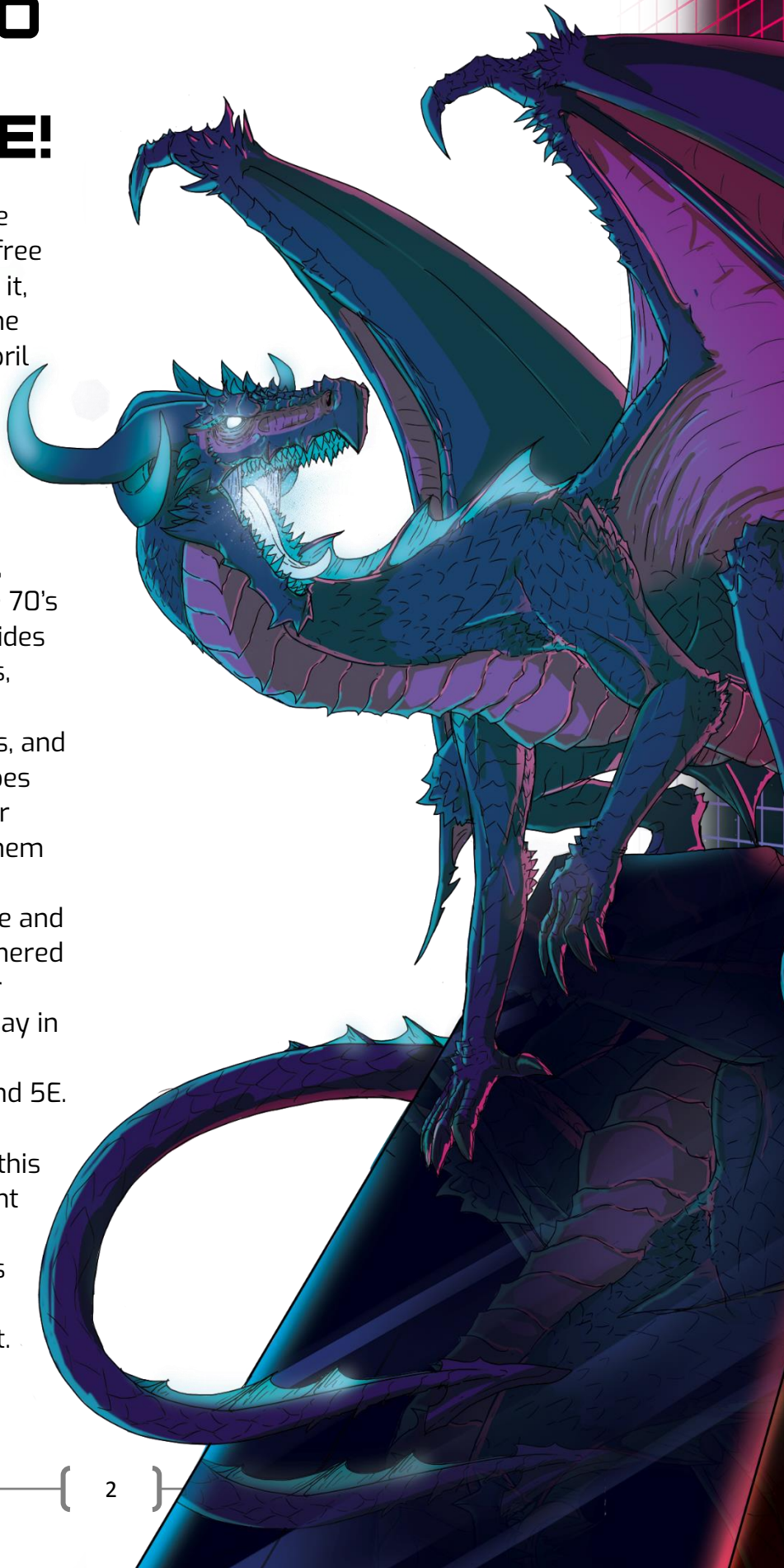RETROVERSE
SAMPLER
2018

WELCOME TO THE RETROVERSE!

This is a sample of the Retroverse content! We hope you enjoy this free access to our universe! If you like it, please consider contributing to the Retroverse Kickstarter coming April 10th, 2018. If you missed the Kickstarter, don't fret! You can visit LasersAndLiches.com to get in on the action!

The Retroverse is a universe inspired greatly by music, games, books, movies, and fashion of the 70's 80's, 90's and early 2000's. It resides in a place of half faded memories, barely remembered songs, lost childhood friends, outdated styles, and time corroded files. This world does not follow the traditional rules for fantasy settings but is mired in them all the same. The Rule of Cool is written into the spirit of this game and is the only one that should be adhered to strictly. As with all things, your Game Master (GM) has the final say in how their world operates.

The Retroverse was built around 5E. There should be little problem bringing existing 5E content into this world or taking Retroverse content into another 5E setting.

Follow @Snickelsox and @Lluis Abadias on twitter for more!

Text in **Bold Red** is OGL content.

Dragonborn Variations

Dragonborn in the Retroverse behave similarly to their kin in other realms. They share all the same traits as other Dragonborn, including temperament and racial bonuses. The major difference is their Draconic Ancestry. Retroverse dragons come in four different types: Neon, Laser, Xenon, and Tesla.

The DC for saving throws against your attacks is 8 + your Constitution modifier + your proficiency bonus.

RETROVERSE DRAGONS

NEON

LASER

TESLA

XENON
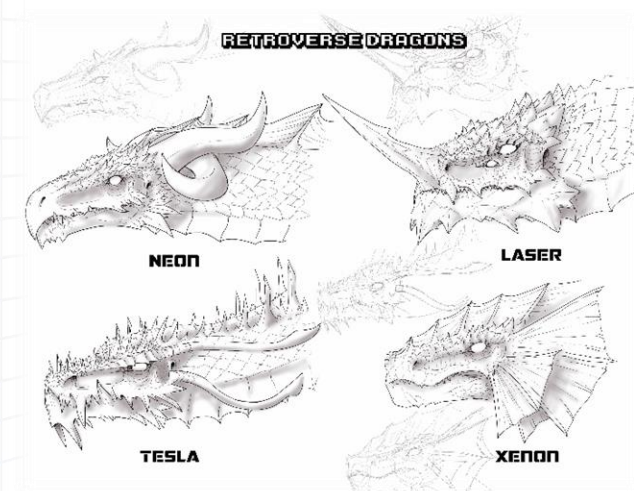
Neon Dragonborn

Appearance. Neon dragonborn range the full spectrum of color, always correlating to the color of Neon they exude. Their blood glows an intense shade of their natural color and veins can be seen through the thinner parts of their flesh.

Draconic Attack. You can use your action to exhale destructive energy. You exhale a 15-foot cone of thin neon gas that ignites a second later. The gas spreads over cover and can filter through a crack of 1 inch or more, filling in the rest of the cone shape through the crack. Each creature within the area must make a Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much 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 draconic attack, you can't use it again until you finish a short or long rest.

Damage Resistance. You have resistance to fire damage.

Laser Dragonborn

Appearance. Laser dragonborn are typically a shade of purple, from a light mauve to a deep violet. Their eyes have a slight glow to them that blocks out any sign of their pupils.

Draconic Attack. You can use your action to exhale destructive energy. You exhale a 30-foot line of searing energy that burns your foe. Each creature within the area must make a Dexterity saving throw, taking 2d6 radiant damage on a failed save, or half as much 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 draconic attack, you can't use it again until you finish a short or long rest.

Damage Resistance. You have

resistance to radiant damage.

Xenon Dragonborn

Appearance. Xenon dragonborn have a sheen to their scales that others lack. Their reflective scales can be a highly polished black, a pearlescent blue, or even chrome. They have large frills on their heads that flare up when they are threatened or attempting to threaten.

Draconic Attack. You can use your action to raise the frills on your head, filling them with a chemical reaction that creates a blinding flash in a 15-foot cone. Each creature within the area must make a Constitution saving throw, taking 1d6 psychic damage on a failed save, or half as much on a successful one. Additionally, if the target can be blinded, they must have succeeded on the Constitution saving or be blinded until the end of their next turn. The damage increases to 2d6 at 6th level, 3d6 at 11th level, and 4d6 at 16th level. After you use your draconic attack, you can't use it again until you finish a short or long rest.

Damage Resistance. You are resistant to psychic damage.

Tesla Dragonborn

Appearance. Tesla dragonborn are usually pale colored, with blues, yellows, and reds comprising the most common scale shades. They are a bit shorter than other dragonborn, having a tendency to hunch towards the ground.

Draconic Attack. You can use your action to charge your cells, releasing the energy in an electric aura around your body. Each creature within 5 feet of you must make a Constitution saving throw, taking 2d6 lightning damage on a failed save, or half as much on a successful one. If you are touching a creature they have disadvantage on the saving throw. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. After you use your draconic attack, you can't use it again until you finish a short or long rest.

Damage Resistance. You are resistant to lightning damage.

Tesla dragon concept @LluisAbadias #Retroverse

Holo-Knight

A Half-Orc steps into the Technodrome. Paper cutouts supposed to represent fans wave frame by frame. The arena runs a roulette wheel to generate an enemy comparable to his power. This would take some time. Eventually it settles on a Dracolich. A little rote, but fun nonetheless. To his hand he summons a +3 Ice Sword then splits himself into two copies. The timer starts, the crowd cheers, and the Half-Orc knows he will never die.

A human decked in brilliant blue armor is cut down by a cunning thief. The thief laughs and then begins to cough up blood as the illusion of the blue clad warrior fades. The thief feels down to a slender dagger protruding through his throat. As her invisibility spell wears off, the human disperses her holographic dagger and the thief falls forward.

Pinned against a wall, the halfling begins his onslaught. He summons his blue hammer. With one blow he caves in a skull, the next blow shatters the hammer on a spine. Without a breath an axe is summoned and slices through the third opponent. He belts a war cry and the remaining foes give him room to breathe. Just the way he wanted.

Heroes of the Arena

The Holo-Knight is a master of illusions and combat. They can summon weapons at will and are extremely versatile in battle. When faced with a challenge they can't simply beat to death, they employ their natural magical talents to beguile their foes. With such a plethora of options at their fingertips, they often keep score of vanquished foes amongst themselves. However, because they are so versatile they can sometimes lack specialty and can get in over their heads without help.

Jack of All Combat

This is a favorite choice among mid-skill Users. What it lacks in defensive power it can make up for with creative magic. Not being tied to any one weapon is a great choice for versatility but can be overwhelming to new Users. We suggest this class for Users seeking a high risk, high reward playstyle.

Creating a Holo-Knight

When choosing a Holo-Knight make sure you consider their background. Such power often corrupts its wielders, but not always. Did your character decide on this path to fulfill a vengeful vendetta? Did they want to use the power to protect a loved one or precious artifact? Who did they learn these abilities from? Were they self-taught, did they have a benevolent or tortuous master? How many failures did they endure before they became the competent character you have chosen? Think about these things as you build your character.

Pre-gen Character

You can make a Holo-Knight quickly by following these suggestions. First, make Dexterity or Intelligence your highest ability score, depending on which line you want to lean on more, melee combat or illusion magic,

making Strength the second highest. Then take the Mercenary background.

Class Features

As a Holo-Knight, you gain the following class features.

Hit Points
Hit Dice: 1d10 per Holo-Knight level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Holo-Knight level after 1st

Proficiencies
Armor: Light Armor
Weapons: Holo-Weapons
Tools: None

Saving Throws: Dexterity, Intelligence
Skills: Choose two skills from Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Perception, Performance, Sleight of Hand, and Stealth.

Equipment

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

- (*a*) leather armor or (*b*) studded leather armor
- a book containing diagrams on every weapon you have ever encountered
- (*a*) a dungeoneer's pack or (*b*) explorers pack

Holo-Knight

-Spell Slots per Spell Level-

Level	Prof. Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th
1	+2	Holo-Weapons	-	-	-	-	-	-	-	-
2	+2	Holo-Armor, Spellcasting	1	-	-	-	-	-	-	-
3	+2	Weapon Shatter	1	2	1	-	-	-	-	-
4	+2	Power Up	1	3	2	-	-	-	-	-
5	+3	Extra Attack	1	3	2	-	-	-	-	-
6	+3	Advanced Constructs	1	3	2	-	-	-	-	-
7	+3	Armor Burst	1	3	2	-	-	-	-	-
8	+3	Power Up	2	4	2	1	-	-	-	-
9	+4	Double Team	2	4	2	1	-	-	-	-
10	+4	Elemental Add-ons	2	5	3	2	-	-	-	-
11	+4	Extra Attack	2	5	3	2	-	-	-	-
12	+4	Power Up, Advanced Construct Improvement	2	6	3	2	1	-	-	-
13	+5	-	3	6	3	2	1	-	-	-
14	+5	Rapid Processors	3	7	3	2	2	-	-	-
15	+5	-	3	7	4	2	2	-	-	-
16	+5	Power Up, Construct Healing	3	8	4	2	2	1	-	-
17	+6	Double Team Improvement	3	9	4	3	2	1	-	-
18	+6	Advanced Construct Improvement	3	10	4	3	2	1	1	-
19	+6	-	3	11	4	3	2	1	1	-
20	+6	Power Up	3	12	4	3	3	2	1	1

Holo-Weapons

At 1st level you gain the ability to summon weapons from thin air. Using a bonus action, you can summon a holographic version of any martial, simple, or ranged weapon. Though holographic. they behave in the same way as a normal weapon for the purposes of combat. The weapons are considered non-magical and will disappear at the end of the round if not in the summoner's hand. Shields can also be summoned this way and count as one instance of this feature. Unless your GM states otherwise, you cannot summon complex or named magical weapons such as the Omni-Blaster or **Vorpal Sword**. There can only be two instances of this skill active at once. Ammunition does not count as an extra instance if it is being used only as ammunition.

Holo-Armor

Beginning at 2nd Level you gain the ability to cover yourself or another in holographic armor. The creation of this armor takes one round. There can only be one instance of this armor active at a time. The armor lasts for one minute or until dispelled with a bonus action. The wearer is considered proficient, and you gain all advantages and disadvantages, with the armor, until the effect ends. You can summon Light Armor at 2nd level. Medium at 6th level. Heavy at 14th level. You can use this

this ability a number of times equal to your Intelligence modifier, minimum of once before finishing a short or long rest.

Spellcasting

Starting at 2nd level you have begun mastering the art of magic. Mixing you prowess in combat, your holographic abilities, and your exceptional mind you are able to keep your foes perpetually on their toes.

Cantrips
You know one cantrip of your choice from the Holo-Knight spell list. You learn additional Holo-Knight cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Holo-Knight.

Spell Slots
The Holo-Knight table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level *Crank Caller* and have a 1st-level and 2nd-level spell slot available, you can cast *Crank Caller* using either slot.

Spells Known of 1st Level and Higher
The Spells Known column of the Holo-Knight table shows when you learn

more Holo-Knight spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 4rd level in this class, you can learn one new spell of 1st or 2nd level. Holo-Knight magic revolves mostly around illusions and trickery. Additionally, when you gain a level in this class, you can choose one of the Holo-Knight spells you know and replace it with another spell from the Holo-Knight spell list, which also must be of a level for which you have spell slots.

The spells you learn at 10th and 19th level may be from any school of magic.

Spellcasting Ability

Intelligence is your spellcasting ability for your Holo-Knight spells. Your magic comes from a highly trained mind, dedicated to excellence. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a Holo-Knight spell you cast and when making an attack roll with one.

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

Weapon Shatter

Starting at 3rd level you can use a bonus action to make an extra desperate attack with one of your Holo-Weapons, breaking it upon your foes. You cannot do this with a normal weapon, only a Holo-Weapon. When you use this action, regardless if you beat their AC or not, the weapon shatters and is destroyed. On a hit the target takes the weapon damage, minus any bonus modifiers, except those inherent in a summoned magical weapon. At 10th level the damage modifiers are used in this attack.

Power Up

When you reach 4th level, and again at 8th, 12th, 16th, and 20th level, you can increase on ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can choose one feat. You can't increase an ability score over 20 using this feature.

Extra Attack

At 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn.
The number of attacks increases to three when you reach 11th level in this class.

Advanced Constructs

Beginning at 6th level your Holo-Weapons are more than mundane swords and hammers. They become +1 versions of themselves. At 12th level they become +2 versions of themselves. At 18th level they become +3 versions of themselves. They count as magical weapons for the purposes of combat.

Armor Burst

At 7th level you gain the ability to rupture your Holo-Armor and send it flying off in a shower of holographic shards. Using a bonus action, the Holo-Armor armor explodes and every hostile creature within 10 feet of it must make a Dexterity saving throw versus your spell save DC or take damage equal to the armor's strength.

Light Armor	Medium Armor	Heavy Armor
2d8	4d8	6d8

Double Team

At 9th level you can focus your magic and holograms to create a duplicate of yourself. To use this feature, you must use a spell slot of 1st level or higher and an action. They have whatever weapons and armor you were wearing when summoned. They have 1 hit point, can only attack once per round (except by using Weapon Shatter), cannot use magic, and cannot summon new weapons or armor. They share all your other Holo-Knight abilities. You are telepathically linked to them and can command them freely after they are created.
At 17th level you can create two duplicates, commanding them both freely.

Elemental Add-ons

At 10th level you can add elemental or silver effects to your chosen Holo-Weapon when they are created. The elemental effects do not cause extra damage except in cases where the target is vulnerable to the chosen element. The full range of elements usable is at the GMs discretion.

Rapid Processors

At 14th level you have become one with the constructs you choose. You can summon a Holo-Weapon as a free action. You cannot use this feature more than twice a round. Summoning Holo-Armor also now only requires a bonus action.

Construct Healing

At 16th level the holograms you use begin to act on their own accord to stem bleeding and suture small wounds. Unless you are unconscious, you regain hit points equal to your Intelligence modifier every round that you are not at max health.

Creatures in the Retroverse come from many backgrounds. Some are more common, typical soldiers or criminals that you find in every world. Some are a bit more unique. Choose the background that best suits your play style and don't feel constrained to the ones we provide.

Mercenary

You hold no particular allegiance to a nation, king, or god. You might serve in a large military force for hire, or you might work alone. Either way, you have spent a great deal of your life in combat. The battles have blurred together in a miasma of blood and salt. You have lost many friends, made new ones, and lost them as well. It has been a hard life, but one filled with glory and riches as well. You have made a name for yourself as a capable warrior and your type of work is always almost always in demand.

Why have you taken and continued this lifestyle that can bring you so much pain? Do you enjoy the thrill of combat? Do you have a secret past that disallows you from more civilized work? Do you need money to pay off an old debt, or take care of a hungry family? Are you stuck with no real idea on how to get out? Is the promise of gold and adoration too much for you to resist?

Skill Proficiencies: Athletics, Survival
Tool Proficiencies: One type of gaming set and either (*a*) one type of musical instrument or (*b*) herbalism kit
Equipment: An heirloom weapon of good quality (not necessarily from your own family), a note from someone dear, a set of worn traveling clothes, a bedroll, a gaming set, and a pouch containing 100 gp.

Feature: Enforcer Work

When you are in a populated area you have little trouble finding work. People who have heard of you want your help with problems they find unsavory. Those who don't know you can see the skill written on your body and will hire you for enforcement or bodyguard work. You may find another group of mercenaries that will let you take a cut of their contract, if you can pull you own weight. Whatever the situation, you are never out of work and are always paid reasonably for the jobs you do.

Suggested Characteristics

Mercenaries rarely find solace in a quiet life. Peaceful retirements are often interrupted by vengeful ghosts of their past. Their lives have been full of loss and anguish, so much so that many harden their hearts to everyone around them. Their inner selves can be fraught any combination of guilt, doubt, and pain. Some use this turmoil to drive their knives even deeper into foes. Other use it as motivation to do better, seeking solace in acts of redemption.

d8	Personality Trait
1	I am loud, crass, and mean, and that's just the way I like it.
2	A sharp mind and a fast tongue is the best way to stay out of danger.
3	I love the thrill of combat and don't know if I could live without it.
4	If I have gold in my pouch and a lover (or two) at my side, then I am happy.
5	I am deeply political and sometimes object to the jobs I must do.
6	This is a fun gig, but what I'd really like to do is have a farm.
7	I will give all to those around me suffering, even if I caused the suffering.
8	I won't take a job without knowing every detail.

d6	Ideal
1	**Enforcer.** I enforce the laws of those who pay me, regardless if I agree upon them or not. (Lawful)
2	**Lust.** I love the feel of three things: gold, flesh, and steel. The more you combine the three, the better. (Chaos)
3	**Protection.** I selflessly protect those that cannot protect themselves. (Good)
4	**Reaper.** Everyone must die sometime, and I want to be the one that does it. (Evil)
5	**Aspiration.** I want to be the very best, like no one ever was. (Any)
6	**Untouchable.** I. Am. Immortal. (Chaos)

d6	Bond
1	I have a family to feed and protect. It has been some time since I saw them.
2	My brother-in-arms are closer to me than any other. I would die for them.
3	I was trained by a master swordsman that went missing a few years ago.
4	A close friend gave me a dying wish with their last breath. I've been working to finish it for some time now.
5	A secret affair with a noble has me on the run. One day I will return to them.
6	My god abandoned me in a crucial moment and I need to know why.

d6	Flaw
1	The pleasures of the flesh are too great for me to resist.
2	I get a rush from watching someone else die. Sometimes I can't stop myself.
3	I am very good with one weapon but cannot seem to master any other.
4	A chance encounter with evil has made me fear my own death more than anything else.
5	I believe I am the chosen one. One day all will wonder at my glory.
6	I believe that every good thing that happens in this world is solely due to my actions.

Shiny Variants

Sometimes you will encounter creatures that have a unique color pallet. This is an indication that they are different than your normal monster in some key ways. This is a very rare occurrence, having at best a 1 in 100 chance of happening. Choose a new variation or roll on the table to determine their color and special traits. If the primary color of a creature is the same color variation that you roll or choose, then the creature is a darker or lighter shade of that same color. The variant creature can gain the effects of their new pallet even if their primary color is part of their nature and description. For example, a Red Dragon could be an Gray Red Dragon variant, gaining the benefits of the gray pallet and retaining all of the Red Dragon abilities as well.

Shiny Variant Table

1 to 5	Sparkle
6 to 10	Glitch
11 to 15	Gray
16 to 20	Green
21 to 25	Purple
26 to 30	Pink
31 to 40	Blue
41 to 50	Yellow
51 to 60	Red
61 to 70	White
71 to 80	Black
81 to 90	Brown
90 to 95	Orange
95 to 100	Wireframe

Black: Stealthy and deadly with their attacks. Black variants prefer the shadows and shun the light. They are not inherently evil but because of their nocturnal tendencies, they are far more likely to dabble in mischief. A black variant gains the following traits: Advantage on Stealth checks made in dim light or darker. Darkvision up to 30 feet or an additional 10 feet of Blindvision. Blind in bright light or direct sunlight. +1 to their AC while not in bright light.

Blue: Intelligent and gentle. Blue variants shy away from violence but that does not make them good. They are far more likely to be peaceable towards other creatures and will sometimes offer help if requested. A blue variant gains the following traits: +2 to their Intelligence score. Can speak one additional language, even if they speak none. Resistance to psychic damage.

Brown: Stout and reliable. Brown variants can take a beating and keep on ticking. They tend to be stubborn and foolhardy but may offer loyalty if it suits them. Brown variants gain the following traits: +2 to their Constitution score. They gain one additional hit die to their maximum hit points. They have advantage on saving throws against being knocked prone and grapple contests.

Gray: Unstoppable and unflinching. Gray variants seem invincible to the untrained eye, in reality their gray pallor is a sign of their stone like

resistance. They are typically unmoved by the plights of other beings, preferring to focus only on their own wants and needs. Gray variants gain the following traits: Resistance to all non-magical damage. Advantage on all spell saving throws for spells of 3rd level or lower. Their movement is reduced by 10 feet, to a minimum of 5 feet.

Holo-Knight Spells

Cantrips (0 Level)
Dancing Lights
Light
Minor Illusion
Prestidigitation
Translucent

1st Level
Color Spray
Disguise Self
Fog Cloud
Illusory Script
Silent Image
Unseen Servant
Bubble Vision
Crank Caller

2nd Level
Alter Self
Blur
Darkness
Invisibility
Magic Mouth
Mirror Image
Misty Step
Silence
Counter Illusion

3rd Level
Blink
Fear
Hypnotic Pattern
Major Image
Death Throws
Old Friends

4th Level
Confusion
Greater Invisibility
Hallucinatory Terrain
Phantasmal Killer
Polymorph
Dream Weaver

5th Level
Animate Objects
Conjure Elemental
Creation
Dream
Mislead
Seeming
Ghost Potion
Firing Squad

6th Level
Irresistible Dance
Mass Suggestion
Programmed Illusion
True Seeing
Nightmare Being
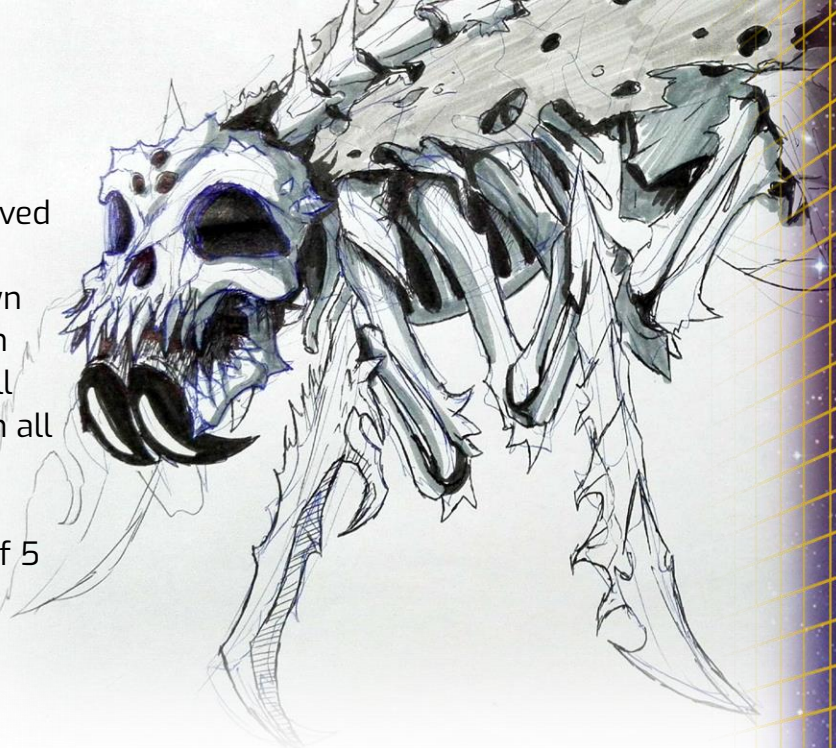
Translucent
Illusion Cantrip
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

A creature you touch becomes translucent until the spell ends. Anything the target is wearing or carrying is translucent as long as it is on the target's person. While the spell is active, the affected creature gains +3 to Stealth (Dexterity) checks. Any attacks made against it, while in dim light, have disadvantage. The spell ends for a target that attacks or casts a spell.

Bubble Vision
1st Level Illusion
Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a bar of soap)
Duration: Concentration, up to 1 minute

One creature of your choice, that has eyes, must succeed on a Wisdom saving throw. On failure, indistinct colors and shapes cloud the target's eyes. The target has trouble distinguishing reality from the strange shapes in front of their eyes. The target has disadvantage on attack rolls and Investigation (Intelligence) and Perception (Wisdom) checks for as long as the spell is active on them. The target may make a Wisdom saving throw on each of their turns. On success, the spell ends.

Crank Caller
1st Level Illusion
Casting Time: 1 bonus action
Range: 15 feet
Components: V, S, M (a cold wire)
Duration: Instantaneous

A shadowy illusion rushes the target creature from behind. The target must make a Wisdom saving throw. On failure, the target turns swiftly around to defend themselves. Any creatures, within 5 feet, who were already engaged with the target then receive an attack of opportunity against the target. On success, the target is not fooled.

Counter Illusion
2nd Level abjuration (Ritual)
Casting Time: 1 minute
Range: Self (10-foot radius)
Components: V, S, M (a small shard of broken mirror)
Duration: Instantaneous

Any Illusion spells within the area, of 2nd level or lower, are immediately broken, shattering and dissipating instantly.

   At Higher Levels. When you cast this spell, using a spell slot of 3rd level or higher, the range increases by 5 feet for each spell slot above 2nd and any illusion spells of equal or lesser level are dispelled.

Old Friends

3rd Level Illusion
Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (one strand of the target's hair)
Duration: Concentration, up to 6 hours

You skim a target's mind and pull a memory of a humanoid friend's appearance. You make yourself, and everything you are wearing, look like the creature's appearance, as the target remembered them. Your voice and appearance are exact, requiring a Wisdom saving throw to see through. Any items that you gain in this illusion are immaterial and will not hold up to inspection. You may interact with the objects you gain in this illusion, but anyone else who tries will simply pass through. You gain no knowledge of the creature you are imitating by using this spell. Your GM may give you the choice of several different friends to imitate.

Dream Weaver

4th Level Enchantment
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a pinch of sand)
Duration: Concentration, up to 1 minute

A target creature of your choice must make a Wisdom saving throw. On failure, they think that they are having a lucid dream; believing that nothing they, or others, do is real. They may be filled with feelings of elation, fear, confusion, or other emotions of your choice. They believe that no harm can come to them and that they have extraordinary powers. At the end of the target's turn they may make a Wisdom saving throw, ending the spell on success.

 At Higher Levels. When you cast this spell using a spell slot of 5th or higher, you can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other when you target them.

Ghost Potion

5th Level Illusion
Casting Time: 1 action
Range: 10 feet
Components: V, S, M (an empty glass vial)
Duration: Concentration, up to 1 minute

You create an illusion of a potion. It has the same effects as a real potion but the effects only last until the spell ends. The potion and its effects only last the duration of the spell, regardless if you consume it or not. You may choose any potion of common or uncommon rarity. Any healing from potions created by this spell is negated once the spell ends.

 At Higher Levels. When you cast this spell with a spell slot of 7th level you can either choose to create 2 common or uncommon potions, or to create 1 potion of rare rarity. If you create multiple potions they must be the same potion.
When you cast this spell with a spell

slot of 9th level you can choose to create 3 common or uncommon potions, or 2 rare potions, or to create 1 potion of very rare rarity. If you create multiple potions they must be the same potion.

Nightmare Being
6th Level Illusion
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a broken dagger)
Duration: Concentration, up to 1 minute

Target a creature that you can see. You create an amorphous shadow being, with nightmarish tentacles and movement, that only the target can see. The target must make an Intelligence saving throw to dismiss the illusion. On failure, the target takes 4d4 psychic damage from the nightmare illusion at the beginning of each their turns for the duration of the spell. The target can attack the illusion on their turn, dismissing it on a successful hit. The illusion has an AC of 20. The target may also make an Intelligence saving throw at the end of their turn to dispel the illusion.
At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the illusion does an additional 1d4 damage and requires 1 more hit to be dispelled for every spell slot level above 6th.

Gooblins

A terrible union of two of the most abundant foes within the multiverse. These creatures skulk, steal, and look like a goblin but are made from entirely from amorphous goo. Their heightened intelligence, higher than an ooze anyway, gives them the ability to ambush and scheme. While their ooze form allows them to sneak into the most impregnable fortresses. They prefer to stay in a goblinoid form, as slopping into slime is painful for them.

GOOBLIN
Small ooze (goblinoid), neutral evil

Armor Class 10
Hit Points 15 (2d6 + 8)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	6 (-2)	4 (-3)	6 (-2)

Condition Immunities blinded, deafened, exhaustion, prone
Senses blindsight 60 ft. (blind beyond this radius) passive Perception 7
Languages Goblin
Challenge 1/2 (100 XP)

Nimble Escape. The creature can take the Disengage or Hide actions as a bonus action on each of its turns.

Amorphous. The Gooblin can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The Gooblin can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) damage.

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) damage plus 3 (1d6) acid damage.

Neo Bandits

The bandits of the Retroverse are more disciplined than those in other realities. They take their cues from the ninja, samurai, or gangsters of old; breeding stealth and honor with cutthroat greed. Many serve in one of the four major clans, but splinter groups arise all the time. Those that serve a major clan must pay tribute to their leaders in the form of gold or treasures. In return they receive more training and may ascend the ranks of their Bandit Clans. Typically, grunts within this organization never receive these benefits though, and wear the uniforms more as a way to intimidate people than out of any loyalty.

Clan of the Foot. Clad in purple, this gang seeks to bring humanity to a new era by augmenting their genes. Adolescents are their primary target for recruitment, offering them freedom from authority and the discipline they need to take what they want from life. Unfortunately, this means that rebellion and incompetence is high among their lower ranks. They are led by a murderous psychopath who is more bladed machine than man.

The Fox Snakes. Masters of stealth and tactical assault. They have two major forms of attack, hand to hand combat or long ranged silent death. High ranking members use magically augmented sneaking suits, making them resistant to attacks and environmental effects without sacrificing their stealthy abilities. There are rumors that their top agents are meta-creatures, capable of strange and terrible feats. Their leader changes from time to time but is always referred to as Boss.

Death Lords. Steeped in ancient mysticism, this clan has a high focus on magic. Even its lowest ranking members have access to a cantrip or two. They strive to fulfill an ancient prophecy that will restore their master to full life. Despite this prophecy being fulfilled multiple times, they have yet to bring their master back permanently. Still, they press on, determined to defy death in any way.

Clan Rocket. Mobsters in the truest sense of the word. Rocket members seek only to grow their own power and wealth, a goal they see as hand in hand. They operate shops, casinos, restaurants, power companies, basically anything they can, just to bring in more and more wealth. They will gladly steal a potion off you, even if there are ten free ones nearby. They are led by a mysterious and respected business tycoon with aspirations of owning the world.

Neo Bandit

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

Clan Technique. Based on the clan a Neo Bandit serves, they may have one of the four speical techniques. Neo Bandits of different clans rarely travel together.

Clan Of The Foot . Members of The Clan of the Foot may use a bonus action to make an unarmed strike against an opponent.

Clan Rocket. Members of Clan rocket can add +2 to any Charimsa (Intimidation) checks they make. Aditionally, they gain +1 to attack and damage die rolls made for melee attacks.

Death Lords. Death Lord Neo Bandits are 0th-level spellcasters. Their spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). They have the following cantrips prepared:
      Cantrips (at will): Minor Missile, Translucent

Fox Snakes. Members of the Fox Snake clan have advantage on any Dexterity (Stealth) checks made in dim light. Additionally, they gain +1 to the attack roll of ranged attacks.

Actions

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4+1) bludgeoning damage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Pizza Slime

Small ooze, neutral evil

Armor Class 8
Hit Points 52 (8d10 + 8)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	10 (+0)	7 (-2)	1 (-5)

Skills Stealth +2
Damage Vulnerabilities fire
Condition Immunities poisoned
Senses blindsight 60 ft. passive Perception 8
Languages -
Challenge 1 (200 XP)

Amorphous. The Pizza slime can move through a space as narrow as 1 inch wide without squeezing.

Edible. Once the Pizza Slime is dead, it can be eaten with no ill effects. It spoils after 48 hours.

Spider Climb. The Pizza Slime can climb difficult surfaces, including upside down and ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6+1) piercing damage.

Glob On. When the Pizza Slime uses the Bite attack they attempt to stick to an appendage of their target. The target must make a Strength check (DC 12) or the Pizza Slime becomes attached to them. Any damage the Pizza Slime receives is halved between the Pizza Slime and the creature they are attached to. Additionally, as long as they are attached to a target, they make the Tooth Vortex and Bite attacks against that creature with advantage.

Tooth Vortex. If the Pizza Slime is attached to an enemy they may spin their rows of teeth around that appendage. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 13 (3d8+1) slashing damage.

Spit Tooth. *Ranged Weapon Attack:* +2 to hit, range 5/30 ft., one creature. *Hit:* 2 (1d4) piercing damage.

Pizza Slime

Constantly hungry and delightfully odoriferous, Pizza Slimes are a horrifying abomination of one of the most beautiful things in life. This unique type of slime is a terrible mix of magic and age. It is said that the first Pizza Slime was created as a practical joke that went horribly awry. How they proliferated from that point is a mystery. While it is generally known that some kind of magic is needed to create a Pizza Slime, most cautious cooks will keep the dough and cheese far apart from each other before cooking a pizza, and even after cooking it will prod the pizza with a knife before serving it.

Rows of Teeth. Unlike most other oozes and slimes, the Pizza Slime is a predatory and hunting creature. It has developed rows and rows of spotted teeth (resembling pizza slices) that it uses to shred its prey to bits. When attacking, it will try to engulf the head or limbs of a creature and spin the teeth around the swallowed part in a bladed vortex of cheese. Once their prey is dead, they can spend the next few days engorging themselves on the slowly rotting carcass. They prefer larger creatures but have been known to hunt rats and children.

Pack Mentality. Pizza Slimes have a small bit of intelligence. Just enough to work together in tiny groups and to ambush their food. A favorite tactic is to kill a creature and then hang on the ceiling above them, waiting to drop down on whatever brave hero comes to the rescue. Packs of Pizza Slimes are always made by random chance and convenience. After feeding, Pizza Slimes will often forget about their allies and slosh off to find their next meal.

Edible. You can actually eat a Pizza Slime with no known ill effects. Some even say that they taste better the day after killing them. Just don't ask what the meat is made of...

Cheesy Nature. Pizza Slimes do not require sleep.

Fanny Pack of Holding

Wondrous item, uncommon

This satchel has an interior space that is far larger than its outside dimensions, around 6 inches in diameter and 8 inches deep. The fanny pack can hold up to 150 pounds, not exceeding a volume of 16 cubic feet. The bag weighs 2 pounds, regardless of its contents. Retrieving an item from the bag requires an action. Because of its size, you do not have to take off the bag while in combat.

The bag is made of a resilient synthetic material. If it takes more than 10 piercing or slashing damage, or is overloaded, or torn, the pack ruptures and its contents are scattered on the Astral Plane. If the fanny pack is turned inside out, all of the contents spill out, unharmed. The fanny pack must be put right again before it can be used again. There is enough air inside for a breathing creature of medium size or smaller to breath for 1 minute before they begin to suffocate.

If you place a Fanny Pack of Holding inside an extradimensional space, or vice versa, the Fanny Pack of Holding and whatever item created the extradimensional space are both destroyed as a gate to the Astral Plane is opened. The gate opened at the point that the two items were combined. Any creature within 10 feet of the plane when it opens can be sucked into the portal, being placed at a random location within the Astral Plane. The gate closes quickly and cannot be reopened.

Great shield

Item, Common

The Great Shield is a common item for protective characters. Only characters with a Strength of 15 or higher can use this item. Its large size requires two hands to use, making defense the main use, though can be used as an improvised weapon with a reach of 5 feet. When being used in combat, you gain +4 to your AC, if you do not use it to attack. Characters with a Strength of 20 or more can wear it on their back, gaining +1 to their AC but losing any AC bonus gained from Dexterity.

Sunglasses of Protection

Wondrous item, Rare (requires attunement)

These dark sunglasses are charged with magical energy. They grant the wearer +1 to their AC as long as they are wearing them on their head. Additionally, as long as they are wearing them in front of their eyes, they have advantage on any rolls against any blinding effect. This only applies to the blinding effect of an attack, not the damage they may receive from the attack. If a creature is wearing these glasses in front of their eyes, while in any light less than dim, they are blind until they take them off.

GODS

Like all realities, the Retroverse has a pantheon of gods. These are not the only gods that exist and many of the traditional fantasy gods make the Retroverse their home as well. The gods of the Retroverse make their power known in much the same way others do, through signs, spells, and sightings. Work with your GM to find the right god to fit your character and their background.

Pahku Pahku

"The all-consuming god of death."
Alignment: Neutral Evil
Suggested Domain: Death, Knowledge
Symbol: A yellow circle with 1/4 of it missing.
Lore: Pahku Pahku is the feeling of hunger incarnate. He consumes stars at the edge of the universe, slowly blotting out entire solar systems. It is told that one day he will make it to the center and devour the last of the light. He is not malevolent, he just exists for one purpose, to consume. He has witnessed, or caused, the destruction of infinite worlds. In doing so he has absorbed all of the knowledge the inhabitants possessed. He will sometimes share that knowledge with his followers, but it is almost always too much for them to handle. He can be driven back by the combined spirits of a devoured planet, but this is only ever temporary. Pahku Pahku will feed.

Some sects of his faith profess the existence of a lover and children. Their combined hunger being enough to eradicate all that ever was or will be.