 154
Stonemist Island 33, 42, 90, 91, 120, 123
Strength 17, 18, 27, 30, 33, 45, 63, 64, 65, 80, 82, 113, 120, 136, 167, 168
Summersea 9, 39, 90, 91, 94, 95
Sunspire 87, 88
Swords of Sandragal 99, 100

T

Tactics Captain 45, 46

U

Urmayim Spring 88
Urr'gravu Arcside 10

W

Weapons 3, 18, 64, 66, 67, 68, 85, 125, 129, 150, 167
Whispering Way, The 102
Wildwood 3, 9, 10, 35, 44, 46, 63, 64, 71, 77, 89, 90, 96, 97, 98, 101, 102, 103, 104, 105, 107, 109, 110, 111, 112, 113, 114, 116, 118, 119, 120, 122, 123, 156, 160
Windcomb 86
Windloch 8, 33, 92, 95
Windsong Elves 10
Wisdom 17, 19, 28, 30, 31, 33, 42, 54, 73, 74, 80, 81, 82, 113, 114, 116, 120, 127, 128, 130, 132, 133, 138, 141, 142, 147, 148, 149, 162, 166, 171
Wizard 3, 33, 49, 50, 71, 79, 102



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Notes

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