

SAGE'S GUIDE TO VERNESTUS



HOME BREW

A sandy compendium of deserts and glory
for the world's greatest roleplaying game

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CHAPTER 1: RACES OF VERNESTUS

Of a land forged with machines and covered in and endless sea of sand, the Crown of Vernestus is a kingdom occupied by unique and exotic inhabitants. Some of these races may be found outside the realm of Vernestus and across the multiverse of Dungeons & Dragons, but are quite at home within the Crown. Rich cultures of a multitude of races from the present and past toil across the land. As a player character, you get the chance to embody a member of these peoples. See chapter 2 of the *Player's Handbook* and chapter 2 of *Volo's Guide to Monsters* for more race options when you are creating a character. This chapter also provides details about the races found in those books in regards to their unique roles in Vernestus.

If you're a player, consult with your DM before using any of the newly introduced races found in this chapter, especially if you are playing in a setting other than Vernestus. These races may not be present in all worlds, and a DM ultimately has creative control over the races that exist in their setting. It takes a significant amount of effort to incorporate a rich backstory and history of a race into a preexisting campaign. Your DM may allow you to use one of these races or they may modify it in some way.

The following races are detailed in this chapter:

- Bots** are constructed creatures dating back to before the creation of Vernestus. Certain tinkers have been able to create their own bots to do their bidding.
- Cragfar** are a race of warmongers originating from the Plane of Earth. They have the ability to meld their feet with stone and walk along cliffs.
- Cyborgs** are amalgamations of organic beings and bots, a feat made possible by a blessing from the construct god known as the Union.
- Dragonborn** are mighty travelers from the Plane of Air. They are popular amongst the people of Vernestus for their oddities and mercantilism.
- Dwarves** are hardy, pragmatic folk that value their clan's name above all else. The largest businesses in Vernestus are run by competing clans of dwarves.
- Elves** are exotic creatures from the Fey Reflection. Although they rarely settle in Vernestus, elves influence the Material Plane from their eternal thrones.
- Genasi** are denizens of the elemental planes. Genasi use their elemental powers to reshape the deserts of Vernestus to suit their needs.
- Gnomes** are the shortest people of Vernestus. What they lack in physique they make up for with intellect. Rock gnomes paved the way for the rise of technology, coinciding with the start of the Second Era of Vernestus.
- Halflings** are happy-go-lucky valley dwellers that are notoriously lucky. Unnoticed by the Crown, halflings blissfully live out their days without a worry in the world.
- Humans** are indigenous to Vernestus and have lived in the area for centuries. They form close connections with the spirits of the land.
- Kenku** are wily birdfolk from the Plane of Air. Kenku are known for their cunning, skillfulness, and loyalty. They can be found trolling about city centers or Vernestus' deep overgrowth.

Orcs came from a faraway land when Vernestus' ocean turned to desert. Orcs commonly sell themselves as mercenaries in order to make a living, as they are well suited for combat.

Sundrians are desert dwelling cactusfolk with a bad reputation of piracy. Sundrians have a wide array of adaptations that let them overcome the harsh desert environment.

Tieflings are nefarious nomads from throughout the world of Jeevalla. Unaccustomed to the Crown, tieflings traveling throughout Vernestus are often up to no good.

Tritons are somber natives of the Plane of Water. Plagued by a demon of undeath, tritons are forever in the gloom of its dominion.

Undergolems are natives of the Plane of Earth who live solitary lives underground. The most important part of an undergolem's life is learning of their duty.

HEIGHT AND WEIGHT

You may roll for your character's height and weight on the Random Height and Weight table for any races that are introduced in this chapter. The roll in the Height Modifier column adds a number (in inches) to the character's base height. To get a weight, multiply the number you rolled for height by the roll in the Weight Modifier column and add the result (in pounds) to the base weight.

RANDOM HEIGHT AND WEIGHT

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Bot, chrone	5'4"	+1d8	105 lb.	x (2d4) lb.
Bot, ibakyubakog	3'8"	+2d4	100 lb.	x (1d4) lb.
Bot, warforged	5'8"	+1d12	340 lb.	x (1d4) lb.
Cragfar, gem	4'8"	+2d4	160 lb.	x (1d8) lb.
Cragfar, nomad	4'8"	+2d4	140 lb.	x (1d8) lb.
Sundrian	4'8"	+2d10	110 lb.	x (2d4) lb.
Undergolem	7'6"	+2d6	750 lb.	x (2d6) lb.

BOT

"Ready! Aim! F—"

Bang!

"I got 'im, cap'n."

-Killbot, *How I Killed at Powderkeg Lake*

Bots are creatures unlike any others present in Vernestus. They are constructs with the sentience of any organic race, but have the benefit of lacking squishy organs and breakable bones. Bots can be anything ranging from renowned poets to fearsome warriors, effectively able to do anything any other race can, and sometimes better. Although bots aren't alive in the literal sense, they possess free will and ambition, and just maybe have souls of their own.

MUTINY OF METAL

The introduction of bots to Vernestus has forever changed the country's social make-up and politics. Bots are able to perform certain tasks better than others because they can work without rest and without valuable food and fresh water. One tricky gnome took advantage of this fact and has forever left his mark on history.

Tom Gillycrest, a rock gnome, was known for being the inventor of the firearm. Shunned by luddite forest gnomes, the idea of power granted by firearms became popular amongst the rock gnomes, and word spread like wildfire. In time, nearly every rock gnome was tinkering with firearms, and it wasn't long before they sent each and every luddite forest gnome running for the hills. Gillycrest was pleased with his success, and his mind became corrupted with delusions of grandeur. He set to work, and after many years of hard work, the first prototype warforged were built.

The decades that followed became known as the Gnomish War of Establishment, as warforged were mass produced by rock gnomes and they asserted their dominance over the other races that paid them little attention before. The warforged easily trampled over the fleshy races, and gnomes were finally given a coveted seat on the world stage.

BEFORE THE WAR

Of course, Tom Gillycrest had to come up with the idea of the warforged from somewhere. He based his inventions off of the bots that already existed in Vernestus. First, there were the chrones; amicable clock-faced bots with a penchant for chitchat. Chrones, friendly as they are, often found themselves taking on leadership positions and were beloved by their followers. Secondly, there were the ibakyubakogs, childlike bots that used to be toys in a former life. Ibakyubakogs are formed from a number of blocky, geometrical structures, with vague analogues of a head, torso, limbs, and a face of sorts. No two ibakyubakogs look quite the same, even if they have the same fundamental shapes, due to differences in locations of joint attachments, extra structures orbiting their bodies, or color.



WEAR AND TEAR

Bots are awakened golems created by skilled golemancers, or, in the case of warforged, a mix of golemancy and tinkering. Because bots aren't made from flesh, they aren't constrained in their years like the fleshy races are. As long as a bot can find someone to repair them, they can effectively live forever. Another benefit to being a bot is that they can replace parts of themselves that are broken beyond repair. Indeed, bots can even replace parts of themselves for aesthetic purposes and customize their bodies to their liking.

BOT NAMES

Bots, unlike other races, don't possess typical families, and thus have unique naming structures. The way that a bot is named, or chooses a name, also depends on the type of bot.

Upon being constructed, chrones are aware enough to know their likes and dislikes, and begin developing ambitions and life goals. Infant chrones choose a name in line with their goals.

Ibakyubakogs that were passed down by an angel may have been given a name by their owner in the Celestial language. Constructed ibakyubakogs may also take a Celestial name, adopt a word or phrase resembling a certain virtue as their name, or use the name of a human deity.

Warforged may be given a nickname by their creator or by a companion. Their name reflects the reason why they were built or a particular accomplishment of theirs.

Chrones Names: Copperleg, Finder, Firespell, Gooddoctor, Hunter, Ironsmith, Lightsout, Mindtrick, Noblejudge, Pickpocket, Punctuality, Smartwrite, Whitefaith

Ibakyubakog Celestial Names: Aster, Azazel, Baro, Gul, Krahmiel, Laralim, Lazarus, Mazgzagel, Ophadim, Quiriel, Sarsazi, Seraph, Tohammanah, Vigil

Ibakyubakog "Virtue" Names: Dissonance, Grace, Hearth and Home, Hymn, I Stand Among, Karma, Order, Piety, Prudence, Sunder, Tact, Tenacity, Utter the Truth

Warforged Nicknames: Altar, Arbiter, Banner, Bull, Cannon, Chief, Conqueror, Delta, Donkey, Flagship, Galley, Honcho, Mer, Mother, Packer, Pierce, Pulley, Quilt, Rebel, Reel, Rigger, Scout, Shaman, Snake, Steel, Thirteen, Trek, Treads, Trover, Viking



BOT TRAITS

With bodies vastly unlike those of other races, bots can come in a wild variety of shapes and forms. You do, however, have certain traits in common with all others of your kind.

Ability Score Increase. Your Constitution score increases by 1.

Age. Bots are constructed as adults, and do not age like other races. Bots can viably live forever with proper maintenance, but can live to be around 50 years without regular upkeep.

Alignment. Typically constructed for a purpose, bots tend to be lawfully aligned. Defected bots or those constructed for nefarious deeds may have different alignments, however.

Size. Bots come in a wide variety of shapes and sizes depending on their model. If you are a chrone or warforged bot, your size is Medium. If you are an ibakyubakog bot, your size is Small.

Speed. Your base walking speed is 30 feet.

Construct Nature. You are immune to poison damage and you automatically succeed on saving throws against disease. Additionally, you do not need to breathe, eat, or drink, but you may do so if you wish.

Languages. You can speak, read, and write Common and Digit, the language of constructs.

Subrace. Depending on how you came into the world, you likely fall into one of three constructed subraces: chrones, ibakyubakogs, or warforged. Choose one of these subraces.

CHRONES

Chrones are one of several construct subraces dotting the Crown of Vernestus. Extroverted, hospitable, and happy-go-lucky, chrones make ideal companions, as they do officials, nobles, adventurers, and leaders. Like clockwork, chrones effortlessly chisel away at everyday tasks — work made easy with heritage drawing all the way back to quite literal cogs in a machine.

In an event that marked the beginning of the Second Era, also known as the Era of Constructs, large pieces of the RG2 were torn from its body and discarded into the Material Plane by the trickster god Lok. Where the pieces of RG2 fell, they mingled with the life found there, and produced the first chrones that possessed souls. To the present day, most chrones are devoutly religious towards RG2 and protect these sites as holy grounds and as the ancestral land of their people.

Many chrones exhibit a runaway curiosity. They are quick to make friends so they can learn of others' family and talents. Chrones often have niche hobbies such as pigeon breeding, fern collecting, or training as mediums so they can sate their curiosity of the world.

Ability Score Increase. Your Charisma score increases by 1.

Natural Administrator. You gain proficiency with one of the following skills of your choice: History, Insight, Performance, and Persuasion.

Timekeeper. You always know the precise time of day on your current plane of existence.

Vigilant. When you would fall asleep, you remain aware of your surroundings. You appear inert but you aren't rendered unconscious.

IBAKYUBAKOG

From a distance, they look more like a shambling form of shapes than people with rich personalities and a fondness of others. Ibakyubakogs are the discarded childhood toys of angels living within the RG2. As their guardianship becomes unnecessary, they are let free into the Material Plane to find a life of their own and carve their own path through the sandy deserts within.

Now, they've established their own societies, mainly within the boggy swamps of Vernestus' interior. The ramshackle town of the Lost Toy Chest is where most ibakyubakogs call home; a strange place on the fringes of becoming a myth.

Ibakyubakogs have natural healing abilities. This makes them excellent caregivers, especially for tending to children, as although they are bots, they aren't very foreboding.

Ability Score Increase. Your Wisdom score increases by 1.

Celestial. You can speak, read, and write Celestial.

Holy Guardian. Your people were built as guardians, and as such you are equipped to deal with life threatening emergencies. As an action, you can summon a number of healing orbs equal to your Wisdom modifier (minimum of 1), which orbit around you. As a bonus action, you can channel the magic from an orb, causing a creature of your choice within 5 feet of you to regain $1d4 + 1$ hit points. After channeling an orb, it is destroyed. Any unused orbs vanish after 1 minute. Your healing orbs have no effect on constructs or undead.

Once you use this feature, you can't do so again until you finish a short or long rest.

Youthful Link. You have advantage on any ability checks using Charisma to interact socially with humanoids that haven't reached maturity.

WARFORGED

Flared with elegant gnomish motifs and armed with the mightiest of weapons, warforged are well deserved of their namesake. Crafted by rock gnomes, the warforged were essential in the gnomish power grab known as the War of Establishment. Since then, this synthetic race has reaped the benefits of gnomish ingenuity and have developed as a culture and society of their own. Bereft of their original soldier roles, many warforged have become laborers or mercenaries to make a living.

Ability Score Increase. Your Strength score increases by 1.

Integrated Weapon. Choose a weapon that lacks the two-handed property. You are proficient with the weapon you choose, and it is integrated into either your left or right hand. You can use a bonus action on your turn to transform your hand into the weapon or the weapon back into your hand.

Weapon of War. When you reduce a hostile creature to 0 hit points with a weapon attack on your turn, you can make an additional weapon attack as part of the same action.

Once you use this feature, you can't do so again until you finish a long rest.





CRAGFAR

Hum drum, hum drum —

This is how the cragfar run.

—Hanadi the Songstress, *Children of the Desert*

Hearty screams can be heard as droves of cragfar leap from atop mile high cliffs, plunging into battle from above. Hundreds of warriors open their makeshift wings and circle like vultures while hurling spears at the enemy below. Cragfar are a people imbued with the magic of elemental earth, making them naturally rugged and ready for war.

ELEMENTAL NATIVES

Cragfar originated in the Sheets of Tectonica – manifestations of the wealth of magic found on the elemental Plane of Earth. The Sheets of Tectonica are boundless vertical cliffs with a slew of dangers found nowhere else, but the most prevalent is the risk of falling. Nevertheless, cragfar are masterfully adapted to deal with these unusual conditions.

The main advantage that a cragfar possesses is their ability to glide along vertical surfaces made of stone, referred to as "stonewalking." Such an ability allows for a cragfar to treat a cliffside as solid ground, as long as they never detach their feet from the stone. In regards to falling, many cragfar adorn themselves with makeshift gliders fashioned out of rope and feathers. A skilled cragfar can maneuver their body back towards the cliff in time with the use of a glider to prevent any injuries.

Resources are sparse amongst the Sheets of Tectonica, forcing cragfar living there to use what little resources they do have sparingly. Objects such as the bones of the dead and inedible food parts are turned into clothing and tools. The Sheets of Tectonica are unable to support plant life, so cragfar must eat items such as fungi and insects as staples to survive.

FEDERATED ENCLAVES

Cragfar civilization is organized into two levels, those being the enclave and the federation. Enclaves are equivalent in size to small towns, each having a specialization of their own, such as smithing, training mounts, clothing production, or holding administrative positions. Enclaves act as organs to a federation, the overarching tribe, drawing on the unique resources provided by each enclave. Banded together, federations hold a fearsome amount of power due to the efficiency of the system and the might of the cragfar.

ENCLAVE MOTIFS

As part of cragfar culture, individuals will adorn their bodies with dyes according to the style of their enclave. The particular designs depend on the history and specialty of the enclave. You can use the Enclave Motifs table to determine a motif for your cragfar character.

ENCLAVE MOTIFS

d8 Enclave Motif

- 1 **Charm.** You are covered in simple, charming shapes painted in bright colors.
- 2 **Conformity.** You were raised amongst members of another race. Your markings relate to a foreign culture, if you have any markings at all.
- 3 **Cunning.** Your enclave emphasizes mental acuity. Your head is adorned in complex purple and pink markings to resemble your intellect.
- 4 **Elegance.** You have markings of shimmering silver or white lines and circles that lack any unnecessary complexity.
- 5 **Glamour.** You are covered in brightly colored, flashy markings that easily draw the attention of others.
- 6 **Might.** Streaked with war markings of black and red, your enclave focuses on martial superiority.
- 7 **Obscurity.** With dusky browns and sandy oranges, your enclave's markings are perfect for blending into your natural environment.
- 8 **Tradition.** You are adorned with traditional tribal markings and are covered in baubles made of feathers and bones.

Cragfar Names

A cragfar has a name given to them at birth by their elders, typically containing unique and harsh sounding syllables. A cragfar also has an enclave name, which functions as a surname, and has some meaning in the Terran language. All cragfar of a given enclave share the same enclave name.

Male Names: Aharaka, Jrort, Lithor, Maekra, Mortow, Omis, Oztu, Portrek, Qagar, Rubra, Scarazzi, Tok, Zedfarde, Zokkolo

Female Names: Absihot, Daesik, Fenike, Gomisi, Kemo, Larken, Linekin, Mik'atao, Myrkett, Pinia, Quee, Volkiki, Zayas

Enclave Names: Astilliakka (Starseer), Dyawajak (Strongleader), Errifin'wan (Wayfarer), Liarrayan (Proudwarrior), Nana'u'ryxal (Scorpionrider), Ryanar (Gemscout), Xr'akul (Spearmaster)

Cragfar Traits

Your cragfar character has intrinsic abilities that allow them to live in barren, rocky enclaves.

Ability Score Increase. Your Strength score increases by 2.

Age. A cragfar reaches physical maturity around the age of 40, and the eldest of cragfar can live to be 400 years old.

Alignment. Due to the hierarchical structure of cragfar society, cragfar are almost always lawful. Discipline and obedience are core values instilled in cragfar as infants and maintained as tenets in the military and elsewhere.

Size. Cragfar typically stand slightly taller than 5 feet, rivaling the height of dwarves. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Stonewalk. You can move up, down, and across vertical surfaces and ceilings made of stone while leaving your hands free. The bottoms of your feet must be exposed to use this ability.

Sturdy. As a reaction to being forcibly moved by an attack or spell, you can brace yourself and remain in place. Once you use this ability, you can't do so again until you finish a long rest.

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

Subrace. Likely depending on your place of birth, you belong to one of two subraces of cragfar: gem cragfar or nomad cragfar. Choose one of these subraces.

GEM CRAGFAR (DUSKRINDE)

The duskrinde are renowned for their warmongering nature and unfathomable brutishness. They are greatly in tune with the elemental power of earth, lending their might to this connection.

Duskrindes often have dusky gray or black skin. Additionally, the hair, shoulders, and arms of a duskrinde are covered in gems. These gems grow along with the duskrinde, meaning that elderly duskrindes that have retained their gems naturally amass a collection of wealth.

Ability Score Increase. Your Constitution score increases by 1.

Brawn. When you make an attack roll with a simple or improvised melee weapon, you can choose to add 1d6 to the attack roll. You can wait until after you make the attack roll before deciding, but you must decide before the DM says whether the attack hits or not. On a hit, you deal an extra 1d6 damage.

You can use this ability a number of times equal to your Strength modifier (minimum of 1), and regain all expended uses of this ability when you finish a long rest.

Duskrinde Weapon Training. You have proficiency with improvised weapons.

Stone Studded. Your body is covered in 4d6 precious stones, each worth 5 gp. Once a stone is removed, it doesn't regrow.

NOMAD CRAGFAR (NETTERINDE)

Netterindes exist in the deserts of the Material Plane, treating the duskrindes of the Plane of Earth as distant ancestors. Federations consisting of netterindes have foggier boundaries than those of their brethren, although netterindes tend to have closely knit enclaves that travel together as nomadic groups. These cragfar are able to sprint across vast expanses of deserts in the search of oases without risking exhaustion.

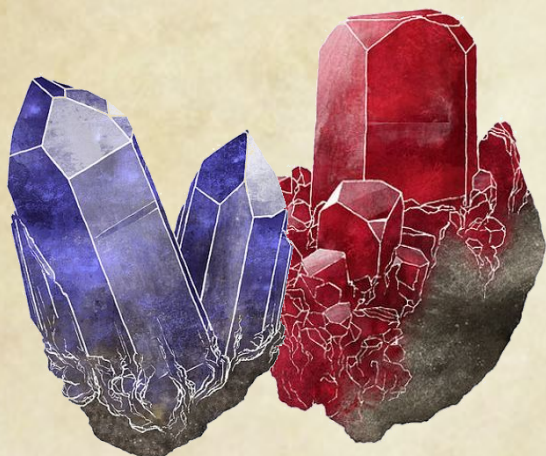
Netterindes have orange, yellow, and brown sandy colored skin, allowing them to blend in with the desert around them. As they are native to the Material Plane, they are able to harvest greater amounts of resources than those that are found in the Sheets of Tectonica. Netterindes often enjoy adorning themselves with jewelry, trinkets, and fine clothing when given the chance.

Ability Score Increase. Your Wisdom score increases by 1.

Desert Stride. While you are standing on sand, you can use a bonus action to cause the sand to propel you up to 10 feet in any direction.

Endurance Runner. Your base walking speed increases to 35 feet. Additionally, you can travel for 12 hours in a day before risking exhaustion.

Nomadic. You gain proficiency with two of the following skills of your choice: Athletics, Nature, Perception, and Survival.



CYBORG

The old bird perched atop the tile rooftop, fighting off the shivers with a heavy winter blanket. He trained his rifle through the villa window, where he saw the shadowy silhouette of Moyle. Ignoring the sights of the firearm, the aperture of his eye fluttered until his target came into focus. The old bird clicked back the safety and pulled the trigger. "SKREEEEEE!"

Overjoyed at his success, he disappeared screeching into the night.

-Ruffle the Kenku, *Fable of the Screecher*

By the likes of a mad wizard, divine blessing, or elemental fusion, cyborgs arise when a fleshy race is stitched together with the parts of a construct. Although the ability of these two mediums of life to work together may seem dubious, they do in fact hold water thanks to the blessing of the RG2 upon all of sentient organic life. Cyborgs often have a difficult time finding their way in life, as they are split between two disparate and contrasting worlds.

DIVINE UNION

Cyborgs as they appear in modern culture are staples of science fiction and futuristic settings. In the fantasy setting of Vernestus, cyborgs are the result of a blessing from the god of the constructs, RG2, in an act known as the Union.

Union, in the eyes of constructs, was an act of appreciation bestowed upon the organic beings from RG2. RG2 took notice of how sentient organic beings acted and contextualized themselves in the scene of the universe, and admired their tenacity. Union allowed these beings to merge with constructs, creating hybrids known as cyborgs. Cyborgs share the strengths of both their original race and constructs, while carrying little or no downsides of either half. Cyborgs are hardy and resilient to the elements while also retaining what makes their original race unique.

COMPANY WITH MISFITS

Some cyborgs aren't able to fit in with any particular society, instead existing in a dichotomous state between their base race and bots. They have chosen to become cyborgs because they feel as though they should have been bots all along. These misfit cyborgs form groups of their own out of solidarity for their shared anguish.



THE CY-HEARTH GUILD

The Cy-Hearth Guild is an organization composed of cyborg artisans that operates throughout the Crown. At guild locations, one can find rows of artisans that specialize in nearly any craft imaginable. If your party needs assistance on an obscure topic, such as training to craft masterwork firearms or deciphering the occult musings of a long forgotten devil lord, consider visiting the Cy-Hearth Guild.

COMPLICATIONS

Cyborgs are inherently complicated beings — fusions of two disparate lifeforms, flesh and metal, jury rigged together into a single body. Although it is uncommon, a cyborg may suffer from a complication that originates from their contrasting body types. A complication may be benign, or possibly life threateningly serious if left unchecked. You can use the Cyborg Complications table to determine a complication for your cyborg character.

CYBORG COMPLICATIONS

d6 Complication

- 1 Your organic and construct halves have different personalities, each taking control on alternating days.
- 2 Your bot components randomly shock nearby objects.
- 3 You have a loose valve that leaks a bodily fluid unless it is meticulously maintained.
- 4 You suffer chronic pain at the boundaries between your flesh and your bot parts.
- 5 You don't experience one or more emotions.
- 6 Your appearance is scary or grotesque to non-bots.

MAKING A CYBORG CHARACTER

The cyborg subrace can be applied to any race that has a subrace, and replaces the race's existing subrace options. Additionally, you can apply this new subrace to a race without subrace options using the modification options provided below. Cyborgs typically have names in accordance with their base race.

RACIAL ADJUSTMENTS

For races that don't have subrace options, taking on the cyborg subrace means making changes to your character's base traits, as follows.

Dragonborn Cyborg. If you want to play a dragonborn cyborg, modify the dragonborn's Ability Score Increase to the following: Your Strength and Charisma scores each increase by 1. You also lose your Damage Resistance feature.

Half-Elf Cyborg. If you want to play a half-elf cyborg, modify the half-elf's Ability Score Increase to the following: Two ability scores of your choice increase by 1. You also lose your Skill Versatility feature.

Half-Orc Cyborg. If you want to play a half-orc cyborg, modify the half-orc's Ability Score Increase to the following: Your Strength and Constitution scores each increase by 1. You also lose your Menacing feature.

Human Cyborg. If you want to play a human cyborg, modify the human's Ability Score Increase to the following: Two different ability scores of your choice increase by 1.

Kenku Cyborg. If you want to play a kenku cyborg, modify the kenku's Ability Score Increase to the following: Your Dexterity and Wisdom scores each increase by 1. You also lose your Kenku Training feature.

Sundrian Cyborg. If you want to play a sundrian cyborg, modify the sundrian's Ability Score Increase to the following: Your Dexterity and Constitution scores each increase by 1. You also lose your Heat Tolerance feature.

Tiefling Cyborg. If you want to play a tiefling cyborg, modify the tiefling's Ability Score Increase to the following: Your Intelligence and Charisma scores each increase by 1. You also lose your Hellish Resistance feature.

Triton Cyborg. If you want to play a triton cyborg, modify the triton's Ability Score Increase to the following: Your Constitution score increases by 1, and your choice of your Strength or your Charisma score increases by 1. You also lose your Guardians of the Depths feature.

Undergolem Cyborg. If you want to play an undergolem cyborg, modify the undergolem's Ability Score Increase to the following: Your Strength and Wisdom scores each increase by 1. You also lose your Touch of Transmutation feature.

CYBORG TRAITS

Regardless of how you acquired your cyborg components, you share the following traits with all others of your kind.

Digit. You can speak, read, and write Digit.

Partial Construct. You have advantage on saving throws against poison and disease. Additionally, you do not need to eat or drink, although you may do so if you wish.

Skill Specialty. You gain proficiency in one skill of your choice. Your proficiency bonus is doubled for any ability check you make that uses this skill.





DRAGONBORN

"The oath I swore I shan't soon forget."

-Gambex the Unbridled, dragonborn paladin

In Vernestus, and indeed in most settings where dragonborn reign, the mighty beasts are symbols of majesty, strength, and passion. Although they aren't a people native to Vernestus, they are revered as oddities and welcomed with open arms.

WARDENS OF WIND

Dragonborn were created from the same elements as dragons from the Plane of Air. They revere Aus as their creator, and believe they were once dragons that were given a permanent humanoid form so they could mingle with civilization.

Common amongst dragonborn are virtues such as friendliness to outsiders, a curiosity of those unlike themselves, and mercantilism, which is a result of wishing to integrate themselves within the cities of others.

In fact, a great majority of the dragonborn residing in Vernestus live within the Capital Spire trading foreign spices, magical secrets, mesmerizing trinkets, fanciful clothing, and the like. Dragonborn items are so popular that well-to-do customers practically eat out of the hands of the outlandish merchants.

SOCIALLY UNATTACHED

Despite their raving popularity, dragonborn have a distinct, slightly off-putting reptilian mind that prevents them from fully meshing with the other races. They may have great success at stunning onlookers and selling their goods, but only rarely does a dragonborn form any meaningful, emotional relationship with those other than their kind.

Dragonborn living in the cities of Vernestus form inclusive communities of their own kin, which are somewhat reminiscent of the clans they once inhabited elsewhere. Family ties are strong in the dragonborn. They usually stay close with their relatives, working alongside each other and passing down wisdom to their younger family members.

VARIANT DRAGONBORN TRAITS

Not all of the Vernal dragonborn share traits strictly in common with the dragonborn described in the *Player's Handbook*. Since dragonborn in the setting of Vernestus come from the Plane of Air, they possess wings to navigate the endless streams of jet currents found there. When creating a dragonborn character, you can use the following traits instead.

Ability Score Increase. Your Strength score increases by 1, and your Charisma score increases by 2.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Breath of the Wind. You have large, draconic wings that act in response to wind. When you start your turn within an area of high wind or enter high wind on your turn (such as within the *wind wall* spell), you gain a flying speed of 50 feet until the end of that turn.

Additionally, your wings are excellent for gliding. When falling, you can move up to 2 feet horizontally for every 1 foot you descend, and you can subtract up to 100 feet from the fall when calculating fall damage as long as you aren't incapacitated.

Draconic Ancestry. You have a draconic ancestry. Choose one type of dragon from the Draconic Ancestry table, found on page 34 of the *Player's Handbook*. Your breath weapon and damage resistance are determined by the dragon type, as shown on the table.

Breath Weapon. You can use a bonus action on your turn to exhale destructive energy. Your draconic ancestry determines the size, shape, and damage type of the exhalation.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic ancestry. The DC for this saving throw equals 8 + your Charisma modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. You have resistance to the damage type associated with your draconic ancestry.

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

ONE DAY, DWARF FLAVOR TEXT WILL GO HERE



ONE DAY, ELF FLAVOR TEXT WILL GO HERE





GENASI

"From my abode to the edge of my vision, I see not but scars and tumbleweeds. I say, let the earth drink!"

Vardelle, water genasi wizard

Genasi are the most common folk that can be found throughout the Crown of Vernestus. They originated from the elemental chaos that bore the planes of existence, and the genasi continue to utilize their elemental ties to manipulate the Material Plane to their liking.

OUT OF THIS WORLD

Genasi are a people with ties to the four elemental planes: the Plane of Air, the Plane of Earth, the Plane of Fire, and the Plane of Water. Genasi are a people of their own in Vernestus, unlike some genasi of other Dungeons & Dragons settings where they are the offspring of genies. Legend says that the genasi, or some form of them, were in existence since the beginning of the universe when chaos gave way to the elemental planes. Genasi societies across the planes are as diverse as all other races combined. Despite their differences, each subrace of genasi are known for their determination and triumphant perseverance.

The genasi were the first people to form spellcasting into a science. The most sacred and powerful tomes of arcana were written by progenitor genasi that committed their sorcerous studies to written word. The genasi's long history of wizardry has engendered some of the mightiest wizards to have ever lived, such as Nos Sapphos, the fire genasi that turned the seas of Vernestus into empty desert by opening a gigantic portal to the Plane of Fire.

A PEOPLE UNITED

When the Material Plane was formed by the RG2 at the beginning of the First Era, the genasi were among the first peoples to settle its land. When they came across others, they made peace with gifts of magical items and the secrets to arcane spellcasting. Genasi are generally liked by members of the other races due to their generosity and investments. If a kingdom is starving, plagued by spies, or facing hardships, they can generally rely on the genasi to have their back.

CHANGING LANDSCAPES

Genasi explorers entered Vernestus some time after the beginning of the Second Era in order to take advantage of the unexplored land south of the mountains. Most had good intentions, but some, like Nos Sapphos, desired conquest. Nos Sapphos boiled the Vernal Sea away, creating the Desneran Desert, in order to create an environment more palatable to the fire genasi.

Vernestus' capital city, Capital Spire, is a marvel of genasi engineering. Capital Spire was once a hunk of the Real God Machine cast into the Material Plane. Each subrace of genasi made contributions to the site in order to make the spire habitable. The water genasi made a river flow down the spire, the earth genasi made a supporting pillar for the spire and built homes, the air genasi opened trade from the agricultural Plane of Air to the city, and the fire genasi built defenses and formed a garrison to protect the city.

VARIANT EARTH GENASI TRAITS

The statistics for the earth genasi presented in the *Elemental Evil Player's Companion* doesn't quite meet the power level of the other subraces. When creating a genasi character in Vernestus, you can use the following traits instead.

Ability Score Increase. Your Strength score increases by 1.

Earthen Resilience. When you take bludgeoning damage, you can use your reaction to gain resistance to that instance of damage.

You can use this trait a number of times equal to your Constitution modifier (minimum of once), and regain all expended uses when you complete a long rest.

Earth Walk. You can move across difficult terrain made of earth or stone without expending extra movement.

Will of Stone. You know the *mold earth* cantrip. Once you reach 3rd level, you can cast the *earth tremor* spell once with this trait as a 1st-level spell, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for these spells.

GNOME

"I walked into the Copper Pipe, and whaddaya know, that rotten Nogar was there and drunk and angry like usual. The big guy comes over and has the audacity to take my prosthetic arm and dangle it over my head and wouldya believe it he started demanding ransom money of me. Well, no problem I say, 'cause I pulled out my handy six shooter and after he dropped my arm I had him dancing out of the saloon like a whelp monk on the coals for the first time."

—Red Gogackle, *gnome trickster*

Once upon a time, gnomes lived deep within forests or far underground, going unnoticed and neglected by the people of the land. Since their victory in War of Establishment, a war brought upon by the gnomes to gain recognition, gnomes are some of the most powerful players in Vernestus.

ONCE FORGOTTEN

Before the modern times of Vernestus, the two subraces of gnomes, the forest gnomes and the rock gnomes, led very similar lives. Underestimated and shunned by the other races, the little gnomes had no land of their own and produced no goods that anyone cared about. They kept to themselves in undiscovered groves or shallow caves, tending to each other and their families and hoping that no prefecture or township would remove them from their homes.

Even according to gnomish myths, they were invisible to the gods. At a confluence of the breath of life Aus was exhaling into the universe and the surge of knowledge permeated by Mis, a hiccup occurred in a valley north of Vernestus. There, shrubs and stones in the valley became the first forest and rock gnomes. Created on accident, the unaccompanied gnomes fended for themselves, using their wits to eek out a ramshackle society in the shadows.

RISE TO POWER

The clandestine life of gnomes changed when a rock gnome by name of Tom Gillycrest invented the first firearm. Suddenly, the gnomes had an edge in combat that none others possessed. At the behest of his forest gnome detractors, Gillycrest went on to develop the warforged and soon plunged the whole of Vernestus into the Gnomish War of Establishment.

To some, Gillycrest is revered as a hero and idol. Rock gnomes, especially, enjoy the fruit of his labor as they have ascended to the ruling class. Warforged have Gillycrest to thank for their very existence, and many others strive to match his mechanical ingenuity. However, the majority of peoples cast a dark shadow on Gillycrest. In the War of Establishment, many thousands of humans were killed, reducing them to a small minority in Vernestus. The rule of genasi across the prefectures was dismantled and replaced by gnomes, and when they rallied in rebellion, the genasi and their allies were also slaughtered. Tensions after the war have since lessened, but an underlying resentment lingers in the minds of many. None resent the rock gnomes more, however, than the forest gnomes.



VARIANT ROCK GNOME TRAITS

Since rock gnomes are closely associated with the rise of technology in Vernestus, many are trained in the craft from a young age. If you are creating a rock gnome character in Vernestus, you can replace your Artificer's Lore trait with proficiency with an industrial weapon of your choice.

A GREAT DIVIDE

The first recipients of the rock gnomes power were the forest gnomes. The forest gnomes were defenders of their old way of life, having preferred to live simply in nature. The forest gnomes were the first to launch technological rebellions when firearms were being distributed amongst the rock gnomes, but they failed to evaluate the newfound strength of their kin, leaving many of them dead. Nowadays, luddite forest gnomes lead the ever growing contingency of those who oppose the widespread use of firearms and bots.

ONE DAY, HALFLING FLAVOR TEXT WILL GO HERE

HUMAN

"They watched upon me from the sky. I could feel each and every one of their gazes meet my face."
-Elder Orn, human shaman

Humans were the first inhabitants of Vernestus, existing for thousands of years before making contact with colonizers of the other races. Modern humans struggle to maintain their traditional identity amongst the swirling melting pot of Vernestus.

NATIVES OF THE VERN

Before Vernestus was transformed into a desert wasteland by Nos Sapphos, it was a dense jungle wedged between mountains to the north and a boundless sea to the south. This is the land, called the Vern, that humans called home for centuries. Remnants of the Vern jungle remain in the bayous of central Vernestus, where much of the human population of the kingdom can be found as well.

Humans had to withstand intense perils in order to survive in the Vern. A wrong step in the jungle could spell death, so the humans had to get crafty to stay alive. Ancient humans were very closely tied to the spirits found within and amongst the land, and could use them to navigate the dangers of the land. Adept shamans would routinely call upon nymphs, dryads, and the spirits of ancestors for guidance. Humans developed a method of spellcasting similar to the magic used by warlocks by drawing upon the power of these spirits and manipulating it into the form of spells. Due to their maintained historical and cultural contact with spirits, humans nowadays often use their knowledge to become necromancers or seers.

FOLLOWERS OF THE GIGA

Traditionally, humans have lived in accordance with the Giga. According to human shamans, each Giga was constructed by a separate deity as an avatar to enact their bidding on the mortal realm. Societies were led by oracles that would speak for the Giga. These warlocks would instruct the masses how to follow the will of the gods, and they were revered as chosen ones.

WANING IDENTITY

Since the end of the First Era, humans have been left to the wayside as the gnomes, genasi, and other races have come to occupy Vernestus. They have been displaced from their original land and forced to be incorporated into the mixing pot of the Second Era Vernestus culture. Humans living in the city centers of the Crown struggle to hold onto their ancestral practices.

The holdouts of human culture practice far away from populated areas of the Crown, such as the remnants of the Vern or the barren Badlands. Most of these vestiges are unwelcoming to visitors, for fear of losing what little they have left.

HUMAN DEITIES

Humans don't typically worship the pantheon of Jeevalla. They have their own traditional pantheon of gods that they devised before intermingling with the other races. Below are some of the most common human deities.

HUMAN DEITIES

Deity	Suggested Domains
Anubis, god of judgement	Grave, Death
Aphrodite, goddess of love	Light
Ares, god of war	War
Artemis, goddess of hunting	Life, Nature
Athena, goddess of wisdom	Knowledge, War
Dionysus, god of wine	Life
Hades, god of the underworld	Death
Imhotep, god of crafts	Forge
Loki, god of trickery	Trickery
Odin, god of knowledge	Knowledge
Poseidon, god of the seas	Tempest
Set, god of the desert	Tempest, Trickery
Thor, god of thunder	Tempest, War
Zeus, god of the sky	Tempest



WILD KENKU SUBRACE

In Vernestus, there are two subraces of kenku: the urban kenku and the wild kenku. The kenku described in *Volo's Guide to Monsters* perfectly portrays the urban kenku of cities such as Capital Spire. You can use the following traits for creating a wild kenku character, which replaces the kenku's Expert Forgery and Kenku Training traits. Wild kenku have gaudier plumage than their urban counterparts, which lets them stand out amongst the drab browns and greens of Vernestus' many swamps and deadlands.

Big Crop. You have an expansive crop which is useful for storing items. Your crop has a storage capacity of 1 cubic foot. You can consume items such as food or potions from your crop while keeping your hands free.

Natural Survivor. You gain proficiency in the Survival skill.

Tools of the Wild. You gain proficiency in one of the following artisan's tools of your choice: cartographer's tools, leatherworker's tools, potter's tools, weaver's tools, or woodcarver's tools. You add twice your proficiency bonus to any check you make with the chosen tools.

KENKU

"I told you the truth all those years ago, Rango. I am, in fact, a very bad bird."

-Sizzle, fiery kenku warlock

Vernal kenku are like their cousins in other settings in that they are the perfect conniving cutthroats, with their ability to mimic any sound they have heard. However, kenku living in Vernestus thrive in both the untamed wilds and in dense urban environments, making them effective generalists working throughout the land.

ANCESTORS OF AIR

Long ago, when humans were the only sentient creatures walking among the Material Plane, the kenku kingdom of Aetherin sprawled over the Plane of Air. Entire villages built out of lighter-than-air stone floated about on wispy clouds, steered by the jet currents of the plane. Aetherin, the mightiest kingdom to ever control territory in the Plane of Air, met its fate when the magical barriers opened the realm to the Material Plane. The kingdom was divided between expansionists and abstainers, and eventually fell to rebellion.

Today, nearly all kenku exist within the Material Plane, as their ancestors have since moved there and become adapted to the more moderate climate. They typically live in kenku-only communities, emulating flocks of birds.

FREEDOM OF THE BIRDS

Unlike in some settings that feature kenku, the kenku of Vernestus are not the subject of a horrid curse that hinders creativity or free-thinking. Vernal kenku can be as innovative as a member of any other race, and they aren't limited to mimicry when speaking. In fact, some of the brightest minds to be found in Vernestus are kenku, although they typically use their cunning for nefarious purposes.

SKILLFUL OPERATIVES

Kenku are naturally quick learners, and can pick up new skills with ease. Combined with their sense of loyalty to the flock, kenku make ideal followers for those in need of manpower. Although kenku are able to become master artisans, adventurers, and explorers, oftentimes they are found enacting the bidding of some ring leader as their minions.

Espionage is practiced by many ill-meaning kenku, especially those found in cities. Their dark plumage, keen eyes, and flawless mimicry allows them to sneak about and get away with crimes. In the merchant districts of Capital Spire, one can find a kenku spy for hire without much difficulty, as they are eager to sort out disputes in exchange for some shiny coin.



ONE DAY, ORC FLAVOR TEXT WILL GO HERE





SUNDRIAN

"Ouch!" yelped Melnspur. "You said it wouldn't hurt!"

"You misheard me," said Mr. Jarum. "I said that it definitely would hurt. Now sit still, there's three more to go." With a rather unscrupulous jerk, Mr. Jarum ripped another spine out of the squire's arm.

"Aaach!"

-E.L Gardurman, *Tales from the Penultimate Sunset*

A thunderous creak is heard in the desert, as if a gargantuan, decrepit door is closing. It's the sound of a sundrian pirate ship cresting over a sandy dune, heavy with the weight of a bounty of gold. Sundrians are natives to the deserts surrounding Vernestus who look towards the sand blowing in the wind to direct them in their nomadic ways.

TRICKSTER ORIGINS

Sundrian culture contains close ties the Aus, the goddess of wisdom, life, and nature. Naturally, this is the case, because sundrians look and act like cactuses. The desert dwelling race are excellent at retaining water, they live in harsh environments, they grow thorns, and they produce seedlings. Thus, many sundrians worship Aus, the mother of plants, as their patron deity. However, sundrians shun the actual origins of their race, as their beginnings sit unwell in the minds of other races.

As the myth goes, Lok, the god of trickery and troublemaking, had grown bored of his usual antics of teasing mortals and prodding at the other gods. He looked down upon the material realm and saw all the feats of the creations of the deities. RG2 had solidified the planet in place, Aus had created the plants and wild animals, Mis had breathed sentience and magic into the world, and Lok had only contributed contrived chaos. Wanting to make his own mark on the world, he surveyed the land for the only place that was left untouched by the other deities. Finally, he settled on the desert, and he created the sundrians to spread throughout the world and cause chaos in his name. When the Vernal Sea boiled away, the sundrians crossed the newly created desert into the vulnerable underbelly of Vernestus.

The period of time that followed became known as the Desert Rumble. All establishments bordering the desert were plagued by the sundrian immigrants. The Rumble was brief however, as the sundrians were weak compared to the other races of the time. The sundrians were defeated, and went about their nomadic lifestyles in the desert.

MERCHANTS AND PLUNDERERS

There exists an old saying among the people of bordertowns along the Desneran desert. "When a sundrian isn't plundering, they're selling the goods they plundered." One would be lucky to travel through the desert without spotting a sundrian pirate barge, and even luckier to pass such a vessel with all of their belongings still on their person.

It is no more than a stereotype that sundrians suffer that most of them are cutthroat pirates waiting for an opportunity to steal your items. In fact, many are humble merchants that fairly trade in exotic wares.

BLOOMING FLOWERS

The greatest distinguishing factor between sundrians is the impressive floral displays atop their heads. Up until the age of maturity, the flowers remain as unopened green buds. The blooming of one's flower is a celebrated day in the life of a sundrian, an occasion of higher importance than one's birthday.

In some sundrian cultures, younglings prepare for their blooming in a coming of age ceremony known as the Match of the Flower. Participants drink potions of blooming and engage in wrestling competitions, with the victor being rewarded with a handsome sum of coin and land to call their own.

SUNDRIAN PERSONALITY

Having been created by a god of pranks and tricks, it is no wonder that many sundrians retain an innate quirkiness, regardless of their lifestyle. You can use the Sundrian Quirks table to determine a quirk for your sundrian character.

SUNDRIAN QUIRKS

d8 Quirk

- 1 You eagerly take on quests, no matter how small the reward is.
- 2 You use mirages and illusions to get away with theft.
- 3 You suffer from a case of wanderlust and must ceaselessly explore the unknown.
- 4 You meticulously sharpen your thorns and hate when they become blunt.
- 5 You always rely on the same, dusty old weapon.
- 6 You seek out meals that are spicier and more exotic than your last.
- 7 You undeniably love the feeling of soft sand between your toes.
- 8 You always radiate happiness, even in the most dire of situations.

SUNDRIAN NAMES

Sundrians are an androgynous race, and thus lack gender specific names. Names are chosen from the sundrian's unique dialect of Primordial, and are often conserved within families. Family names are typically derived from the occupations of the family's ancestors.

Sundrian Names: Agalder, Bathanai, Desnera, Fel, Gorelda, Grith, K'nithka, Nethai, Ragdid, Rampark, Themien, W'nartan, Yelod, Yembora, Yugdeth, Zeke

Family Names: Baloranegdi (Bigflower), Degdark'neld (Clotheseller), Kontarzekper (Cointaker), Prickelamanai (Thornwrestler), Yarheldbarnem (Dunecrester)

SUNDRIAN TRAITS

Born from the drifting winds of the desert, you share certain traits in common with all other sundrians.

Ability Score Increase. Your Dexterity, Constitution, and Intelligence scores each increase by 1.

Age. Sundrians are considered to reach maturity by the age of 8, when they sprout flowers from atop their heads. The eldest of sundrians can live to almost 200 years of age, but usually live to be around 100.

Alignment. Bereaved by other races, sundrians struggle to see the wellbeing in the world, and are thus rarely good aligned. Sundrians meander through the desert, literally going with the flow of the wind, and driving many sundrians towards neutrality. Between pirate marauders and vigilantes, all alignments can be found amongst the sundrians, however.

Size. Sundrians stand as tall as humans, but are often more physically imposing. Your size is Medium.

Speed Your base walking speed is 30 feet.

Desert Training. You have proficiency with land vehicles and two weapons of your choice.

Dune Rider. You have advantage on all Dexterity saving throws and Dexterity (Acrobatics) checks made to resist falling prone.

Heat Tolerance. You have resistance to fire damage.

Mirage. You can cast *silent image* once with this trait without requiring material components. Once you cast *silent image* in this way, you can't do so again until you finish a long rest. Constitution is your spellcasting ability for this spell.

Spines. You deal piercing damage equal to half your Constitution modifier, rounded up (minimum of 1) when you grapple a creature or when another creature grapples you.

Languages. You can speak, read, and write Common, Auran, and Terran. In normal speech, sundrians speak their own dialect of Primordial, a mix between Auran and Terran.



ONE DAY, TIEFLING FLAVOR TEXT WILL GO HERE



VARIANT TRITON TRAITS

Since the triton of Vernestus are always near the grasp of death, many develop their spellcasting talents from a young age to stay healthy. When you make a triton character, you can choose to have the following trait, which replaces your Control Air and Water trait.

Clerical Magic. You can cast *false life* with this trait as a 1st-level spell. Starting at 3rd level, you can cast *lesser restoration* with it, and starting at 5th level, you can cast *feign death* with it. Once you cast a spell with this trait, you can't do so again until you finish a long rest. Charisma is your spellcasting ability for these spells.

TRITON

"Some holy water will do, yeah. But bring a trident just to be safe."

-Lady Telyarn, *triton gravekeeper*

Tritons are valiant folk hailing from the Plane of Water where they scrounge a living at the depths of the endless ocean. Life is bleak, especially since the tritons live in the shroud of the demon Xoen the Deepest.

DEATH FROM BELOW

In the olden days of the First Era of Vernestus, the tritons lived in the vast Vernal Sea, where they flourished alongside innumerable species of marine life. They considered themselves protectors of the ocean's bounty, thwarting any evil doers that tried to exploit the rich resources of the sea. When the sea dried, however, the displaced tritons were forced to find a new home.

Nowadays, tritons live on the sea floor on the Plane of Water in sprawling underwater cities. In Vernestus, they are a solemn people. Death constantly looms over the head of the tritons, as somewhere beneath the sea floor is the domain of a demon of cosmic power, known as Xoen the Deepest. The triton's proximity to Xoen has direct effects on their lives. Triton infirmaries are consistently full, as they are quick to catch disease, and even the fittest of their warriors become gaunt and blackened. The dead need constant tending, lest they rise again as zombies or skeletons.

To stave off the grasp of death from the evil demon, most tritons train as monks or clerics. By praying to Aus and training the body, tritons can sustain themselves within the aura of Xoen far longer than they would be able to otherwise.

CLERICAL GUIDANCE

In the city of Capital Spire, tritons typically make a living by dispensing clerical guidance to those who seek it. Tritons fill the roles of priests and priestesses, fortune tellers, gravekeepers, consultants, and all other manners of religious professions. Tritons may only stay within the city for part of the year and switch out with a triton living in the Plane of Water to give them a respite from the gloom. Oftentimes these tritons make themselves available to adventurers as healers in exchange for coin.

DISTRUST OF THE CROWN

When dealing with the triton, the Crown of Vernestus treats the fishfolk with scrutiny and distrust. Rumors and prejudice have cemented the triton in the minds of the Crown as being spoiled with undeath. Those tritons practicing their crafts within city walls are often faced with a litany of fines, accusations, and limiting stipulations. Needless to say, this has lead many tritons to reflexively dislike the rulers of the Crown.

UNDERGOLEM

Down below, where trust is spread thin

Ire, gore, and misanthropy win.

Through the gloom, I see the rock to my church.

A guiding hand for which I search.

This is the undergolem.

-Tim Gusparkle, *The Ballad of Below*

Somewhere, connecting the overgrown grottoes beneath the soil, is an unseen and unheard people known as the undergolems. Reclusive and ancient, undergolems are complacent to never venture forth to the surface, and remain in their bleak and dark domain. That is, until an undergolem is bestowed with their duty, a right every undergolem must face upon reaching adulthood. Undergolems are elementals tied to the literal earth of Vernestus, originating from the ground centuries before others settled the area.

TWILIGHT CAVES

Undergolems, known as the "gaana-ib" in Terran, are hulking creatures that would normally tower over most of the races across the Dungeons & Dragons multiverse if not for the fact that they live secluded lives under the ground. Upon reaching the age of maturity, a budding undergolem seeks their own path in life by departing from their familial home and settling in a new cave where they will spend a life of hermitage.

The day to day routines of a typical undergolem is simple, and often includes meditation and tending to fungal gardens. Many members of the race belong to an order of monks or a circle of druids, and pass time by quietly serving their customs.

Undergolems are at home surrounded by rocky caverns and spiny stalagmites, and have adapted to the subterranean environment. Only rarely will an undergolem seek company with other humanoids, and such engagements are usually only to produce offspring. However, if one who is lost happens to stumble across the dwelling of an undergolem, they are notoriously hospitable and willing to help, albeit with some form of compensation.

Many undergolems keep animal companions to pass the sunless days with company, as life underground can get quite lonely.

AWAITING DUTY

The most important and sacred part of an undergolem's life is achieving their "gaana," or "duty" as it's known in Common. For many undergolems, their duty comes to them in a dream sometime after they reach maturity, although it may manifest in many ways. Once a duty has been given, the undergolem's life changes drastically from their previously reclusive existence. The undergolem may spontaneously adopt morals and personality traits that were absent beforehand, and they feel an innate desire to rush out into the greater world and fulfill their duty.

In some cases, the gaana of an undergolem may be broad or vague, such as "rid the world of evil" or "find your place among the people." In such cases, undergolems may become adventurers for their entire lives, never fully accomplishing their goal. However, sometimes an undergolem's gaana is a clearly completable task, such as "kill the evil necromancer to the west" or "assassinate the current high king of the realm." Even when an undergolem completes their duty, they are forever changed by the experience, and may opt to not return to a life of solitude, but instead remain a citizen of the broader world.

SPRING OF TRANSMUTATION

Due to their elemental nature, undergolem's are gifted with the power of transmutation magic at birth. With ancestors originating from the Plane of Earth, undergolems have the capability to manipulate mundane stones to aid them in survival.

At birth, their elemental nature isn't fully present, and they appear as hairy humanoids with pointed ears, reminiscent of a baby yeti. As an undergolem is infused with earth magic from their surroundings, their adult body begins to show. Slowly, they replace their hair with gritty stone shards that cover their body, with only patches of flesh left over. An undergolems weight can triple during the process of lithifying.



UNDERGOLEM PERSONALITY

Living lives of secluded hermitage, many undergolems lack knowledge of the nuances of social interaction. When an undergolem embarks on their life mission, they may be viewed as bizarre and unorthodox to the average person. You can use the Undergolem Quirks table to determine a quirk for your undergolem character.

UNDERGOLEM QUIRKS

d8 Quirk

- 1 You are uneasy when you are around creatures larger than you.
- 2 You enjoy hugs a little too much.
- 3 You feel uncomfortable being under full sun and often seek shade.
- 4 You prefer to stay silent, even when you are being questioned.
- 5 You are very picky when choosing which stones to imbue with magic, and you never let others touch them.
- 6 You are hesitant to help others without some reassurance of compensation.
- 7 You are blinded by honor or by your ideal.
- 8 You constantly remind others of your duty, to the point it becomes your catchphrase.

UNDERGOLEM NAMES

When an undergolem is born to their parents, they are given a traditional name in the Terran language, which resemble the childhood names of great undergolem adventurers. Beyond reproduction, undergolems see no distinction between males and females and favor gender neutral names. When an undergolem finds their duty, they choose a new name that corresponds with their mission. Most undergolems prefer to be called by their duty name, but keep their childhood name as their true name.

Childhood Names: Arnatek, Bakin, Crispar, Cunkap, Dyerba, Ert, Hark, Jaunt, Jokull, Koloreln, Korrum, Lagram, Marnar, Nis, Ofelda, Thumi, Welkin, Veyka, Zaik, Zur

Duty Names: Attends-to-Cats, Bathes-in-Blood, Dances-with-Fire, Hunts-Elk, Hunts-for-Glory, Picks-Daisies, Purges-Sins, Rules-the-Sea, Seeks-the-Unknown, Smiths-Swords, Solves-Mysteries, Tames-Bears

UNDERGOLEM TRAITS

As an undergolem, you share certain traits with your cave dwelling kin.

Ability Score Increase. Your Strength score increases by 1, and your Wisdom score increases by 2.

Age. Undergolems reach the age of maturity at the age of 50 when they are urged to leave their childhood dwelling and seek a new cave. Undergolems are relatively long lived, able to reach the age of 300.

Alignment. Undergolems are notorious for their neutrality and their naïveté towards the bigger world. Self sufficient and reclusive, undergolems care little for good, evil, law, or chaos. However, when an undergolem is struck with their duty, they may adopt an alignment related to their cause.

Size. Undergolems are fairly tall and heavy set, averaging around 8 feet in height and 800 pounds in weight. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Being of a race that dwells in dark caves, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Gaana Stone. You can spend 8 hours creating a gaana stone from a normal stone. You may sleep during this time, but you must remain in contact with the stone for the entire duration. When you do so, choose a color from the Gaana Stones table. The stone becomes the color you choose. As long as the stone is in your possession, you have advantage on saving throws against certain conditions depending on the color of the stone. Only you can gain the benefits of your gaana stone.

If you create a new gaana stone, the previous one ceases to function and loses its color.

Touch of Transmutation. You know the *magic stone* cantrip. Once you reach 3rd level, you can cast the *longstrider* spell once per day as a 1st-level spell. Once you reach 5th level, you can also cast the *enhance ability* spell once per day as a 2nd-level spell. Wisdom is your spellcasting ability for these spells.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

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

GAANA STONES

Color	Condition
Green	Poisoned
White	Blinded and deafened
Pink	Charmed



CHAPTER 2: CLASS OPTIONS

Brave adventurers require a repertoire of fantastic abilities in order to thwart the supernatural opponents they face in their day to day lives. The class you choose for your character represents their specialization in the way that they deal with their enemies. You can find the twelve base classes and more about what your class represents in the *Player's Handbook*.

This section includes two classes; the tinkermage, and the guerrilla. If you are playing in Vernestus, you can choose to use the tinkermage or the class it is based upon, the artificer, which can be found in the *Unearthed Arcana* articles.

Later in this section you can find nine subclasses for existing classes in the *Player's Handbook*: the College of the Homefront for the bard, the Automaton Domain for the cleric, the Way of Hulking Earth for the monk, the Sniper Conclave for the ranger, the Desperado Archetype for the rogue, the Fragment Origin for the sorcerer, the Pact of the Giga for the warlock, and the School of Slinging and the School of the Greats for the wizard.

TINKERMAGE

Standing precariously atop a ladder, a gnome engineer grasps at the apex of her mechanical wonder. As fast as lightning, her hands move between wrenches, gears, wires, and pliers. Hours pass, and she doesn't break a sweat.

Trapped in a holding cell, a red-skinned tiefling ruffles through a leather bag laden with colorful patches. He scratches his chin before he settles on a skinny vial of a bubbling green liquid. He breaks the vial against the cell wall, and the acid within begins crumbling the stonework immediately.

In an onslaught of battle, a towering warforged equips their inbuilt blunderbuss against the charging hoard of barbarians. They look down the sights of their bronzed shotgun, crank the charging apparatus, and fire off a deadly burst of lightning down the barrel.

Tinkermages, as the name may suggest, are engineers that hail from the Crown of Vernestus. They are as varied in talents as the people of the Crown, settling in many distinct specialties regarding a technological approach to magic.



ENGINEERING AND INNOVATION

Tinkermages are alight with a constant flow of ideas pouring through their heads. They are gifted with the brainpower of geniuses, allowing them to push the boundaries of all known science and adapt their findings to create practical solutions to everyday problems. Be it for the greater good or for personal reasons, tinkermages do just that — solve problems — and they do it with immaculate efficiency.

Tinkermages come in a variety of shapes and sizes within the Crown of Vernestus. The revolution of mechanical industry began with the gnomes during the War of Establishment, but the practice has been adopted by many. Tinkermages range from government officials ordered to produce firearms for the military to crackpot scientists building illegal warforged in their basements.

CUTTHROAT RIVALRIES

In an era where technology is moving faster than it ever has before, inventors have the opportunity to make breakthroughs in science that will solidify their name in history. As a natural result, tinkermages will often develop rivals with other tinkerers as they race to create new feats of engineering. In some circumstances, rivals may turn into cutthroat enemies, who may resort to physical violence or stealing secret blueprints.

MASTER

Tinkermages may have an innate acumen, but many must learn to hone their skills with an instructor to truly succeed. Many start their journey into magic and technology as an apprentice to a master tradesman or professor at a university.

If you decide that you were taught by a master, consider the unique aspects of your master. What was their specialty? What are their quirks and personality? Was there a set of circumstances that separated you and your master, or do you still work together with them as a colleague?

MASTERS

d6 Master

- 1 You learned from an instructor that gave large lectures at a university and you don't know them at a personal level.
- 2 Your teacher was a sentient book written by a tinkerer of legend.
- 3 Your master was a very successful entrepreneur that happened to attract many rival tinkerers.
- 4 You were taught by a family member when you were young, but they disappeared before they completed your training.
- 5 Your master was a stern member of the Crown who berated you for even the simplest of mistakes.
- 6 You learned from a humble old timer who wanted to impart their wisdom before they passed.

STAMP OF OWNERSHIP

Many tinkermages mark their creations with a stamp of ownership, a small symbol that designates the object as that of their own work. Some are prolific inventors and mark their creations so they aren't lost amongst clutter, and some mark their creations for aesthetic reasons. Other tinkers mark their creations to protect them from rivals who wish to steal them, and can be used as a proof of ownership. When you make a tinkermage, consider if you have a stamp of ownership and what form it takes.

STAMPS OF OWNERSHIP

d6 Stamp of Ownership

- 1 A blue jay picking a berry from a tree branch
- 2 Your signature, stylized to look like a mountain range
- 3 A skeletal hand clutching a wrench
- 4 A rather inartistic representation of your face
- 5 A cog with each digit of the serial number between the spokes
- 6 Three fish leaping from a cresting wave

RIVAL

The heat of competition brews creations that are stronger than those without it. Many tinkers define themselves by their triumphs over their rivals and support their status by crossing their adversaries.

When creating the backstory for your tinkermage character, consider introducing a rival, and how they influenced you. What caused them to become your rival? What is the nature of your rivalry? Are they a friend in an amicable competition or a serious, conniving adversary? Do you secretly admire your rival, or wish you could be in their position?

RIVALS

d6 Rival

- 1 Your rival is a childhood friend who stabbed you in the back after you courted the person they fancied.
- 2 Your rival is your former master. They grew sour when you began outperforming them.
- 3 Your adversary is a wicked witch who foils your plans with grotesque concoctions.
- 4 Your rival is a former coworker that employs thieves to steal your inventions.
- 5 Your adversary is a metal elemental who believes that humanoids are unfit to meddle with technology.
- 6 You consider yourself the rival of a notorious tinkerer that hasn't heard of your existence.

CREATING A TINKERMAGE

When creating a tinkermage character, think about your character's origin as an inventor and how they relate to the world around them. Talk with your DM about the job you hold as a tinkerer, if you possess a job, and the inventions that you have created.



THE TINKERMAGE

Level	Proficiency Bonus	Features	Infusions Known	Infused Items	Cantrips Known	1st	2nd	3rd	4th	5th
1st	+2	Magical Tinkering, Spellcasting	—	—	2	2	—	—	—	—
2nd	+2	Infuse Item	3	2	2	2	—	—	—	—
3rd	+2	Tinkermage Specialist, Tool Expertise	3	2	2	3	—	—	—	—
4th	+2	Ability Score Improvement	4	2	2	3	—	—	—	—
5th	+3	Extra Attack	4	2	2	4	2	—	—	—
6th	+3	Tinkermage Specialist Feature	4	3	2	4	2	—	—	—
7th	+3	—	5	3	2	4	3	—	—	—
8th	+3	Ability Score Improvement	5	3	2	4	3	—	—	—
9th	+4	—	5	3	2	4	3	2	—	—
10th	+4	Mage of Experience	5	3	3	4	3	2	—	—
11th	+4	—	6	4	3	4	3	3	—	—
12th	+4	Ability Score Improvement	6	4	3	4	3	3	—	—
13th	+5	—	6	4	3	4	3	3	1	—
14th	+5	Tinkermage Specialist Feature	6	4	4	4	3	3	1	—
15th	+5	—	7	4	4	4	3	3	2	—
16th	+5	Ability Score Improvement	7	5	4	4	3	3	2	—
17th	+6	—	7	5	4	4	3	3	3	1
18th	+6	Spell-Storing Item	7	5	4	4	3	3	3	1
19th	+6	Ability Score Improvement	8	5	4	4	3	3	3	2
20th	+6	Soul of Artifice	8	5	4	4	3	3	3	2

What is the invention that you're most proud of? What does it do, and how did you come about building it? Perhaps you had to go on a quest to obtain a key component of the invention.

Why do you create inventions? Do you sell them for money, use them for personal use, or some other reason? Maybe you're indebted to a poor village and seek to increase the quality of life of those who live there.

QUICK BUILD

You can make a tinkermage by following these suggestions. First, put your highest ability score in Intelligence, followed by Constitution or Dexterity. Second, choose the inventor or sage background.

CLASS FEATURES

As a tinkermage, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per tinkermage level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per tinkermage level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Industrial weapons, hand crossbows, heavy crossbows

Tools: Tinker's tools, one other tool of your choice

Saving Throws: Constitution, Intelligence

Skills: Choose two from Arcana, History, Investigation, Medicine, Nature, Sleight of Hand

EQUIPMENT

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

- (a) two knuckledusters or (b) any industrial melee weapon
- 20 powder slugs and (a) a blunderbuss or (b) a flintlock
- (a) tinker's tools or (b) any tool of your choice
- (a) studded leather armor or (b) scale mail

MAGICAL TINKERING

At 1st level, you learn how to invest a spark of magic in objects that would otherwise be mundane. To use this ability, you must have tinker's tools or other artisan's tools in hand. You then touch a Tiny nonmagical object as an action and give it one of the following magical properties of your choice:

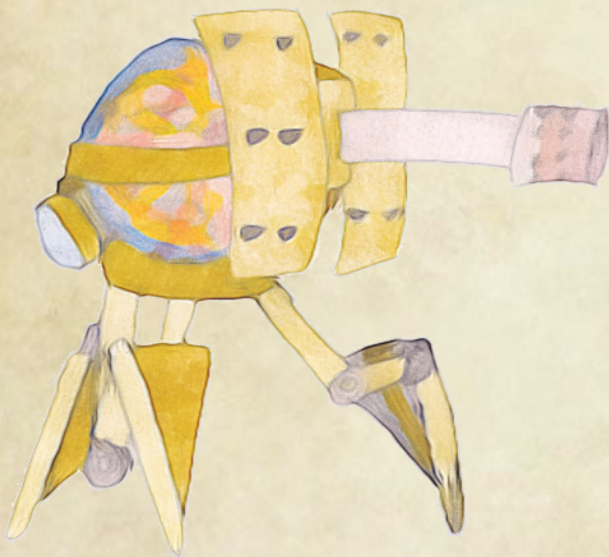
- The object sheds bright light in a 5-foot radius and dim light for an additional five feet.
- Whenever tapped by a creature, the object emits a recorded message that can be heard up to 10 feet away. You utter the message when you bestow this property on the object, and the recording can be no more than 6 seconds long.
- The object continuously emits your choice of an odor or a nonverbal sound (wind, waves, chirping, or the like). The chosen phenomenon is perceivable up to 10 feet away.
- A static visual effect appears on one of the object's surfaces. This effect can be a picture, up to 25 words of text, lines and shapes, or a mixture of these elements, as you like.

The chosen property lasts indefinitely. As an action, you can touch the object and end the property early.

You can give the magic of this feature to multiple objects, touching one object each time you use the feature, and a single object can bear only one of the properties at a time. The maximum number of objects you can affect with the feature at one time is equal to your Intelligence modifier (minimum of one object). If you try to exceed your maximum, the oldest property immediately ends, and then the new property applies.

SPELLCASTING

You have studied the workings of magic, how to channel it through objects, and how to awaken it within them. As a result, you have gained a limited ability to cast spells. To observers, you don't appear to be casting spells in a conventional way; you look as if you're producing wonders through various items.



TOOLS REQUIRED

You produce your tinkermage spell effects through your tools. You must have a spellcasting focus — specifically tinker's tools or some kind of artisan's tools — in hand when you cast any spell with this Spellcasting feature. You must be proficient with the tool to use it in this way. See chapter 5, "Equipment," in the *Player's Handbook* for descriptions of these tools.

After you gain the Infuse Item feature at 2nd level, you can also use any item bearing one of your infusions as a spellcasting focus.

CANTRIPS

At 1st level, you know two cantrips of your choice from the tinkermage spell list at the end of this class description. At higher levels, you learn additional tinkermage cantrips of your choice, as shown in the Cantrips Known column of the Tinkermage table.

When you gain a level in this class, you can replace one of the tinkermage cantrips you know with another cantrip from the tinkermage spell list.

PREPARING AND CASTING SPELLS

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

You prepare the list of tinkermage spells that are available for you to cast, choosing from the tinkermage spell list. When you do so, choose a number of tinkermage spells equal to your Intelligence modifier + half your tinkermage level, rounded down (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level tinkermage, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 14, your list of prepared spells can include four spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or a 2nd-level slot. Casting a spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of tinkermage spells requires time spent tinkering with your spellcasting focuses: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your tinkermage spells; your understand of the theory behind magic allows you to wield these spells with superior skill. You use your Intelligence whenever a tinkermage spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a tinkermage spell you cast and when making an attack with one.

Spell Save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL CASTING

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

INFUSE ITEM

At 2nd level, you gain the ability to imbue mundane items with certain magical infusions. The magic items you create with this feature are effectively prototypes of permanent items.

INFUSIONS KNOWN

When you gain this feature, pick two tinkermage infusions to learn, choosing from the "Tinkermage Infusions" section at the end of the class's description. You learn additional infusions of your choice when you reach certain levels in this class, as shown in the Infusions Known column of the Tinkermage table.

Whenever you gain a level in this class, you can replace one of the tinkermage infusions you learned with a new one.

INFUSING AN ITEM

Whenever you finish a long rest, you can touch a nonmagical object and imbue it with one of your tinkermage infusions, turning it into a magic item. An infusion works on only certain kinds of objects, as specified in the infusion's description. If the item requires attunement, you can attune yourself to it the instant you infuse the item, or you can forgo attunement so that someone else can attune to the item. If you decide to attune to the item later, you must do so using the normal process for attunement (see "Attunement" in the *Dungeon Master's Guide*, page 136).

Your infusion remains in an item indefinitely, but when you die, the infusion vanishes after a number of days have passed equal to your Intelligence modifier (minimum of 1 day). The infusion also vanishes if you give up your knowledge of the infusion for another one.

You can infuse more than one nonmagical object at the end of a long rest; the maximum number of objects appears in the Infused Items column of the Tinkermage table. You must touch each of the objects, and each of your infusions can be in only one object at a time. If you try to exceed your maximum number of infusions, the oldest infusion immediately ends, and then the new infusion applies.

TINKERMAGE SPECIALIST

At 3rd level, you choose the type of specialist you are: Alchemist, Artillerist, or Golemancer, each of which is detailed at the end of the class's description. Your choice grants you features at 3rd level and again at 6th and 14th level.

TOOL EXPERTISE

Starting at 3rd level, your proficiency bonus is doubled for any ability check you make that uses your proficiency with a tool.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Starting at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

MAGE OF EXPERIENCE

At 10th level, you gain the ability to make sure you have the right magical tool for a job. You add two spells of your choice from any class to your tinkermage spell list, and the chosen spells count as tinkermage spells for you. A spell you choose must be of a level you can cast, as shown on the Tinkermage table. When you prepare a spell after completing a long rest, you can choose one of these spells to prepare.

Additionally, when you level up, you can replace one of these spells with another spell from any class's spell list, given that the spell is of a level you can cast.

SPELL-STORING ITEM

When you reach 18th level, you learn how to store a spell in an object for repeated use. Whenever you finish a long rest, you can touch one simple or martial weapon or an item that you can use as a spellcasting focus and store a spell in it, choosing one 1st- or 2nd-level spell from the tinkermage spell list that requires 1 action to cast (you don't need to have the spell prepared). With the object in hand, a creature can take an action to produce the spell's effect from it, using your spellcasting ability modifier.

The spell stays in the object until it has been used a number of times equal to twice your Intelligence modifier (minimum of twice) or until you use this feature again.

SOUL OF ARTIFICE

At 20th level, your understanding of magic items is unmatched, allowing you to mingle your soul with items linked to you. You can attune to up to six magic items at once. In addition, you gain a +1 bonus to all saving throws per magic item you are currently attuned to.

TINKERMAGE SPECIALISTS

Tinkermages pursue a variety of disciplines. Here are three specialist options you choose from at 3rd level: the Alchemist, the Artillerist, and the Golemancer.

ALCHEMIST

An alchemist is an expert at combining exotic reagents to produce mystical effects. Among tinkers, members of this subclass are the greatest healers, as well as the ones most adept at wielding dangerous chemicals.

Alchemists in Vernestus are somewhat uncommon, as tinkering was initially developed as a tool of war. Dwarves are most commonly drawn to being alchemists as they are often pragmatic tinkers, searching for solutions to every day problems. The Nuldin family of dwarves are notorious for their eccentricity of alchemy and their crazy harebrained schemes to revolutionize the daily lives of Crown citizens. As such, the Nuldin family provides most alchemists with the reagents they need and control many apothecaries, laboratories, and arcane sanctums across the land.



TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with alchemist's supplies and the herbalism kit, assuming you don't already have them. You also gain alchemist's supplies and an herbalism kit for free — the result of tinkering you've done as you've prepared for this specialization.

Crafting. If you craft a magic item in the potion category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

ALCHEMIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Alchemist Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you prepare.

ALCHEMIST SPELLS

Tinkermage Level	Spell
3rd	<i>purify food and drink, ray of sickness</i>
5th	<i>Melf's acid arrow, web</i>
9th	<i>create food and water, stinking cloud</i>
13th	<i>blight, death ward</i>
17th	<i>cloudkill, raise dead</i>

ALCHEMICAL CONCOCTIONS

At 3rd level, you can swiftly concoct dubious potions and poisons by mixing reagents. As a bonus action, you can create and use one of the following concoctions. You can use this feature three times, and regain all expended uses of this feature when you finish a long rest. Alternatively, you can using an action and expend a spell slot of 1st level or higher while holding your alchemist's supplies to regain all expended uses of this feature.

Acid Bomb. You hurl a pot of bubbling acid at a creature or object within 30 feet of you. Make a ranged spell attack. On a hit, you deal acid damage equal to 1d6 + your Intelligence modifier. Objects and structures take double damage from this concoction, and using this concoction doesn't expend a use of this feature.

Aether Gel. You splash a viscous blue gel on a creature within 5 feet of you. The creature gains a flying speed of 10 feet for 10 minutes.

Alchemical Fire. You toss a glob of volatile red liquid at a creature, object, or surface within 30 feet of you. On impact, any creature in that area must succeed on a Dexterity saving throw or take 1d6 fire damage. The flames ignite any flammable objects in the area that aren't being worn or carried. Using this concoction doesn't expend a use of this feature.

Liquid Courage. You apply a creamy golden salve to a creature within 5 feet of you. The creature feels giddy and effective, gaining advantage on certain ability checks in the next hour. The creature chooses the checks before or after rolling. The magic runs out after the target has used it on a number of checks equal to your Intelligence modifier (minimum of 1).

Soot of Fettle. You sprinkle sparkly dust on a creature within 5 feet of you. The creature gains a number of temporary hit points equal to 2d6 + your Intelligence modifier.

ALCHEMICAL MASTERY

At 6th level, your command of magical chemicals has become masterful, enhancing the healing and damage you create using them. When you cast a spell using your alchemist's supplies as the spellcasting focus, you gain a bonus to one roll of the spell. That roll must restore hit points or be a damage roll that deals acid or poison damage, and the bonus equals your Intelligence modifier (minimum of +1).

In addition, you can cast *lesser restoration* without expending a spell slot, provided you use alchemist's supplies as the spellcasting focus. You can do so a number of times per day equal to your Intelligence modifier (minimum of once).

CHEMICAL SAVANT

By 14th level, you have been exposed to so many chemicals and unlocked their secrets that they pose little risk to you, and you can use them to quickly end certain ailments. You gain resistance to acid damage and poison damage, and you are now immune to the poisoned condition.

In addition, you can cast *greater restoration* once without expending a spell slot and without providing the material component, provided you use alchemist's supplies as the spellcasting focus. You regain the ability to do so when you finish a long rest.

ARTILLERIST

An artillery specialist in using magic to create explosions and defensive positions, as well as magic-infused firearms that can be used on the battlefield.

During the War of Establishment, many warforged were built to act as artillery. Nowadays, artillery is employed by the Crown to act as sentries against pirates and vagabonds.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with smith's tools, assuming you don't already have it. You also gain smith's tools for free — the result of tinkering you've done as you've prepared for this specialization.

In addition, you gain the ability to use firearms as spellcasting focuses for your tinkermage spells. You also gain a firearm of your choice for free, which you've created in your spare time.

Crafting. If you craft a magic item in the weapon category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

ARTILLERIST SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Artillery Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you prepare.

ARTILLERIST SPELLS

Tinkermage Level	Spell
3rd	<i>shield, thunderwave</i>
5th	<i>scorching ray, shatter</i>
9th	<i>fireball, wind wall</i>
13th	<i>ice storm, wall of fire</i>
17th	<i>cone of cold, wall of force</i>

ARCANE TURRET

At 3rd level, you learn how to create a magical turret. With your smith's tools in hand, you can take an action to magically summon a Medium turret in an unoccupied space on a horizontal surface within 5 feet of you.

The turret is a magical object of your design that occupies its space. It has an AC of 18 and a number of hit points equal to five times your tinkermage level. It is immune to poison damage, psychic damage, and all conditions. If it is forced to make an ability check or a saving throw, treat all its ability scores as 10 (+0). If the *mending* spell is cast on it, it regains 2d6 hit points. It disappears if it is reduced to 0 hit points or after 10 minutes. You can dismiss it early as an action.

When you summon the turret, you decide which type it is, choosing from the options on the Arcane Turrets table. On each of your turns, you can take a bonus action to cause the turret to activate if you are within 60 feet of it. As part of the same action, you can direct the turret to walk or climb up to 15 feet to an unoccupied space.

You can summon a turret once for free and must finish a long rest before doing so again. You can also summon a turret by expending a spell slot of 1st level or higher. If you summon a second turret, the first turret disappears.

As an action, you can command your turret to detonate if you are within 60 feet of it. Doing so destroys the turret and forces each creature within 10 feet of it to make a Dexterity saving throw against your spell save DC, taking 3d6 force damage on a failed save or half as much on a successful one.

ARCANE TURRETS

Turret	Activation
Flamethrower	The turret exhales fire in a 15-foot cone that you designate. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 1d8 fire damage on a failed save or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.
Force Ballista	Make a ranged spell attack, originating from the turret, at one creature or object within 120 feet of it. On a hit, the target takes 2d8 force damage, and if the target is a creature, it is pushed up to 5 feet away from the turret.
Defender	The turret emits a burst of positive energy that grants itself and each creature of your choice within 10 feet of it a number of temporary hit points equal to 1d8 + your Intelligence modifier (minimum of +1).

ARTIFICE SLINGER

By 6th level, you have experimented with mixing your martial prowess with your spellcasting. When you take the Attack action with a firearm, you can forgo the second attack granted by your Extra Attack feature to cast a cantrip with a casting time of one action instead from your firearm. The range for any spell you cast using this feature is either the range of the spell or the maximum range of the firearm, whichever is lower.

When you reach 14th level in this class, you can cast a spell of 1st-level or higher using this feature, as long as the spell has a casting time of one action.

FORTIFIED POSITION

Starting at 14th level, you're a master at conjuring a well-defended emplacement. You and your allies have half cover while within 10 feet of a turret you create with Arcane Turret, as a result of a shimmering field of magical protection that the turret emits.

You can also summon a second turret for free and must finish a long rest before doing so again. If you summon the second turret while the first is still present, the first one doesn't disappear, and each turret can be of a different type (if you summon a third turret, the first turret vanishes). Moreover, you can use one bonus action to activate both turrets.

GOLEMANCER

A golemancer breathes life into what was once the mundane. They are the most mystical of all tinkermages, imbuing objects with written word to act as their directive.

Master golemancers were the first to create bots of their own, namely the warforged. Golemancy is popular among those that wish to command hordes of minions that don't tire, but don't wish to partake in necromancy.

TOOLS OF THE TRADE

By the time you adopt this specialty at 3rd level, you're deeply familiar with employing its tools.

Proficiencies. You gain proficiency with calligrapher's supplies, assuming you don't already have them. You also gain calligrapher's supplies for free — the result of tinkering you've done as you're prepared for this specialization.

Crafting. If you craft a magic item in the scroll category, it takes you a quarter of the normal time, and it costs you half as much of the usual gold.

GOLEMANCER SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Golemancer Spells table. These spells count as tinkermage spells for you, but they don't count against the number of tinkermage spells you prepare.

GOLEMANCER SPELLS

Tinkermage Level	Spell
3rd	<i>find familiar, unseen servant</i>
5th	<i>dragon's breath, skywrite</i>
9th	<i>life transference, tiny servant</i>
13th	<i>compulsion, polymorph</i>
17th	<i>awaken, skill empowerment</i>

RAISE GOLEM

At 3rd level, you learn the mystical and enigmatic methods for creating a special golem that is formed from mundane material.

Whenever you finish a long rest and your calligrapher's supplies are with you, you can form this golem in an unoccupied space within 5 feet of you. If you already have a golem from this feature, the first one immediately dies.

The golem is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the Tinker Golem stat block. You determine the golem's appearance, which may incorporate elements of nonliving materials or living tissues.

In combat, the golem shares your initiative count, but it takes its turn immediately after yours. The only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take one of the actions in its stat block or to take the Dash, Disengage, or Help action.



If the *mending* spell is cast on it, it regains 2d6 hit points. If it has died within the last hour, you can use your calligrapher's supplies as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The golem returns to life with all its hit points restored.

TINKER GOLEM

Tiny construct, neutral

Armor Class 13 (natural armor)

Hit Points equal to five times your level in this class + your Intelligence modifier

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−3)	15 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (−2)

Skills Perception +4, Stealth +4

Damage Immunities the type of damage you choose for Elemental Bash, poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands the languages you speak

Might of the Master. The following numbers increase by 1 when your proficiency bonus increases by 1: the golem's skill bonuses and the bonuses to hit and damage of its Elemental Bash.

Actions

Elemental Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1d8 + 2 damage. Each time you form the golem, you choose what type of damage this attack deals, choosing from the following list: acid, cold, fire, lightning, or thunder.

Dampening Bond. If the golem is within 30 feet of you, it grants you resistance to all damage until the start of your next turn. Each time you take damage during that time, the golem takes the same amount of damage.

MAGICAL SCRIPT

By 6th level, you have expanded your ability to control objects other than your own creation by writing magical scripts. When you write a script, you must spend at least 1 minute with your calligrapher's supplies writing on a piece of paper or the object you wish to control. You can only control objects of size Small or smaller with this feature, and the script can be no longer than 25 words. You can activate any number of scripts as an action (if you wrote the script on a piece of paper, the script activates the nearest object within 5 feet of the paper). When you do so, the object gains a walking speed of 10 feet and the function to move on its own. It takes its turn during yours and performs your script to the best of its ability. The object stops and loses its walking speed after it has completed your script or 10 minutes pass, whichever comes first. You can also cancel any number of scripts as a bonus action on your turn.

You can have a number of scripts awaiting activation at a time equal to your Intelligence modifier (minimum of 1). If you write a script while you already have the maximum number of scripts, the oldest one vanishes.

When you reach 14th level in this class, you can control objects of size Medium or smaller with this feature.

MAJOR GOLEMANACY

Starting at 14th level, you gain the ability to create much larger golems. Your Tinker Golem can be up to size Large, its number of hit points is now equal to ten times your level in this class + your Intelligence score, and its Elemental Bash now does 3d8 damage.

TINKERMAGE INFUSIONS

Tinkermages have invented numerous magical infusions that rapidly create magic items. To the untrained, tinkermages seem like wonder workers, accomplishing in hours what others need weeks to complete.

The description of each infusion tells you the type of item that can receive it. The description also tells if the resulting magic item requires attunement.

Some infusions specify a minimum tinkermage level. You can't learn such an infusion until you are at least that level.

Unless an infusion's description says otherwise, you can't learn the infusion more than once.

BOOTS OF THE WINDING PATH

Prerequisite: 4th-level tinkermage

Item: A pair of boots (requires attunement)

While wearing these boots, a creature can teleport up to 15 feet as a bonus action to an unoccupied space the creature can see. The creature must have occupied that space at some point during the current turn.

ENHANCED DEFENSE

Item: A suit of armor or a shield

A creature gains a +1 bonus to AC while wearing (armor) or wielding (shield) the infused item.

The bonus increases to +2 when you reach 12th level in this class.

ENHANCED WEAPON

Item: A simple, martial, or industrial weapon

This magic weapon grants a +1 bonus to attack and damage rolls made with it.

The bonus increases to +2 when you reach 12th level in this class.

MANY-HANDED POUCH

Prerequisite: 4th-level tinkermage

Item: 2-5 pouches

The infused pouches all share one interdimensional space of the same capacity as a single pouch. Thus, reaching into any of the pouches allows access to the same storage space. A pouch operates as long as it is within 100 miles of another one of the pouches; the pouch is otherwise empty and won't accept any contents.

If this infusion ends, the items stored in the shared space move into one of the pouches, determined at random. The rest of the pouches become empty.

RADIANT WEAPON

Prerequisite: 8th-level tinkermage

Item: A simple, martial, or industrial weapon (requires attunement)

This magic weapon grants a +1 bonus to attack and damage rolls made with it. While holding it, the wielder can take a bonus action to cause it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The wielder can extinguish the light as a bonus action.

As a reaction immediately after being hit by a melee attack, the wielder can cause the attacker to be blinded until the end of the attacker's next turn, unless the attacker succeeds on a Constitution saving throw against your spell save DC. Once used, this reaction can't be used again until the wielder finishes a short or long rest.

REPLICATE MAGIC ITEM

Prerequisite: See below

Using this infusion, you replicate a particular magic item. You can learn this infusion multiple times; each time you do so, choose a different magic item that you can make with it, picking from the Replicable Magic Items tables below. If a table has a level in its title, you must be of at least that level in this class to choose an item from the table.

In the tables, an item's entry tells you whether the item requires attunement. See the item's descriptions in the *Dungeon Master's Guide* or Chapter 4 of this compendium for more information about it, including the type of object required for its making.

REPLICABLE MAGIC ITEMS

Magic Item	Attunement
Alchemy Jug	No
Bag of holding	No
Cap of water breathing	No
Cloak of the manta ray	No
Goggles of night	No
Hearing screw*	No
Keystone cube*	No
Lantern of revealing	No
Ring of spring*	Yes
Rope of climbing	No
Sack of loyal sand*	No
Sending stones	No
Wand of magic detection	No
Wand of secrets	No

*Found in Chapter 4 of this compendium.

REPLICABLE MAGIC ITEMS (12TH-LEVEL TINKERMAGE)

Magic Item	Attunement
Boots of elvenkind	No
Boots of striding and springing	Yes
Boots of the winterlands	Yes
Bracers of archery	Yes
Brooch of shielding	Yes
Cloak of elvenkind	Yes
Cloak of protection	Yes
Eyes of charming	Yes
Eyes of the eagle	Yes
Gauntlets of ogre power	Yes
Gloves of missile snaring	Yes
Gloves of swimming and climbing	Yes
Gloves of thievery	No
Hat of disguise	Yes
Headband of intellect	Yes
Helm of telepathy	Yes
Medallion of thoughts	Yes
Periapt of wound closure	Yes
Pipes of haunting	No
Pipes of the sewers	Yes
Quiver of Ehlonna	No
Ring of jumping	Yes
Ring of mind shielding	Yes
Ring of water walking	No
Slippers of spider climbing	Yes
Winged boots	Yes

REPLICABLE MAGIC ITEMS (16TH-LEVEL TINKERMAGE)

Magic Item	Attunement
Amulet of health	Yes
Belt of hill giant strength	Yes
Boots of levitation	Yes
Boots of speed	Yes
Bracers of defense	Yes
Cloak of the bat	Yes
Dimensional shackles	No
Gem of seeing	Yes
Horn of blasting	No
Ring of free action	Yes
Ring of protection	Yes
Ring of the ram	Yes

RESISTANT ARMOR

Prerequisite: 8th-level tinkermage

Item: A suit of armor (requires attunement)

While wearing this armor, a creature has resistance to one of the following damage types, which you choose when you first infuse the item: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

RETURNING WEAPON

Item: A simple, martial, or industrial weapon with the thrown property

This magic weapon grants a +1 bonus to attack and damage rolls made with it, and it returns to the wielder's hand immediately after it is used to make a ranged attack.



TINKERMAGE SPELL LIST

Here's the list of spells you consult when you learn a tinkermage spell. The list is organized by spell level, not character level.

CANTRIPS (0 LEVEL)

abstract dart*
acid splash
dancing lights
fire bolt
guidance
light
mage hand
mending
message
poison spray
prestidigitation
purge*
ray of frost
resistance
shocking grasp
spare the dying
thorn whip

1ST LEVEL

alarm

arcane weapon
cure wounds
detect magic
disguise self
expeditious retreat
false life
grease
identify
jump
longstrider
sanctuary
shield of faith

2ND LEVEL

aid
alter self
arcane lock
blur
continual flame
darkvision
enhance ability
enlarge/reduce

heat metal
invisibility
lesser restoration
levitate
magic mouth
magic weapon
protection from poison
rope trick
see invisibility
spider climb

3RD LEVEL

blink
dispel magic
elemental weapon
fly
gaseous form
glyph of warding
haste
protection from energy
revivify
water breathing

water walk

4TH LEVEL

arcane eye
fabricate
freedom of movement
Gillycrest's forceful foray*
Gillycrest's grim gun*
Leomund's secret chest
Mordenkainen's faithful hound
Mordenkainen's private sanctum
Otiluke's resilient sphere
stone shape
stoneskin

5TH LEVEL

animate objects
Bigby's hand
greater restoration
wall of stone

*Found in chapter 6 of this compendium.





GUERRILLA

A halfling, painted brown to blend in with the mud, huddles beneath the brush. He counts the pairs of feet belonging to the orcs as they pass along the trodden path. Satisfied and ready for battle, he whistles for his comrades and initiates the ambush.

Cackling, a half-dragon strolls out of the cow barn that was just set ablaze. Without skipping a beat, the inconspicuous farmer dashes into the fire to secure his preferred weapon, a trusty steel shovel. Noiselessly, he sneaks up behind the half-dragon and whacks it over the head.

While the wizard was raining lightning upon the vampire lord and the cleric was uttering a prayer, the guerrilla was doing the unthinkable – running straight forward with a torch and a pitchfork.

Guerrillas are humble folk that aren't afraid to take up the mantle of duty when their way of life is threatened. They use strength in numbers and subversion of expectation to level the playing field against more powerful foes.

DOWN TO EARTH

Guerrillas begin their lives like many others do in Vernestus, as average folk in countryside hamlets, mud and brick desert communities, or in the boondocks of the bayou. They work as farmers, potters, smiths, ranchers, miners, gravediggers, weavers, and a whole slew of other mundane professions, never particularly striving for greatness, fame, or wealth. What sets a guerrilla apart from the rest is their determination and stubbornness in the face of difficulty. Guerrillas don't back down when they're told that they can't do something, and instead take it as a challenge.

ATYPICAL TECHNIQUE

In a realm stocked with cogwork rifles, flaming swords, and magic wands, not many adventurers opt to fight in the manner of a guerrilla. Those who do become guerrillas do so because of necessity, often because they don't have enough wealth to purchase high grade weapons and are unable to find a conventional master to teach them proper technique. Thus, the fighting style of each guerrilla is unique to the individual. Veterans that think that they've seen it all are confounded when introduced to a guerrilla that was forced to train on their own.

VILLAGE THREAT

The motivation for many guerrillas to uproot themselves from their ordinary lives is a threat to their village that puts those around them at risk. You noticed this threat and decided to do something about it with the tools you have at hand.

VILLAGE THREAT

d6 Village Threat

- 1 A coven of hags has been stealing children from your village under the cover of nightfall.
- 2 Orcs in your area occasionally come by and demand all of the food in the storehouses of your village.
- 3 The king's military withdrew from your area, leaving your village susceptible to the enemy.
- 4 Roving sundrians enjoy using your village as target practice.
- 5 Goblins harass merchants coming into and out of your village, stifling trade in the area.
- 6 A strange portal opened up by your village and began spewing out all sorts of demonkind.

WAY OF LIFE

Your way of life is what you have decided to put your life on the line to defend. Agriculture is the dominant aspect in most of the outlying villages of Vernestus, cultivating crops such as corn, wheat, and potatoes where soil is fertile. Various merchant jobs are more popular in the desert portions of Vernestus where resources such as ores and glass are more plentiful than food and water. Consider how your character participated in the structure of your home village and how that contributes to them as a person.

WAY OF LIFE

d6 Way of Life

- 1 Iron and copper mines are the main supply of jobs for people living in your village.
- 2 Most of the people living in your village work as cattle ranchers.
- 3 Strung along a popular thoroughfare, your village specializes in taverns and inns.
- 4 Textile production is the main employment option in your village.
- 5 Your village depends on the farming of a single crop to eat and sell.
- 6 Your village imports gun parts and crafts them into specialty weapons.

HEIRLOOM

Small villages often contain close knit families that have persisted in the area for many generations. As members of the family obtain special trinkets, heirlooms tend to be created and passed on to their children.

Consider if your family is associated with any heirlooms and what that means for your character. Are you in possession of the heirloom, or are you hoping that you are willed it when a relative passes? Does it have any special properties or symbols? Where did it come from, and how does it affect you?

HEIRLOOM

d6 Heirloom

- 1 A rocking chair made of fine cherry wood
- 2 An urn containing the remains of an ancestor
- 3 A porcelain plate depicting a field of roses
- 4 A music box that plays your family's anthem
- 5 A tattered sword once used to defeat a giant
- 6 A metal bowl that hums when stroked

CREATING A GUERRILLA

When creating a guerrilla character, the most important thing to consider is your relationship with the characters of the other players. Oftentimes, guerrillas are the glue that hold adventuring parties together. What is your role among the adventurers, and how did you end up with them? Are any of them from the same village as you? If so, were they involved in the same escapade that led you down the path of becoming a guerrilla?

Additionally, consider the people that your character grew up with. What is your character's relationship with their parents like? Do they have any childhood friends that they still communicate with? What do they do for a living, and how often do you visit them? Do you have any mementos from the people of your home village? Details like these bring your village to life and enhance the story of your guerrilla character.

QUICK BUILD

You can make a guerrilla quickly by following these suggestions. First, make Dexterity your highest ability score, followed by Constitution or Charisma. Second, choose the folk hero or luddite background.



THE GUERRILLA

Level	Proficiency Bonus	Features
1st	+2	Celerity, Humble Origin, Rustic Champion
2nd	+2	Fighting Style, Rally
3rd	+2	Guerrilla Form, Blitz
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Hit and Run
6th	+3	Guerrilla Form feature
7th	+3	Baffling Tempo
8th	+3	Ability Score Improvement
9th	+4	Assault (1d6)
10th	+4	Guerrilla Form feature
11th	+4	Swift Defeat
12th	+4	Ability Score Improvement
13th	+5	Assault (1d8)
14th	+5	Guerrilla Form feature
15th	+5	Unwavering Leadership
16th	+5	Ability Score Improvement
17th	+6	Assault (1d10)
18th	+6	Duck and Weave
19th	+6	Ability Score Improvement
20th	+6	Ultimate Rally

CLASS FEATURES

As a guerrilla, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per guerrilla level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per guerrilla level after 1st

PROFICIENCIES

Armor: Light armor, shields

Weapons Simple weapons, nets, improvised weapons

Tools: Choose one type of artisan's tools or one musical instrument

Saving Throws: Dexterity, Charisma

Skills: Choose two from Acrobatics, Athletics, History, Intimidation, Performance, Persuasion, Stealth, or Survival

EQUIPMENT

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

- (a) a shortbow and 20 arrows, (b) any two simple melee weapons, or (c) any simple melee weapon and a shield
- a flask of oil and a shovel
- (a) a dungeoneer's pack or (b) an explorer's pack
- leather armor

CELERITY

Starting at 1st level, you are constantly on the lookout for trouble. You add your proficiency bonus to your initiative rolls and you have advantage on initiative rolls.

HUMBLE ORIGIN

At 1st level, you are a warrior grown from the ranks of common folk, and as such they will show you respect out of camaraderie. You have advantage on Charisma (Persuasion) and Charisma (Performance) checks made to interact with peasantry.

RUSTIC CHAMPION

Beginning at 1st level, you have become adept with the use of common items as weapons, such as farming equipment and tools. All improvised weapons you wield gain the finesse property, and they deal 1d6 damage if they would deal less damage otherwise.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor you gain a +1 bonus to AC.

DUELING

When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

PROTECTION

When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

TWO-WEAPON FIGHTING

When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

RALLY

Also at 2nd level, you learn how to coordinate strikes with your allies. When you deal damage to a creature, you can choose to mark it. A creature friendly to you that deals damage to the target while it is marked in this way gains a bonus to their damage equal to your Charisma modifier (minimum 1). The attacking creature must be able to see or hear you in order to gain the bonus, and it may only apply the extra damage once during its turn. The mark lasts until either you or the target drop to 0 hit points, or you finish a short or long rest.

Once you use this feature, you can't do so again until you finish a short or long rest.

GUERRILLA FORM

At 3rd level, you can choose a form which you emulate, tightening the focus of your particular guerrilla skills. Choose the Avenger form, the Watchdog form, or the Voodoo form, all detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 10th, and 14th levels.

BLITZ

By 3rd level, your swift movements allow you to get into position with ease. On your first turn of combat, you gain an extra action that can be used to Dash or Dodge, and your movement doesn't provoke any opportunity attacks. In addition, you may use your Dexterity instead of your Strength for the purposes of determining your jump distance and height.

ABILITY SCORE IMPROVEMENT

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

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HIT AND RUN

Also at 5th level, you gain a bonus to the damage you deal when you hit a creature marked by your Rally class feature with a weapon attack. This bonus equals your Charisma modifier (minimum of 1).

BAFFLING TEMPO

Starting at 7th level, you develop an off-beat tempo when you are fighting, improving your versatility and confounding your enemies. You can use a bonus action on your turn to Ready. You can't ready a spell or an attack in the same turn you use an action to do either of those.

You can use this feature a number of times equal to your guerrilla level divided by 3, rounded down. You regain all expended uses of this feature when you finish a short or long rest.

ASSAULT

Beginning at 9th level, you triumphantly lead your allies into battle, giving them a swift boost to their speed. When rolling for initiative, friendly creatures within 30 feet of you can add 1d6 to their initiative roll. These creatures also gain a 10 foot bonus to their walking speed on their first turn.

The bonus to initiative increases to 1d8 at 13th level and 1d10 at 17th level.

SWIFT DEFEAT

By 11th level, you excel at ending combat encounters swiftly. You have advantage on attack rolls against any creature that hasn't taken a turn in combat yet.

UNWAVERING LEADERSHIP

Starting at 15th level, your unending ferocity and strong leadership holds you and your allies together in combat. Creatures can now deal the extra damage granted by your Rally class feature any number of times per turn.

Additionally, you can use a bonus action on your turn to mark a creature within 60 feet of you with your Rally class feature, instead of having to deal damage to the creature.

DUCK AND WEAVE

By 18th level, you are impossible to nail down. You have advantage on Dexterity saving throws, as well as Strength (Athletics) and Dexterity (Acrobatics) checks made to free yourself from being grappled or restrained.

ULTIMATE RALLY

At 20th level, you embody a legendary champion of the people. Once a creature subjected to your rally drops to 0 hit points, you regain the use of your Rally class feature.



GUERRILLA FORMS

All guerrillas have some traits in common, such as a grueling desire to shield others from harm and a childhood home likely set in a small farming village. Some guerrillas prefer different tactical approaches to combat, and your choice of guerrilla form reflects those preferences.

AVENGER FORM

Avengers are those that live, fight, and are willing die for beliefs that they hold dearly. Guerrillas emulating this form are avengers of their fallen companions and harden their resolve in the face of defeat. Avengers often are closely related to isolated religious sects, cults, and shires where values of tradition and family are emphasized. Although they usually have no divine magic of their own, avengers are at home with the zealous and the fervent.

In Vernestus, such guerrillas are rarely associated with any particular organization. They are freedom fighters and oppose the rule of the Crown. Ibakyubakogs from the Lost Toy Chest, desert roving netterindes, and renegade forest gnomes are most often avengers.

UPLIFT IN A TIME OF NEED

Starting at 3rd level when you choose this form, you know how to harden the resolve of your allies. When a creature other than you that you can see rolls a 1 on the d20 for an attack roll, ability check, or saving throw, you can use your reaction to reroll the die. When you do so, the creature uses the new roll for the attack roll, ability check, or saving throw. Once you reroll a die for a creature, you can't do so again for that creature until they finish a long rest.

VENGEFUL RETRIBUTION

Also at 3rd level, you seek to avenge your troubled comrades. When a creature you can see causes an ally to become incapacitated, you have advantage on attack rolls made against that creature until the end of your next turn.

ZEALOUS STRIKES

At 6th level, your weapon attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

WILL OF THE AVENGER

Beginning at 10th level, you adopt the will of the avenger, an urge to keep fighting even when the outlook is bleak. You roll death saving throws with advantage. If you roll a 1 on a death saving throw or if a creature critically hits you while you are at 0 hit points, you suffer only one failure instead of two.

POWER RECKONING

Starting at 14th level, resistance to your power only makes you stronger. When a creature deals damage to you while you are below half your hit point maximum, you can use your reaction to gain temporary hit points equal to your guerrilla level. You can't use this feature again until a hostile creature damages you while you have 0 temporary hit points.

RIGGER FORM

When one has little resources to work with, a bit of smarts goes a long way. Guerrillas that follow this form, known as riggers, don't need tempered steel weapons or fireballs to defend their homes. Rather, they excel at using common items and practical knowledge to defeat foes and cunningly use their environment to their advantage.

When they aren't on their own, riggers tend to provide strategical benefits to others. These people lend their skills to groups that may benefit from their tactics and handiness with items such as rope and lock picks. Riggers may be deckhands on pirate ships, guardians of ancient tombs, or even apprentice druids protecting sacred sanctuaries.

RAMSHACKLE COMBATANT

Beginning at 3rd level when you choose this form, you become even deadlier when wielding common weapons. When you roll for damage with a simple or improvised weapon and you roll the highest number on weapon's damage die, you may reroll the damage die and add the result to the total damage. You can use this feature a number of times equal to your Dexterity modifier per turn.

TRAP EXPERTISE

Also at 3rd level, you are able to expertly jury-rig simple traps faster and with less materials than any amateur. You gain proficiency with thieves' tools, which you must have on hand when creating traps in this way.

To create a trap, you must spend at least 1 minute preparing a 10-foot-by-10-foot or smaller area. Creating the trap involves using at least 50 feet of rope and some element of the environment, such as a loose chandelier, hanging branch, or precarious boulder. When you create the trap, you determine the trap's trigger, which may be when a certain number of creatures enter the trap's space or a creature takes a certain action while in the trap's space. When the trap is triggered, any creatures within the trap's space must make a Dexterity saving throw with a DC equal to 8 + your Dexterity modifier + your proficiency bonus for your thieves' tools. On a success, a creature triggers the trap but doesn't get caught. On a failure, a creature takes 1d10 damage and is restrained by the trap. A creature can use its action to make a DC 10 Strength check to try to free itself or another creature in the trap. Dealing 5 slashing damage to the trap (AC 10, 20 hp) also frees a creature without harming it. You determine the type of damage the trap deals when you set it, choosing from bludgeoning, piercing, or slashing damage.

The damage of your traps increases by 1d10 when you reach certain levels in this class: 5th level (2d10), 7th level (3d10), 9th level (4d10), 11th level (5d10), 13th level (6d10), 17th level (7d10), and 19th level (8d10).

DEVIOUS TRAPS

Starting at 6th level, your traps become difficult to detect. When you set a trap with your thieves' tools, it is hidden unless a creature makes a DC 20 Wisdom (Perception) check to spot it.

SCATTER OBJECTS

At 10th level, your quick hands allow you to scatter the environment with a great deal of dastardly nuisances. You can use a bonus action on each of your turns to take the Use an Object action. Thanks to your expert positioning, creatures automatically fail their saving throws against any ball bearings, caltrops, or hunting traps you deploy.

HAREBRAINED SCHEME

Starting at 14th level, you are ready to enact the most absurd of your schemes. You can spend 10 minutes developing a ploy. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Once within the next hour, each creature can take one additional action on top of their regular action and a possible bonus action. If a creature hears more than one harebrained scheme, they can only use one additional action granted by this feature per turn.

Once you use this feature, you can't do so again until you finish a long rest.

VOODOO FORM

Deep within the swamps and outlands of Vernestus are those that practice the profane. Alongside warlocks, these masters of voodoo are unlike most others in Vernestus, as instead of gaining their power through conventional magic or technology, they bargain for their magic.

Whereas warlock may forge a pact with a higher being on another plane of existence, practitioners of voodoo tie themselves to the spirits of the Ethereal Plane. These spirits are small, but they make up for their weakness by aggregating in large numbers. They permeate every tree, rock, stream, and field, and are contacted by performing rituals. Common rituals include animal sacrifice, fortune telling, bathing, and possessions.

These guerrillas serve the spirits of nature, and thus are most often found in the pockets of forests and swamps that dot Vernestus. Kenkus wishing for safe travel throughout the Vernal bayous, ancient human mystics wishing to preserve their heritage, and superstitious tritons often utilize voodoo.

PACT MAGIC

When you reach 3rd level, you have chosen to abide by the law of the widespread spirits of the land, granting you the power to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 of the *Player's Handbook* for the warlock spell list.

Cantrips. You learn two cantrips of your choice from the warlock spell list. You learn an additional warlock cantrip of your choice at 10th level.

Spell Slots. The Voodoo Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are of the same level. To cast one of these spells, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest.

For example, when you are 6th level, you have two 2nd-level spell slots. To cast the 1st-level spell *witch bolt*, you must spend one of those slots, and you cast it as a 2nd-level spell.

Spells Known of 1st-Level and Higher. You know two 1st-level warlock spells of your choice from the warlock spell list.

The Spells Known column of the Voodoo Spellcasting table shows when you learn more warlock spells of your choice, and must be of a level for which you have spell slots. For instance, when you reach 6th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the warlock spells you know and replace it with another spell from the warlock spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your warlock spells, so you use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a warlock spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

VOODOO SPELLCASTING

Guerrilla Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	2	2	1	1st
4th	2	3	1	1st
5th	2	3	1	1st
6th	2	3	2	1st
7th	2	4	2	2nd
8th	2	5	2	2nd
9th	2	5	2	2nd
10th	3	6	2	2nd
11th	3	7	2	2nd
12th	3	7	2	2nd
13th	3	8	2	3rd
14th	3	9	2	3rd
15th	3	9	2	3rd
16th	3	10	2	3rd
17th	3	10	2	3rd
18th	3	10	2	3rd
19th	3	11	2	4th
20th	3	12	2	4th

NATURE'S AID

Also at 3rd level, the essence of the world around you aids you in making remedies and poisons. You gain proficiency with herbalism kits and you have advantage on Intelligence (Nature) and Wisdom (Survival) checks made to identify or locate plants.

SERVITUDE OF THE PROFANE

At 6th level, you can coax the spirits of the wild into an empty vessel that you have provided. When you kill a Medium or Small humanoid that was marked by your Rally class feature, the body is raised as a mystical undead creature that uses the statistics of a zombie.

On each of your turns, you can use a bonus action to mentally command the zombie if the zombie is within 60 feet of you. You decide what action the zombie will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the zombie only defends itself against hostile creatures. Once given an order, the zombie continues to follow it until its task is complete.

The zombie is under your control until you finish a long rest or you raise another zombie using this feature. After you lose control of a zombie, it crumbles into a pile of silvery ash.

VOODOO MYSTIQUE

Starting at 10th level, your vigor causes paranoia in the minds of your victims by way of your commanding spirits. While a creature is marked by your Rally class feature, they have disadvantage on saving throws against spells you cast.

SÉANCE CIRCLE

By 14th level, you have become a powerful medium for communicating with spirits, going as far as to directly influence their behavior. As an action, you can make a magical circle centered on you by twirling and tossing blood, powder, or ash on the ground. The circle can be up to 15 feet in radius and it retains its magic for 1 minute. When you create the circle, you can choose from two of the following effects to occur.

Faerie Ward. When a creature within the circle makes a saving throw against being charmed or frightened, you can choose to give them advantage on their saving throw.

Horridifying Ritual. Creatures of your choice that are within the circle when you create it must make a Wisdom saving throw against your Spell Save DC or become frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns as long as it is outside of the circle, ending the effect on itself on a success.

Profane Curse. Any undead or fiends you control have advantage on attack rolls against creatures within the circle.

Servant of Nature. Plants within the circle become thick and overgrown while the circle remains magical. For the duration, the plants cause their spaces to become difficult terrain, although you can walk through the plants without any penalty to your movement.

Spiritual Conduit. You cast a spell as part of creating the circle. The spell must have a casting time of 1 action and target a creature or a point within the circle.

Willful Thrall. When a creature casts a spell within the circle, you can cause them to gain temporary hit points equal to your Charisma modifier.

Once you use this feature, you can't do so again until you finish a long rest.



SUBCLASSES

Since industry has been introduced to Vernestus, people have adopted and perfected its use. This extends not only to the working man, but the adventurer as well. This supplement adds several new subclass options for players setting forth in the Crown. Base classes can be found within the *Player's Handbook*.

You can choose from amongst the following subclass options when you choose a subclass from your base class. At which level you choose a subclass varies depending on your class, which is also presented in the following table.

SUBCLASSES

Class	Subclass	Level Available	Description
Bard	College of the Homefront	3rd	Assists comrades both on and off the battlefield
Cleric	Automaton Domain	1st	Dominates constructs with electric reflexes
Monk	Way of Hulking Earth	3rd	Grapples with the might of the desert
Ranger	Sniper Conclave	3rd	Controls wide ranges of land with superior stealth and weaponry
Rogue	Desperado	3rd	Roams the badlands with firearms and saddles
Sorcerer	Fragment Origin	1st	Moves fluidly between the Material and Ethereal Planes
Warlock	The Giga	1st	Draws upon the power of the Giga
Wizard	School of Slings	2nd	Delivers spells through gunslinging
Wizard	School of the Greats	2nd	Studies the great wizards of legend

COLLEGE OF THE HOMEFRONT (BARD)

The College of the Homefront reached its peak during the War of Establishment, when countless civilian warforged defended their nation not through direct force, but by supplying soldiers with the goods and inspiration they needed to succeed. New bards joining this college do so because they are gifted with determination and wit, but not necessarily martial prowess.

BONUS PROFICIENCIES

When you join the College of the Homefront at 3rd level, you gain proficiency with one type of artisan's tools of your choice. You have advantage on all ability checks made with artisan's tools that you are proficient with.

IMPROVED INSPIRATION

Also at 3rd level, you gain three additional uses of your Bardic Inspiration feature. You can give multiple creatures a Bardic Inspiration die at once when you use your Bardic Inspiration feature, expending an extra use for each creature that receives a die.

TAILORED REJUVENATION

Beginning at 6th level, you can tailor your soothing music and restorative abilities to your weary teammates during a short rest. Each creature other than you that restores hit points from your Song of Rest may also gain one of the following benefits:

- The creature regains all of the hit dice they spent during this short rest.
- The creature regains spell slots with a combined level of equal to or less than your Charisma modifier. None of the spell slots can be of 4th level or higher.
- The creature gains temporary hit points equal to twice your bard level.

Once a creature gains an additional benefit from this feature, they can't do so again until they finish a long rest.

SONG OF HOME AND HEARTH

Starting at 14th level, you can play a lovely song that reminds your companions of the comforts of home. You can play this song while traveling, exploring, or resting. Creatures of your choice within 60 feet of you that can hear the song have advantage on all Intelligence, Wisdom, and Charisma checks, and they have resistance to all damage. Creatures in combat gain no benefit from the song.



AUTOMATON DOMAIN (CLERIC)

The Automaton domain encompasses all that is mechanical. In the setting of Vernestus, machinery is a sacred concept. Powered by the electricity of the Real God Machine, some machines have even achieved life, such as the chrones and the warforged. Clerics of the Automaton domain uphold virtues such as innovation, adhering technology in society, and domination.

AUTOMATON DOMAIN SPELLS

Cleric Level Spells

1st	<i>shield, witch bolt</i>
3rd	<i>enhance ability, pyrotechnics</i>
5th	<i>haste, tiny servant</i>
7th	<i>fabricate, dimension door</i>
9th	<i>animate objects, skill empowerment</i>

BONUS PROFICIENCIES

At 1st level, you gain proficiency with industrial weapons. Also, you learn to speak, read, and write Digit, the language of constructs.

ELECTRIC REFLEXES

Also at 1st level, you can become quick as lightning. As a bonus action on your turn, you give yourself a special reaction which you can use in addition to your normal reaction. The special reaction lasts for 1 minute or until you use it. You can't have more than one special reaction at a time.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

CHANNEL DIVINITY: DOMINATE CONSTRUCT

Starting at 2nd level, you can use your Channel Divinity to dominate and control a construct.

As an action, you present your holy symbol and attempt to take control of a construct within 30 feet. The construct must succeed on a Wisdom saving throw with a DC equal to your spellcasting ability modifier, or be charmed by you for 1 minute. Constructs that are immune to being charmed can still be charmed by this feature. The construct automatically succeeds on the saving throw if its CR is greater than or equal to your level.

While the construct is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use your action to telepathically command the construct to move up to its speed and take an action. The construct moves and takes its actions on your turn. You can also cause the construct to use a reaction, but this requires you to use your own reaction as well. If you don't issue an order, the construct defends and preserves itself to the best of its ability.

Each time the construct takes damage, it makes a new Wisdom saving throw. If the saving throw succeeds, it is no longer charmed.

CHANNEL ELECTRICITY

At 6th level, you gain the ability to channel electricity around your body. When you make an attack with an industrial weapon or when you cast a spell that deals lightning damage, you can cause lightning sparks to form a protective shield around your body until the start of your next turn. When a creature hits you with a melee weapon attack while you are covered in sparks, they take lightning damage equal to your Wisdom modifier (minimum of 1). A creature can only be damaged this way once per turn.

DIVINE STRIKE

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

IMPROVED DOMINATION

Starting at 17th level, you can attempt to dominate greater numbers of constructs when you use your Dominate Construct, as long as they are all within range. You can attempt to control any number of constructs with your Dominate Construct, as long as they don't have a combined CR greater than your level. You choose the order in which the constructs make the saving throws. You can use an action on your turn to telepathically command any number of them. Additionally, when a construct makes a Wisdom saving throw to avoid being charmed by Dominate Construct, they do so with disadvantage.



WAY OF HULKING EARTH

Monks of the Way of Hulking Earth channel the might of the energy stored within the earth. These monks are typical of Vernestus, where they may spend their entire lives wandering the vast Desneran Desert, absorbing the heat given off from the blazing sands and training their bodies to be tougher than stone. Pupils training in monasteries dedicated to the Way of Hulking Earth may be sundrian champions of the Match of the Flower or cragfar and undergolems honing their elemental powers. Even orcs, given the might of their people and their ties to the sands of Vernestus, find refuge in these nomadic monasteries.

EARTHEN PHYSIQUE

Starting when you choose this tradition at 3rd level, you illustrate the might of the earth and the weight behind your step. You gain the following benefits.

Bulky Figure. You count as three-quarters cover for creatures of your choice that are your size or smaller.

Chains of the Earth. You can grapple creatures up to two sizes larger than you. When you use your action to grapple a creature, you can make one unarmed strike as a bonus action.

SHIFTING SANDS

At 6th level, you gain the ability to summon and manipulate sand by channeling your ki. When you gain this feature, choose a number of spells from the list below equal to half your Wisdom modifier, rounded up (minimum of 1). To cast one of these spells, you expend a number of ki points equal to 1 + the spell's level. Otherwise, you use its casting time and other rules, but you don't need to provide material components for it.

Shifting Sands Spells: *dust devil*, *earthbind*, *earth tremor*, *erupting earth*, *flight of dust*,* *glimmering sands*,* *wall of sand*

GRAPPLE MASTER

At 11th level, your weighty presence and grip of iron allow you to physically command the battlefield. Your speed isn't halved as a result of grappling a creature, and you have advantage on attack rolls against creatures that are grappled by you. Additionally, if you are grappled, you have advantage on Strength (Athletics) checks made to grapple your grappler.

ONE WITH SAND

At 17th level, you have achieved oneness with the desert. As a bonus action on your turn or as a reaction to taking damage, you can spend 1 ki point to become a pile of sand, along with any items you are carrying. While you are a pile of sand, you can occupy the space of another creature. You have resistance to all damage and you can pass through small holes, narrow openings, and even mere cracks. While in your sand form, you can't attack or cast spells, although you retain your ability to speak and interact with creatures and objects. You revert back to your humanoid form after one minute, you drop to 0 hit points, or you choose to do so at any time.

*Found in chapter 6 of this compendium.



SNIPER CONCLAVE (RANGER)

Rangers belonging to the Sniper conclave are experts at using gnomish firearms in long distance combat. Snipers use stealth tactics to their advantage, allowing them to kill without alerting the enemy to them or their allies. By strategically securing locations, snipers are invaluable in large scale combat.

SNIPER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Sniper Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

SNIPER SPELLS

Ranger Level	Spell
3rd	<i>jump</i>
5th	<i>pass without trace</i>
9th	<i>nondetection</i>
13th	<i>locate creature</i>
17th	<i>conjure volley</i>

BONUS PROFICIENCIES

At 3rd level, you gain proficiency with cogwork rifles, flintlocks, hipshooters, muskets, pockmarkers, and revolvers. Also, you gain proficiency in one of the following skills of your choice: Perception, Stealth, or Survival.

RIFLE EXPERT

Also at 3rd level, you gain the following benefits when you use a weapon that has the steady property:

- The long range of the weapon increases by a number of feet equal to 5 x your ranger level.
- When you make an attack roll with the weapon while you are hidden, the attack doesn't immediately reveal your location. Creatures that would otherwise automatically spot you can use their reaction to make a Wisdom (Perception) check with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. If a creature fails the check or chooses not to use their reaction, you remain hidden to them.
- After you make an attack roll on your turn with the weapon, you may stow the weapon and draw a single one-handed weapon as a reaction.

HIGH GROUND

Beginning at 7th level, you're able to expertly reach vantage points when searching for prey. You gain a climbing speed equal to your walking speed.

SNIPER'S COVER

At 11th level, you can expertly hide as long as you are within familiar terrain. While you are within your favored terrain, you have advantage on Dexterity (Stealth) checks.

GAERT SILVEREYES

The most infamous sniper in all of the Crown is undoubtedly a dwarf by the name of Gaert Silvereyes. When Gaert was a boy, he was captured by a dragon, but was given a second chance at life. The dragon bet Gaert to shoot a slug at a wine bottle a mile away, or else he would become the dragon's supper. After tediously testing the wind and preparing the shot, Gaert managed to shatter the bottle. Gaert is now the head honcho of a sniper gang known as the Dragonfire

CRACKSHOT

Starting at 15th level, your precision allows you to decimate entire hoards of creatures at once. On your turn, you can use an action to make up to ten attacks with a weapon that has the steady property. Each attack must be made against a different creature, and you must expend a powder slug for each attack.

Once you use this feature, you can't do so again until you finish a long rest.



MOUNTS OF VERNESTUS

Mounted combatants from the wastes of the Desneran to the bogs of the Verns rely on horses, camels, and even mastiffs for the smaller folk as steeds to aid them in their travels. Sometimes a more specialized beast is required to carry uncommon burdens. Here are some of the unique mounts one may find in Vernestus.

Greenhoof. The greenhoof uses the statistics of the warhorse. This pale green breed of horse roams the jungles of the Vern, where they've developed a natural immunity to disease.

Silkback. The silkback uses the statistics of the riding horse. These regal horses are used by the upper echelons of knights. Their silky coat is often used to make apparel, but it also lets the rider to easily dismount the silkback by using only 5 feet of their movement.

Stone Mule. The stone mule uses the statistics of the mule. These mules often accompany undergolem travelers from the Plane of Earth. The carrying capacity of a stone mule is 100 pounds greater than that of a normal mule.

Sun Camel. The sun camel uses the statistics of the camel. Sun camels can be found roaming the Desneran, always following the sun. Sun camels only require half the food a normal camel requires and they have resistance to fire damage.

Tower Dog. The tower dog uses the statistics of the mastiff. In ancient times, tower dogs were used by humans to villages of invaders. Nowadays, the breed is used by small folk who have the coin to spare for an exquisite mount. Tower dogs have advantage on Wisdom (Perception) checks that rely on sight.



DESPERADO (ROGUE)

Your archetype is known by many names – the bandit, cowboy, bronco, and most commonly in Vernestus, the desperado. You fully accept the tools that the badlands have to offer, namely the saddle and the firearm. By horseback, you travel the desolate wastes as an outlaw, fighting either for the greater good or for your personal gain.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with flintlocks, muskets, nets, revolvers, and land vehicles.

HORSEBACK BANDIT

Starting at 3rd level, mounting or dismounting a creature costs you only 5 feet of movement, rather than half your speed. While you are mounted, you don't suffer disadvantage when making an attack with a net beyond its normal range.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are mounted, there are no creatures within 5 feet of you besides your mount, the creature is at least one size smaller than your mount, and you don't have disadvantage on the attack roll.

HOGTIE

Starting at 9th level, the escape DC of your nets is now equal to 8 + your Dexterity (Sleight of Hand) modifier.

GUNSLING KING

At 13th level, you've mastered the art of gunslinging. When you make an attack with a firearm, you can choose for the powder slug to ricochet off a point on a surface within range before hitting your target. The powder slug travels from you to the point you choose and then bounces towards the target, potentially ignoring the target's cover if they have any.

SHOWDOWN

Starting at 17th level, you can choose to showdown with a hostile creature that you can see whenever you roll for initiative. The showdown lasts until you or the hostile creature drops to 0 hit points or until you choose another creature to showdown with. You have advantage on attack rolls against the creature you are showing down with. Additionally, you have advantage on all saving throws the creature forces you to make.



FRAGMENT ORIGIN (SORCERER)

The Real God Machine was built by Ker to stabilize the Material Plane in its place, allowing for matter and life to exist. At the turn of the Second Era, the Machine was partially destroyed by Lok, partially destabilizing the world. You are one such entity that was born torn in twain or randomly bereaved of your physical body.

Your magic comes from fluctuations in the balance of the universe, allowing you to tap into the Ethereal Plane at will. With it, you have essentially become a partial ghost, a mere shadow of a full being. Others of this origin often lack a complete set of emotions and clear morals, and appear strange and alien to passersby.

FRAGMENTED BODY

Starting at 1st level, your body is but a fragment of a whole. You can step into the Ethereal Plane as a bonus action on your turn. You remain there until the end of your next turn, returning to the space on the Material Plane you now occupy. If that space is occupied, you appear in the nearest unoccupied space (chosen at random if more than one space is equally near). You can also return as an action.

While on the Ethereal Plane, you can see and hear the plane you originated from, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless they have the ability to do so.

Once you use this feature, you can't do so again until you finish a short or long rest.

PARANORMAL FLAIR

Also at 1st level, you have a well of ghostly power you can draw upon. You know the *thaumaturgy* cantrip, which doesn't count against your number of cantrips known. You can use a bonus action on each of your turns to cast *thaumaturgy*.

WANE

Beginning at 6th level, you can momentarily cause your body to become ghostly and intangible. Your limbs can't be bound by nonmagical bindings such as rope or manacles, and you have advantage on any Strength (Athletics) or Dexterity (Acrobatics) checks made to stop being grappled or restrained. You can also don or doff any armor or clothing as an action. Additionally, you can spend 1 sorcery point to cast the *feather fall* spell, targeting only yourself, and without needing any material components or expending a spell slot.

INCORPOREAL FLESH

Starting at 14th level, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

Additionally, you can move through other creatures as if they are difficult terrain. If you end your turn within a creature, you take 5 force damage and are shunted towards the nearest unoccupied space.

DESTABILIZE AREA

Starting at 18th level, you can take up to six other creatures within 60 feet of you to the Ethereal Plane when you use your Fragmented Body feature. An unwilling creature has to make a Charisma saving throw against your spell save DC, remaining in place on a success. Once you leave the Ethereal Plane, so do all of the creatures brought there by you. When you return to the material plane, each creature returns to the space on the Material Plane it now occupies. If a creature's space is occupied, it appears in the nearest unoccupied space (chosen at random if more than one space is available).

Additionally, you gain the ability to extend your time in the Ethereal Plane. You can use a bonus action on each of your turns to extend the duration of your Fragmented Body feature until the end of your next turn, for up to 10 minutes total.

THE GIGA (WARLOCK)

You have traded for power with a gargantuan metal being with uncertain origins, capable of demolishing entire landscapes within hours. The Giga are monstrous constructs that roam Vernestus and the surrounding land, taking the vague form of common beasts. Their motivations are enigmatic, but they seem to give little heed to mortals that are in their path, simply crushing entire villages underfoot without even noticing. These metal monsters are large enough to hold entire dungeons within their bodies with untold amounts of alien denizens. Only several Giga live within Vernestus, such as Giga Gerunda, a great rabbit, Giga Vuul, a goat, and Giga Keelaxa, a camel. Null, the eldritch train engine inhabiting Vernestus, is also capable of wielding the power of the Giga.

EXPANDED SPELL LIST

The Giga lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

GIGA EXPANDED SPELLS

Spell Level	Spells
1st	<i>absorb elements, speak with animals</i>
2nd	<i>find traps, pass without trace</i>
3rd	<i>glyph of warding, spirit guardians</i>
4th	<i>dominate beast, locate creature</i>
5th	<i>commune with nature, passwall</i>

WORLD BREAKER

Starting at 1st level, you deal double damage to objects and structures.

CLOAK OF THE MUNDANE

Also at 1st level, the power bestowed by the Giga selectively breaks down the magical weave around you, hindering other spellcasters. When you are subjected to a spell that forces you to make a saving throw, you have advantage on the saving throw if you are the only target of the spell.

UNEARTHLY DEFLECTION

Beginning at 6th level, you can absorb enemy attacks and use them to bolster your own. As a reaction to taking damage, you can gain resistance to that type of damage until the start of your next turn. If you make an attack on your next turn that deals that type of damage, you have advantage on the attack roll.

Once you use this feature, you can't do so again until you finish a long rest.

PREVAILING GAZE

At 10th level, you gain the uncanny ability to perfectly survey your environment, a trait the Giga use to find approachers. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. Additionally, dim light, heavy foliage, and weather don't impose disadvantage on your Wisdom (Perception) checks.

ROAR OF THE GIGA

Starting at 14th level, you have been granted the ability to roar with the might of the Giga. As an action, you can emit a thunderous roar which can be heard up to 300 feet away. Creatures in that area must succeed on a Constitution saving throw against your warlock spell save DC. On a failed save, a creature takes 3d10 thunder damage and is stunned until the end of their next turn. On a success, they take half as much damage and aren't stunned. Creatures of your choice automatically succeed on the saving throw.

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

ELDRITCH INVOCATIONS

At 2nd level, a warlock gains the Eldritch Invocations feature. Here are new options for that feature for any player playing in Vernestus, which are in addition to the options in the *Player's Handbook*.

ELDRITCH ENGINE

Prerequisite: eldritch blast cantrip

When you cast *eldritch blast*, your speed increases by 10 feet until the end of your turn.

KEELAXA'S TEMPEST

Prerequisite: 5th level

You can cast *call lightning* once using a warlock spell slot. You can't do so again until you finish a long rest.

NULL'S TRANSPORT

Prerequisite: 5th level

While you are traveling at a fast pace, you can direct kinetic energy into a Gargantuan or smaller mount or vehicle that you are riding. After 1 hour of directing energy, the speed of the mount or vehicle quadruples. It maintains this bonus to its speed until it stops moving or until you finish a short or long rest. A mount does not tire while you continue to direct energy into it and vehicles that are not built to sustain great speeds do not suffer any wear and tear as a result of this feature.

Once you use this feature, you can't do so again until you finish a rest.

VIVE OF GERUNDA

You can cast *jump* on yourself at will, without expending a spell slot or material components.

VUUL'S PIT SENSE

As an action, you can activate your pit sense. For 1 hour, you can sense all sources of heat within 30 feet of you. You can't sense sources of heat that are blocked by total cover.

Once you use this feature, you can't do so again until you finish a short or long rest.



SCHOOL OF SLINGING (WIZARD)

Almost as long as there have been firearms in Vernestus, there have been curious students of the arcane trying to figure out how to incorporate them into their practices. By using firearms as a vessel, these wizards, known as slingers, are able to package their spells into powder slugs and use them to deliver the arcane potential. Flintlocks are the weapon of choice to slingers as they are more readily available than other firearms, and as such they are what upcoming slingers learn to use. In addition, they are lightweight and easily concealable, making flintlocks ideal for law enforcement and villainy alike.

BONUS PROFICIENCIES

When you choose this school at 2nd level, you gain proficiency with flintlocks. You can use a flintlock as a spellcasting focus for your wizard spells.

ARCANE SLUG SLINGING

Starting at 2nd level, you can choose to fire a wizard spell from a flintlock if the spell deals damage. You fire a powder slug from the flintlock as part of casting the spell, and the target becomes the point of origin for the spell. In this case, you use the range of the flintlock to determine the range of the spell. Spells that form cones or lines instead originate from the flintlock. If the spell requires an attack roll, you can use either your spell attack modifier or your attack modifier for the flintlock to determine the outcome of the roll.

DARK YEMBORA AND THE SAND SLINGERS

A cause of fear for many roaming the Desneran Desert, Dark Yembora is a sundrian renowned the world over for their impressive spell slinging abilities. Raised aboard a salvaged dune galley, it didn't take long for Yembora's aptitude to show. They staged a mutiny and have become the pirate with the greatest and most grim reputation in all of Vernestus.

With little standing in the way of Yembora, they've amassed quite a bit of power throughout the land. The Sand Slingers, agents and students of Yembora, flaunt their power at will in the prefecture of Fuum. Many see Fuum as a breakaway state, as it no longer adheres to the law of the Crown, nor does it heed any attempts of the Crown to regain sovereignty. Yembora and the Sand Slingers control Fuum and use the territory to operate pirating schemes and as their very own well of resources and manpower.

MAGIC DESPERADO

Beginning at 6th level, once per turn when you hit a target with a spell attack from your flintlock, the target takes an extra 1d6 piercing damage from the powder slug. Additionally, your flintlock attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical damage.

PERK

By 10th level, you've honed your slug slinging craft into a personalized style. Choose one of the following perks.

Amplify. Once per turn when you roll a 1 or 2 on a damage die for a spell you cast with a flintlock, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. You must have used a bonus action to steady the flintlock beforehand to gain this benefit.

Deadeye. You gain a +2 bonus to attack rolls you make with flintlocks if you used a bonus action to steady the flintlock beforehand. If you cast a spell with your flintlock that requires multiple attack rolls, you only gain this bonus for the first attack roll.

Suppress. If you cast a spell from a flintlock that forms a cone or line, the spell extends an extra number of feet equal to 5 x your Intelligence modifier.

GUNMETAL AMPLIFIER

At 14th level, your flintlock amplifies spells you cast through it. When you cast a cantrip through your flintlock as an action on your turn, you can immediately cast the cantrip again as part of the same action.

SCHOOL OF THE GREATS (WIZARD)

Wizards of this school, unlike most schools, do not devote their time to any kind of magic in particular. Instead, they spend their time studying great wizards of legend or prominent contemporaries. They imitate the particular style of one or more of the greats which have proven the usefulness of their spells.

STUDIOUS MIND

At 2nd level, your heightened ability to learn and maintain information allows you to hang on to the most obscure facets of the subjects you have studied. Choose one skill that you are proficient with. Whenever you make an Intelligence check with the chosen skill, you can add twice your Intelligence modifier, instead of the Intelligence modifier you would normally apply.

PUPIL OF THE GREATS

You begin your delve into the works of the arcane masters. Starting at 2nd level, you add a spell to your spellbook from the list of spells below. The spell counts as a wizard spell for you, even if it isn't normally a wizard spell. If you ever lose your spellbook, you can transcribe spells learned from this feature even if you don't have them prepared when you lose your spellbook.

You learn another spell from this feature when you reach certain levels in this class: 5th, 9th, 13th, and 17th level. The spell you choose must be on the list for your current wizard level or a lower level.

2nd Level: *arms of Hadar*, *Tasha's hideous laughter*, *Tenser's floating disc*

5th Level: *Aganazzar's scorcher*, *hunger of Hadar*, *Leomund's tiny hut*, *Maximillian's earthen grasp*, *Melf's acid arrow*, *Melf's minute meteors*, *Nystul's magic aura*, *Snilloch's snowball swarm*

9th Level: *Bigby's hand*, *Evard's black tentacles*, *Gillycrest's forceful foray*,* *Gillycrest's grim gun*,* *Leomund's secret chest*, *Mordenkainen's faithful hound*, *Mordenkainen's private sanctum*, *Otiluke's resilient sphere*, *Rary's telepathic bond*

13th Level: *Ausson's aquatic adaptation*,* *Drawmij's instant summons*, *Mordenkainen's magnificent mansion*, *Mordenkainen's sword*, *Otiluke's freezing sphere*, *Otto's irresistible dance*, *Sapphros' sundering*,* *Tenser's transformation*

17th level: *Abi-Dalzim's horrid wilting*

*Found in chapter 6 of this compendium.

ARCANE KNACK

Beginning at 6th level, you can use your arcane power to fuel your skills. Whenever you make an ability check using your Intelligence, Wisdom, or Charisma modifier, you can expend one spell slot to give yourself a bonus to the check. The bonus is 1d4 for a 1st-level spell slot, plus 1d4 for each spell level higher than 1st. You must choose to do so before the check is made, and you can't gain a bonus greater than +10 with this feature.

SAVANT OF THE GREATS

Starting at 10th level, your studies of the greats cause certain spells to become second nature to you. The spells you learned from your Pupil of the Greats feature are now always prepared, and they don't count against the number of spells that you can normally prepare.

Additionally, if you deal damage to a creature with a spell you learned from your Pupil of the Greats feature, you can add your Intelligence modifier to the damage you deal to that creature. You can only do this once per turn.

SPELL HYBRIDIZATION

Through tenacious use of the spells created by the greats, you've begun to learn how to create your own spells by hybridizing common spells. At 14th level, when you cast a wizard spell as an action, you can cast another wizard spell as part of the same action given that both spells have a casting time of 1 action. You expend a single spell slot of a level equal to the sum of the levels of the spells you are casting. For example, if you cast *magic missile* at 2nd-level and *fireball* at 3rd-level, you would expend a single 5th-level spell slot.

Once you use this feature, you can't do so again until you finish a long rest.



OPTIONAL CLASS CHANGES

Vernestus as a fantasy setting introduces a slew of new concepts and character creation options to Dungeons & Dragons. Additionally, the base classes presented in the *Player's Handbook* may be altered to better suit the setting. You may use the optional changes presented below to some of the classes and subclasses found in the *Player's Handbook* and *Xanathar's Guide to Everything* when playing in Vernestus.

BARBARIAN PROFICIENCIES

As a barbarian, you gain proficiency with cestuses.

GUERRILLA AS A FIGHTER SUBCLASS

Some DMs may prefer to incorporate the guerrilla into their game not as its own class, but rather as a subclass of the fighter class. The tactical wit and physical prowess of the guerrilla lends itself well to being in the fighter class in a setting other than Vernestus where the archetype may not be as prevalent. If you choose this subclass, you gain the following abilities as you would with the other Martial Archetypes.

RUSTIC CHAMPION

Beginning when you choose this archetype at 3rd level, you gain proficiency with improvised weapons. All improvised weapons you wield deal 1d6 damage if they would deal less damage otherwise.

RALLY

Also at 3rd level, you learn how to coordinate strikes with your allies. When you deal damage to a creature, you can choose to mark it. A creature friendly to you that deals damage to the target while it is marked in this way gains a bonus to their damage equal to your Charisma modifier (minimum 1). The attacking creature must be able to see or hear you in order to gain the bonus, and it may only apply the extra damage once during its turn. The mark lasts until either you or the target drop to 0 hit points, or you finish a short or long rest.

Once you use this feature, you can't do so again until you finish a short or long rest.

BLITZ

Starting at 7th level, your swift movements allow you to get into position with ease. On your first turn of combat, you gain an extra action that can be used to Dash or Dodge, and your movement doesn't provoke any opportunity attacks.

HIT AND RUN

At 10th level, you gain a bonus to the damage you deal when you hit a creature marked by your Rally class feature with a weapon attack. This bonus equals your Charisma modifier (minimum of 1).

ASSAULT

Starting at 15 level, you triumphantly lead your allies into battle, giving them a swift boost to their speed. When rolling for initiative, friendly creatures within 30 feet of you can add 1d6 to their initiative roll. These creatures also gain a 10 foot bonus to their walking speed on their first turn.

UNWAVERING LEADERSHIP

At 15th level, your unending ferocity and strong leadership holds you and your allies together in combat. Creatures can now deal the extra damage granted by your Rally class feature any number of times per turn.

Additionally, you can use a bonus action on your turn to mark a creature within 60 feet of you with your Rally class feature, instead of having to deal damage to the creature.

INDUSTRIAL FIGHTING STYLE

If you are playing as a fighter, you may choose the following fighting style.

INDUSTRIAL

You gain proficiency with industrial weapons.

ROGUE PROFICIENCIES

As a rogue, you gain proficiency with pockmarkers and knuckledusters.

SPELL LISTS

Vernestus introduces several new spells to the Dungeons & Dragons catalog. The following classes have spells added to their spell lists. These spells can be found in chapter 6 of this compendium.

Bard: *gleam, sunshade, twang*

Cleric: *gleam, purge, stability*

Druid: *glimmering sands, repel pests, roam, swamp gas*

Paladin: *stability*

Ranger: *flight of dust, repel pests*

Sorcerer: *Ausson's aquatic adaptation, flight of dust, gleam, sunshade, swamp gas, unstable trip*

Warlock: *sunshade, swamp gas*

Wizard: *abstract dart, Ausson's aquatic adaptation, flight of dust, gleam, glimmering sands, Sapphos' sundering, sunshade*

WAY OF THE KENSEI

When you choose your kensei weapon, the cestus, knuckleduster, tekko, tigerclaw, and vajra are valid choices.

CHAPTER 3: BACKGROUNDS



merging from a history of friends and foes, quests and misdeeds, ups and downs, your character is equipped with the memories and experience that makes them the right choice to become an adventurer. Your character's background reflects all that your character did, learned, and acquired before

the moment that your game of Dungeons & Dragons begins. Presented in this chapter are two background options for characters in Vernestus, the inventor and the luddite. See chapter 4 of the *Player's Handbook*, "Personality and Background," for more about backgrounds.

INVENTOR

You are among the many bright minds in Vernestus that dedicate their lives to the creation of brand new innovations. You streamline daily life by inventing and manufacturing unique objects. Perhaps you developed a weapon of war and sold it to the highest bidder, you partake in the manufacturing of warforged for the Crown, or you fancy crafting your own firearms over those made by others.

Skill Proficiencies: Arcana, Insight

Tool Proficiencies: Tinker's tools, vehicles (land)

Equipment: A set of common clothes, a book of schematics and musings, tinker's tools, and a pouch containing 10 gp

AREA OF EXPERTISE

A successful inventor is the expert on a particular subject. Choose or randomly determine your area of expertise that defines you as an inventor.

d8	Area of Expertise	d8	Area of Expertise
1	Armor	5	Magic items
2	Circuitry	6	Potions
3	Firearms	7	Vehicles
4	Machines	8	Warforged

FEATURE: MASTERFUL INVENTION

You are the creator of an invention that you built for some group, such as a local county, guild, or company. Because of your invention, this particular group has seen an increase in success. This group acknowledges your contribution by offering you and your adventuring companions with a place to stay, and they may grant you monetary assistance if you are in dire need of it. If you fail to maintain friendly relations, the group is by no means obligated to offer aid. Talk with your DM about the invention you created and which organization adopted it.

SUGGESTED CHARACTERISTICS

Inventors are often quirky folk, having a reputation of having above average smarts, but poor social skills, although this isn't necessarily the case with all inventors. You have a mind fit for problem solving and critical thinking, even when the threat of an enemy looms near.

d8 Personality Trait

- 1 I assume that others will understand what I say, even when I speak with jargon and technobabble.
- 2 I keep my chin up, even when my plans end in failure.
- 3 My mentor taught me everything that I know, and I wish to spread that knowledge to all that I can.
- 4 I yearn to help others.
- 5 In a formal setting, I can never seem to find the right words. Otherwise, I blather constantly.
- 6 I analyze each and every scenario as if it were a problem, and only I can find the solution.
- 7 I get so caught up in my thoughts that others assume I have a bad attention span. They're mostly right.
- 8 I only share my ideas with others if I know they are without flaw.

d6 Ideal

- 1 **Humanism.** Invent to solve the problems plaguing us all. (Good)
- 2 **Entrepreneurship.** Don't waste time on activities that aren't profitable. (Neutral)
- 3 **Advancement.** We must push technology further if we want a better society. (Lawful)
- 4 **Devotion.** Once you take on a task, always see it through to the end. (Lawful)
- 5 **Technocracy.** Those that wield the most dangerous inventions are those that ought to rule. (Evil)
- 6 **Creativity.** Always show your true colors. (Any)

d6 Bond

- 1 I keep my workshop spick and span, as its where I spend my of my time.
- 2 Nothing is more important to me than my book of diagrams.
- 3 I teach my apprentice all that I know so one day they may take over for me.
- 4 My loyalty is to my kingdom and the people within.
- 5 No one may know the precious secrets that underlay all of my inventions.
- 6 I am eternally grateful for the tutelage of my master.

d6 Flaw

- 1 I rarely get an adequate amount of sleep since I stay up all night working on my inventions.
- 2 I think I work best when there's a heavy amount of mead running through my body.
- 3 I am a complete sham.
- 4 I publicly show myself as an inventor, but its a cover up to hide my true business.
- 5 My inventions explode with alarming frequency.
- 6 I am slow to trust others, as I think they want to steal my trade secrets.

LUDDITE

Many sing the praises for the swift uprise of technology in Vernestus, although it isn't without its dissent. Farming folk, outlanders, and those living on the brink of civilization get along just fine without any fancy technology, even preferring the way that things once were. Luddites band together to advocate for the control and downsizing of technology across the land.

Skill Proficiencies: Animal Handling, Athletics

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a mess kit, a minor family heirloom, a set of common clothes, and a pouch containing 10 gp

FEATURE: OLD WAYS

You have made a living for yourself that relies on deeply rooted interpersonal relationships. You belong to a tightly knit community that thinks highly of you and will readily accept your ideas. Members of your community will give you a place to hide, rest, or recuperate, unless you start to show yourself to be dangerous to them. They will shield you from the law or anyone else searching for you, though they will not risk their lives for you.

SUGGESTED CHARACTERISTICS

Luddites are often well-meaning, down to earth, family oriented folk. Most lead simple lives in rural environments, resenting the hustle and bustle of cities. Wherever you find yourself, you likely value the traditional way of doings things, as its foolish to try and fix those things that aren't broken.



d8 Personality Trait

- 1 I don't mind getting my hands dirty when the task at hand calls for it.
- 2 Nothing calms me down like a clear open sky.
- 3 Family comes before any other organization.
- 4 Bartering is my preferred method of procuring goods and services.
- 5 Magic is much too complicated for me to grasp.
- 6 I fret constantly about the advances of technology and how they will undermine my way of life.
- 7 I value honesty over any other virtue.
- 8 I follow the path laid down by my ancestors.

d6 Ideal

- 1 **Protection.** I stick up for those that need it. (Good)
- 2 **Orthodoxy.** Stick to the traditional, proven ways of doing things. (Lawful)
- 3 **Propagandize.** Keep the public unwitting, so only the knowledgeable remain in power. (Evil)
- 4 **Tribute.** Respect the deceased and pay homage to those that have done you well. (Lawful)
- 5 **Rebellion.** Strike when its least expected and stir revolution. (Chaotic)
- 6 **Community.** The people around you are the ones that matter the most. (Any)

d6 Bond

- 1 I will do whatever it takes to recover my family's stolen heirloom.
- 2 I lead a local band of like minded luddites that thwart technological innovation.
- 3 My tools define who I am and what I am capable of doing, so I take them with me wherever I go.
- 4 I protect the lives of the working man.
- 5 Someday I wish to return to my home village and raise a family of my own.
- 6 All the treasures and baubles I gather during my adventures go to support my family.

d6 Flaw

- 1 My dislike of technology extends to all those who use it.
- 2 I secretly admire fancy gadgets, but I fear I would be rejected by my community if I were to engage with them.
- 3 I'm rather grouchy and enjoy a fine drink.
- 4 I destroy machines when I see them, regardless of who they belong to.
- 5 I'm not afraid to say what's on my mind, especially if I get a good reaction out of somebody.
- 6 I dislike the idea of newcomers entering my community, especially if we aren't of the same race.

CHAPTER 4: EQUIPMENT

Icons of Vernestus include the grandiose barges of the sundrians barreling over desert dunes and the mountains of powder kegs that power gnomish clockwork guns. This chapter includes new equipment available for the adventurers of Vernestus to purchase in addition to the equipment found in chapter 5 of the *Player's Handbook*, "Equipment."

Markets across Vernestus are places where culture and livelihoods thrive. The domains of Vernestus depend on trade with each other to succeed, and as such Vernal governments place a large emphasis on supporting the development of trade routes and the protection of caravans.

Copper, silver, gold, and platinum pieces are the most common forms of currency. Gems, artifacts, and magic goods are uncommon commodities, but will often fetch a hefty amount of coin with the right buyer. Many reputable locations may exchange labor or favors for goods.

STARTING WEALTH

Chapter 5 of the *Player's Handbook*, "Equipment," describes how much wealth you start with when you create a character if you choose to pass the equipment you gain from your class and background. If you are playing a tinkermage or guerrilla character, see the Starting Wealth by Class table to determine how much gold you have to spend.

STARTING WEALTH BY CLASS

Class	Funds
Tinkermage	5d4 x 10 gp
Guerrilla	2d4 x 10 gp

INDUSTRIAL WEAPONS

Industrial weapons are a new weapon type for adventures set within Vernestus. Rock gnomes, blessed with knowledge given by the god of constructs, created the first industrial weapons. With innovations in technology and magic, firearms and weapons of exquisite craft have entered the stage along with typical fantasy weapons.

Although members of all races have adopted the use of industrial weapons, their design often incorporates gnomish motifs. The percolation of gnomish culture across the world is a point of pride for many gnomes, as well as the warforged, a race created by the gnomes.

The Industrial Weapons table shows you the new weapons available to you in Vernestus, their price and weight, the damage they deal when they hit, and any special properties they possess. See chapter 5 of the *Player's Handbook*, "Equipment," for more information about weapons, as well as a list of simple and martial weapons.





INDUSTRIAL WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Industrial Melee Weapons</i>				
Cestus	10 gp	1d6 bludgeoning	1 lb.	Hand, light
Knuckleduster	10 gp	1d4 bludgeoning	1/2 lb.	Finesse, hand, light
Tekko	15 gp	1d4 slashing	1/4 lb.	Finesse, hand, light
Tigerclaw	35 gp	1d8 slashing	1½ lb.	Finesse, hand
Vajra	15 gp	1d6 piercing	1 lb.	Hand, light
<i>Industrial Ranged Weapons</i>				
Blunderbuss	100 gp	1d8 piercing	5 lb.	Ammunition (range 20/60), loud, spread, two-handed
Cogwork rifle	250 gp	2d6 piercing	9 lb.	Ammunition (range 150/600), loading, loud, steady, two-handed
Crank shotgun	150 gp	1d12 piercing	5 lb.	Ammunition (range 30/120), heavy, loud, spread, two-handed
Firebomb	220 gp	1d10 fire	14 lb.	Ammunition (range 10/30), heavy, spread, two-handed
Flintlock	100 gp	1d6 piercing	2 lb.	Ammunition (range 20/60), light, loading, steady
Hipshooter	250 gp	1d8 piercing	4 lb.	Ammunition (range 80/320), loud, spread, steady
Musket	120 gp	1d10 piercing	8 lb.	Ammunition (range 80/320), loading, loud, steady, two-handed
Pepperbox	130 gp	1d8 piercing	3 lb.	Ammunition (range 80/320), loud, spread
Phoenix	200 gp	1d10 fire	9 lb.	Ammunition (range 100/400), loading, loud, two-handed
Pockmarker	50 gp	1d4 piercing	2 lb.	Ammunition (20/60), light, steady
Revolver	200 gp	1d8 piercing	2 lb.	Ammunition (30/120), light, loud, steady
<i>Ammunition</i>				
Powder slug (5)	1 gp	—	1/2 lb.	—



WEAPON PROPERTIES

Some industrial weapons have special properties not found among those in the *Player's Handbook*, as shown in the Industrial Weapons table.

Hand. This weapon is made to fit over your hand. You can use your hand to provide somatic components or hold another weapon or object while wielding this weapon.

Loud. When you make an attack with this weapon, it creates a loud noise audible up to 300 feet away, alerting any creatures within the area of your presence.

Spread. Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with this weapon.

Steady. You can use a bonus action on your turn to ignore the disadvantage granted from attacking beyond the weapon's normal range. The steadying effect lasts until the start of your next turn.

DUNE VEHICLES

Sundrians are known for their cunning wit and craftsmanship, but not necessarily for their creativity. Dune vehicles are technological marvels created by the sundrians from reverse-engineered gnomish technology.

Resembling ships you would find at sea, dune vehicles are able to sail across the sand of deserts. Many fear exploring the Desneran desert for fear of meeting a dune barge staffed with sundrian pirates. However, dune vehicles are able to be purchased as equipment for adventurers.

Vehicle Proficiency. If you have proficiency with vehicles (land), you can add your proficiency bonus to any check you make to control a dune vehicle in difficult circumstances.

DUNE VEHICLES

Item	Cost	Speed
Caravan boat	4,500 gp	1 mph
Desert galley	45,000 gp	4 mph
Dune sailboat	12,000 gp	3 mph
Dune schooner	28,000 gp	3 mph
Wind dinghy	75 gp	2 mph



COMMON MAGIC ITEMS

Powerful magic items are rare across Vernestus, only belonging to individuals of particularly great privilege or found sprinkled across the land, deep within the most dangerous dungeons and crypts. However, more mundane magic items are commonly seen throughout, often integrated with some form of technology. The following are some of these common items that you are likely to come across in Vernestus. See chapter 7 of the *Dungeon Master's Guide*, "Treasure," for more information about magic items.

ARCANE HOLSTER

Wondrous item, common

Any firearm weighing 10 pounds or less can fit entirely within the holster, regardless of its volume. Any items other than firearms are unable to fit within the holster.

ANTILOCKPICK

Wondrous item, common

This odd key shaped object has 3 charges. You can insert the antilockpick into a mundane lock and expend a charge to permanently transmute the internal mechanisms of the lock to a state that renders all existing keys for that lock unusable. The antilockpick regains all expended charges daily at dawn.

AUTOREEL

Wondrous item, common

This reel is made to fit around your wrist and attach to a single weapon. The reel has a line that extends up to 60 feet. On your turn, you can cause the reel to draw a weapon on the end of the line back into your hand, no action required.



BAG OF MINOR GAANA STONES

Wondrous item, common

This bag comes with 1d20+10 shiny black stones. Any creature holding the bag of stones can cast the *magic stone* cantrip, as long as they use the gaana stones as part of the spell. After a gaana stone is used, it disappears in a silent burst as it planeshifts to the Plane of Earth.

BOOTS OF THE CARAVAN

Wondrous item, common

These boots don't leave footprints in sand.

CANDLE OF BUG REPELLING

Wondrous item, common

Used by the canoe traders of Vernestus' bayou, this candle is adept at repelling pesty bugs. Nonmagical insects and arachnids are unable to move closer than 15 feet to the candle while it is alight.

CANDLE OF IGNITION

Wondrous item, common

This candle is kept in a glass tube. Once removed from the tube, the candle will automatically ignite after 1 minute.

CELESTIAL TOY BOX

Wondrous item, common

This wooden box is decorated with flourishing angelic symbols and contains 2 cubic feet of space. Additionally, it comes with a random fanciful childrens' toy. If the toy is left in the box for 8 hours without the box being opened, it magically transforms into a different toy. You can use the following table to determine the form the toy takes.

d8	Toy	d8	Toy
1	Doll	5	Toy animal
2	Leather ball	6	Wooden blocks
3	Popgun	7	Wooden train
4	Spinning top	8	Yo-yo



COG OF THE TIMEKEEPER

Wondrous item, common (requires attunement)

These cogs were originally used by the ancestral chroners enacting the functions of RG2, but have become commonplace as watches. While you are attuned to this item, you always know the time on your current plane of existence.

If you are a chrone, the cog also gifts you certain mental benefits while you are attuned to it. You can perform mathematical operations with ease, and perfectly remember everything that happened within the past 7 days of being attuned to the cog.

FLASHPAPER

Wondrous item, common

This thick white paper has a glossy sheen to it. If you set fire to the paper while you hold it, it does not burn, but rather the scenery in your field of view appears as an image on the glossy side. Afterwards, the paper loses its magical properties.

GLIMMER SLUG

Weapon (powder slug), common

When shot, the point this powder slug hits begins to glow, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The light fades after 1 minute.

GNOMISH WAR WHISTLE

Wondrous item, common

When you blow on this whistle, only warforged are able to perceive the sound.

HEARING SCREW

Wondrous item, common

This ordinary looking screw is able to hear your voice. When you instruct the screw to insert itself into an object, it will fly up to 30 feet and do so. After inserting itself into an object, it will no longer listen unless a creature calls its serial number (inscribed on the screw). When called, the screw will fall out of an object and fly up to 30 feet towards the creature that called its serial number and drop at their feet.

KEYSTONE CUBE

Wondrous item, common

This 1-foot stone cube is completely weightless and is only able to be moved from force provided by creatures. Force from objects, spells, gravity, and weather fail to move the cube.

MACHINIST'S GLOVES

Wondrous item, common (requires attunement)

As an action, you can cause the tips of the gloves to sprout a set of ethereal tinkers' tools. You can dismiss the ethereal tinkers' tools as an action.

MONOCLE OF DIAGNOSIS

Wondrous item, common (requires attunement)

This monocle has 3 charges. While you are wearing the monocle, you can use an action to expend 1 of its charges and target an object of size Huge or smaller. For 1 minute, you perceive the object's strong points to glow green and the object's weak points to glow red. The brightness of the glow depends on how strong or weak each point is. The monocle regains all expended charges daily at dawn.

RAINBOW SLUG

Weapon (powder slug), common

This special powder slug deals a random type of damage when fired from a firearm. When you hit with a rainbow slug, roll on the following table to determine the type of damage the slug deals.

d8	Damage Type	d8	Damage Type
1	Acid	5	Lightning
2	Cold	6	Poison
3	Fire	7	Psychic
4	Force	8	Thunder

RING OF SHARPNESS

Ring, common (requires attunement)

While wearing this ring, weapons in your possession never dull. Additionally, body parts such as teeth, claws, and spines never dull.

RING OF SPRING

Ring, common (requires attunement)

This ring has 3 charges. While you are wearing the ring, you can use an action to expend 1 of its charges can cause the ring to transform into a spring and leap up to 5 feet away from you, striking with great force. You can use the ring to attempt to knock a creature prone, force open a door, or something else at your DM's discretion, using the ring's statistics (Strength score of 18). After being used, the spring transforms back into a ring. The ring regains all expended charges daily at dawn.

ROD OF HAND EXTENSION

Rod, common

This 10-foot long bronze rod has a metallic hand on one end and an ergonomic grip on the other. While holding the rod with one hand, you can manipulate the metallic hand as competently as you could your own hand. The hand is incapable of effectively using weapons, however.

JAR OF SHADE

Wondrous item, common

This glass jar contains 20 ounces of the essence of shade. As an action, you can spread 1 ounce of shade over an area of up to 1 square foot. The shade remains for 8 hours, or until a creature uses their action to sweep it away.

PHIAL OF GOODPOLISH

Potion, common

This glossy red phial contains 8 ounces of a sweet smelling liquid known as goodpolish. Dropping 1 ounce of goodpolish onto a metal surface instantly cleans 25 square feet of the metal.

SACK OF LOYAL SAND

Wondrous item, common

This sack is filled with 100 pounds of seemingly ordinary sand. As an action, you can hold up the sack and speak the sand's command word, causing all spilled loyal sand within 60 feet of you to flow back into the sack.

SPONGE STONE

Wondrous item, common

This porous stone is small enough to fit in your hand. If placed in water, it will sponge up to 5 gallons. The stone never leaks, unless you use an action to squeeze the stone and release up to 1 gallon of water.

SILENCING CHIP

Wondrous item, common

This small black chip can be placed on any metal surface, such as a firearm or loud machinery. Once attached, any sounds originating from within a 1-foot radius of the chip are muffled, only allowing sounds from within to be heard up to 5 feet away.

Also, due to the ability of the chip to silence the area, it grants resistance to thunder damage to any object or creature that fits entirely within a 1-foot radius area of the chip.

Once the chip is removed from a metal surface, its effects stop.

TINKERER'S COIN OF RESCUE

Wondrous item, common

As an action, you can churn the coin between your fingers, instantaneously ending your attunement to one of your magic items. Once used, the coin disappears. Cursed items are unaffected by this coin.

WINGS OF TECTONICA

Wondrous item, common (requires attunement)

These wings are fashioned out of mystical roc feathers and are used by the mighty duskrinde warriors on the Plane of Earth. When you fall and aren't incapacitated, you can subtract up to 30 feet from the fall when calculating falling damage, and you can move up to 2 feet horizontally for every 1 foot you descend.



CHAPTER 5: CUSTOMIZATION OPTIONS

Your choice of race, class, and background are the core building blocks that make up your character. However, these choices represent broad categories. Your character is a unique individual with a multitude of flourishing qualities. Some character concepts aren't able to be fully realized with the options laid out before you previously. This chapter focuses on ways to further customize your character with optional rules.



MULTICLASSING

Titles such as clerics, fighters, monks, and wizards do not encompass all of those that call Vernestus their home. Some characters mix the classes presented in chapter 2, "Class Options," and the classes found in the *Player's Handbook* to create multiclass characters. Multiclassing is an optional rule that your DM may choose to include in your campaign. See chapter 6 of the *Player's Handbook*, "Customization Options," for more about the rules of multiclassing.

PREREQUISITES

To qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one. See the Multiclassing Prerequisites table and page 163 of the *Player's Handbook* for the prerequisites necessary to multiclass.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Tinkermage	Intelligence 13
Guerrilla	Dexterity 13 and Charisma 13

PROFICIENCIES

When you first gain a level in a class other than your initial class, you gain only some of the new class's starting proficiencies. See the Multiclassing Proficiencies table and page 164 of the *Player's Handbook* for the proficiencies you gain.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Tinkermage	Industrial weapons, tinker's tools
Guerrilla	Light armor, shields, simple weapons, improvised weapons

FEATS

Your choice of class represents the majority of the abilities that your character possesses. A fighter adeptly wields a sword as a wizard deftly casts spells from a spellbook. However, classes alone do not represent the full breadth of abilities that a character can use.

Feats are an optional rule that your DM may choose to include. At certain levels, your class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. Below is a list of feats available to characters adventuring within Vernestus. See chapter 6 of the *Player's Handbook*, "Customization Options," for more feats and additional rules regarding feats.



DESERT SURVIVALIST

You have adapted to life in the desert. You gain the following benefits:

- You're naturally acclimated to hot climates.
- You can go up to a day before beginning to suffer the effects of not eating or drinking.
- You have advantage on Wisdom (Survival) checks you make while you are in a desert.
- You are immune to damage from typical desert phenomena, such as sand storms, cactus spines, or burning sands.

HEAVY ARMS SPECIALIST

You prefer explosions and kaboomery over precision and finesse. You gain the following benefits:

- You ignore the loading property of firearms with which you are proficient and have the heavy property.
- You gain a +5 bonus to damage rolls when you score a critical hit with a firearm that has the heavy property.

IRON PUGILIST

Adopting tools of iron, you've honed your fist fighting skills. You gain the following benefits:

- When a hostile creature moves within reach of a weapon you are wielding that has the hand property, you can use your reaction to make an opportunity attack against that creature with the hand weapon.
- When you use your action to successfully escape from a grapple on your turn, you can use your bonus action to make an attack with a weapon that has the hand property.
- When a hostile creature uses their action to make an unarmed strike or natural weapon attack against you, you can use your reaction to make an attack with a weapon that has the hand property.

QUICKDRAW

You have carefully perfected the art of the quickdraw, giving you the upper hand on foes attempting ambush. You gain the following benefits:

- On your first turn of combat, you can automatically draw up to two weapons that have the light property.
- When you roll for initiative, you can roll 1d6 and add it to your initiative roll.
- You can use a reaction on your turn to steady up to two weapons that have the light and steady properties.

SCRAPPER

By spending your time scavenging for abandoned resources, you have become an adept scrapper. You gain the following benefits.

- You gain proficiency with tinker's tools.
- During a short rest, you can use tinker's tools to work up to 3 pounds of metal. For each pound of metal you work, you create 5 powder slugs.
- Instead, you can use tinker's tools during a short rest to repair robotic creatures and machines. You can work on up to five creatures or objects made of metal. At the end of the short rest, the creatures and objects you work on regain hit points equal to 1d10 + your proficiency bonus.
- Whenever you make an Intelligence (History) check related to metal, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

TECHNO REBEL

Prerequisite: The ability to cast at least one spell

Either you're an active protester against the rise of technology in Vernestus, or you wish to prove that magic is superior to silly mechanisms. You gain the following benefits:

- You gain a +5 bonus to attack and damage rolls made against objects.
- When you speak, your words become magically scrambled to any constructs that can hear you. When a construct hears you speak, they can make a Wisdom (Insight) check against your spell save DC. On a success, the construct is able to understand your words. Otherwise, the construct perceives your voice as low pitched static.
- You can use an action to mystically become invisible to constructs until the start of your next turn. This effect ends early if you move, attack, or cast a spell.

RACIAL FEATS

Your character primarily changes when they level up by gaining features from their class. If your DM uses the optional feats rule, then your character may also be fine tuned in that manner. Racial feats are similar to normal feats, but they represent developments related to your choice of race. Only truly exceptional members of any given race may have the abilities described by racial feats. In addition to the racial feats below, you can find more racial feats in chapter 1 of *Xanathar's Guide to Everything*, "Character Options."

ABERRANT ORBS

Prerequisite: Bot (ibakyubakog)

The orbs you summon with your Holy Guardian trait have evolved to have new effects, either as a result of your tether to a specific angel or a defect with your functioning. When you channel an orb as a bonus action, you can choose from the following effects or the healing effect described in your Holy Guardian trait:

- The orb crackles with energy, causing a creature within 5 feet of you to take 1d4 + 1 lightning damage.
- The orb pushes with the force of a great winds, causing a creature of your choice within 5 feet of you to be pushed 1d4 x 5 feet away from you.
- The orb defensively flutters around a creature of your choice within 5 feet of you, granting that creature a +1d4 bonus to their AC until the start of your next turn.

BAYOU DWELLER

Prerequisite: Kenku

As a natural denizen of the musty bayous of Vernestus, you have managed to make a living there despite the hazardous living conditions. You gain the following benefits:

- You are immune to disease.
- You gain a swimming speed of 30 feet.
- You have advantage on saving throws against poison, and you have resistance to poison damage.
- You have proficiency with waterborne vehicles, and you have advantage on any ability check made to control such vehicles.

BLOOM WRESTLER

Prerequisite: Sundrian

You are either a champion of the Match of the Flower, or you have innately sharp spines. In either case, you have developed spines much more deadly than those of the average sundrian, granting you the following benefits:

- The damage you deal with your spines is now equal to half your Constitution score (rounded up).
- You have advantage with Strength (Athletics) checks made to grapple another creature.
- You can make unarmed strikes using your spines. On a hit, you deal piercing damage equal to your Constitution score.

DEEPEST'S UNDEATH

Prerequisite: Triton

The tendrils of Xoen the Deepest have latently taken their toll on you, sending you into a quasi-undeath. You gain the following benefits:

- As a reaction to taking damage from a magical source, you can gain resistance to all of the triggering damage, unless the damage is radiant. Once you use this feature, you can't do so again until you finish a long rest.
- As a reaction to being hit by a critical hit, you can turn that hit into a normal hit. You can't use this feature again until you finish a long rest.
- When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead, unless the damage that causes you to do so is radiant. You can't use this feature again until you finish a long rest.

ELEMENTAL ATTUNEMENT

Prerequisite: Genasi

Your innate connection to the elements grows alongside you, developing into a secondary elemental typing. Choose one of the following damage types: acid, cold, fire, lightning, or thunder.

You gain resistance to the chosen damage type. Additionally, when you cast a spell that is related to air, earth, fire, or water that deals damage, you can cause it to deal the chosen damage type instead.

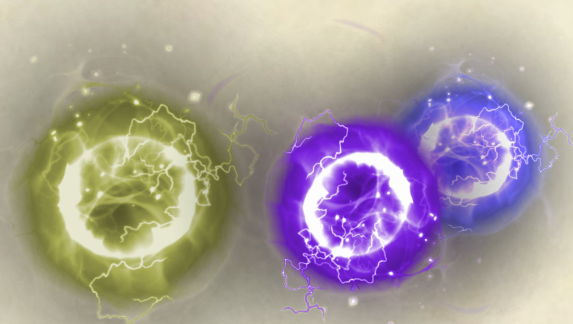
Based on your choice of damage type, you also learn a cantrip: *acid splash* for acid, *frostbite* for cold, *fire bolt* for fire, *shocking grasp* for lightning, or *thunderclap* for thunder. Constitution is your spellcasting ability for this cantrip.

GNOME CHATTEL

Prerequisite: Bot (warforged)

You have been outfitted with upgrades making yourself more suitable for gnomish biddings. You gain the following benefits:

- You can speak, read, and write Gnomish.
- You have been outfitted to be able to be ridden. A Small or smaller creature can ride on your back if you allow it. In such a situation, you continue to act independently, not as a controlled mount.
- You grant half cover to a creature that is riding you.
- When a creature that is riding you rolls a 1 or 2 on a damage die for a ranged weapon, they can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.



GREATER ORBS

Prerequisite: Bot (ibakyubakog)

The orbs you summon with your Holy Guardian trait have grown more potent. You gain the following benefits:

- You roll a d6 instead of a d4 for determining the effects of your orbs.
- The range for your orbs increases by 5 feet.
- When you channel an orb as a bonus action, roll a d20. On a roll of 10 or higher, the orb is not destroyed.

MIGHT OF TECTONICA

Prerequisite: Cragfar (duskrinde)

Through diligent training, you have awakened a might within you. You gain the following benefits:

- When you fall and aren't incapacitated, you can subtract up to 100 feet from the fall when calculating falling damage.
- You do not expend a use of your Sturdy trait when you use it while you are on a surface made of stone.
- You roll a d8 instead of a d6 when using your Brawn trait.

OVERCHARGE

Prerequisite: Bot or cyborg

Upgrades to your circuitry allows for external energy to be converted into usable electricity. You gain the following benefits:

- You gain resistance to lightning damage.
- When you take lightning damage, you gain a number of temporary hit points equal to half the lightning damage taken.
- Also when you take lightning damage, you can use a reaction to make a special ranged spell attack with a range of 30 feet. You are proficient with it, and you add your Constitution modifier to its attack and damage rolls. Its damage is lightning, and its damage die is a d6.

PLANETOUCH

Prerequisite: Tiefling

You have spent significant enough time on a certain elemental plane of existence. Due to your natural receptivity to the planes, you've adapted your physical body to suite that plane. Choose one of the following planes: The Plane of Air, the Plane of Earth, the Plane of Fire, or the Plane of Water. You gain the following benefits:

- You learn one of the following cantrips: *control flames* for fire, *gust* for air, *mold earth* for earth, or *shape water* for water. Charisma is your spellcasting ability for this spell.
- As a bonus action on your turn, you can transform into the material associated with the plane you chose until the start of your next turn. While transformed in this way, your speed is 0, you can't take actions or reactions, you have immunity to all damage, and you can't be targeted by spells or attacks. Once you use this feature, you can't do so again until you finish a short or long rest.
- You learn to speak, read, and write Primordial.

SKILL SPECIALIST

Prerequisite: Cyborg

Through honing your abilities, you can reliably execute skills that you have specialized in. You have advantage on all ability checks using the skill from your Skill Specialty trait.

SAND BENDING

Prerequisite: Cragfar (netterinde)

You've tapped into your elemental history, allowing you to bend streams of sand to your will. You gain the following benefits:

- You learn the *mold earth* cantrip.
- You can cast *earth tremor* once as a 1st-level spell and *dust devil* once as a 2nd-level spell. Wisdom is your spellcasting ability for these spells. You must finish a long rest before you can cast either spell in this way again.
- By momentarily conjuring puffs of sand, you can use your Desert Stride feature anywhere, regardless if sand is present or not.

STABILITY OF RG2

Prerequisite: Bot (chrone)

As a fundamental cog of the RG2, your position in the universe is inherently stable. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You have advantage with saving throws against being forcefully banished or teleported.
- While you are on a plane of existence other than your native plane, you can use an action to teleport to the last location where you finished a long rest on your native plane. Once you use this feature, you can't do so again until 7 days have passed.

SUPERIOR GAANA

Prerequisite: Undergolem

Your gaana embiggens, strengthening the power of your gaana stones. You gain the following benefits:

- You can now have up to two gaana stones at a time and gain the benefits of each.
- As an action, you can toss one of your gaana stones up to 60 feet to a point you can see, causing it to explode in a burst of colorful smoke on impact. The smoke expands in a 10-foot-radius sphere. The sphere moves around corners and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature that is in the sphere when it explodes must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the creature is subjected to a condition based on the color of your gaana stone.

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