

PRESS START

To join the

RETROVERSE



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Thank You!

The Retroverse has been an amazing project to work on. Never in my life would I have imagined that a fun venture like this would receive so much support! I want to extend a thank you to everyone within the tabletop community that have supported, encouraged, and loved us through this journey. We're only about one-eighth the way of where we want to be, and we hope you will continue down this path with us!

I would like to thank a few people who are special to me as well. Lluís is the other half of this project. It would never have existed without him. All the artwork you see here is his!

My GM, Dave Hargis who has patiently taught me how to be a better storyteller over the years.

My Father and Mother, for showing me the value of unconditional love.

My children, who inspire me to be cooler every day.

And my angel, Desiree. I could never have done this without you. I love you.

See you all again soon!

-Chris Lock

Eight months ago, if someone had told me that I would be working on the project of my dreams, having met incredible people, and improved my art, I would have told them they were crazy. And yet here I am.

I can't explain how much it means the reception the Retroverse project is having. It's crazy thinking that something you are creating is making people excited and happy. It's the best feeling in the world.

Thank you for all the support, for being this awesome, for every like you give us, every pat on the shoulder. I have never met anything like the roleplaying tabletop community, so friendly and strong. It has given me much more than I'll ever return, incredible people, endless inspiration, and happiness. But I hope this helps a little bit, giving gamers around the world, new adventures to remember for years.

I want to thank Chris for being the coolest possible person to work with. Whose words keep inspiring every piece of my art, and whose friendship is among the most valuable treasures I have.

To Estefanía for giving me a purpose in life, convincing me to be an artist, and being my Muse. Thanks for keeping my world together.

To Luis and Carmen for reading me mythology bedtime stories and buying me all the dinosaur books I wanted as a kid

And to my RPG night group. For all the dragon slaying, kingdom saving, and tavern nights.

Thank you, and welcome to the Retroverse!

-Lluís Abadías

Welcome to The Retroverse (Test Wave 1)

Within these pages is the first dive into the world of the Retroverse. It is intended to be bombastic, humorous, and more than a little silly. 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.

Every quest starts with a [TL;DR] (Too Long; Didn't Read) version of the contents. If you simply want to run straight into the action, then read these. For more detailed explanations of the story please read the full text.

Any enemies, items, magic, or otherwise in **Red Bold** is not included within this text. Please refer to other 5E rule sets for their use.

We have denoted places in which

we believe characters should progress a level. If you believe this is too rapid or slow, please adjust in the way you see fit.

Thank you so much for helping us test "*Tales from the Retroverse*". We hope you enjoy the game as much as we did making it. If you have any comments or concerns you can contact Chris on Twitter @Snickelsox or Lluís on Twitter @LluísAbadias. Stay safe in the Vector Wilds, little Users!

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CHAPTER 1: RACES

The races of the Retroverse are wild and varied. Alongside elves, dwarves, and humans, creatures of fitful imagination make this place their home. Cities are built by the Wo'nari. Troggs dwell in deep swaps or deserts. Cerans hide away in remote plateaus. Even skeletons, though extremely rare, have been known to be heroes.

Wo'nari

"Kraid looked over his kingdom, its very nature an ephemeral dream. It would not live beyond him and he would not live much longer. It would be bloody contest among the clans to take his seat. He closed his eyes, digging into the future, probing every possible avenue. He found nothing, all places from here led to bloodshed among the Wo'nari people. He stood for a long time, breathing in the sun, trying to will time to stop. It did not. With a spark, it came to him. He could not find the answer within the future, only death laid there, but maybe there were answers in the past. He never had much time for books, and he was short on time now, but this was greater than him. He strode to his library and the future suddenly seemed less concrete."

From the second a Wo'nari is born they are racing against the world. Their short lifespans and early maturity give them little time to waste. By the time they are able to face the world they likely already have their life's goal planned in fine detail. They are relentless and extremely quick learners, picking up concepts in days that would take other races years to comprehend. A clan of Wo'nari is a powerful ally to have, and a dangerous foe to fear.



Svelte and Fearsome

Wo'nari can range wildly, from beautiful fur with meaningful marking, to dirt mottled fur that bristles at the slightest provocation. They are tall, adults ranging anywhere from 6 to 7 feet in height. Their bodies are usually light for their size, nearly all their mass being made of finely toned

muscle. Wo'nari range from 100 to 160 pounds. Females are slightly smaller than males but are just as deadly.

There are four major colorations of Wo'nari. White, Brown, Grey, and Black. The color of their fur typically correlates to the specific type of Wo'nari they are. Their temperament often defines how they maintain their appearance. Those preferring the wilds of blood and moon will keep themselves unkempt, regarding unprotective clothing as a waste. The more civilized may indulge in finer garments and jewelry but will rarely wear something that impedes their body for the sake of fashion.

All Wo'nari indulge in painting and designing of their fur. Wo'nari fur painting is steeped in cultural lore, every small symbol carrying a story within it.

Focused Ambition

Wo'nari have very little time to accomplish their goals. They reach maturity at age 5 and live a maximum of 60 years, typically dying far earlier. It is expected for a Wo'nari to already have their life's goal set and detailed by the time they reach maturity. They are trained from birth to move quickly and learn quicker, those who can not are ostracized for fear of them dragging down the group. Because of this, the Wo'nari have incredible ambition, striving to do as much with their time as they can possibly accomplish. They have little patience

for nonsense of any kind and may develop a disdain for leisure activities. Slightings against them are either dealt with swiftly or forgotten, giving up the offended senses so they may pursue more important matters. Very little is passed from a parent to their offspring, due to the nature of their clans and breakneck lifestyle. This means that Wo'nari almost never have a blood legacy, relying only on their actions to immortalize them in history.

Their rapid lives are only outpaced by their incredible intelligence. Wo'nari have an amazing ability to absorb and retain information. It is rare that they forget anything of importance until their minds begin to fade of old age. Even then a Wo'nari is an amazing fount of knowledge and many older Wo'nari find themselves serving as scholars or advisers; having likely already accomplished their life's goal. If a Wo'nari sets their mind to learning a skill or task they can usually master it in half the time it would take another race. Unfortunately, their short lifespan means that only a lucky few in the world will benefit from their amazing skill at a given craft. This makes any creations by a master Wo'nari exceedingly valuable as it may be one of the few things they created before they died.

Clan-panionship

Clans of Wo'nari are by nature, fleeting things. They rarely last longer than a

few generations and typically do not survive the death of an Alpha. Despite this, Wo'nari clans are powerful arrangements; their vast intellect and strength making them fearsome foes to have. Wo'nari cities are great centers of science and discovery but can rise and fall within a century.

Each clan is ruled over by an Alpha. The Alpha is not an elected position but doesn't always need to be taken by force either. Leaders rise to this status through a mix of cunning, leadership, and raw strength. An Alpha may rule over the clan for their entire life, considering it to be their life's goal.

There is little concept of blood lineage in Wo'nari culture meaning that an Alpha's offspring is rarely the one to succeed them in this role. Often, the new Alpha must prove themselves to the rest of the clan by beating out other rivals in tests of strength and will. When that fails, a fight of blood and bone will always reveal the next Alpha. During this time the clan is at its weakest, having no clear leadership. Rivals vying for the Alpha position may find the clan has dissolved while they quarreled, leaving them nothing left to preside over.

While most Wo'nari are content with the clan arrangement, others strike out on their own. Each lone Wo'nari has their own reason for preferring solitude. Some are rebelling against their former clan. Others have failed to formulate their life's goal and meander about aimlessly. Some may consider themselves too great for

their clan and go out in search of a worthier one.

Clans almost never ally with one another as it would require two Alpha's leading together. If a clan must merge with another, the Alphas will typically challenge one another with the victor ruling over the newly fused clans. There is not often open war between clans as having others fight your battles for you is considered dishonorable and cowardly.

Wo'nari Names

Wo'nari names are a mixture of animistic noises and references to their life's goal. A Wo'nari chooses their name when they reach maturity, whatever name they were called before this is willingly forgotten by all their kin. Knowing that they are likely to interact with other races they will usually pick a name that others can pronounce. They also use a clan name in a similar way to how humans use last names, adding "of" to denote belonging to that clan. For example, Forygrre of Darkclaw. Those with no clan will often lie, using a well-known clan name or creating a new one, to avoid the dishonor of belonging to no clan. There is no distinction between gender.

Clan names do not always relate to the actions of the clan. Sometimes a powerful name is chosen for the sake of intimidation. Other times the clan name is something that evolves over time, based on the clan's actions.

Some clan names have been used many times by different clans in different times through history, names being resurrected to evoke the legends behind them.

Wo'nari Names: Vicuus, Rangl, Graanal, Bayrik, Haala, Halthon, Orannayr, Warrgrar, Ghunter, Araleir, Tarrn, Maeestyrr

Clan Names: Lightfoot, Moonpaw, Whitetooth, Archfur, Throatdrinker, Hardbody, Beateater, Forcearbiter, Goldwraith, Huntborn

Other Races

How a Wo'nari interacts with other races is highly dependent on their breed. They have no particular bias for or against any race but prefer to work with more intelligent persons. They are commonly well received in the world but enough is known about each breed to color the opinions of the people they may encounter.

Wo'nari Traits

Your Wo'nari character has a variety of trait that differ by the type of Wo'nari they are.

Ability Score Increase. Your Intelligence score increases by 2.

Age. A Wo'nari reaches adulthood by age 5 and rarely lives past 60.

Alignment. Wo'nari that live within a clan are naturally inclined towards a sense of order. Those who abandon

the clan tend to be more chaotic in nature, living on a whim rather than by any specific code of conduct. Their moral compass will vary wildly based on their breed.

Size. All Wo'nari have a similar build. They average 6 to 7 feet tall and 100 to 160 pounds. They may appear skinny to onlookers but are packed with muscle under their fur. Your size is medium.

Speed. Your base walking speed is 30 feet

Languages. You can speak, read, and write Common and one other language that your clan teaches. Clans typically enforce the learning of another language to all their pups. The language is often one of a local group of creatures that the Wo'nari must deal with on a regular basis. This other group could be an ally or an enemy.

Bite. All Wo'nari can use their action to take a bite at an enemy. Make a melee attack against a creature, on a hit the target takes 1d6 + your Strength modifier slashing damage.

Laser Eyes. An ability unique to the Wo'nari race is that their eyes can produce a laser effect. The origin of this ability is unknown, and the breeds differ on how they can use this ability.

Subrace. There are three major breeds of Wo'nari: Winter, Moon, and Gaia. The ideals and fur color of each breed all follow their own similar path, though there have been many exceptions to this rule.

Winter Wo'nari

As a winter Wo'nari, you were raised in a clan that valued wit and charm over raw strength. You prefer trickery or persuasion over direct confrontation.

You are typically easy to get along with and meld into social circles effortlessly, gaining influence with your smooth, toothy smile. Some use this influence to build major clans that far outlast them. Others use this influence as a stepping stone to the next stage of their life's goal, abandoning those they no longer need. Winter Wo'nari are not inherently evil but are rarely ever described as good.

Their fur is usually white to gray with subtle hues of pale color denoting ancient lineage. They enjoy marking their fur with myriad puzzles and mathematics. Those that can understand and solve these riddles are picked out by the winter Wo'nari as potential allies or threats.

Ability Score Improvement. Your Charisma score increases by 1.

Alignment. Winter Wo'nari are hard pressed to be loyal to anyone outside their clan. They tend towards neutral or evil alignments. Evil ones never indulge in violence for the sake of violence, preferring a gentler hand in their conquests.

Extra Language. You can speak, read, and write one extra language of your choice.

Laser Vision. Your laser eyes manifest in highly focused but harmless beams. As a bonus action you can focus a thin laser on a target

you can see within 60 feet. The lasers last until the end of your next turn. While you have the lasers targeted on a creature you have advantage on any ranged attack rolls you make against that creature. You must use another bonus action to refocus the lasers if you change from your original target. After you use your laser vision, you must finish a short or long rest before you can use them again.

Moon Wo'nari

As a Moon Wo'nari, you were raised in a clan that placed great value in order and tradition. Your upbringing placed much focus on the cycles of life, teaching you discipline and willful resolve. Moon Wo'nari often have a religious or monastic background.

They are stupendously loyal to those aligned with their clan or faith, lending their fearsome strength to those in need. They rarely abide evil, unless their god demands it, and find neutrality unsuitable to their resolve. Moon Wo'nari have dark fur with deep violets or hard black being the primary colors. They mark their fur with symbols of their god or self-mastery. They have no desire to hold their faith inside and do not fear those that may recognize their alignment.

Ability Score Improvement. Your Strength score increases by 1.

Alignment. Moon Wo'nari almost always serve good gods. Their near obsession with order and tradition mix with their stalwart resolve to make a good aligned creature with very few

exceptions.

Clan's Weapon Training. You are proficient with 3 weapons of your choice. These weapons should be something that your clan taught all their pups.

Laser Vision. Your laser eyes create a high energy bolt that burns foes. Make a ranged attack roll against a target that you can see. On a hit the target takes 1d6 + your Intelligence modifier force damage. The range is 30 feet and you are proficient with this attack. The damage die increase to 2d6 at 4th level, 3d6 at 8th level, 4d6 at 12th level, and 5d6 at 16th level. Your laser may cause a different type of damage at your GM's discretion. After you use your laser vision, you must finish a short or long rest before you can use it again.

Gaia Wo'nari

Wild and free, your clan placed no value on the trappings of civilization. Nature and the wild expanse are your true homes. You are savage and reckless in your speech and your attacks. Some may call you uncouth, and those same would not last a day in the harsh world you were raised in. You have dealt with life and death, victory and loss all your life. The petty trifling's of kings and saints mean nothing to a Gaia Wo'nari. What matters is the clan, the wilds, and yourself.

Gaia Wo'nari have fur of browns and reds. They mark their fur with symbols of war and battle. Some take the

symbols of the forest or mountains.

Ability Score Improvement. Your Dexterity score increases by 1

Alignment. Gaia Wo'nari are not concerned with anything but their own survival. While they may help in larger causes, it is typically for selfish reasons. They are generally of a chaotic alignment.

Feast of Death. If you spend one round feasting on a recently fallen (1 day or less) corpse, you can recover hit points equal to 1d8 + your Constitution modifier. You must finish a long rest before you can use this feature again.

Laser Vision. Your laser eyes create a bright flash that blinds foes around you. You create a 15 foot cone in the direction you are looking. Each creature within the area must make a Constitution saving throw or be blinded until the end of their next turn. The DC for this saving throw equals 8 + your proficiency bonus + your Intelligence modifier. After you use your laser vision, you must finish a short or long rest before you can use it again.

Cerans

"He stood before the council, resolute in his belief. They would not meet the world, because of their ancient fear. He would not be the same. He would break the cycle of seclusion and bring his family into the new world, regardless of their desires. He waited, as they bore down on him with judgmental stares. He would not bend, he would not break.

"Go then," the eldest said. The others turning to her, surprised at her decision. "I-wh-," was all he stammered before she cut in again"

"The world is waiting, we are too old for it, but not you. Just take some of my wisdom, do not forget your past, for I will be watching. Do good, always." He stood, shocked by her candor. He got what he wanted. He would explore the world, see its people, marvel at wonders. This could not have gone any better for him. But why did he suddenly feel so alone?"

The most common reactions to a Ceran are that of hate or fear. Hulking reptilian beasts, they have a tough time adapting to the fragility of the realms outside of their own. The many gods and evils of the world seem convoluted and gross to their very direct mentality. Rather than worship the divine, Cerans are deeply in touch with their ancestry, sometimes calling upon fathers and mothers a dozen or

so generations removed. They may be viewed as heretics, beasts, or even monsters, but those who get to know a Ceran will benefit from their aged wisdom.



Lumbering Legends

Cerans are a hearty breed of creature, living at least 200 years and rumored to be able to live double that. There are three major bloodlines, Tri-Ceran, Sty-Ceran, and Pa-Ceran; though most of the world has trouble understanding anything beyond the physical differences. All of them stand a minimum of 6 feet tall with some of the largest measuring nearly 8 feet high. Their massive forms are matched by their massive frame. They can easily weigh 300 pounds, making life among more delicate races

difficult. This hulking size does not always translate into raw strength, in Cerans it manifests as stubbornness in the face of death. Children's stories are rife with tales of Ceran warriors refusing to stay down, despite overwhelming injury.

Their scaly skin ranges the entire color spectrum but is rarely ever bright. They have several horns on their head that vary in size and placement based on their bloodline.

Pardoned Outcasts

For longer than anyone can remember, Cerans were kept away from more civilized areas. They lived in their own villages and towns, made of strong woods and stone to withstand everyday Ceran life. When other races interacted with the Cerans, they found their terse attitude and strange spiritualism off putting, making relations exceptionally difficult. They were never officially outcast by the other races but a strong phobia against the Cerans still prevailed. In truth they are a kind and wise race, giving their all to those in need. Because of this, they have slowly made their way into the world, integrating within larger and larger cities.

They have an unparalleled sense of honor. A driving need to live up to the name of their ancestors focuses their actions and behavior. Some more jovial races feel as though Cerans never let their guard down, and they

would be correct. Cerans believe their ancestors are always watching over them and have no desire to bring dishonor to their family. Those that stray away from this code of honor, and seek a life of selfish avarice, are known as "Rontar" to their kin. In most cases they are left to their own devices, though they are coerced, by many undesirable methods, into abandoning their family name. Those that take a blatantly evil approach to life are hunted by the family, their transgressions too severe for the ancestors to overlook. The ire of a Ceran family is a rare and deadly curse to have upon you.

Harsh Lessons

A Ceran's life is filled with the experience that a stubborn nature brings, combined with the lessons of their ancestors. Wise beyond their years, Cerans will gladly share their wisdom with anyone who has the patience to listen. They are fond of long stories, weaving dense meaning into every line. The few Ceran texts that exist are so filled with double meaning and subtext that other races can spend years studying a single chapter. Despite all of this, Cerans are hopelessly stubborn. Their desire to impress their family pushes them to continue a given assignment, even after repeated failures. A hopeless quest to others is considered a worthwhile challenge to the Cerans.

Purposeful Adventurers

Cerans are the epitome of homebodies, rarely venturing out without a good reason. Often, Cerans encountered in the wild are on a quest, or string of quests. Their kind nature and lack of familiarity with the world outside their home makes them unable to prioritize assignments. A mission to restore peace to a kingdom holds the same weight as a child missing their doll. Because of this they will sometimes spend years moving from adventure to adventure before they are able to complete their original assignment. Ceran elders understand this behavior and will use it as a wry method for teaching young and rambunctious Cerans important life lessons. Even a simple task of collecting a semi-precious stone can take a Ceran away from their home for decades, as they help hundreds of creatures along the way.

Ceran Names

So important is Ceran ancestry that, until recent history, they had no personal names. The small interwoven nature of the families meant that every Ceran knew their kin. There was little need for personal names. The closest they had was a simple adjective or noun that described the most legendary of their ancestors. This convention has influenced their new names as they integrate into the

larger world. They always use their family name first and, in some cases, may have no personal name.

Family Names: Throndaxi, Reavenden, Holistanden, Roseguns, Stallonus, Vandammed, Locbadias, Lundgryen.

Personal Names: Fighter, Spear, Big, Horn, Wise, Barrel, Foolhardy, Savage, Indomitable, Wit, Shield, Mage.

Other Races

Many races have incorrect preconceptions when it comes to Cerans. They believe them to be dumb, large brutes, only capable of limited speech and destruction. Alternatively, Cerans treat each race equally, not giving in to preconceptions and instead judging individuals by their own merits.

When these two ideals clash, other races begin to look very foolish. Maybe with time, the stereotypes about Cerans will disappear.

Ceran Traits

Cerans all share a similar obtuse build and attitude.

Ability Score Increase. Your Constitution score increases by 2.

Age. A Ceran reaches adulthood at age 20 but may spend many years learning from their elders before they are ready to venture out on their own. They usually live around 200 years.

Alignment. Most Cerans are good natured, tending towards lawful

alignments. They are willing to sacrifice great time, effort, and coin to help those around them. Those that lean towards chaos are ousted from the family. The very few evil Cerans ever recorded are treated like taboo history, their tales told in whispers.

Size. Cerans can range from 6 to 8 feet. They average 250 pounds. Your size is large.

Speed. Your base walking speed is 30 feet.

Stout Body. You are incredibly hard to keep down. You have advantage on saving throws against being paralyzed and grappled.

Ancestor's Spirit. Each Ceran has a connection to the ones that came before them. The exact nature of this connection is based on your Ceran bloodline.

Subraces. There are three major subraces of Cerans: Tri-Ceran, Sty-Ceran, and Pa-Ceran.

Tri-Ceran

This subrace is the most common of the Cerans. Their prolific numbers mean they have had the most interaction with the outside world. Because of this, they are often better equipped to deal with the day to day hustle of civilization. The price of this adaptation has been a weakening of their ancestral traditions. While they may seem resolute in their old ways to an outside observer, other Cerans know that the familial bonds are frailer than they used to be.

They have three horns, one set

against their nose and two on the head plate. Their coloration is typically bland with very little variation on their bodies.

Ability Score Improvement. Your Intelligence score increases by 1.

Gouge. When you make a melee attack against an enemy you can use a bonus action to try and attack that same enemy with your horns, provided they are within 5 feet of you. On a hit the target takes 1d8 + your Strength modifier piercing damage.

Ancestor's Spirit. You can call upon the warriors within your family to summon a spiritual weapon. Using a bonus action, a weapon comprised of your ancestor's will materializes in your hand. It behaves like a normal weapon, despite being made of spiritual energy. It is considered magical for the purposes of overcoming resistances. It disappears at the end of the round. Once you use this ability you must finish a long rest before you can use it again. When creating your character, you must choose the one weapon you will receive and can only change the weapon at your GM's discretion.

Sty-Ceran

These Ceran are rarer and more reclusive than the other bloodlines. They have not adapted well to the outside world, keeping their young away from the dangers this new influence might bring. They are deeply spiritual, spending hours in communion daily with their ancestors.

Their resolute adherence to tradition has made change slow in their bloodline. They are seen as primitive by other races and even other Cerans can view them as less advanced. Despite this, they are amazingly gifted with insight. They have an unnatural ability to peer into one's soul and discern their desires and intentions. The few that leave their family are wonderful negotiators, minstrels, or leaders.

Sty-Cerans have a flurry of smaller horns that adorn their head plate, with a small singular one on their nose. They often have a primary scale color that is contrasted highly by splashes of bright colors. Sometimes they accentuate these flashy colors with tattoos or markings.

Ability Score Improvement. Your Charisma score increases by 1.

Not Your Time. Due to your deep link with your ancestors, they can help you to avoid an early death. When you are reduced to 0 hit points, but not killed outright, you automatically succeed on your first death saving throw. Once you use this ability you must finish a short or long rest before you can use it again.

Ancestor's Spirit. You can call upon your ancestors to guide your mind and body in combat. You can roll a d4 and add the result to any attack, damage, or saving throw roll you make. You can do this after you roll but before you know the result. Once you use this ability you must finish a long rest before you can use it again.

Pa-Ceran

Pa-Cerans are the most brutish of the bloodlines. They are direct in their speech, giving no thought to the tone and words chosen. Larger than most, Pa-Cerans are generally less willing to deal with affairs they decide are trivial. Like most Cerans they lack context for the world at large, and so a "trivial" affair may be the fall and rise of entire nations. If an event does not directly affect their family, it is likely not worth worrying about. This does not mean they cannot be amazing allies, they just need the right incentive. Their very direct nature means they need to know exactly how any quest might benefit their family before they consider it. Gaining their assistance is typically easy as they are quick to trust others; making them easy targets for the wrong person with the right enticement.

Their dull scales are accented with tufts of fur that stick out around their neck and spine. The horns are small, almost decorative, and serve little purpose. The large nose however, is coated in a thick bone that spreads to a great deal of their face.

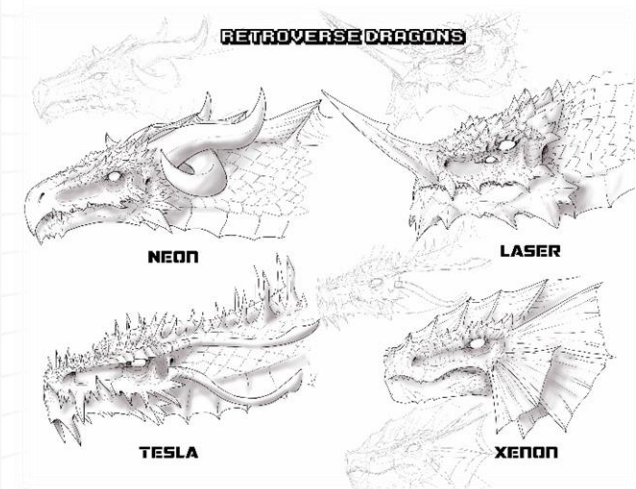
Ability Score Improvement. Your Strength score increases by 1

Ancestor's Spirit. Your ancestors were great warriors, standing nearly unchallenged for generations. You gain +1 to your AC, attack rolls, and damage rolls. Additionally, whenever you are healed, add +1 to the total healing you received.

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.



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.



CHAPTER 2: CLASSES

Classes within the Retroverse exist alongside more traditional classes. A Cleric is just as common as a Synth Weaver. Some behave in similar ways to base classes, and some share a backbone, but their unique flair makes it very hard to try and mesh together. Take care when multi-classing, as instability surely leads to corruption.



Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
De-Fragger	A wall of warrior, able to unleash a torrent of strikes while taking the same in return.	d10	Constitution	Constitution & Charisma	All armor, shields, Simple weapons, martial weapons, improvised weapons
Goreangyr	A warrior of destiny, regardless of their ability.	d8	Dexterity	Dexterity & Charisma	Goreangyr Uniform, shields, simple weapons, martial weapons
Holo-Knight	A tricky fighter who relies on holographic weaponry and illusion magic.	d10	Strength & Intelligence	Dexterity & Intelligence	Light armor, Holo-Weapons
Synth Weaver	An agile musician who pulls magic from the beat of the world.	d6	Dexterity & Charisma	Dexterity & Charisma	Simple Weapons, Shortbow, Lance, Scimitar, Whip

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

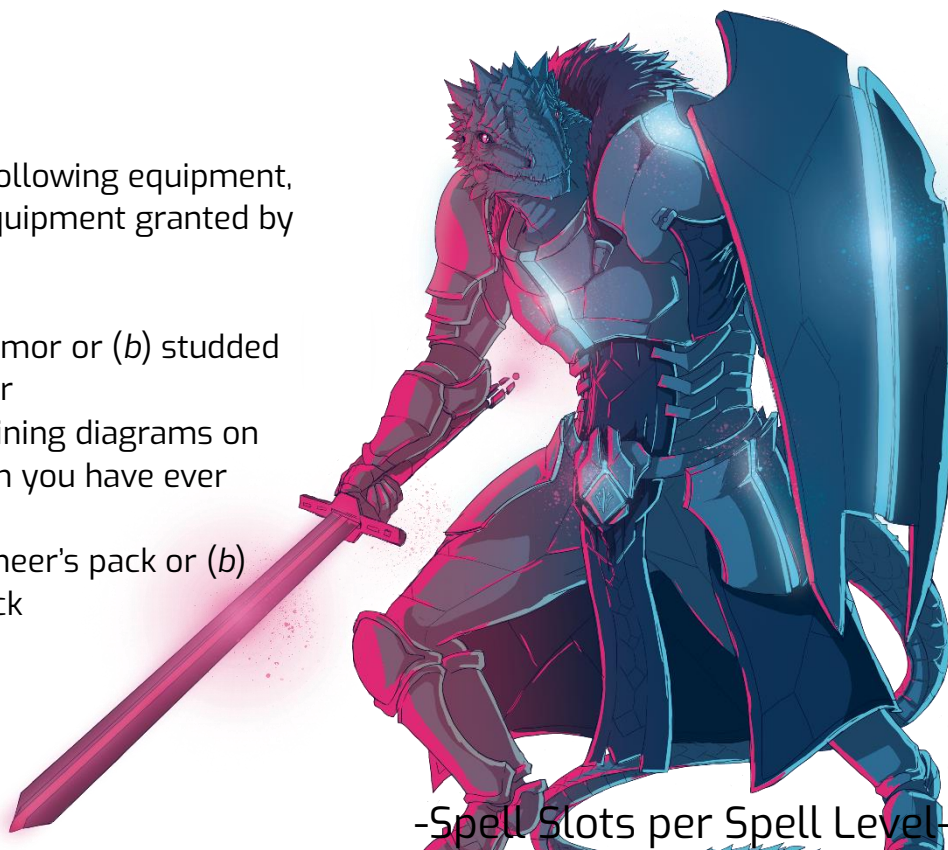
Saving Throws: Dexterity, Intelligence

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 **Vorpall 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 your 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 GM's 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

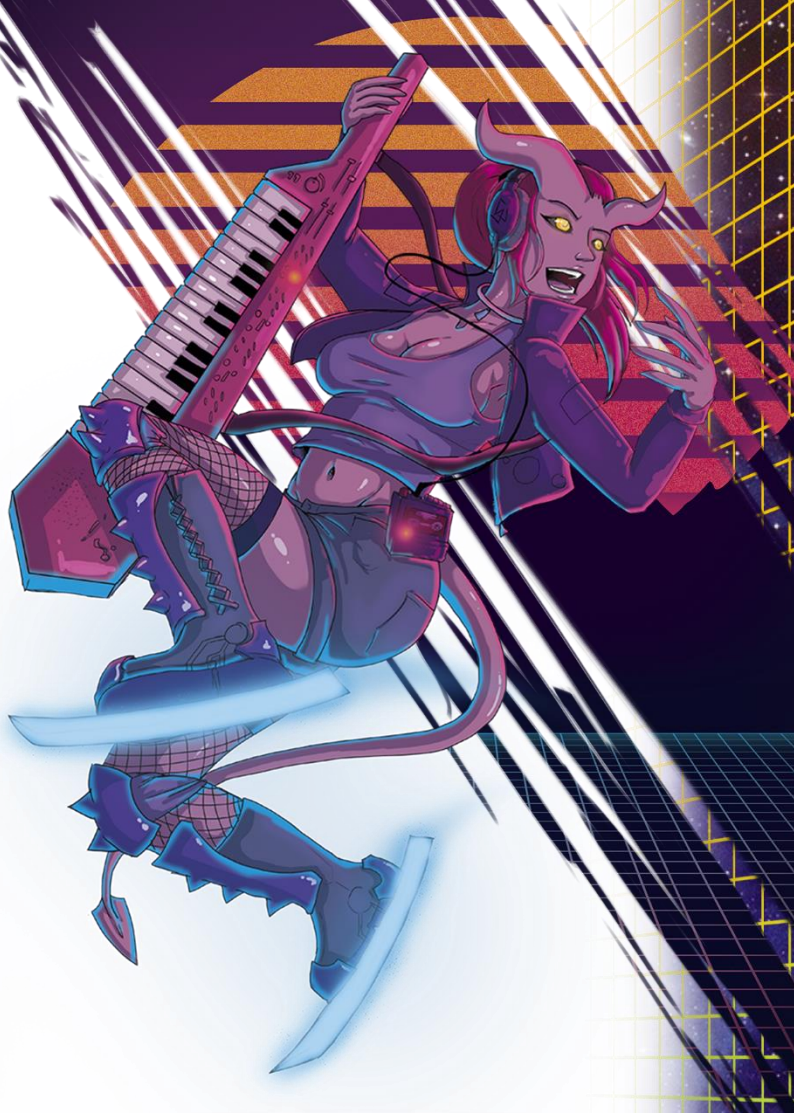
At 16th level the holograms you use begin to act on their own accord to stem bleeding and suture small wounds. Unless you are unconscious, you regain hit points equal to your Intelligence modifier every round that you are not at max health.

Synth Weaver

A young human weaves around the battlefield on rollerblades. As she positions herself for maximum effect, she reaches for her megaphone. Pirouetting against a group of foes she lets loose a blast against the group. The enemies reach for their ears and fall to their knees, leaving them open for her teammates to mop up.

The Dragonborn's party has been ravaged; they likely will not survive this battle. He stares up at the Lich, places sunglasses on his nose, and cranks up his Boombox to eleven. The ludicrous bass and melodious beats waft through his teammates, revitalizing their strength and will. The Lich balks at the dubious wubs coming from this group. He fears, for they are no longer a team, they are a party.

The Dwarf readies his fingers and steadies his mind. Placing his hand down and the Keytar, he begins his opus. The virus infested crowd rushes the stage but with every new chord he blasts them off in heaps of electric carnage. He knows he is doomed. His teammates have all fallen beside him. But he will not stop playing, not for the world, not for his life, not for the love he has lost. With one final glance he looks towards the heavens and cries out her name. Then, there is nothing left in him but the music.



Beatboxing Badboys

The Synth Weaver is the backbone of any outstanding group. They skate around the battlefield, literally, and boost their allies in a multitude of ways. Most Synth Weavers can seem aloof or even goofy to the untrained eye. But don't let their casual exterior fool you. When pushed to a wall they can be extremely deadly. Their ability to assist their allies with even simple actions, like attacking, makes them a high priority target for those who understand their power.

Synth Weaver

-Spell Slots per spell level-

Level	Prof. Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+2	Spellcasting, Synth Weaver Hype (d6), Roller Blades	2	4	2	-	-	-	-	-	-	-	-
2	+2	Bars of Adrenaline (d6)	2	5	3	-	-	-	-	-	-	-	-
3	+2	Breakdancing Beatdown, Drop the Bass (d8)	2	6	4	2	-	-	-	-	-	-	-
4	+2	Ability Score Improvement	3	7	4	3	-	-	-	-	-	-	-
5	+3	Synth Weaver Hype (d8), Roller Blades Improvement, Fresh Batteries	3	8	4	3	2	-	-	-	-	-	-
6	+3	Drop the Bass (d6)	3	9	4	3	3	-	-	-	-	-	-
7	+3	Breakdancing Beatdown Second Attack, Magic Amp	3	10	4	3	3	1	-	-	-	-	-
8	+3	Ability Score Improvement	3	11	4	3	3	2	-	-	-	-	-
9	+4	Bars of Adrenaline (d8)	3	12	4	3	3	3	1	-	-	-	-
10	+4	Synth Weaver Hype (d10), Roller Blades Improvement, Spell Bequeath (d4), Hype Wave (2 allies)	4	13	4	3	3	3	2	-	-	-	-
11	+4	-	4	14	4	3	3	3	2	1	-	-	-
12	+4	Drop the Bass (d4), Ability Score Improvement	4	15	4	3	3	3	2	1	-	-	-
13	+5	Bars of Adrenaline (d10), Breakdancing Beatdown Third Attack	4	16	4	3	3	3	2	1	1	-	-
14	+5	Spell Bequeath (d6), Hype Wave (3 allies)	4	17	4	3	3	3	2	1	1	-	-
15	+5	Synth Weaver Hype (d12)	4	18	4	3	3	3	2	1	1	1	-
16	+5	Ability Score Improvement	4	19	4	3	3	3	2	1	1	1	-
17	+6	Bars of Adrenaline (d12)	4	20	4	3	3	3	2	1	1	1	1
18	+6	Drop the Bass (automatic), Spell Bequeath (d8), Hype Wave (4 allies)	4	21	4	3	3	3	3	1	1	1	1
19	+6	Ability Score Improvement	5	22	4	3	3	3	3	2	1	1	1
20	+6	Bars of Adrenaline (d20), Hype Wave (5 allies), Solar Charger	5	22	4	3	3	3	3	2	2	1	1

Support Class

We recommend this class for high skill Users. Users choosing this class must be good with cooperation and fair play. This class is difficult to play if you tend to solo missions. We recommend teaming up with midsize groups or small groups with advanced Users. This is an extremely rewarding class and can push an already great team to unimaginable heights. We recommend this class to anyone who enjoys supportive roles.

Creating a Synth Weaver

Your love of music has allowed you to tap into the rhythm of the universe. You see the seams of creation where others cannot. Everything in the Retroverse marches to a specific beat and if you can just find the beat, then you can alter its frequency. Synth Weavers lack the ability to change reality directly but can add powerful punctuations to the fabric of reality when needed.

Synth Weavers live and die by the sounds of the Retroverse. They are almost always listening to music and can seem distant or immature. While this may be true of some, it is not true of all. Some Synth Weavers build songs and mixtape lists just for their favorite friends to enjoy. Others hide their music away, afraid that popularity will ruin the purity of their

vision. Where did your love of harmonious rhythms come from? What genre of music best suits your type of play? Whatever the style, you can be assured of one thing, Synth Weavers rock, literally.

Pre-gen Character

You can make a Synth Weaver quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Charisma. Second, choose the Prodigy background. Third, take the *Dancing Lights* and *Wub Blast* cantrip, along with the following 1st-level spells *Healing Word*, *Thunder Wave*, *Concussive Beats*, and *Crank Caller*.

Class Features

As a Synth Weaver, you gain the following class features

Hit Points

Hit Dice: 1d6 per Synth Weaver Level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per Synth Weaver level after 1st.

Proficiencies

Armor: Light armor or Roller Blades

Weapons: Simple Weapons, Shortbow, Lance, Scimitar, Whip

Tools: Chose two from Megaphone, Brick Cellphone, Keyboard, Boombox, Airhorn, Trumpet, Walkman, Keytar, Saxophone, or Beatboxing Prowess. More may be available at the GM's discretion.

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Medicine, Perception, Performance, Persuasion, Sleight of Hand, Survival.

Equipment

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

- (a) two daggers, (a) a lance, or (c) a whip
- an entertainer's pack
- (a) a Megaphone or (b) any other Musical instrument
- A Shortbow and Rollerblades

Spellcasting

You have noticed that everything within the Retroverse thrums to a specific beat. Because of that you have the ability to call forth magic from within the places between the beats. On occasion the powers pulled to you are not the ones you intended. When

you cast a spell, roll a d20. On a 1, a spell, that you know, of the same level used is triggered, using the spell slot. Which spell is up to the GM. If you do not know another spell of that level then a spell of lower level is used and the spell slot originally intended for use is expended. In this case you gain any bonuses for casting a spell at a higher level, if applicable.

Cantrips

You know two cantrips of your choice from the Synth Weaver spell list. You learn additional Synth Weaver cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Synth Weaver Table.

Spell Slots

The Synth Weaver 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 spell **cure wounds** and have a 1st-level and 2nd-level spell slot available, you can cast **cure wounds** using either slot.

Spells Known of 1st Level and Higher

You know two 1st level spells of your choice from the Synth Weaver spell list.

The Spells Known column of the Synth Weaver table shows when you learn more Synth Weaver 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 3rd 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 Synth Weaver spells you know and replace it with another spell from the Synth Weaver spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Dexterity is your spellcasting ability for your Synth Weaver spells. Your magic comes from the rests between the beats of the world's heart and you channel it through your own rhythmic creations. You use your Dexterity whenever a spell refers to your spellcasting ability. In addition, you use your Dexterity modifier when setting the saving throw DC for a Synth Weaver spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Dexterity modifier

Ritual Casting

Because your spells rely on the rhythm and tempo of the world to pull the exact magic forward, you are not able to cast any of your magic as a ritual. By the time you would be able to complete the spell the opportunity for that particular magic would have passed long ago.

Spellcasting Focus

You can use your musical instrument as a spellcasting focus for your Synth Weaver spells.

Synth Weaver Hype

Starting at 1st level you can get others around you hyped through awesome music and encouragement. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Hype die, a d6.

Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Hype die but must decide before the GM says whether the roll succeeds or fails. Once the Hype die is rolled, it is lost. A creature can have only one Hype die at a time.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You

regain any expended uses once you finish a long rest.

Your Hype die changes when you reach certain levels in this class. The die becomes a d8 at 5th level, a d10 at 10th level, and a d12 at 15th level.

Roller Blades

At 1st level you start with a pair of roller blades. They are built to adapt to nearly any surface and you do not suffer extra penalties on normal surfaces unless it is difficult terrain. On difficult terrain you suffer disadvantage on any Dexterity based checks or saving throws while wearing the Roller Blades. You may use an action to take them off, losing the AC bonus when you are not wearing them. At 1st level they add +2 to your Dexterity modifier as it applies to your AC and Dexterity saves only. At 5th level they change this bonus to +1.5 times your Dexterity modifier rounded down. At 10th level this bonus is changed to 2 times your Dexterity modifier rounded down.

For example, as a 10th Level Synth Weaver, with a Dexterity of 20, wearing your Roller Blades, your AC would be 20 and your Dexterity Saving Throw bonus would be +14 (this includes your proficiency bonus), assuming no other bonuses are applied.

You cannot wear any armor while using the Roller Blades.

Bars of Adrenaline

Beginning at 2nd level, you can use bumping beats or uplifting lyrical goodness to help boost your allies. As an action you use your music to give all allies within 60 feet, that can hear you, temporary hit points. Any ally can use one of their hit die, if they have one available to use; they gain that roll plus 1d6 in temporary hit points. This consumes their hit die in the process. The temporary hit points last a number of rounds equal to your level divided by 2 (rounded down) + your Charisma modifier (minimum of 1 round). Once you use this action you cannot use it again until you have finished a short rest or long rest.

The temporary hit point bonus increases when you reach certain levels in this class: to 1d8 at 9th level, to 1d10 at 13th level, to 1d12 at 17th level, and finally to 1d20 at 20th level.

Breakdancing Beatdown

Beginning at 3rd level, you hype yourself up to attack with your dancing moves and Roller Blades. The Roller Blades do 1d6 + your Dexterity modifier slashing damage. At 7th Level you can attack twice with your Roller Blades using this action. At 13th level you can attack three times with your Roller Blades using this action.

Drop the Bass

Beginning at 3rd level you gain the ability to sync your rhythm to that of your allies. As a reaction, when an ally hits a target you can bring the blow down with added force. Both you and your target roll a d8, if the numbers rolled match, then the ally's attack is considered a critical hit. You can use this a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses after a long rest. The die used to sync your rhythm changes to a d6 at 6th level, to a d4 at 12th level, and is automatic at 18th level.

You cannot target yourself with this action. If the target resists against this skill, by will alone, they must make a Charisma saving throw versus your spell saving throw DC. The effect does not take place if they save, but one use of this ability is still consumed.

Power Up

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. Alternatively, you can gain one Feat. You cannot increase an ability score beyond 20 using this feature.

Fresh Batteries

At 5th level, you regain all uses of Synth Weaver Hype when you finish a short or long rest.

Magic Amp

At 7th level you gain the ability to boost the damage your magic does. You do this by synching your rhythm to that of the magical essence of the world and adding your own unique remixes into it. When using your instrument as a magical focus, you can add your spell attack modifier to the damage, even if the spell or cantrip does not normally allow you to do this. The damage is added after all normal bonuses are applied to the spell. If the spell already allows you to add your spellcasting modifier, you may add it a second time. This only works for offensive or healing spells and does not affect duration, range, or casting times.

Spell Bequeath

At 10th level you can gift a spell slot to an ally. At the cost of one Synth Weaver Hype die you can roll a d4. That roll is the level of spell slot you can give to an ally. This counts as a bonus spell slot, so even if your ally has not used that spell slot they still have your gifted one in addition. At 14th level the die used increases to a d6. At 18th level the die used increases to d8.

For example, as a 15th level Synth Weaver you spend one Hype die to use this ability. You target the Cleric and roll a d6, it lands on 4. The Cleric now has an extra use of any 4th level spell they know. You must finish a long rest before you can use this ability again.

Hype Wave

At 10th level you can choose to spend more than one Hype die to assist more than one ally. When using Synth Weaver Hype, you can choose two allies to receive the Hype die simultaneously. This consumes two uses of your Synth Weaver Hype ability.

You may not use any bonus actions or reactions on the same round that you use this ability.

At 14th level this increases to three allies and three uses. At 18th level this increases to four allies and four uses. At 20th level this increases to five allies and five uses. You can only target as many allies as you have uses of Synth Weaver Hype for and that your level permits.

Solar Charger

At 20th level, when a new round starts, and you have no uses of Synth Wave Hype left, you regain one use.

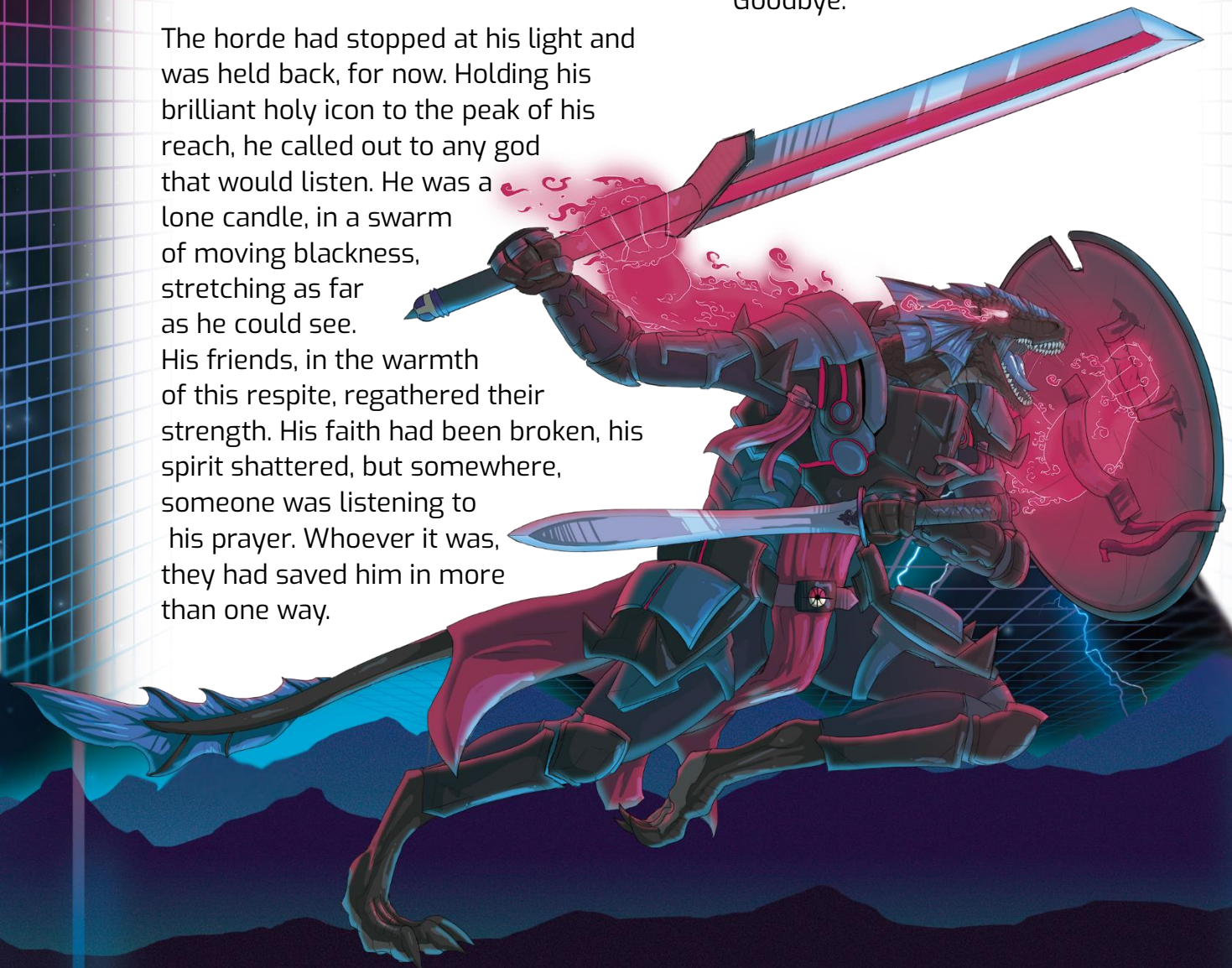


De-Fragger

The fool was drunk, surrounded by "friends", and too proud for his own good. That's why she kept her cool for heresy about The Brothers, all over the table, her patience ran dry. Seconds later and he was hanging in the air by his neck. His friends had drawn weapons to help, but so had she. Two arms on him and her other two defending her back. They knew now what they were dealing with and how her code forced her to eradicate corruption, and oh, was their friend corrupted.

The horde had stopped at his light and was held back, for now. Holding his brilliant holy icon to the peak of his reach, he called out to any god that would listen. He was a lone candle, in a swarm of moving blackness, stretching as far as he could see. His friends, in the warmth of this respite, regathered their strength. His faith had been broken, his spirit shattered, but somewhere, someone was listening to his prayer. Whoever it was, they had saved him in more than one way.

The guardian had been motionless before but crossing some invisible threshold had brought it to terrible motion. In seconds his friends had been decimated. Now he stood, the only thing between the abomination and his bleeding and broken sister. Tears fell from his own face onto hers, as he was pushed down to his knees. He strained to keep the bubble shield active, but he could already see cracks forming in its matrix. Outside, the destroyer smashed relentlessly against it. Fighting back pain, swallowing tears, he choked out the only word he could muster, the only one he really needed to say anymore. "Goodbye."



The Wall against Degradation

A De-Fragger is called to stand against chaos. The world is full of corruption and they have made it their solemn duty to stamp it out to their dying breath. All De-Fraggers work towards this goal, though their methods may differ wildly. You need power to keep depredation at bay, and that power can come from many different places. Most find it through a patron god, some find it through their own need for order, and still others find power within the corruption.

De-Fraggers are masters of combat, cutting down swarms of enemies in brilliant flashes of retribution. They are also stalwart defenders of those within their charge. Giving them not only healing, but guidance, assurance, and compassion. They are natural born leaders and many stories end with them sacrificing their life for those they were sworn to protect.

A Cure for Corruption

De-Fraggers are among the few who can actually fight against the source of corruption. Many people can fight off a data-rotted corpse, but few can expunge that rot from the corpse's body. Because of this they are in high demand among adventuring parties and communities alike. None stay in one place for very long. Once the corruption has been expunged from

that area they are driven to seek out need elsewhere. Only their patron god is a constant, and even then, De-Fraggers have been known to abandon them if they find evidence of corruption within their power. Their unending quest to bring order to the world leads them on many adventures and is almost always their final undoing. There are scant tales of a De-Fragger living to a ripe age.

A De-Fragger is a frightful thing to behold in a battle. They are a terrible storm against any opposition, leaving foes broken underfoot. Troops rally behind them, adventuring parties lean on their strength, and children read stories of their deeds. Few dare to stand against them, but those who can are dangerous beings indeed.

Creating a De-Fragger

De-Fraggers have one goal in life, to eradicate any corruption within the world. Literal or figurative, they are drawn to it like moths to a flame. This need will eventually consume them, but they will burn brilliantly in their quest for balance. When creating your De-Fragger think about how why you desire to keep the corruption at bay. Did you lose your family to a ravenous beast, one that shouldn't have even existed? Did you see the exploits of other De-Fraggers and wish to become like them? Were you called upon by a long-forgotten god to strike out on an obscure journey? Did you grow tired of seeing good men stand by and do

nothing, deciding to take matters into your own hands? Were you trained by an aged De-Fragger, assigning his unfinished business to you?

Now that you have chosen this life, what struggles have you faced? Do people run from you, fearful of your strength? Have you found fame within your deeds? If so, how does that affect your ability to truly protect? Does the thought of a normal life nag at the back of your mind? Are you good at stamping out erroneous aberrations, or do you struggle with even the simplest monsters? What have you been unable to leave behind?

Because of their devotion to eradicating chaos, De-Fraggers are rarely of chaotic alignment. Most are Lawful in some regard as many find it unthinkable to tolerate even a small amount of corruption. Keep in mind how your alignment influences the way you see the world and those around you. Also consider how others view you and your unbending convictions. Do these standards come from within or are they at the decree of your deity?

Balance in All Things

Users playing this class are often those who seek out leadership positions. They should have the ability to support and embolden their team members. A selfless attitude will go a long way in ensuring you can play this class to its full effect. New Users may find comfort in the balance of this

class. Experienced Users will be able to use this class to carry their team through challenges that would be impossible without them.

Pre-gen Character

You can make a De-Fragger quickly by following these suggestions. First, Constitution should be your highest ability score, followed by Charisma. Second, choose the Hero background. When a skill refers to corruption it is speaking of the literal game mechanic, not to the figurative corruption that lies within one's soul, though the latter kind is insufferable to a De-Fragger as well.

Class Features

As a De-Fragger, you gain the following class features

Hit Points

Hit Dice: 1d10 per De-Fragger level

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

Hit Points at Higher Levels: 1d10 (or 5) + your Constitution modifier (doubled with the Stable Core feature) per De-Fragger level after 1st.

De-Fragger

-Spell Slots per Spell Level-

Level	Prof. Bonus	Features	1st	2nd	3rd	4th	5th	6th
1	+2	Halt Degradation, Array of Hands	-	-	-	-	-	-
2	+2	-	-	-	-	-	-	-
3	+2	Turn Corrupted, De-Frag Strike	-	-	-	-	-	-
4	+2	Power Up, Incorruptible	-	-	-	-	-	-
5	+3	Spellcasting, Stalwart Shield	2	1	-	-	-	-
6	+3	Live Giver	3	1	-	-	-	-
7	+3	Cure Corruption	3	1	-	-	-	-
8	+3	Power Up	3	1	-	-	-	-
9	+4	-	4	1	-	-	-	-
10	+4	Stable Core	4	2	1	-	-	-
11	+4	Incorruptible Improvement	4	2	1	-	-	-
12	+4	Power Up	4	2	1	-	-	-
13	+5	Flash of Life	4	2	2	1	-	-
14	+5	Powerhouse	4	2	2	1	-	-
15	+5	Flashback	4	2	2	1	-	-
16	+5	Power Up	4	3	2	1	-	-
17	+6	Courageous Shout	4	3	2	2	1	-
18	+6	-	4	3	3	2	1	-
19	+6	Power Up, Incorruptible Improvement, Hero's Surge	4	3	3	2	1	-
20	+6	Last Chance	4	3	3	3	2	1

Proficiencies

Armor: All armor, shields

Weapons: Simple weapons, martial weapons, improvised weapons

Tools: None

Saving Throws: Constitution, Charisma

Skills: Choose two from Acrobatics, Athletics, History, Insight, Intimidation, Medicine, Perception, Persuasion, and Religion.

Equipment

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

- a martial weapon and a shield.
- (a) a Great Shield or (b) four short swords

- (a) a priest's pack or (b) an explorer's pack
- Ring mail and a holy symbol

Halt Degradation

Your oath to stamping out decay has made you acutely aware to corruption within creatures. As a free action, if you are within 60 feet of a creature, you can sense their corruption if it is 3 layers or higher. At 6th level you can detect if a creature within 60 feet is suffering from 2 layers or more of corruption. At 12th level you can detect if a creature within 60 feet is suffering from 1 layer of corruption or more.

Array of Hands

One unique trait of a De-Fragger is an additional set of arms. Why every De-Fragger has them is not fully understood, much like a holy symbol, all De-Fraggers share this trait. You could have acquired yours from your god, spiritual arms that sprout from your back when needed. Maybe you designed a robotic set that spring to life at your call. You could have come into contact with some unstable magic, giving you control over the gorilla arms hanging on your form. The exact style and origin of your extra arms is up to you.

Controlling and “activating” these arms is extremely taxing on your body and mind. For this reason, De-Fraggers only use them when they have to. When you activate them, by using a bonus action, you can control them just as well as your normal arms. You can only sustain their energy for a number of rounds equal to your proficiency bonus before you finish a short or long rest. You must decide at the beginning of your turn, while they are active and before you take any actions, to continue using this feature or to deactivate it. If you end the feature before you have reached a number of rounds equal to your proficiency bonus, you may use the remaining rounds later, before taking a short or long rest. Once you have used this feature a number of times equal to your proficiency bonus, in one day, you gain one level of exhaustion. The

mental and physical focus required to keep these arms active and useful is so great that you may not use any features from other classes (such as if you are multi-classed) while they are active.

While they are active you have the ability to use all 4 arms within one round as your attack option. Depending on what is in each hand determines how you attack within that round. If using more than one weapon with this feature, you use the effects of **Two-Weapon Fighting**, that is, you do not add your ability modifier to any hit made after the first, unless the modifier is negative.

For example, while this feature is in use, if you are wielding 4 short swords (or some other one-handed weapon) you may attack 4 times that round, once with each arm. Only the first attack will receive the Strength (or Dexterity) modifier. If you have two shields and a two-handed weapon you may attack once, and you gain a +4 to your AC. If you have one shield, one one-handed weapon, and one two-handed weapon, you gain +2 to your AC, can strike once with the two-handed weapon and strike once with the one-handed weapon, with the first strike being the only one that gains the Strength (or Dexterity) bonus modifier to the attack.

Turn Corrupted

At 3rd level you can channel your divine might into your holy symbol, forcing corrupted creatures away from you. As an action, you present your holy symbol and command a prayer unbearable to corrupted creatures. Each corrupted creature that can see or hear you within 30 feet must make a Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can and can't willingly move to a space within 30 feet of you. It also cannot take reactions. For its turn, it can only use the Dash action, try to escape from an effect that prevents it from moving, or attack you with ranged attacks. If there's nowhere to move, the creature can use the Dodge action.

De-Frag Strike

Starting at 3rd level, when you hit a creature with a melee attack, you can expend 5 of your own hit points to deal De-Fragmentation damage to the target, in addition to the melee attack's damage. The extra damage is 2d8 for 5 hit points, plus 1d8 for another set of 5 hit points, to a maximum of 5d8. If this attack is against a corrupted creature, that creature must succeed on a Constitution saving throw or be paralyzed for 1 round. You draw this

power from your own body and cannot use temporary hit points to activate it.

For example, a 10th level De-Fragger makes a melee attack with a short sword against a corrupted Triceratops. The De-Fragger uses 20 hit points so the attack does the normal attack damage plus 5d8 and the Triceratops must make a Constitution saving throw against your spell save DC or be paralyzed for 1 round.

Power Up

When you reach 4th level, and again at 8th, 12th, 16th, and 19th you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can gain one feat. You cannot increase an ability score above 20 using this feature.

Incorruptible

By 4th level you have become all but immune to the effects of corruption. You have advantage on saving throws made against corruption.

By 11th level you are completely immune to corruption, except in extremely overwhelming cases. You take half damage from all corruption effects or damage and succeed on any saving throw against corruption.

By 19th level you are no longer bothered by average corruption and can only be harmed by extreme corruption at the GM's discretion. You

are immune to any corruption damage from any attack and automatically succeed on any saving throw against corruption.

For example, at 11th level a corrupted skeleton hits you with its sword. You take full damage from the sword but only half damage from the corruption effect and you succeed against any corruption affects you would have received.

Spellcasting

By 5th level, you have learned to draw from your stalwart faith and usher forth magic from the divine might of your god or inner flame. You channel this energy through your holy symbol and expel it with same force of a cleric or paladin.

Preparing and Casting Spells

The De-Fragger 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.

You prepare the list of De-Fragger spells that are available for you to cast, choosing from the De-Fragger spell list. When you do so, choose a number of De-Fragger spells equal to your Wisdom modifier + half your De-Fragger level, rounded down (minimum of 1 spell). The spells must be of a level for which you have spells

slots. Casting a spell does not 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 De-Fragger spells requires time spent in communion with your patron and/or meditating to re-center your hardened ideals. You must do this for at least 1 minute per spell level for each spell on your list.

Spellcasting Ability

Wisdom is your spellcasting ability for De-Fragger spells because your magic comes from your own inner fortitude or reliance on faith. You use your Wisdom whenever a spell refers to your spellcasting ability. You also use your Wisdom modifier when setting the saving throw DC for a De-Fragger spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus

You can use your holy symbol as a spellcasting focus for your De-Fragger spells.

Stalwart Shield

At 5th level you can summon a barrier to protect yourself and those close to

you. Using an action, you spread two of your arms wide and summon a sphere shield with a 10-foot diameter around yourself. Your movement speed is reduced to 0 and you must concentrate as if you were casting a spell, it also requires two of your arms to be occupied to keep the shield's integrity. If two non-hostile creatures, of medium size or smaller, are within 5 feet of you when this feature is used, they are inside the sphere with you. If there are more than 2 non-hostile creatures then all but two are pushed out, you decide which two remain. If a hostile creature is within 5 feet of you they must make a Constitution saving throw versus your spell save DC or be pushed out, otherwise they are trapped in the sphere with you. The shield can be maintained a number of rounds equal to your Constitution modifier and disappears after that.

The sphere has hit points equal to your maximum hit points, an AC of 10, cannot move, and automatically fails any saving throws. Nothing can pass through, in or out, even creatures on the ethereal plane. The sphere is not considered magical and is not subject to any anti-magic spells. Once the shield drops to 0 hit points, it shatters. Any excess damage from the attack, which destroys the shield, is transferred to you, without saving throws, even if the attack had an area of effect.

You can use this feature once before finishing a long rest. Anyone hiding behind the shield, but



not inside it, gains half cover.

Life Giver

Starting at 6th level, when you touch a creature other than yourself, you can transfer your life energy into them. Using an action and at a cost of 2 hit points, you can heal a willing creature for 1 hit point. The number of hit points you can use for this feature is equal to your De-Fragger level times 20. You may use this feature a number of times equal to your Constitution modifier before finishing a long rest.

This has no effect on undead or unwilling creatures.

Cure Corruption

By 7th level you have found another way to restore the broken creatures

you encounter in the world. If a creature has a layer of corruption, you may use an action to spend 10 of your own hit points to try and fix their erroneous framework. For every 10 hit point you sink into the creature, you erase one level of corruption. You do not naturally know how many levels of corruption a creature has, and you must try and cure it completely when using this feature. If you are reduced to 0 hit points this way, you are considered stable but unconscious. If you are reduced to 0 hit points and the corruption is not completely cured, it is instead cured 1 level for every 10 hit points you expended before reaching 0 hit points. You can use this feature on yourself for the same hit point cost.

Curing a corrupted creature does not mean it will no longer be hostile, simply that it has been restored to normal.

For example, a corrupted dragon is attacking your party. It is suffering from 5 levels of corruption. You use this ability to try and cure it and are instantly drained of 50 hit points, curing the creature. It is still hostile to the party and continues to attack but is no longer corrupted and does not deal corruption damage.

Stable Core

By 10th level your solid convictions have not only changed your spirit, they have changed your body. Your incredibly stable form grants you advantage on Constitution saving

throws and doubles the hit point increase you receive from your Constitution bonus from this level onwards. When you receive this feature, you do not gain the bonus to your hit points for each level under 10, only for levels 10 and above in this class.

Flash of Life

At 13th level you have such inner strength that you can command your body to heal itself in a burst of restorative energy. As an action you can use a number of hit dice equal to your proficiency modifier and heal the amount you roll. The hit dice you used are expended until you finish a long rest. You can use this feature once before finishing a long rest.

Powerhouse

At 14th level you negate the penalty of **Two-Weapon Fighting**. Every attack you make with any arm receives the full damage bonus.

Flashback

At 15th level your bubble shield has become so strong that it can knock attacks back at opponents. If a creature makes a melee weapon attack against your shield, they must make a Dexterity saving throw against your spell save DC or take damage equal to half the damage they dealt to

your shield. Your shield still takes full damage regardless of if they fail the save or not.

Courageous Shout

At 17th level, as a reaction at the beginning of the round, you bellow a war cry or words of encouragement to you allies. Any allies that can hear you within 30 feet gain advantage on all saving throws, for that round. You can use this feature 3 times before finishing a long rest.

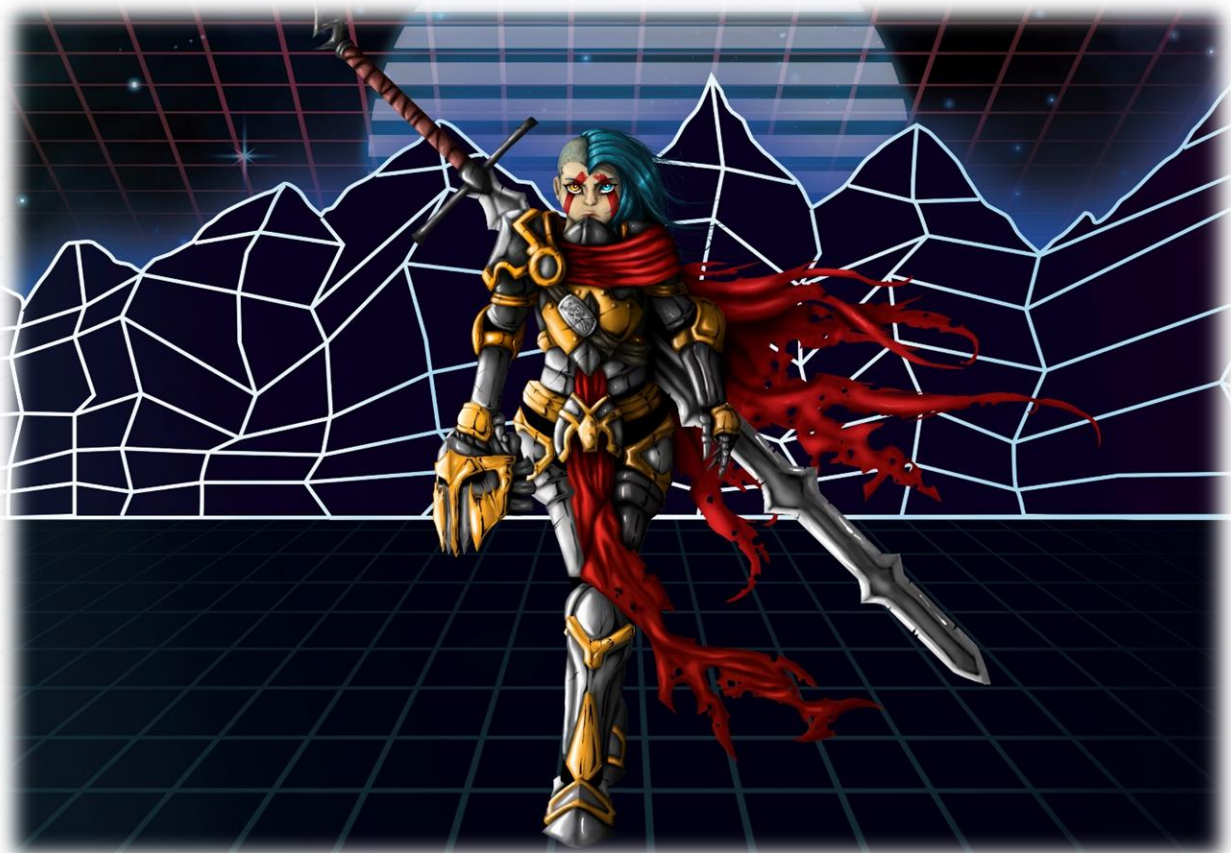
Hero's Surge

At 19th level you can use a bonus action to call upon all your reserve

energy and surge with terrific force. For a number of rounds equal to your Constitution bonus, your proficiency bonus is added to your damage bonus. You must finish a long rest before using this feature again.

Last Chance

At 20th level your body and spirit have become far too stubborn and refuse to go down quietly. When you are reduced to 0 hit points but are not immediately killed due to a spell or effect, you can make a Constitution saving throw, DC 20. If you succeed you are dropped down to 1 hit points and may use one reaction or one bonus action immediately.



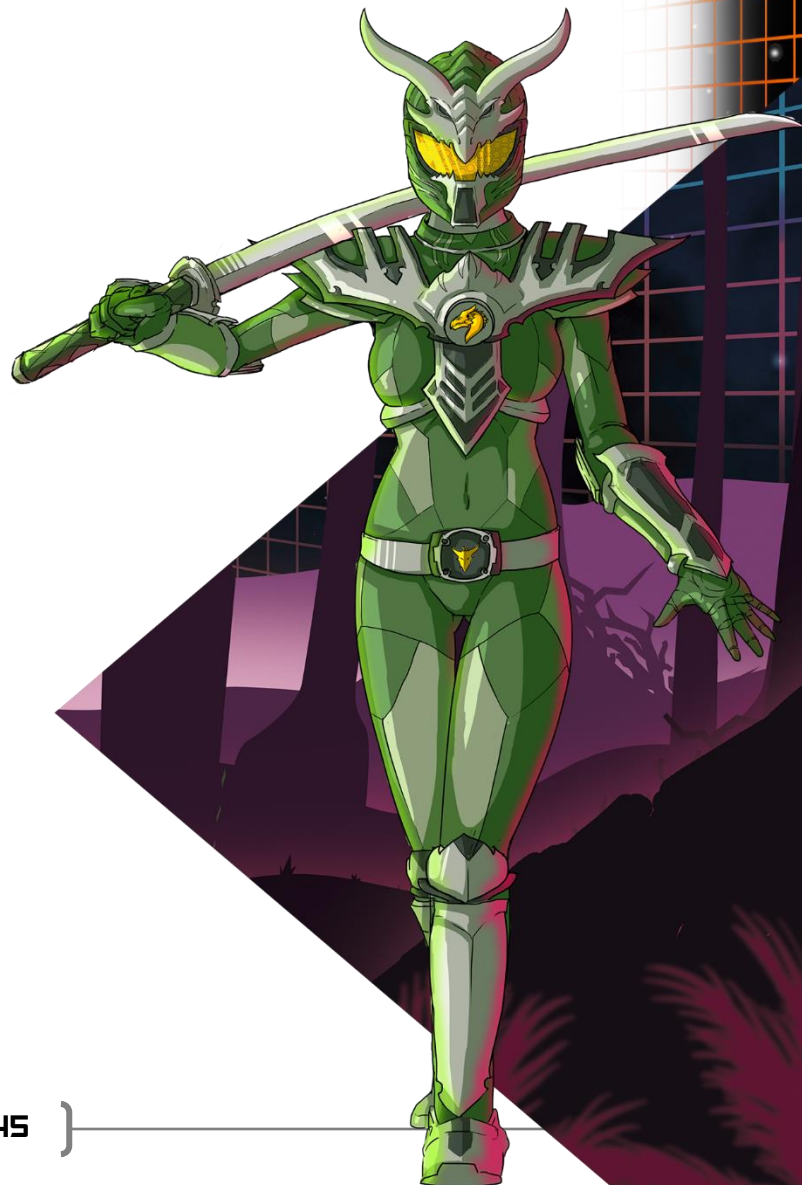
Goreangyr

A Half-Elf commands his Velociraptor companion to change into its Exo-Xord form. He feels the circuits connecting to his skin, receives feedback from the mech, and watches the displays inside come to life. He stands now, piloting his Xord, 10 feet of metal and electricity. The shining humanoid construct matches his own movements, wielding an enormous club. He points it somewhere in the horizon, then charges. With a terrible crunch he sends the Goblin flying high into the air. He smiles to himself inside his mech as the readout gives him a positive kill. Then he turns to face the rest of his awestruck party and the pack of Goblins. Through his suit, speakers blare his own voice "Who's up for some Goblin Ball!?" he says, charging another foe.

The Wo'nari hung motionless is the dark, chains digging into his wrists. They would come for him soon, take him before their "jury" and convict him of laws that had no right to bind him. He knew this would happen and he could not stop any of it. They had smashed his companion, taken his Recaster, and now he was just a normal Wo'nari again. With a sigh he hangs his head in defeat, finally at a loss for words. Presently a small mewl is heard from the window bars. Looking up he spots it, face smashed in, missing two legs, and scooting his

Recaster. His poor cat Xord, he would fix her right and these idiots would pay for their actions. The cat slapped the Recaster with its tail, spinning it directly into his open palm. As the power reentered his veins he thought of all the different ways to say "retribution."

The party stood, hands glued to their foreheads. She looked expectantly from one to the other. Their foe laid in a heap at their feet, a powerful wizard with dire intentions.



After a breath had passed and the party had still not given her validation, she began to wonder if they had understood her meaning. Were they really so daft? Sputtering, she spoke "Get it, guys? Like-" she pointed down to the broken mage "because he's a magic user. Right?" The party began shaking their heads in anticipation. "So," she grinned "now he's a SORECERER." before bursting into fits of laughter. They didn't get it, clearly, but she would lighten these dullards up eventually.

From Zero to Hero

Goreangyrs are not your typical adventurers. They often have a convoluted or even mundane background. They did not choose the power that they wield, but by some fate, fluke, or outright mistake, they have it now. Given a Recaster, the source of their new strength, they have become something more than their boring lives could have ever allowed. Now they roam the land, constantly in search for the next exciting challenge or thrill. Accounts of battles between Goreangyrs are woven into children's games but their rarity makes such epic fights feel more myth than truth.

Their animal companion, or Xord as they are known, is a robotic construct. It behaves in the same ways as its normal counterpart but is so much more to the Goreangyr. It serves as a protector, friend, and giant robot that

they can pilot. When a Xord transforms, it becomes one with its Goreangyr and the two wield tremendous power.

Through they may seem like rogue agents, Goreangyrs are beholden to some force. Sometimes a great mentor has trained them to take up this honor. Sometimes an entity of mystery calls upon them for unknown reasons. Other times the spirit of the previous Goreangyr gives them guidance. When not fighting for their cause, they often consult this being for guidance. Not all of these powerful beings want what is best for their pupil, driving a few Goreangyrs to rebel against their guide. If the Goreangyr's will is strong enough, they can retain the power of their Recaster and break free of the negative influence.

Bequeathed Greatness

The Recaster, a small item whose shape and design is different depending on who it came from, is the source of a Goreangyr's abilities. Without it they would be a lowly shop keep, bar hand, or farmer. Because they have not worked for their skill they can often seem overly confident. In battle they are constantly berating their foes, snapping one-liners and mercilessly taunting them. This attitude sometimes extends to their teammates as well as Goreangyrs often cannot accept their own shortcoming and blame their team for

failures. Teams of Goreangyrs usually disband quickly because of this attitude. However, with the proper mentors and a desire to learn from their mistakes, Goreangyrs can sometimes become amazing teammates, full of encouragement and enthusiasm.

Most have given up the life they once had. Dedicating themselves to using their powers to change the world, for better or for worse. Some others have trouble leaving their loved ones and instead of roaming, choose to stay and become protectors of their home. Either way, their very presence seems to attract undesirable attention. Their lives are often fraught with struggle and their amazing powers are matched with amazing loss.

Creating a Goreangyr

Not all Goreangyrs are good, not all are meant to be chosen, and not all enjoy the life they have. Consider your mundane origin. Were you a student, struggling to get through each day? Did you toil away at your profession, restless in mind and spirit? Did you crave adventure, but your body refused to co-operate? How old were you when the powers came to you? Do you have your whole life ahead of you and this new responsibility is getting in the way of your plans? Or do you resent not getting it sooner?

How does your alignment affect your new identity? Have you chosen to become a hero for truth and justice?

Do you seek to use your powers in bloody conquest? Do you revel in life threatening adventures and seek out chaos for the sake of chaos? Are you using your abilities for personal growth, or for personal gain? How does your alignment differ from your mentor's and how does that affect your relationship with them?

When you chose your Xord animal, why did you choose that one? Do they have special significance to you? Do you just think they are cool? Do you use them to strike fear into your foes or to calm frightened onlookers? Do you prefer them to join you in glorious battle, to act as a spy, or to be a liaison between you and the world?

Triple Threat

The Goreangyr is a formidable opponent on their own. When combined with their Xord, as a pilot or otherwise, they become the stuff of legends. Users wanting to play a bombastic and unique class are encouraged to choose this one. While not required for play, it is strongly recommended that you spend time to think about witty one-liners to deliver to your foes, just before their defeat.

Pre-gen Character

You can make a Goreangyr quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by Charisma.

Second, choose the Rebel background.
Then take a **Panther** as your Xord.

Class Features

As a Goreangyr, you gain the following class features

Hit Points

Hit Dice: 1d8 per Goreangyr level

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

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

Proficiencies

Armor: Goreangyr Uniform, Shields

Weapons: Simple Weapons, martial weapons

Tools: One set of Artisan's tools

Saving Throws: Dexterity, Charisma

Skills: Take Animal Handling. Then choose two from Acrobatics, Insight, Intimidation, Nature, Perception, Performance, Persuasion, Sleight of Hand, Stealth, and Survival.

Goreangyr

Level	Prof. Bonus	Features
1	+2	Recaster and Forms, Goreangyr Uniform, Xord
2	+2	Xord Link
3	+2	Exo-Xord
4	+2	Power Up, Xord Vision
5	+3	Xord Hit Point Improvement, Extra Attack (Goreangyr), Exject, Roll With It
6	+3	Weak Spot
7	+3	Sweet Flips
8	+3	Xord Link Improvement, Power Up, Mentor's Knowledge
9	+4	Goreangyr Uniform Improvement, Exo-Overdrive, Sensei's Teachings
10	+4	Xord Hit Point Improvement, Xord Evolution
11	+4	Sweet Kicks
12	+4	Power Up
13	+5	Extra Attack (Exo-Xord)
14	+5	Deflectors
15	+5	Xord Hit Point Improvement, Xord Evolution Improvement
16	+5	Sensei's Teachings Improvement
17	+6	Power Up, Extra Attack (Goreangyr), Exo-Overdrive Improvement
18	+6	Xord Link Improvement, Goreangyr Uniform Improvement, Weak Spot Improvement
19	+6	Quick Transform
20	+6	Xord Hit Point Improvement, Xord Evolution Improvement

Equipment

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

- a Recaster
- a Shield
- (a) any two simple melee weapons, or (b) any martial melee weapon
- (a) a Longbow, or (b) a Longsword
- a Xord Ultra Weapon (unlocked at 3rd level)
- One set of Artisan's Tools
- (a) a dungeoneer's pack, or (b) an explorer's pack

Recaster & Forms

The source of your power is a small device called the Recaster. It gives you abilities beyond your own, provides you with protection, gifts you with combat prowess, and links you to your Xord. Without it, you are as average as any other person. This class is divided into 3 separate forms with each ability only usable by certain forms. If an ability does not have the tag for a specific form, then you cannot use it with that form.

Nobody: You are average in almost every regard. Your stats are those of a **Commoner**, with the exception of your racial abilities. You can still command your Xord in this form but cannot pilot it. If you do not use your Recaster within one week, your Xord will vanish

and you must change into your Goreangyr form and bind with another Xord to reclaim their strength.

Goreangyr: You are an amazing warrior, excelling at nearly everything you do with little effort. You can command your Xord and use all Goreangyr abilities associated with them. Transforming from the Nobody form into this form uses a bonus action. You may stay in this form as long as you like but cannot sleep in this form.

Exo-Xord: By 3rd level you can command your Xord to transform into a large humanoid. It opens and envelops you, allowing you to pilot it from the inside. It cannot act without you while it is transformed into this state. See the Exo-Xord feature for durations and abilities.

Goreangyr Uniform

The Recaster, when used to turn into your Goreangyr form, replaces your clothing with a tight uniform and a helmet that encases your head. The uniform and helmet design are up to you, but it should closely represent your Xord companion. This suit may appear thin but is resistant to attacks, arcing and sparking against blows that would normally tear through such fabric. It also regulates your temperature the same way normal clothing would.

The visor in your helmet provides you with real time combat data. By 9th level you have become so attuned to it

that you gain advantage on saving throws against surprise attacks and illusions.

While wearing your Goreangyr Uniform your AC equals 10 + your Dexterity modifier + your Strength modifier. At 18th level your armor is considered magical for the purposes of combat.

Xord (Goreangyr)

When you choose this class, you gain a Xord companion. It is a robotic ally that follows alongside you on your journey and is programmed to aid you in whatever way it can. Choose any aberration, beast, dragon, fiend, or elemental. The creature must be of medium size and have a challenge rating of 1/4 or lower and may not be a swarm. Add your proficiency bonus to the creature's attack rolls, damage rolls, and to any saving throws and skills it is proficient in. Its hit point maximum is equal to the hit point number in its stat block plus 2 x your proficiency bonus. This changes to 4 x your proficiency bonus at 5th level. Again, to 6 x your proficiency bonus at 10th level. Again, to 8 x your proficiency bonus at 15th level. And once more, to 10 x your proficiency bonus at 20th level. Like all creatures, it can spend Hit Dice during a short rest to regain hit points.

A Xord has the same alignment as the base creature it was chosen from. Consider how this affects your relationship if the alignment differs

from yours.

The Xord will obey your commands to the best of its ability. It takes its turn on your initiative, but it will not take an action unless you command it to do so. On your turn, as a free action, you can verbally command the beast where to move. You can use your action to verbally command it to take the Attack, Dash, Disengage, Dodge, Help, or Transform action. Once you have the Extra Attack feature, you can make one weapon attack yourself on the same round that you command the Xord to take the Attack or Transform action.

If you are incapacitated or absent, the Xord acts on its own, prioritizing your protection and safety. In this state it will gladly give up its own life if it believes that doing so would save you. It never requires your permission to use its reaction, such as when making an opportunity attack. If the Xord is incapacitated it gains no benefit of a long rest without your presence. If you both take a long rest, after it has been incapacitated and has not been healed, you only recover half of the normal hit points from such a rest. This is because you had to spend much of your resting time repairing your Xord. If you spend this time recovering your Xord, it recovers all of its hit points during the rest.

If the Xord dies, you can obtain a new one by spending one full day channeling the power of your Recaster. The new Xord can be the same creature as before but it will not share

the same bond as your last Xord did. It is a fresh entity and will not be as in tune with you when first created. While doing this, you are not able to assume the Goreangyr form and must stay a Nobody. If this process is interrupted for more than one hour, you must begin again.

Xord Link (Goreangyr)

At 2nd level you can imitate some powers of your chosen Xord. Choose one Sense, Special Trait (except spellcasting or psionics), Action, or Reaction. You can now choose to activate this ability for one round using a bonus action or a reaction. Once you have chosen an ability you cannot change it unless you bond with a new Xord. If the ability you use is not an attack, such as a Sense, you retain its properties until the end of the round. Your Goreangyr Uniform will morph to allow you to do actions you could not normally do.

For example, if you have chosen a **panther** as your Xord companion and then choose the claw attack, your suit would create claws to be used for this one action.

You can use this ability a number of times equal to your Charisma modifier before finishing a long rest.

At 8th level you can choose two Senses, Special Traits (except spellcasting or psionics), Actions, or Reactions. Once you have chosen two abilities, you cannot change them unless you bond with a new Xord.

At 16th level you can choose three Senses, Special Traits (except spellcasting or psionics), Actions, or Reactions. Once you have chosen three abilities, you cannot change them unless you bond with a new Xord.

Exo-Xord

At 3rd level you have unlocked the power of your bond with your Xord. Using your action you can command it to transform into the powerful Exo-Xord. Your companion becomes a humanoid figure of large size. It is inert until you, using a bonus action, climb inside it. Only a Goreangyr can pilot an Exo-Xord and any others that try, take 2d10 damage from the Exo-Xord's automated internal defenses. If a rival Goreangyr tries to pilot your Exo-Xord they can do so but also take the 2d10 damage each round until ejecting voluntarily or being ejected after falling unconscious. Your Xord can remain in this state a number of rounds equal to half your Goreangyr level, rounded up (minimum of 1). After that you and it must finish a short or long rest before using this feature again. You may choose to end this feature early but may still only use it once between a short or long rest.

Your Exo-Xord wields an Ultra Weapon of your choice. It is created during the transformation process and only exists while the Xord is in this state. This weapon is unique to your Exo-Xord and should ascetically match

your companion. You choose the type of Ultra Weapon when you choose your Xord, it cannot be changed unless you create a new Xord companion. An Ultra Weapon has the stats and shape of any simple or martial melee weapon, except the size and damage are both doubled, excluding your attack and damage bonus. You cannot use magic while piloting your Exo-Xord. While in the Exo-Xord you may not use any features that are not specifically for your Exo-Xord (such as with dual class characters) while in this form.

When you are piloting your Exo-Xord, your Goreangyr form is considered to have full cover. The hit points of this form are equal to your hit points the moment you begin piloting + the Xord's hit points the moment you begin piloting. Your Strength and Dexterity are swapped while piloting. All other stats are yours, including AC. The Exo-Xord has disadvantage on all saving throws while you are piloting the Exo-Xord. If your Exo-Xord is reduced to zero hit points, while you are piloting, you are forcibly ejected and must make a Dexterity saving throw, DC 20, or take 2d6 bludgeoning damage from impact. When this happens your Xord reverts to its normal form, is unconscious, and you take any excess damage from the attack that brought it down to zero hit points.

For example, at 3rd level, you use your action to command your Xord **panther** to transform. It does so, and you use a

bonus action on the same round to climb inside. You are both injured and have 15 hit points each, giving the Exo-Xord 30 hit points as soon as you step inside it. On the next round, you draw your Ultra Maul and swing at the nearest enemy, dealing 4d6 + your Strength modifier on a successful hit. You are then hit for 36 points of damage. You are ejected from the Exo-Xord, it reverts to its normal form, falls unconscious, and you take 6 points of damage. You must then make a Dexterity saving throw, DC 20, or take an additional 2d6 points of bludgeoning damage.



Power Up (Goreangyr)

When you reach 4th level, and again at 8th, 12th, and 17th, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. Alternatively, you can gain one feat. You cannot increase an ability score above 20 using this feature.

Xord Vision (Goreangyr)

At 4th level, as a bonus action, you can change the view in your visor to that of your Xord companion's. If your Xord is within 1 mile, you can see through its eyes. You are blind while doing this.

Extra Attack

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

The number of attacks increases to three when you reach 17th level in this class.

Exo-Xord: Starting at 13th level, you can attack twice, instead of once, whenever you take the attack option while piloting your Exo-Xord

EXject (Exo-Xord)

At 5th level you can choose to willingly eject from your Exo-Xord as a bonus action. When you are ejected, willingly

or not, make an attack roll against an enemy within 10 feet, dealing 2d6 bludgeoning damage in addition to the normal damage of your weapon. If you miss the attack, you must make a Dexterity saving throw, DC 20, or take 2d6 bludgeoning damage from impact. If you choose not to use this feature and are ejected against your will you must still make the Dexterity saving throw, DC 20, or take 2d6 bludgeoning damage from impact.

Roll with It (Goreangyr)

Starting at 5th level, whenever a creature that you can see makes an attack roll against you, you can use your reaction to intercept the blow, rolling along with it and reducing the damage taken by half.

Alternatively, if the creature is of large size or smaller, you can take the full damage amount and instead use your reaction to attempt a grapple attack on the attacking creature.

Weak Spot (Goreangyr)

By 6th level you have learned to read the battle data streaming into your helmet so well that you can more easily guess where a foe may be weakest in their defense. Your attack bonus is increased by +1 when making an attack with a weapon you are proficient with.

At 18th level your attack bonus increases by +3 if you are attacking

with a weapon you are proficient with.

Sweet Flips (Goreangyr)

At 7th level you can augment your jumping ability through your uniform. Using your move action, you can either jump 20 feet vertically, or 30 feet horizontally. In addition, you no longer suffer falling damage for falls of 30 feet or less.

Mentor's Knowledge (Goreangyr, Exo-Xord)

Starting at 8th level you can look inside yourself and call upon the lessons taught to you by your mentor to gain advantage on one proficiency check. You must finish a long rest before you may use this feature again.

Exo-Overdrive (Exo-Xord)

At 9th level you and your Exo-Xord have become synched together as one body. You can extend your knowledge of battlefield data into your Exo-Xord while piloting it. When making a melee attack, with your Ultra Weapon, a 19 or 20 is considered a critical hit.

At 17th level this feature improves to cause a brutal explosion centered on the target creature. If you score a critical hit, with your Ultra Weapon, while in your Exo-Xord, you cause an additional 4d8 force damage against

the target.

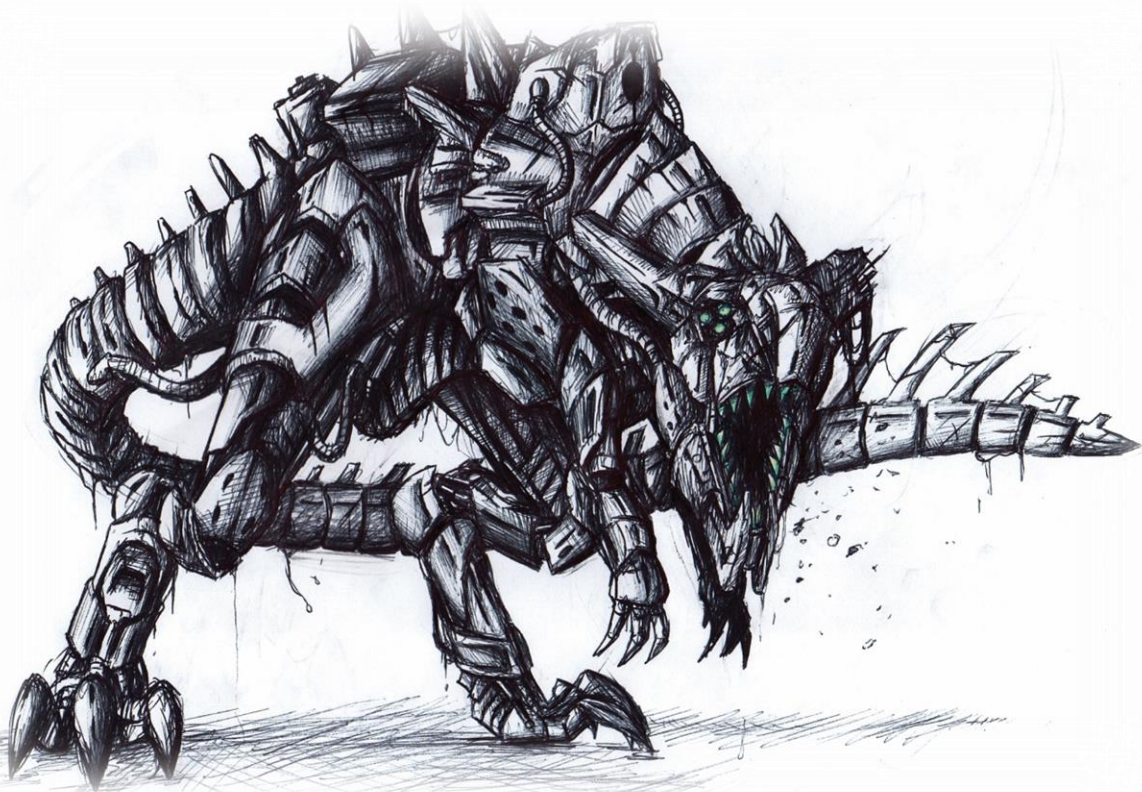
Sensei's Teachings (Goreangyr, Exo-Xord)

At 9th level you have honed some of the traits your mentor sought to teach you. Choose two more proficiencies from the Class Features list to become proficient in.

At 16th level you have learned enough from your adventures to have taught yourself. Choose any one skill to become proficient in.

Xord Evolution (Xord)

As you grow in strength, so does the power your Recaster grants you. And as you grow in bond with your Xord, the more powerful they can become. At 10th level in this class the creature you choose for your Xord can have a 1/2 challenge rating. At 15th level in this class the challenge rating of the creature you choose for your Xord increases to 1. At 20th level in this class the challenge rating of the creature you choose for your Xord increases to 2. The size of the creature is still medium, and you still choose from creatures with the aberration, beast, dragon, fiend, or elemental tag.



Sweet Kicks (Goreangyr)

At 11th level you have become a hurricane on the battlefield. When you make an attack that reduces an enemy to 0 hit points you can immediately use a bonus action to gain 15 feet of movement and make another attack roll against a hostile creature. You can use this feature once per round.

Deflectors (Exo-Xord)

At 14th level you have unlocked some more power within your Recaster, the ability to shield your Exo-Xord. As a reaction, while piloting your Exo-Xord, you can bolster the defense against an

oncoming attack, reducing all non-magical bludgeoning, piercing, and slashing damage by half. You can use this feature a number of times equal to your Constitution modifier (minimum of 1) before finishing a long rest.

Quick Transform (Exo-Xord)

When you reach 19th level in this class you can get into your Exo-Xord fast enough to make an attack. When you use an action or bonus action to enter your Exo-Xord, you can immediately make one attack with your Ultra Weapon against any one creature within 10 feet of you.

CHAPTER 3: BACKGROUNDS



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 your 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.



Rebel

You have never really fit in anywhere. The life you were given was not the one that you wanted. You have spent your life in and out of jail, never for any serious offense, but enough times to earn a reputation. People do not like to associate with you for fear of catching your nature. It is not that you want to cause trouble, it is that the world around you doesn't allow for people like you to live the way they want. Society is a prison and you're looking for any way to aggravate the jailers.



What draws you to this lifestyle? Do you seek freedom from responsibility? Are you avoiding dealing with painful

memories? Are the pressures of a normal life too much for you to handle? Are you afraid of what would happen if you became a "normal" person? What keeps you from leaving your home and moving somewhere more amicable to your lifestyle?

Skill Proficiencies: Acrobatics, Stealth

Tool Proficiencies: One type of gaming set, a disguise kit, painter's supplies, 2 wheeled vehicles

Equipment: A set of dark colored clothing, a mask, an heirloom from home worth no more than 50 gp, 1 "lucky" gp.

Feature: Slippery Scoundrel

You have tussled with the law enough to know how to get away from them easily. You have an advantage in many aspects of dealing with law enforcement and guards. Any law enforcement that tries to grapple you does so at disadvantage. Additionally, if you are being perused by guards you can disappear into a crowded area easily by hiding in plain sight. This does not apply to monstrous guards or guards set by small groups like bandits, cultists, etc. Only those that work for a kingdom, established church, or other world power.

You have also come to understand general patrol patterns and guard layouts. After just a little bit of time scoping out an area you will know where their patrol routes are, what places are more heavily guarded, and any places of entrance or exit that

would normally be overlooked. This applies to any kind of humanoid guard patrols.

Suggested Characteristics

Rebels come in many shapes and sizes. The common thread is a disrespect for the society around them. Nobles, guards, kings, bishops, or any other construct of authority disgusts them. They are not usually an obsessively violent sort but sometimes their disruptive activities can go a bit too far.

d8 Personality Trait

1	I am not accountable for my behavior, society has created me.
2	If everyone saw the world the way I see it, then it would be a much better place.
3	I spit in the face of any noble I encounter, regardless of the consequences.
4	I am a natural born leader and often command small groups of people like myself.
5	I love tagging anything I can with my art or symbol.
6	My words never seem to come out right and it often gets me into trouble.
7	I think I would be a great revolution leader, but I am unwilling to put in the effort required.
8	I don't understand subtlety or nuance. Say what you mean or don't bother saying it at all.

d6 Ideal

1	Godly. My moral code comes from a higher power. Their laws are above your own. (Lawful)
2	Ledger. Let it all burn. (Chaos)
3	Without a Cause. I don't need to have a good reason for anything that I do. (Neutral)
4	Terrorist. I don't care how many people die. If we want to disrupt the system, then bloodshed is required. (Evil)
5	Individual. I am going to pave your own path in this world, even if it kills me. (Any)

6	Saint. True beauty is in the love we show others. We can't expect anyone else to be the change we want to see. (Good)
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d6 Bond

1	My family is royalty and I loathe them, even if I miss them sometimes.
2	My partner was taken away from me by a corrupt regime. I will avenge them.
3	I can't stand to see my beloved home fall into such a lowly place.
4	Not enough people care about the children. You are fighting for their future.
5	Your art is the best way you can express yourself.
6	Your faith has kept you going this long, now if it could keep you just a little longer...

d6 Flaw

1	My plans often take a deadly turn because I don't plan properly.
2	I misinterpret cosmic signal every time I receive them.
3	I am right, and you are wrong. End of discussion.
4	I am cowardly and run at the first sign of trouble.
5	Being unique is the most important thing in the world to me.
6	I have a pit of anger in my stomach that no amount of revenge will fill, but I still try anyway.

Prodigy

From an early age it was clear that you had talent that was a cut above those around you. You have spent your whole life being admired for your skill and it is an integral part of your life, whether you like it or not. People working in the same field as you look up to you or are envious of your inherent skill. You have trouble relating to their feelings as it just

seems to come naturally to you. You practice and fail like everyone else, but even your failures are looked at with admiration. Your success in your field has pushed you away from others emotionally. People either adore you or are jealous of you, and no one seems to understand the real "you" inside.

Skill Proficiencies: Insight

Tool Proficiencies: Choose (a) any set of artisan's tools or, (b) any gaming set or, (c) any musical instrument or, (d) any vehicle. The proficiency chosen must relate to your Talent.

Languages: One language of your choice

Equipment: Choose (a) any set of artisan's tools or, (b) any gaming set or, (c) any musical instrument or, (d) any small vehicle. A degree from a school of your talent, a set of fine clothing, a book authored or co-authored by you on the subject of your talent, a letter from one of the first people to notice your work, 50 gp.

Talent

Your gift may come in many different forms. Regardless of what it is, you are a step above most people within that field. Work with your GM if you want a special talent outside of these options.

d8	Talent	d8	Talent
1	Music	5	Arcana
2	Writing	6	Crafting
3	Fighting	7	Painting
4	Sports	8	Mathematics

Feature: Fan Base

People within your field have heard your name and most are willing to help you in whatever project you are working on. Sometimes you will find rabid fans of your work, who will go out of their way to do anything for you. Just as often you will find people jealous of you who want to sabotage your work and bring you down a notch. It is nearly impossible to tell the difference between these two groups of people when you first meet them, as both are enthusiastic about working with you. With the help of a skilled fan you can finish difficult projects or training in half the time.

Additionally, your skill is always in high demand. If you spend one day a week working within your talent you can make enough to live a comfortable lifestyle.



Variant Feature: Reviled

Your skill has caused you to make discoveries, break records, or set bars that nobody ever wanted. You are amazing in your talent, and that has caused people to universally hate you. Even though you find it hard to get along, you are still a master in your field. Once per game session, you have advantage on one roll that pertains to your particular talent. The GM has final say over your use of this feature.

Suggested Characteristics

Prodigies can seem aloof or snobbish to those around them. They have spent their whole lives being told they are better than others, and this has likely gone to their heads. Like everyone though, they crave someone that can understand and appreciate them at a deeper level. Others have a likeable outward persona but have trouble relating to those around them.

d8 Personality Trait

1	I am the very best at what I do. Even greater than the legends in my field.
2	I am constantly amazed that people enjoy what I do and personally thank everyone for supporting me.
3	I love teaching those around me whatever I know.
4	People are strange. I don't know what they want from me.
5	I pour so much into my work that sometimes I forget to sleep or eat.
6	My mind is constantly wandering.
7	I have a tendency to ramble on about the things that interest me.
8	I would rather do anything else than what people know me for, but I am no good at anything else.

d6 Ideal

1	Busy. I have standards to uphold and no time for those who can't meet them. (Law)
2	Perfectionist. If you want something done right, do it yourself. (Neutral)
3	Slob. My best work is done while under the influence of any number of intoxicants. (Chaos)
4	Motivator. I want to inspire people to be their best possible selves. (Good)
5	Starving Artist. My work will be remembered for generations to come, regardless of the strain it puts on me. (Any)
6	Stark. I don't care what those suckers like. I'm in this for the fame and fortune and I will say whatever I have to say in order to get it. (Evil)

d6 Bond

1	I believe my mentor is greater than I will ever be, and I strive every day to impress them.
2	My fans are my family.
3	I consider my work to be like a child to me. I am closer to it than any family.
4	I practice harder every day to impress an unrequited love.
5	My muse is an extra-planar being that is not always good to me.
6	I feel empty inside and just want someone to help fill that void. Anyone will do...

d6 Flaw

1	I feel like a fraud. My work is terrible, and everyone is just too polite to tell me otherwise.
2	I have a lot of trouble starting anything. I plan, research, and plan some more, but I just can't seem to start.
3	What do you mean you don't know my name!?
4	I steal the work, plans, or ideas of others and pass it off as my own.
5	I have dark and terrible dreams every night. I am convinced my demise is just around the corner.
6	I hate seeing others succeed.

Player

This isn't right. This is not the world you remember. You had a life, family, friends, but now it's gone. Is this a bad dream? Are you dead? How can you get back to everything you remember? As a player you believe that you are not of this world. You woke up one day in this realm, with the full memories of another life. You can't tell if these memories are real or not. They certainly feel real, but maybe it has always been this way? The people around you seem real, you can touch them at least. So, does that make them real? The world seems almost too perfect and you see "seams" everywhere. One way or another, you must figure this out.



Skill Proficiencies: Insight, Investigation

Tool Proficiencies: One type of gaming set, one type of musical instrument. Both from your "previous life."

Languages: One language of your choice

Equipment: A set of common clothes, one type of gaming set, a small trinket from your "previous life", and 10 gp.

Feature: Impossible Knowledge

You know things about the world that you have not researched and sometimes would be impossible for you to know. The names of long dead kings, the general location of an ancient artifact, how some dwarven machine works, what secret the dragon hides, the time of the next eclipse. These bits of knowledge come to you as memories of your "previous life" and are not completely reliable. It almost never pertains to present or future events, only lore from the past or a prophesy of the future. Additionally, these "memories" are extremely rare, happening no more than once a week and sometimes not for several years. Ask your GM whenever you feel like this feature might come into effect.

Suggested Characteristics

Players have trouble overcoming their memory disparity. They may have family and friends, or people who say they are, that they completely abandon. The world seems less real to

them, making it difficult to form lasting relationships. Some only wish to find out exactly what has happened to them, while others relish this new life they have acquired. Either way, they are more likely to live a reckless lifestyle as little in this false world matters to them.

d8 Personality Trait

1	I am constantly rushing through conversations, trying to pull all the important details so I can keep questing.
2	I rush in.
3	I was a different sex or race in my previous life. This strange body presents some new challenges for me.
4	My lust for loot is insatiable. I'm worse than most dragons.
5	I am careless with my equipment, using potions flippantly and mistreating magical artifacts.
6	I am hyper competitive, pushing myself to terrible limits to come out on top.
7	I make sound effects for my movements and label my attacks with cool sounding names.
8	I can't help but poke my nose where it doesn't belong.

d6 Ideal

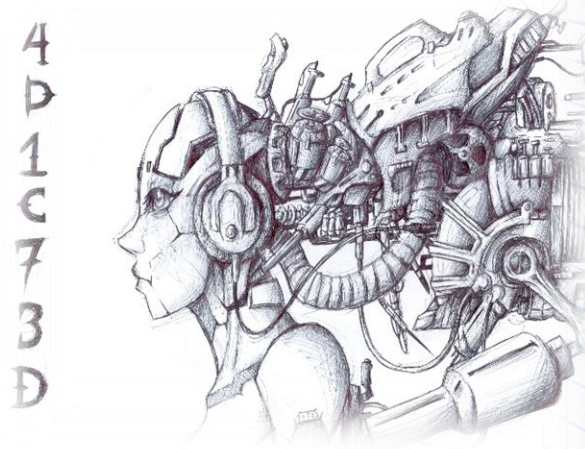
1	Lethargy. I am so utterly bored. (Neutral)
2	Respect. I am afraid of getting banned and treat any authority with the utmost respect. (Law)
3	Meh. Nothing is real, nothing matters, nobody matters. Do whatever you want. (Chaos)
4	Blue Dialog. I want to do the most good possible to increase my paragon score. (Good)
5	Two-Face. I have lived long enough to become the enemy. (Evil)
6	Unique. I have not yet found another like myself. Maybe if I can find one, we can understand more about what happened...(Any)

d6 Bond

1	I was a parent in my previous life. I miss my children so badly.
2	I latched onto the first person I met. They died shortly after and I must find a way to fix that.
3	I love being here. I can finally be the person I always wanted to be.
4	I am searching for the perfect waifu/husbando.
5	I have a family here, but I don't remember any of them. I have a great fear of returning to them.
6	My religion does not exist here. Have I been abandoned by my god or sent here as a test?

d6 Flaw

1	Every time I think of my previous life I become enraged at the visions I see.
2	I believe I am always being watched and am suspicious of everyone.
3	If no one is real, then only my life is sacred.
4	I suffer from phantom pains that strike at random.
5	I think I am the coolest being in existence and will fight anyone who says otherwise.
6	My memories of this life and my previous life are fading fast. I can barely remember the last year.



CHAPTER

4: NEW RULES

The following are new rules that you can use in your Retroverse campaign. They are designed to add unique flair to each game with little extra effort.

Corruption

Corruption is a breakdown of the code (digital, genetic, spiritual, etc) that creates a creature. It spreads like a disease, infecting life whenever one creature attacks another. Unlike most diseases though, it can be transferred at a range (including arrows and darts) and even through magic (with ranged or melee magic). Whenever a creature is hit by a corrupted creature, they must make a Corruption Saving Throw. Roll a d20, 1-10 is a failure, 11-20 is a success. On success, nothing happens. After 3 failures the creature takes one layer of corruption. When a creature or player character gains a layer of corruption, they must roll on the corruption table, taking the corruption they rolled for. Corruption effects cannot stack and you must reroll if you gain the same effect twice. Not all corruption is harmful. Any less than three failures are erased upon finishing a long rest.

The first layer of corruption for most non-player creatures often induces raving madness. The creature will



likely attack whatever non-corrupted creature is nearest, or whichever they view as the biggest threat. Sometimes they will work together with other corrupted creatures. The corrupted creature does not lose any of its stats (unless the corruption specifically says so) and will use the corruption to its advantage, if it is intelligent enough to do so. While corrupted, any attack the creature makes can infect other creatures in the same way it was corrupted. Additionally, attacks made by a corrupted creature deal +1 Corruption damage for each layer of corruption they are suffering from. At 7 layers of corruption a creature becomes too unstable to exist and will dissipate, dying instantly.

Player characters and some NPCs are immune to the madness but must roll on the corruption table and take whatever corruption they rolled for.

Corruption Table

d100	Corruption Effect
1	Your natural AC is increased by 1.
2	You lose the ability to use one of your 1 st Level Spell Slots.
3	gender swaps**
4	Your maximum hit points increase by 10%.
5	You can now speak Common, Elvish, Dwarvish, Halfling, and Draconic.
6	Both of your feet are left feet. You have disadvantage on all Dexterity related checks that involve your legs.
7	You can no longer speak.
8	Your attacks do an additional 1d4 damage.
9	You are vulnerable to fire damage.
10	All the hair on your body glows as if under the effects of a <i>Light</i> spell.
11	Your alignment is changed to Chaotic. If it was already Chaotic, reroll.
12	You age 2d10 years instantly.
13	You gain the <i>Minor Missile</i> cantrip.
14	Your alignment is changed to Neutral. If it was already Neutral, reroll.
15	Your natural AC is reduced by 2.
16	You lose the ability to use one of your 2 nd Level Spell Slots.
17	Your Dexterity is reduced by 2.
18	You can no longer lie.
19	All food now tastes like ash.
20	Clothing you don becomes errant. The patterns and designs glitching into a jumbled mess.
21	You become a high priority target for non-corrupted enemies.
22	During the night, you become a slug.
23	You can no longer read or write any language.
24	You become irresistibly attractive to every 1 out of 100 creatures you meet.
25	Your face is flipped upside down. This does not harm you directly.
26	Your maximum hit points decrease by 20%.
27	Your attacks do 1d8 less damage.
28	You are resistant to fire damage.
29	You lose the ability to use one of your 3 rd Level Spell Slots
30	You have disadvantage on any Stealth checks.
31	You appear undead to any observer.
32	Your alignment is changed to Lawful. If it was already Lawful, reroll.
33	You become 2d10 years younger instantly.
34	You fall in love with the next person that calls your name.
35	You have advantage made on Deception checks against your own race.
36	Your Dexterity is increased by 1.
37	Your hunger is immense. You gain a level of exhaustion if you do not consume 10 pounds of food in a day.
38	You can no longer see faces, instead everyone has a fuzzy blur for a face.
39	You believe you are invisible.
40	You gain an additional 1 st Level Spell Slot.
41	You have advantage on Stealth checks.
42	You forget who you are and what you relations to others around you is.
43	Your teeth become long and sharp. You can make a bite attack as an action. (1d8+Strength piercing dmg.)
44	You become black and white.
45	Consuming alcohol poisons you for 24 hours.
46	Your hands are turned backwards, attack rolls are decreased by 2.
47	There is a 3% chance per round that your body will not respond and will instead do nothing.
48	Nightmares plague your rest. You only gain half the hit point recovery from a long rest.
49	Consuming meat poisons you for 24 hours.

50	You are reduced by one size category, to a minimum of small size.
51	You grow 1d4 tentacles on your body. You cannot control them.
52	You no longer produce any sound at all.
53	You can only consume raw meat for sustenance.
54	Every time you start combat, the only words you say in the first round are "Cowabunga" or "Geronimo."
55	Cats hate you. Every single one that sees you will hiss and attack. Feline lycans wish great ill on you.
56	A loud narrator speaks your every action. Everyone within 30 feet can easily hear it.
57	You can only communicate with barnyard animal noises.
58	You can spin your head 360 degrees with no ill effects.
59	You leave dimly glowing footprints behind you. They glow for 3 hours before disappearing.
60	You can speak with insects.
61	You grow a third eye that allows you to see spirits.
62	You can only shout.
63	Every time you kill a living humanoid creature, it rises as a hostile undead with 1 hit point.
64	Your Strength score is increased by 1
65	You produce a chicken egg from one orifice every morning. It is edible.
66	You Constitution score increases by 1.
67	Your blood is acidic. You have resistance to acid damage.
68	Your bones become heavy. Gain 1d6 x 20 pounds.
69	You appear to stop aging but still suffer the effects of age.
70	You grow large floppy ears.
71	Your Strength score is decreased by 2
72	Your eyes are now located in the palms of your hands.
73	Your skin is covered in scales.
74	Your breath is perpetually bad.
75	Your hair is replaced by grass and grows that way from now on.
76	You develop very visible gills.
77	Your Wisdom score is decreased by 2.
78	You grow a large pair of tusks from your mouth.
79	When casting a spell or using a magical item, you take 1 force damage.
80	Your Intelligence score decreases by 2.
81	If there is music playing, you are dancing. Even if you don't want to.
82	Any sound above a whisper is unbearably loud to you. When people shout or there is a large bang, you must make a Constitution saving throw (DC 10) or take 1d4 psychic damage.
83	You are convinced you are another race than your actual one.
84	Light, and light only, passes through you and you no longer have a reflection.
85	Your Constitution score is decreased by 2
86	You can only eat dirt. Eating any other food poisons you for 24 hours.
87	You crave more corruption and actively seek it out.
88	Gold burns your skin.
89	Your Intelligence score is increased by 1.
90	You are always brimming with static. You shock every person you touch.
91	You sneeze every 10 minutes like clockwork.
92	Your Wisdom score is increased by 1
93	You no longer understand the concept of time.
94	Once per round you have a 3% chance to warp 5 feet to the left or right before an attack lands.
95	You are blinded but gain Blindsight up to 10 feet.
96	Your Charisma score is increased by 1.
97	The nearest rock begins begging for you to take them with you. They talk to you often.
98	Your Charisma score decreases by 2.
99	Everything is now different shades of blue to you.
100	You constantly have one level of exhaustion, regardless of any actions to alleviate it.

Shiny Variants

Sometimes you will encounter creatures that have a unique color palette. 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
91 to 95	Orange
96 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.

Green: Vigorous and fleeting. Green variants rarely suffer illness, their amazing restorative powers ensuring long healthy lives. They are aloof and have trouble understanding the woes of other creatures, including their own kind. Green variants gain the following traits: Their lifespan is doubled. They have advantage on any saving throws against poison. Resistance to poison damage. The recover 1 hit point, in addition to any other recovery, at the start of each of their turns.

Orange: Loud and annoying. Orange variants are usually shunned by their kin and harbor deep resentment to others of their kind. This hurt manifests itself as a deep seeded need for validation. They are constantly speaking or vying for the attention of those around them and will go to great lengths for those that give them the validation they crave. Orange variants gain the following traits: They gain the **Prestidigitation** cantrip which they use mostly to amplify their voice. Once per day they can use their action to grant **Bardic Inspiration** (d6) to a

creature of their choice. They have disadvantage on Charisma based checks.

Pink: Timid and squishy. Pink variants are not suited for combat but compensate in other ways. They are easily intimidated but are fiercely loyal to their allies, preferring to deceive foes into traps than to attack them. Pink variants gain the following traits. +2 to their Charisma score. They can cast **Cure Wounds** once per day. They have advantage on Deception checks.

Purple: Confident and brash. Purple variants often take on an air of royalty around their kind and believe themselves to be superior to those around them. They will push others into the dirt, stepping on whomever they please to reach the top of whatever structure they are in. Purple variants gain the following traits: +2 to Wisdom. They are constantly in possession of double the gold their kind usually carries. Either their armor or one weapon they wield is magical or silvered.

Red: Furious and ferocious. Red variants are some of the worst to come across. They have a short temper and will sometimes attack without provocation. Their rage is nearly impossible to quell, and they will keep their blind fury until they are killed or have killed everyone around them. Red variants gain the following traits: +2 to Strength based attack and

damage rolls. Advantage on all Strength based checks. Once per day, when they are reduced to 0 hit points but not killed outright, they are instead reduced to 1 hit point.

White: Courageous and brash. White variants are more concerned with victory in numbers than any sense of combat honor. They can inspire their allies to reach a higher potential through encouragement or intimidation. White variants gain the following traits: +1 to their Charisma, +1 to their Wisdom. They cannot be blinded by bright light but are blind in dim light or less. Once per day they can inspire any allies that can hear them within 30 feet with a powerful shout; the allies gain +1 to all saving throws, attack rolls, and damage rolls until the start of the white variant's next turn.

Yellow: Quick and cowardly. Yellow variants prefer to avoid direct combat, instead attacking from afar or leading them into traps. They are surprisingly quick and outpace all others of their kind, leaving their allies to deal with stronger foes alone. Yellow variants gain the following traits: +2 to their Dexterity. When attacking with a ranged weapon they can use a bonus action to make a second ranged attack with the same weapon. Any creatures making Intimidation checks, against these variants, have advantage. They gain an additional 5 feet of movement.

Sparkle: Extraordinary and rare. Sparkle variations seem to shine with an inner glimmer, their skin and eyes sparkling from some hidden force. They are unlike others of their kind, being regarded as demons or angels by those that bore them. Sparkle variants gain the following traits: +1 to all their stats. They have the exact opposite alignment that is normal to their race. +1 to their AC. +1 to their damage and attack rolls. +1 to any skill they are proficient in.

Glitch: Aberrations of design. Glitch variants have suffered a terrible fate, being created with errors in their makeup. They are almost always shunned by others of their kind, leading them to live lives away from all others. Still some may lash out against the world as retribution for their fated misfortune. Glitch variations gain the following traits: Two of their stats drop to 1, two of their stats rise to 20. Their attacks are tinged with corruption, forcing a corruption saving throw against targets they attack.

Wireframe: Incomplete and mindless. Wireframe variations are nothing more than the outlines of a creature. They have no personality, no desires, only impulsive instinct. They will attack on sight and cannot be reasoned with. They retain all the abilities of their race and will use all of them, without mercy, to kill anything that approaches them. Wireframe

variants gain the following traits: The harsh lines of their construction inflict an additional 1d6 damage for every attack they make. They can use their reaction to reduce the damage they receive by half, the attack or magic simply passing in between their lines.

Criticals and Failures

Whenever a creature rolls a critical or a failure, you can use this rule variant to encourage role play.

Critical hit: Critical hits should always be cool. As such, whenever a critical hit lands, the attack does the maximum possible damage. The player then rolls a d20 again. If it is 11 or above they can roll the damage die again, adding it to the total damage done. This variant rule is to avoid a situation where a critical hit can sometimes do less damage than a normal hit because of a bad dice roll.

Critical Failure: Whenever a creature rolls a critical failure roll a d100 to determine what happens. The higher the roll, the worse it is; see the table for examples. If the player rolled a critical failure, have them roll the d100 and have them describe exactly what happens to them. If they do not choose an appropriate consequence, the GM can step in to ensure the failure is adequate. If the GM rolls a critical failure for an enemy or NPC, roll a d100 in front of the players and have them collectively decide what

happens. As always, the GM has final say in the outcome; though this method offers the players easy agency within the story.

Critical Failure Table

01 to 25	You lose your turn and may take a small amount of damage.
26 to 50	You lose your turn and likely provoke opportunity attacks for the enemies around you. You may also lose access to a weapon or ability.
51 to 75	You lose your turn and take a substantial amount of damage and likely a debilitating status effect.
76 to 100	You lose your turn, take a deadly amount of damage, and put your team in a disadvantageous situation.



CHAPTER 5: SPELLS

De- Fragger Spells

1st Level

Bless
Command
Cure Wounds
Detect Poison and
Disease
Healing Word
Heroism
Jump
Purify Food and
Drink
Shield of Faith
End Smite
Fore Smite
Revving Smite
Write Smite

2nd Level

Aid
Branding Smite
Lesser Restoration
Locate Object
Magic Weapon
Zone of Truth
Destiny Bond
Energy Respite
Wild Smite

3rd Level

Create Food and
Water
Daylight
Dispel Magic
Remove Curse
Revivify
Mass Healing Word
Brawler's Spirit

Flash Smite
Load Smite

4th Level

Banishment
Death Ward
Locate Creature
Stoneskin
De-frag Aura
Lock Smite
Vector Aura

5th Level

Dominate Person
Greater Restoration
Legend Lore
Mass Cure Wounds
Raise Dead
Screaming
A-Smite
Facsimile Smite
Regen Aura

6th Level

Blade Barrier
True Seeing
Harm
Heal
Move Earth
Sunbeam
True Seeing
Copy Smite
Luck Aura
S-Smite

Holo- Knight Spells

Cantrips (0 Level)

Dancing Lights
Light
Minor Illusion
Prestidigitation

Any spells in **Red Bold** are derived from Open Game Content.

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

Synth Weaver Spells

Cantrips (0 Level)

Dancing Lights
Eldritch Blast
Fire Bolt
Light
Mage Hand
Message
Minor Illusion
Prestidigitation
Ray of Frost
True Strike
Vicious Mockery
Minor Missile
Wub Blast

1st Level

Bane
Charm Person
Comprehend
Languages
Cure Wounds
Detect Magic
Healing Word
Heroism
Illusory Script
Jump
Longstrider
Magic Missile
Silent Image

Sleep
Speak With Animals
Thunderwave
Unseen Servant
Concussive Beats
Crank Caller

2nd Level
Blindness/Deafness
Calm Emotions
Detect Thoughts
Enhance Ability
Enthrall
Heat Metal
Hold Person
Knock
Lesser Restoration
Locate Object
Magic Mouth
Scorching Ray
See Invisibility
Shatter
Silence
Suggestion
Zone of Truth
Party Ball
Light Blades
Sharp Tones

3rd Level
Bestow Curse
Clairvoyance
Dispel Magic
Fear
Fireball
Haste
Hypnotic pattern
Lightning Bolt
Major Image
Nondetection
Sending
Slow
Stinking Cloud
Tongues
Vampiric Touch
Paralyzing Wave

4th Level
Compulsion
Confusion
Dimension Door
Freedom of Movement
Greater Invisibility
Polymorph
Magic Whistle

5th Level
Animate Objects
Awaken
Cone of Cold
Dominate Person
Dream
Greater Restoration
Hold Monster
Legend Lore
Mass Cure Wounds
Mislead
Modify Memory
Raise Dead
Teleportation Circle
Tree Stride
Mom's Spaghetti

6th Level
Chain Lightning
Eyebite
Irresistible Dance
Mass Suggestion
Programmed Illusion
Sunbeam
True Seeing
Armor Resonator
Wall of Sound

7th Level
Etherealness
Forcecage
Project Image
Regenerate
Resurrection
Symbol
Teleport
Air Axe

8th Level
Feeble Mind
Glibness
Mind Blank
Power Word Stun
Phantasmal Orchestra

9th Level
Foresight
Power Word Kill
True Polymorph
Unkind Rewind
Tape Skip

Spell Descriptions

A-Smite

5th Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: **Concentration**, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in force energy, dealing an extra 5d6

force damage. Additionally, the target must make a Wisdom saving throw or be filled with unstable magical energy. The next time the target is hit with a damaging spell, while this spell is active, this energy erupts, and they take an additional 4d6 force damage. If this spell ends before the target is hit with a damaging spell the energy still ruptures but deals 2d6 force damage instead.

Air Axe

7th Level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S (must play air guitar for duration)

Duration: Concentration, up to 1 minute

You create a battle-axe shaped burning fire that hovers within range. It lasts for the duration.

When the axe appears, you can make a melee spell attack against a target of your choice within 5 feet of the axe. On a hit, the target takes 4d10 fire damage.

Until the spell ends, you can use a bonus action on each of your turns to move the sword up to 30 feet, to a spot you can see, and repeat this attack against the same target or a different one.

While using this spell, you must use your hands to play "air guitar." If you stop playing, as a free action, the spell ends instantly. Though you do not use an instrument, the axe emanates empowering heavy guitar riffs. Any creature that is attacking the same target as the axe gains a +1 bonus to attack and damage rolls.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the fire damage increases by 1d10 and the bonus to attack and damage for creatures engaging with the same target as the Air Axe increase by an additional +1 for every spell slot used above 7th level.

Armor Resonator

6th Level Transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small diamond)

Duration: Instantaneous

You touch a target, sending high frequency tremors throughout their armor or body. Make a melee spell attack against a target. On a hit, the target's defenses fall apart. Any non-magical shields or armor that the target is wearing pop their seams and bindings, falling off the wearer. They are then reduced to an AC of 10 plus any other AC bonuses that may apply. If the target has natural armor their AC is reduced by 6, to a minimum of 10. This does not affect magical armor or spells that increase the AC of a creature. If a creature has both material armor and natural armor, then this spell effects the material armor only.

Any material armor affected by this spell must be repaired to be usable again. Natural armor affected by this spell recovers once the affected creature finishes a short or long rest.



Brawler's Spirit

3rd Level Enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (dirt and blood from a battlefield)

Duration: 1 round

Choose a willing creature within range. On their next turn they are infused with vicious magic. They are proficient with improvised weapons and may add their Strength modifier to the attack and damage rolls made with improvised weapons. Additionally, the target is considered proficient with unarmed strikes and has advantage on unarmed attacks for the duration. The target also has advantage on any Strength checks for the duration of the 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.

Concussive Beats

1st Level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a tuning fork pendant)

Duration: Instantaneous

A blast of music erupts from your instrument. Each creature within range must make a Constitution saving throw. A creature takes 1d10 force damage on a failed save, or half as much on a successful one. Any creature that fails the saving throw has their AC reduced by 1 until the start of their next turn.

At Higher Levels. When this spell is cast with a 4th level spell slot, the damage increases to 4d10 and target's AC is reduced by 2 on a failed save. When cast with an 8th level spell slot, the damage is increased to 9d10 and the target's AC is reduced by 3 on a failed save.

Copy Smite

6th Level Transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 10 minutes

The first time you hit with a melee weapon attack during this spell's

duration, your weapon is wreathed in magical energy, dealing an extra 3d6 force damage. Additionally, when you attack a creature of the same size or one size larger than yourself, you can choose one attack of the creature's to copy. For the duration of the spell you can choose to use this copied attack as your action. Once you have used the copied attack, the spell immediately ends but any effects of the attack retain their normal duration. The attack cannot be a spell but may be an attack with spell effects. The magic of this spell augments your body in such a way to make most attacks possible (such as magical claws or teeth) but the full extent of attacks you can copy is up to your GM.

If the attack you copy requires a saving throw, and you use it against the creature you copied the move from, that creature makes the saving throw with advantage.

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.

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.

De-frag Aura

4th Level Abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 10 minutes

Restorative energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the spell moves with you, centered on you. All creatures within the area are incapable of gaining any more Corruption for the duration of the spell. Additionally, as a free action at the end of your turn, you can choose one creature (including you) to regain 1d8 hit points.

Death Throws

3rd Level Illusion (Ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (dirt from a graveyard)

Duration: 24 hours

You touch a willing target and they appear to die. They convulse slightly, then their body becomes stiff and starts to cool. They appear dead to any casual observers. Any checks to investigate the body must beat your spells save DC. On failure, they consider the body completely dead. The target is resting but need not remain completely rigid, just very still. The target can dispel this spell simply by sitting up or standing up. When this spell is cast as a ritual, any checks to investigate the body are made with disadvantage.

Destiny Bond

2nd Level Necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lock of hair, scales, fur, or another small bit of the target)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. For the duration, any damage you or the target receive is split between both of you, rounded up. If the target is killed while under the effects of this spell, you immediately

drop to 0 hit points and are unconscious. If either you or the target receive healing, only the creature that was healed regains hit points. If the target is attacked by a damage type you are resistant to, the damage is still split equally between the two of you, negating any resistance effects you may have. It is the same if you are attacked by a damage type they are resistant to. Additionally, if they are attacked by a damage type that you are vulnerable to, the damage is still split equally, and vice versa. This spell loses its effect if the target moves 1,000 feet or more away from you or moves to another plane after this spell is cast.

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.



End Smite

1st Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in necrotic energy, dealing an extra 1d6 necrotic damage. Additionally, the target must succeed on a Constitution saving throw or any healing magic

they receive is halved for 1d4 rounds.

Energy Respite

2nd Level Abjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a handful of coffee beans)

Duration: Concentration, up to 1 hour

Touch a willing creature and infuse it with revitalizing energy. For the duration the creature can ignore the effects of the highest level of exhaustion they have. If they gain a level of exhaustion while under the effects of this spell, they ignore the effects of the new higher level but take the effects of the level below it. For example, a creature has 5 levels of exhaustion and this spell is cast upon them. They then act as if they only have 4 levels of exhaustion for the duration of the spell. If they were to suffer another level of exhaustion, bringing them to 6 levels, they would act as if they had only 5 levels of exhaustion for the duration of the spell. If they are unable to remove a level of exhaustion before the spell ends, they suffer the normal effect of exhaustion and, in this case, would die.

Facsimile Smite

5th Level Conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in magical energy, creating an after image of it. When this attack hits it does the normal damage including any bonuses that may be applied, the after-image weapon then hits immediately after. This after image is counted as another successful attack and receives all of the same bonuses as the first hit did.

Flash Smite

3rd Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in radiant energy, dealing an extra 2d6 radiant damage. Additionally, on a hit the blade shines with a blinding flash and any creatures within 30 feet, that can see the flash, must make a Constitution saving throw or become blinded for 1 round.

Fore Smite

1st Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in psychic energy, dealing an extra 1d6 psychic damage. Additionally, you skim the target's mind, getting a good understanding of what it plans to do in the next few seconds. If the next attack you make is against the same target, then you make the attack with advantage.

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.

Light Blades

2nd Level Enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (2 small and slender blades)

Duration: 2 rounds

You touch a target of small to large size and bestow rail skates made of light on their feet. The creature can use them to skate upon the fabric of reality. They are not affected by difficult terrain while this spell is active, and they can use the Dash action as a bonus action on their turn. If the creature has a Dexterity score of 13 or higher they receive a +1 bonus to their AC. If the creature has a Dexterity score of 12 or less they receive a -2 penalty to their AC as they fumble to skate around properly. If the target is unwilling, they must make a Charisma saving throw, on success nothing happens. The target creature can make a Charisma saving throw at the end of each of their turns, ending the spell on a successful save.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 round for every spell slot used above 2nd.

Load Smite

3rd Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in necrotic energy, dealing an extra 3d6 necrotic damage. Additionally, if the target is a creature, it must succeed on a Constitution saving throw or you are healed a number of hit points equal the extra necrotic damage this spell inflicted.

Lock Smite

4th Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in magical energy, dealing an extra 2d6 force damage. Additionally, if the target can cast spells, it must succeed on a Wisdom saving throw or have 1 of their spell slots locked for the duration of the spell. Roll a d4, the number

rolled is the level of 1 spell slot that is unusable for the duration of the spell.

Luck Aura

6th Level Abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Fortuitous energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the spell moves with you, centered on you. For the duration, all non-hostile creatures within range (including yourself) make any saving throws with advantage.

Minor Missile

Evocation Cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a glowing dart of magical force. The dart hits a creature of your choice that you can see within range. The dart deals 1d4+1 force damage to the target.

At Higher Levels. If you cast this spell with a 1st level spell slot you can cast this spell as a bonus action on your turn.

Mom's Spaghetti

5th Level Divination

Casting Time: 1 Action

Range: Self (30-foot radius)

Components: V, S, M (any instrument)

Duration: Instantaneous

Choose a creature, that can hear you, within range and attack them with a short set of brutal and scathing lyrics. You project your voice for all within 30 feet to hear your putdowns clearly. Your cutting words dig straight to their most self-conscious fears and bring them to light in front of all their allies. The target must make a Charisma saving throw to withstand your attack. On a failed save they take 1d8 psychic damage for every ally within range that heard your verbal attacks, max of 8d8. Additionally, the target loses any benefits or features they may gain from having allies around. They take half as much damage on a successful save and do not lose any abilities. When attacking a swarm, they make the Constitution saving throw with disadvantage. They take 8d8 on a failed save or half as much on a successful one.

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.

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.

Paralyzing Wave

3rd Level Evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a magnet)

Duration: 1 round

Waves of acoustic energy burst out of you, striking all enemies within range. Any creatures within range must make a Constitution saving throw taking 4d6 force damage and become paralyzed for 1 round on a failed save. On a successful save the creatures take half damage and are not paralyzed.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 and the palatalization duration increases by 1 round for every spell slot used above 3rd.

Party Ball

2nd Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a handful of colorful marbles)

Duration: Concentration, up to 1 minute

You choose a point that you can see within range. A tiny sized, bright shining ball appears in that space. It illuminates a space of 30 feet with bright light and flashes multicolored rays all around. Any creatures, that can see the ball, and are within 10 feet

of it upon creation, must make a Constitution saving throw. On failure, they are blinded until the start of their next turn.

When the ball is destroyed, either by ending the spell or by being attacked, it explodes in a hail of shrapnel. Any creatures within 10 feet of the ball when it explodes must make a Dexterity saving throw, taking 3d6 slashing damage on a failed save or half as much on a successful one. The ball has an AC of 10 and 1 hit point.

At Higher Levels. When the spell is cast with a spell slot of 3rd level or higher, the range on the illumination, blinding effect, and explosion increases by 5 feet for every spell slot used above 2nd. If casting this spell with a 6th level spell slot or higher, all invisible creatures within the illuminated area are visible.

Phantasmal Orchestra

8th Level Conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a conductor's baton)

Duration: Special

Choose a spot within range. A phantasmal orchestra appears there and begins readying to play. They are incorporeal and cannot attack or be attacked. At the start of the next round, they begin to play a beautiful but brief symphony to the beat of the battle, accentuating the attacks,

dodges, and spells with beautiful rhythm and beats. For the entire round, ally creatures, that are within 120 feet of the orchestra and can hear it, gain advantage on any attack rolls made. Additionally, those same allies recover 4d8 hit points at the beginning of their turn, even if they are unconscious. When the round ends, the orchestra bows and disappears.

At Higher Levels. When you cast this spell with a 9th level spell slot your allies gain 6d8 hit points. Additionally, any enemies within 120 feet of the orchestra that can hear it make saving throws at disadvantage.

Regen Aura

5th Level Abjuration

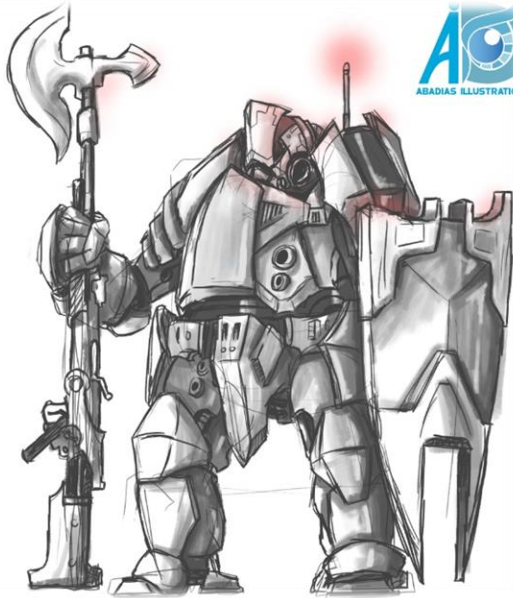
Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Healing energy radiates from you in an aura with a 30-foot radius. Until the spell ends, the spell moves with you, centered on you. For the duration of the spell each non-hostile creature that starts their turn within range (including yourself) regains 1d6 hit points at the beginning of their turn. If they are the same alignment as you, they regain 2d6 hit points instead.



Revving Smite

1st Level Enchantment

Casting Time: 1 bonus action

Range: Touch

Components: V

Duration: 1 minute

Touch a weapon to imbue it with magical energy. The weapon does an additional 1d4 force damage each time it strikes for the duration of the spell. You can cast this spell again, during the duration of the first casting, on the same weapon, to add an additional 1d4 force damage for each time you cast this spell on that weapon, to a maximum of 5d4. Each time you cast this spell on the same weapon, the duration is reset.

For example, you cast this spell on your mace, causing it to gain 1d4 additional force damage. Next round you cast the spell again on the mace, causing the duration to reset to 1 minute and the force damage to

increase to 2d4. You use it again on the following round, again resetting the duration and increasing the force damage to 3d4.

S-Smite

6th Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in magical energy, dealing an extra 5d6 force damage. Additionally, the attack flashes with a burst of force energy. Every hostile creature within 30 feet of the target must make a successful Constitution saving throw or take 2d6 force damage and be knocked back 10 feet. They take half as much damage and are not knocked back on a successful save.

Sharp Tones

2nd Level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piccolo reed)

Duration: Concentration, up to 1 minute

You shoot a compacted ball of sound at a space you can see within range. When it reaches its destination, it explodes in a 5-foot-radius sphere of piercing noise. Any creatures within 5 feet must make a Constitution saving throw or take 3d6 psychic damage. For

the duration of this spell the sphere of terrible sounds remains in place. Any creature that steps into the sphere must make a Constitution saving throw or take 3d6 psychic damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each spell slot used above 2nd.

Tape Skip

9th Level Transmutation

Casting Time: 1 reaction

Range: Self (150-foot diameter sphere)

Components: V, S, M (1 yard of pure black ribbon, which the spell consumes)

Duration: Instantaneous

At the beginning of a round, you can choose to cast this spell, putting everything in range within a state of temporal flux. You then fast forward time in that area by 6 seconds. Creatures can move to point of their choosing, within their normal range and within normal reason, without triggering opportunity attacks. Every creature within range automatically succeeds on their attacks and fails their saving throws for the round. Time outside of the area appears halted to those within the spells effect. Creatures that leave the spell area become halted until the spell ends. There are no saving throws against this spell.

Altering time in this way is almost always deadly to the caster. After the spell has finished, the caster is

reduced to 0 hit points. The caster then has disadvantage on all saving throws, including death saving throws, until they finish a long rest. In addition, casting this spell doubles the rate at which the caster ages. This effect is cumulative, meaning that if a caster uses this spell 4 times, they would age at 16 times their normal rate.

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.

Wub Blast

Evocation Cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: instantaneous,

A discharge of modulated sound blasts out from you towards a creature within range, sending sharp pains in their ears. Make a ranged spell

attack against the target. On a hit, it takes 1d4 force damage. The first attack the creature makes on the next round is made at disadvantage.

At Higher Levels. The spell damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Unkind Rewind

9th Level Transmutation

Casting Time: 1 reaction

Range: Self (150-foot diameter sphere)

Components: V, S, M (an hourglass filled with diamond dust, which the spell consumes)

Duration: Instantaneous

At the end of a round, you can choose to cast this spell, putting everything in range within a state of temporal flux. You then rewind time in that area by 6 seconds. Everything that happened in in that round is undone and the area and creatures revert back to the state they were at the beginning of the round. There is no saving throw against this spell.

Altering time in this way is almost always deadly to the caster. After the spell has finished, the caster is reduced to 0 hit points. The caster then has disadvantage on all saving throws, including death saving throws, until they finish a long rest. In addition, casting this spell doubles the rate at which the caster ages. This effect is cumulative, meaning that if a caster uses this spell 4 times, they would age at 16 times their normal rate.

Vector Aura

4th Level Enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V

Duration: Concentration, up to 1 minute

Ephemeral vector lines radiate from you in an aura with a 30-foot radius, infusing you ally's weapons with fortifying magic. Until the spell ends, the spell moves with you, centered on you. Whenever a non-hostile creature within range makes a melee or ranged attack, they add 1d6 to their damage rolls and their weapons are considered magical.

Wild Smite

2nd Level Evocation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in necrotic energy, dealing an extra 1d6 necrotic damage. Additionally, the target must make a Wisdom saving throw or suffer one of these effects. Roll a d6 to determine the effect.

1. Target takes an extra 2d6 necrotic damage.
2. The Target becomes fearful of you for the duration of the spell.
3. Their hit point maximum is reduced by 5, their body is

vaporized if this reduced their hit point maximum to 0.

4. The next attack the target makes is made with disadvantage.
5. Any healing the target receives is halved for the duration of the spell.
6. The target is pushed 10 feet back and knocked prone.

Wall of Sound

6th Level Conjuration

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a string from three different instruments)

Duration: Concentration, up to 10 minutes

You create a thick wall of horrible sound. The wall appears within range in a place of your choosing. It does not need support and can hang in midair. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a sphere with a 20-foot radius and 5-foot-thick walls. The air within the wall is distorted but does not block line of sight.

Creatures near the wall can hear discordant screeches and overly loud beats but are not harmed by it unless inside the wall. When the wall appears, each creature within the walls must make a Constitution saving throw. On a failed save, a creature takes 6d10 bludgeoning damage, of half as much

on a successful save. Any creature can move through the wall somewhat easily. When a creature enters the wall on a turn or ends their turn there, the creature must make a Constitution saving throw. The creature takes 6d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

A creature cannot cast spells that have a verbal component while inside the wall.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the damage a creature takes from the wall increases by 1d10 for each spell slot used above 6th level.

Write Smite

1st Level Enchantment

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Concentration, up to 1 minute

The first time you hit with a melee weapon attack during this spell's duration, your weapon is wreathed in psychic energy, dealing an extra 1d6 psychic damage. Additionally, if the target is a creature, it must make a Wisdom saving throw or become charmed by you until the spell ends. If you or any of your allies attack the creature again before the spell ends, the charm effect is ended.

CHAPTER 6: WARREN'S GROVE

The Following is the campaign designed specifically for the Retroverse test. More will be added in the next wave. To avoid spoilers, it is advised that Players don't stop here. This is GM country.

Part 1: An Old Friend

[TL; DR] You received a letter from an old friend Wyatt asking for your help in a magical grotto. Go help him recover his stolen duck.

Warren's Grove appears at seemingly random times throughout the Retroverse. Never in the same spot, and never for more than a few days. Its mythological descriptions lead many to believe that it is just a tall tale. But it has appeared yet again, and you are one of the few who know where to find it.

The Grove is a very simple place. It features a small lake, a shallow stream, and three small castles. The castles, colored yellow, white, and black, are not castles in the traditional sense. They serve as a gateway to an

unknown challenge. What is inside the castle, may not always match what is outside. The nature of the challenge is impossible to know before entering and dozens of different settings have been recorded, with very few duplicates over time.

Each time Warren's Grove appears, it is always preceded by a local item of great value being stolen. The item is whisked away into the Black Castle and, if not recovered before the grove vanishes again, stays there forever. Only one group of heroes has ever recovered the stolen item and they refused to speak of it before their eventual deaths.

You know of its location, a burgeoning forest within the Vector Wilds, because of the letter you received. In the small outpost of Hoff Keep, a local farmer by the name of Wyatt Ferris reported his prized possession stolen, his duck. The duck had been with Ferris for years and had even saved his life on several peculiar situations. In terms of sentimental value, it was easily the most valuable item within Hoff Keep. The letter, from your dear friend Wyatt, has implored you, and several other of his close kinsmen, to help him in his plight.

For one reason or another, you have agreed. Did you come to help your

friend? Did you come for glorious challenge? Do you wish to have your name remembered as one of the few to surmount Warren's Grove?

Whatever the reason, you make haste and find yourself there, with a few days to spare before it disappears again.

Running the Adventure

The three castles of Warren's Grove will provide the characters with three unique quests to undertake. Between castles they can rest safely in the grove, or you can ambush them there with lesser creatures for a more challenging adventure. When a creature's name appears in **red bold** it is a visual cue to reference your 5E material for the creature's stat block. When it is simply in **bold**, the stat blocks can be found in Chapter 7: Creatures.

"Text that is in blocks like this is intended to be read to the players when they enter a new area, or because of a specific circumstance. Feel free to improvise and add to the descriptions to better fit your game"

The main areas within the adventure are:

Warren's Grove. Named after the person who first discovered and recorded this phenomenon. A beautiful grove that contrasts the natural lay of the land. If it were set within a desert,

the grove would still be green and prosperous. A great place to recuperate and the location of Wyatt's camp.

The Yellow Castle. A diminutive castle on the outside, an abandoned entertainment restaurant on the inside. A cult of Kobolds have made this place their new temple. They serve a mysterious drunken god, Cheezers. Crafty and zealous, the cult gang will not take lightly your trespassing into their holy temple.

The White Castle. A more imposing castle hides a terrible world on the other side. Upon entering this castle, you are shifted into a different reality, one where corruption has spread to almost every living creature. The castle you now reside in is one of the last bastions for life. It is shielded by a powerful force that fails every 10 hours, but quickly comes back. The people inside are battle worn, shifty, and dying. If the shield keeps failing, why are they so insistent that you don't try and repair the source?

The Black Castle. A striking castle hides a monstrous dungeon. Descending deeper and deeper gets you closer to your goal, but how long can you keep it up? And with only a few days left to spare before Warren's Grove disappears! You must hurry if you are going to reach the end in time!

Quest Hooks

Your group being the only ones to get to Warren's Grove in time is not mere

accident. Driven by some inner desire, you feel called to this place like a moth to flame. The only question is, can you stand the heat? Give this information to your players as possible hooks for their characters and let them decide what suits them best. They do not have to choose one of these hooks, these are just here to make it easier to rope them in on the adventure.

Guts and Glory. You're brave to some, foolhardy to most. When you received Wyatt's letter you were immediately assaulted with daydreams of treasure, battle, and victory. Without a moment's hesitation, you set off to Warren's Grove, imagining the piles of treasure and adoration you would obtain.

A Friend in Need. Wyatt is a close friend of yours. You and he grew up together or served together in battle. A bond of friendship and love links you two together, even across great distances. It may seem silly that he wants you to recover his duck, but you would do anything for your friend in need.

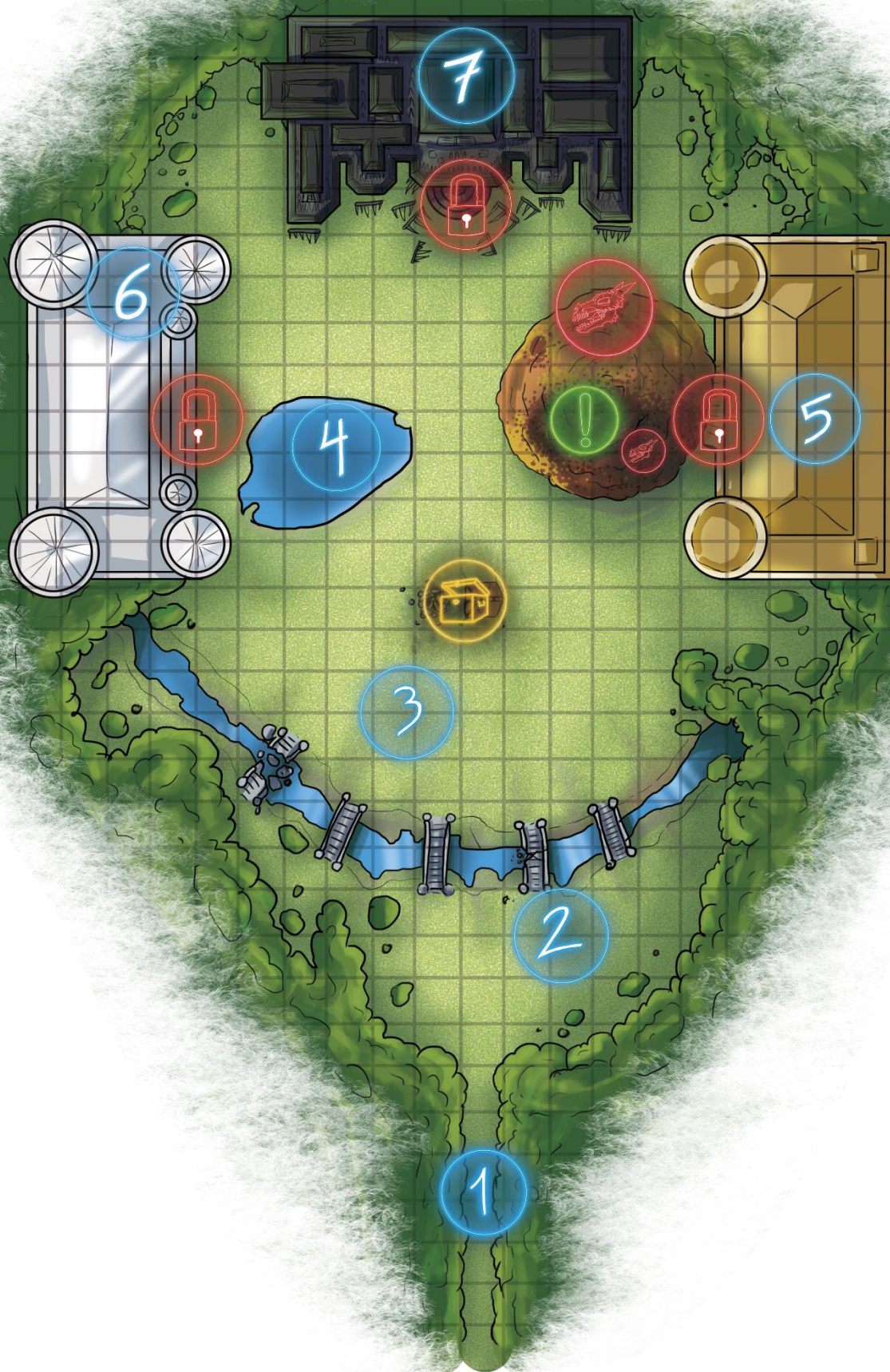
A Hero of Time. History erases all but the most amazing. You desire not for gold or friendship, only for legacy. If you can be one of the few to conquer the three challenges of Warren's Grove, then surely your deeds will be remembered for all time. You're not just here to do battle, you're here to record your adventure and ensure that it is kept within the halls of every great library for all time.

Bootstraps. Things have been better for you. Due to a string of poor luck and even poorer decisions, you find yourself broke and hungry. People hound you at every turn for money you don't have, often threatening to beat it out of you. The letter from Wyatt was a welcome break, maybe you can turn things around for yourself. This might just be your big change to get back on top.

Powerhouse. Your machinations and schemes all mean nothing without the power to fulfill them. Such an amazing place must also hold powerful magic. Artifacts of immeasurable strength slither into your imagination. What new power could you wield over others? How easily would they bend to your will if you were holding all the cards? The easy part was getting here, the hard part will be convincing these fools to work with you until you have all the power you want, which will never be enough.

Distant Family. Wyatt is a distant uncle of yours. You did not know him so well, but he always seemed to take an interest in your life. He was kind to you and never forgot a birthday, even though you hardly ever spoke to him. When his letter came in you felt a small sense of familial obligation. Maybe this will give you a chance to bond with this kind stranger.

Map 1.A Warren's Grove



The Grove

[TL; DR] Wyatt has been taken hostage by 4 Neo Bandits. Save him and obtain the key for the Yellow Castle.

NPCs: Wyatt Ferris.

Key Items: Bird Key

Enemies: Neo Bandits, Karma Chameleon

Warren's Grove is a very peaceful place. Its appearance always overrides the surrounding area. It can be in a desert, arctic wastes, swamp, or windy ravine and still be a peaceful grotto. Normal plant and wildlife avoids the area for reasons unknown. As you walk in, your skin shivers and you feel a tingle of power in the air. Butterflies fitter about and songbirds sing in the distance. It is a place of beauty and tranquility.

The adventure begins here. The characters arrive together, and all make their way into the clearing as essentially the same time. When they get here they are breathless at the sheer majesty of this place. It is a small paradise to behold. They will immediately spot a tent nearby but will not see Wyatt. He has been captured by 4 Neo Bandits who want to face the three castles themselves.

"You arrive at Warren's Grove perfectly in time with the other summoned adventurers. You all share

one thing in common, friendship with Wyatt. Because of that it is likely that you have at least heard of each other, and some of you may even be friends."

"After passing through a narrow break in the greenery that surrounds Warren's Grove, you come to a place of beauty. Birds sing in the distance, small bugs fly about, and the smell of pine and clean water is fresh in the air. You can see three colored castles, white, black, and yellow, each of different heights skirting the edges of this place."

There is a large tree slightly off center in this clearing. Several small bridges cover a narrow creek, teeming with life. You can see a tent ahead, next to a smoldering fire. The messiness of the tent's surroundings rings to you as a calling card of Wyatt. At first glance though, Wyatt is nowhere in sight."

1 - Narrow Passage

From the outside, Warren's Grove is an impassable thicket of greenery. At the south end there is a small break in the trees that offers passage. The characters can go through one by one and will arrive in The Grove after around 10 minutes of travel.

2 - Smattering of Bridges

Several small bridges line the steam here. Some have fallen into disrepair,

all have some ivy and flowers on them. The stream is not deep or rapid and the characters do not need to use the bridges to get across. Several small fish nibble at the water's surface and will act playfully with the characters if they bend over to observe them.

3 – Wyatt's Tent

Wyatt has set up a tent with some provisions here. A small ring of stones surrounds a burnt-out fire. There are bottles of various sizes and colors sitting in the grass outside the tent. An intelligence check of DC 10 will recognize two of the bottles as healing potions.

4 – Crystal Pond

A small log sits beside an exceptionally blue pond. The pond seems to have no bottom. Near the pond is an ancient pine tree. It towers at 50 feet in the air. Fruit of various other plants grow on it including oranges, peaches, grapes, and black apples. All the fruit is sweet and nourishing and there doesn't seem to be any way that you could eat all of it. The tree is also host to a vining plant whose leaves can be used as healing herbs. Any character with the ability, can create a few lesser healing potions by spending a few hours and using the pond and the tree. The Karma Chameleon rests in this tree. Wyatt is

initially tied up to the tree by the Neo Bandits.

5 – Yellow Castle

A small yellow bricked castle. Calling it a castle is actually sort of a misnomer. It has the appearance of a squat castle but is the size of a large barn. The backside, like all the other castles, extends into the impenetrable forest beyond. While near it you can hear electric thrums and whistles. The large metal double doors are locked, and an indentation of a bird can be seen on the left one. Attempts to open the door or pick the lock will always fail until the indentation is filled with the right item. A small sign hangs off one nail. It reads: "Welcome to Drunk-E-Cheezer's."

6 – White Castle

While not wider or longer than the Yellow Castle, the White Castle is taller and more imposing. Characters who stand close to it can hear thunder rumbling from inside. They may also notice that the entire castle has a faint blue aura around it. On one of the metal doors there is an indentation of a wine glass. Attempts to open the door or pick the lock will always fail until the indentation is filled with the right item. There is a sign laying on the ground, next to the door. It is nearly unreadable from age, except for the word "Indomitable."

7 - Black Castle

With the same width and length as the other castles, this one exudes a feeling of dead when approached. It appears to grow from the perspective of any that get within 10 feet. Within 5 feet, the unmistakable stench of rot wafts over any observer. The stench is rancorous and any character that smells it must make a Constitution saving throw, DC15, or vomit. They are then immune to the effects of the stench for the day but can still smell it. Coming from inside, the sounds of machinery and stone grinding can be heard. Muffled screams and babies crying can be heard under this by anyone who spends time listening. On the door, a small shield indentation can be seen. Attempts to open the door or pick the lock will always fail until the indentation is filled with the right item. Written in ever-fresh blood across the doors reads "██████████".

Where's Wyatt?

[TL; DR] Wyatt is tied up behind the tree. 4 Neo Bandits attack the party.

Though they were supposed to meet Wyatt here, he does not come and greet them. This is because he is tied up behind the large pine tree. When the players go to investigate Wyatt's

tent, or the large tree, they will be ambushed. 2 Neo Bandits will burst out of the tent and 2 will swing out from behind the pine tree.

- Make a Stealth check for both groups of bandits. If the characters detect them in the tent they can attempt to ambush them, though they may not be certain that the people inside the tent are of ill intent.
- The 2 bandits in the tent will attack with melee attacks and the 2 bandits by the tree will use ranged attack. This is reversed if the characters investigate the tree before the tent.
- During the battle, a Karma Chameleon will focus its attention on any evil character within the group. If there is more than one evil character, it will lock on to the one who does the first evil act, no matter how minor. If there are no evil characters, it will follow the first character to do any evil action. It will follow the party from castle to castle, observing and feeding off evil actions.

Developments

It is possible, though not likely, that the bandits will defeat the party. If this happens the bandits will loot the party, take the Bird key from Wyatt's bags, and enter the Yellow Castle, leaving the door unlocked. Their bodies can be found inside later, shoved inside the

meat cooler.

If the characters take the bandits hostage, they will find them to be lacking any good information. They will beg for their own lives and promise to leave Warren's Grove immediately. They will honor their promise to leave peacefully but may try to steal a potion or gold from Wyatt's tent before going. If the party kills them in cold blood, the executor will catch the attention of the Karma Chameleon.

If the bandits are forced to be a scout in the Yellow Castle for the characters they will die in tragic or comedic ways very shortly into the building. Electric shock, setting off traps, unseen crossbow assailants. Anything to create the feeling of a deadly environment.



The Day is Saved

After the bandits have been defeated, you can easily save Wyatt, who was tied and gagged on the north side of the large tree. He will thank you all for coming and greet each one of you in turn. He will explain that his duck was replaced by the key to the Yellow Castle and entrust it to you. At this point he can visit with the characters but implores them to hurry, as there are few short days left before Warren's Grove vanishes.

From here on he will make healing potions, giving them to the characters whenever they successfully complete a castle challenge. The exact number of potions is up to you. He knows nothing of the 3 castles, except what they sound like when close. He has not tried to investigate them himself as he has been waiting on the PCs to explore the dangerous castles.

Level Up

The characters should progress to level 2 before entering the Yellow Castle.

Yellow Castle: Drunk-E- Cheezers

[TL;DR] Biker Kobold cultists have taken over this abandoned restaurant. The characters must retrieve a key from the ball pit to unlock the basement, fight Woebone the Manager in the basement, and use his hand print to open the roof door. Once there, a Kobold Priest will bring a giant horse head, their drunk god Cheezers, to life and the characters must defeat it to retrieve the Wine Glass key in its mouth.

Placing the Bird Key into the indentation will unlock the doors. When the players step inside the will be assaulted with the smell of old cheese and whiskey. An abandoned restaurant from the Drunk-E-Cheezers chain, this place has seen better days. The doors will slam shut behind the party as soon as everyone is inside. There is an indentation of a wine glass, the same one as on the front doors of the White Castle, on the doors. They will not be able to leave until they have retrieved the next key.

The building is in shambles. There are broken arcade machines sitting in piles of shattered glass. A series of child sized tubes web across the

ceiling, holes gaping all along it. Food, fresh and years old, is all over the place. There are no windows to the outside, but nearly every window inside is shattered. Strange quotes are written along the walls in both common and draconic, none make any sense. How the residents live in such filth is nothing short of a miracle.

NPCs: None

Key Items: Employee key, Wine Glass key, Woebone's handprint

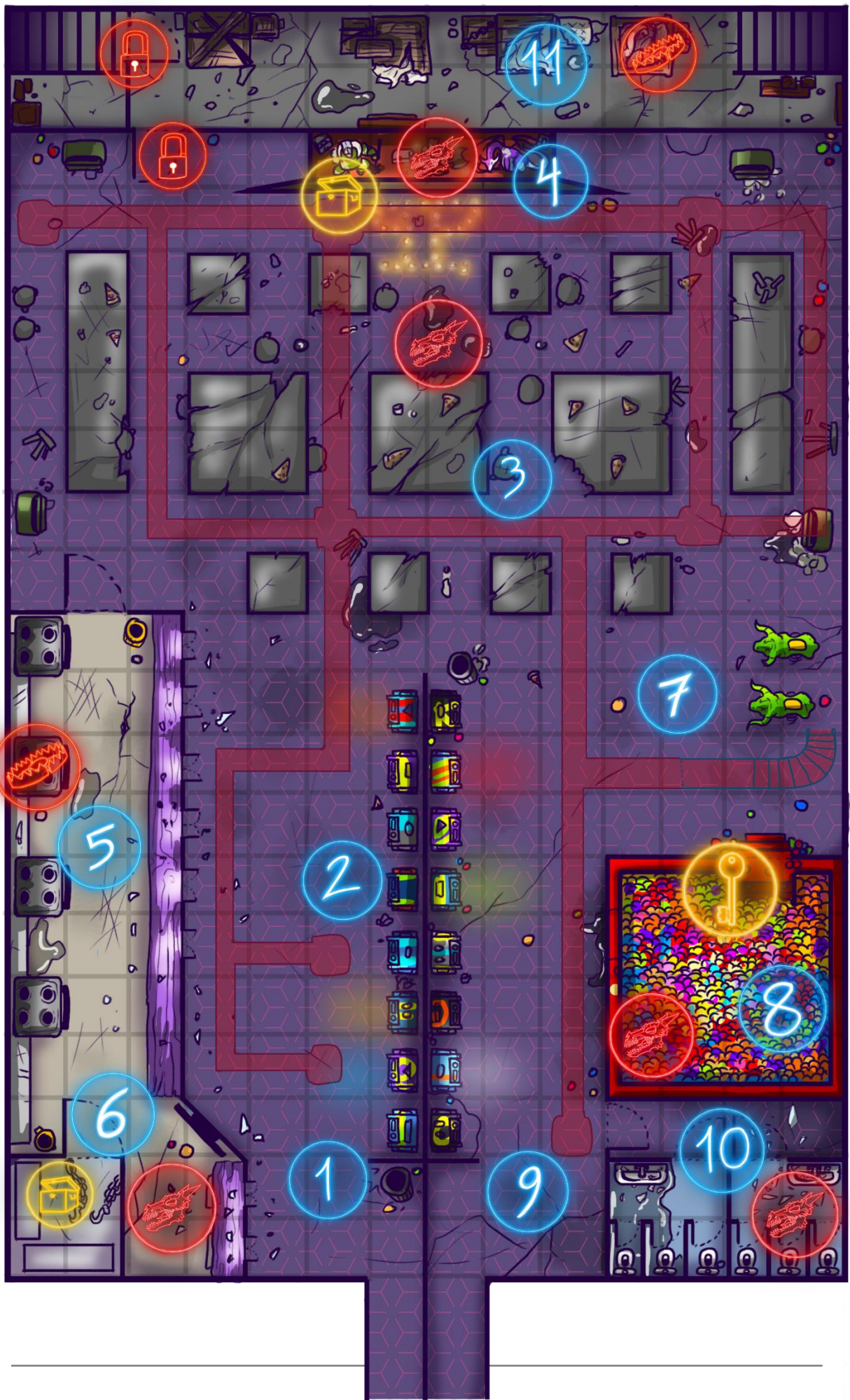
Enemies: Animatronic Horror, Cheezers' Head and Hoofs, Pizza Cube, Shatterling, Biker Kobold, Kobold Priest, Pizza Slime, Woebone the Manager

Random Encounters: If you feel it is time for a random encounter, roll a d20 on this table.

1 – 16	1d4 Kobolds
17 – 18	Pizza Slime
19	Animatronic Horror
20	Shatterling

General Features

Ceiling. The ceiling on the first floor is around 12 feet high, though it sags in some places due to damage. Taller (10 feet or more) characters may have to duck under the plastic child sized piping suspended on the ceiling. These pipes are broken in many places and crafty enemies may be waiting above to drop down on unsuspecting foes. On the roof, the sky is a soundless



tumultuous swirling black static. The basement ceiling is overflowing with rotten dough and slime.

Light – Despite the disrepair, the light is typically good enough on the first floor to see. Several overhead lights are still working and keep the place well enough lit. The basement is completely pitch black with the exception of Woebone's office. The roof is lit as if it was a clear sky with a full moon.

Garbage. The floors and walls are covered in filth and decay. Shiny but useless bits and baubles are strewn throughout the building. Sludge has built up in the kitchen area and the basement is overrun with a mixture of dough and waste. The roof is surprisingly clean. None of this will normally inhibit movement but it could make it difficult if the players wanted to do fancy footwork around the debris.

Sound. The only repetitive sound is that of the few operating arcade machines. This is not loud enough to muffle loud sounds. Small noises, such as a stealthy enemy, may be drowned out. The basement is deadly quiet, as is the roof.

Smell. Rot and waste fill this place. To say it smells bad is selling the stench short. It is nigh unbearable, and it permeates every inch of this place.

What the **Biker Kobolds** know:

- They are intensely loyal to the drunken god Cheezers. The horse mascot whose face is all

over this establishment.

- There are less than 20 of them here.
- There is a monster of terrible strength in the bathroom. They refer to it as "The Black Cutter."
- The Wine Glass key is on the roof. "Within the mouth of the mighty Cheezers"
- They do not know the combination for the Ball Pit but know where to find it.
- Woebone is in his office, studying the ancient texts. The goblins believe him to be far beyond the strength of the party. They know that his hand print is needed to gain access to the roof.

1 – Ticket Reception

The front door leads you into a small reception area. The locations in this chapter correlate to map 2.A

"You step into a musty restaurant and are seized upon by the stench of whiskey and rotting cheese. In front of you is a row of broken arcade cabinets, with a handful that are still flashing. To your left is a check in station with smashed windows. You can hear faint sounds coming from behind it. There is the soft sound of florescent bulbs popping above you. Near the bulbs you can see a latticework of plastic tubes, bolted to the decaying ceiling, intended for

children to crawl in. There are holes all throughout the piping. Along the walls are broken signs pointing to various locations in the building. Every wall you see is plastered with the face of a brown horse with a half full wine glass as its "natural" face marking."

Investigating. If the players investigate the check in station (Area 6) they can make an Investigation check, DC 15, to discover two Biker Kobolds hiding under the window lips. They will attack if discovered.

2 – Arcade

A long row of arcade machines run against a translucent plastic wall. You can see more machines on the opposite side of the plastic wall, but it is too dingy and old to see beyond them. Nearly every machine is busted or smashed in some way. 6 of the machines still operate, even though they have minor damage. Each of the operating machines has a different color screen with the words "Press Start" on them. The colors of the screens are Yellow, Orange, Red, Blue, Green, and White. The games cannot actually be played as once the "start" button is pressed they flash quickly and then turn a steady, charged black.

"Along a translucent but grimy plastic wall is a row of eight arcade machines. You can just barely see through the other side of the wall,

where there are eight more arcade machines. Most of them are have shattered screens and some others are folded down on themselves. Six of them appear to be in working order, though they have also felt the abuse of time. Each one glows a different primary color. "

Arcade Combination. The working arcade machines all correlate to a combination needed to enter the Ball Pit (area 8). Each "start" button on the machines must be pressed in a specific order. The exact combination can be found on a board in the Entrance Booth (area 6). If they are pressed in the wrong order, any machines that have gone dark, after being pressed, spring back to life. When they are pressed in the right order a loud buzzing can be heard coming from the door on the Ball Pit (area 8). The characters may figure out the combination by chance or determination. You may decide that a short small alarm rings after three failed attempts. If so, roll on the random encounter table to see what responds to the alarm.

Live Wires. If the characters decide to tinker with the inactive machines they must make a Dexterity saving throw, DC 15, or take 1d6 electric damage. The same ruling applies if they decide to smash the operating machines. If they smash the machines, the puzzle to open the Ball Pit (area 8) will still need to be solved but they will have lost the ability to know which

machine is which.

Developments. If an alarm is set off when the players tinker with the arcade puzzle, it will alert the **Biker Kobold** worshipers in the Dining Area (area 3) and they will hide under the tables, waiting to ambush the party.

Arcade Machines Titles. The characters may ask what the names of the arcade games are. Here are a few names but we encourage you to flex your pun muscles and come up with your own: *Immortal Wombats, Mind Slayer, Efreeti Fighter 2, Double Dungeon, Satyr Invaders, Adolescent Monstrous Samurai Tortles, Magic Missile Command, Altered Feast, Dragonborn's Lair, Big Owlbear Hunter, Electrum Axe.*

3 – Dining Area

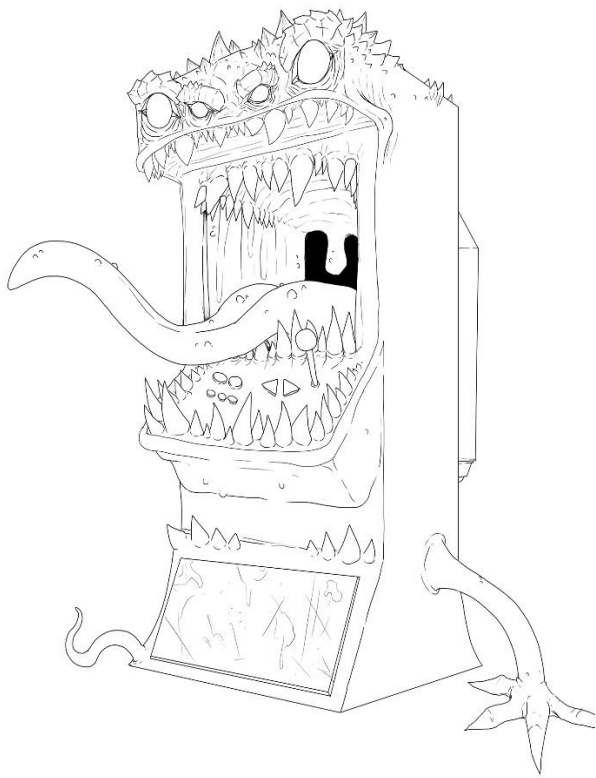
"Several different shaped metal tables are set throughout this area. Having been bolted to the floor, they seem to be in their original spots. Four Kobolds in leather jackets drink sour wine and sing songs of worship to the figures on the stage. Their singing is oddly harmonious, probably due to the wine. (or if alarm is set: It is eerily quiet here as you were pretty sure you heard singing coming from this area just moments ago.) Pizza and rot adorns every table here. Their air smells foul and sweet. "

Metal Tables. The tables within this area are metal and have been bolted

to the ground. If fighting in this area, any creatures hiding under the tables gain half cover while they are under them. The tables are covered in a slippery goo of rot. Any creature standing on the tables has disadvantage on all Dexterity checks while on the table.

Creatures. Right before the Stage (area 4) there are 4 **Biker Kobolds** "worshiping" the figures standing there. They are conducting this worship by drinking sour smelling tomato wine and singing in draconic at the stage. They have disadvantage on any Perception checks and can easily be snuck up on, assuming the characters haven't made any loud noises to attract their attention. During battle, the **Biker Kobolds** will attack with total disregard for their comrades, only fighting for themselves. They will attempt to hide under the table if there are any ranged melee or spell attacks used by the adventurers.

Developments. If all but one **Biker Kobold** is killed, the last survivor will make a mad dash for the stage. If they are successful, they will crawl into the back of one the **Animatronic Horrors**, powering it up, and charge headlong back into combat with the party.



4 – Cheezers & Comrades Stage

"A raised platform serves as a stage for three animatronic humanoid animals. There appears to have been a fourth at some time, but the band has been broken up. They are all time rotted and covered in mold. Bits of them are falling off and you can see their metal rods and wires peeking through the holes in their skin. Several candles have been placed around the horse. From left to right they are:

- A green bull whose face droops on broken supports. Its horns hang low, wreathing its face in mottled white bone. The body is fat and you think he was*

supposed to be a jovial portly character at one time. He is holding a metal rod with daggers taped to it. His name tag reads Daggett.

- A brown horse with a wine glass marking in the center of its face. He appears to be in better shape than the others. The skin has been patched up with cloth, leather, and what appears to be skin. He has been given a leather jacket adorned with spikes. Several pins, some well done, others made from twisted forks and bolts, adorn the jacket. He is holding an axe that has been painted to look like a guitar. His name tag reads Cheezers.*
- A purple dragon. The long neck comes from a squat body and is dangling at an angle it was not intended. An eyeless and gaping face seems transfixed on the floor. Dust cakes this one, making the purple seem more like a faded black. A set of vestigial wings can be seen on its back, stripped down to simple metal and wires. It is holding a large meat hook. His name tag reads Norbert."*

In between Daggett and Cheezers is a large lockbox.

Behind the stage is a well locked door that says "Employees Only" on it. The word Employee has been scratched out and replaced with the word "Faithful" scrawled over it.

Stage. The stage is mostly clear of debris. It is 3 feet above the floor. There is no danger of starting a fire if the candles are knocked over.

Lockbox. If they have not already been attacked by an **Animatronic Horror** from this stage, they will be as soon as someone opens the box. 1 of the band will spring to life and attack whoever opened the chest. It will scream "Mine, mine!" at the player while attacking. The Animatronic Horror is controlled by a Biker Kobold who is wearing and operating the suit from inside.

Creatures. The 3 **Animatronic Horrors** on stage all have the ability to attack the players. Only 1 will attack normally. They will cycle through encouraging comments through broken speakers. For Example: "Be nice to each other!" "Cheezers' pizza is best with friends!" "Don't pester dad while he's drinking!"

Developments. If the characters try and destroy the **Animatronic Horrors** before opening the box then 1 of them will spring to life and attack the party. If they have killed 1 of the **Animatronic Horrors** and wish to destroy the rest, they can easily do so, unless you deem otherwise. If you roll an **Animatronic Horror** on the random encounter table after this, simply pick a random animal to be used as a template.

Treasure. In the lockbox there are 42 gold pieces, several bottles of sour tomato wine, and a book. The text on the front page reads "Employee

Handbook" but the word Employee has been crossed out and replaced with the word "Divine" in messy common. The book is moist.

Locked Door. The door near the stage is locked. The key from the Ball Pit (area 8) is needed to open it. The door is sturdy and made of metal and wood but is not impossible to destroy. If the door is forced open, without being unlocked, an alarm will sound. Roll on the random encounter table to see what falls down from the tubes on the ceiling to respond to the alarm.

Added Challenge. For a harder fight, have 2 or 3 of the **Animatronic Horrors** spring to life and attack the party.

5 – Kitchen

Opening the door to this room will lead you do a greasy and bug infested kitchen.

"When you open this door a small swarm of flies escape. On the north wall there are ovens spaces between small counter tops. Above the stoves there is a large menu. On the south, another counter top covered in glass from the smashed serving windows. Trays and plates are thrown and smashed all over the floor and counters."

Slick Floor. The floor here is extremely greasy. All creatures have disadvantage on Dexterity checks.

Traps. The oven second closest to the door had a small wire tied to the handle and the opposite wall. A successful Investigation or Survival check, DC 15, will reveal the wire or the heat coming off the oven. The wire can easily be cut if it is discovered. Characters who walk past this oven without deactivating the trap will trip the wire, opening the oven, which spews fire into the room in a 15-foot sphere. Any characters within the area will have to make a Dexterity saving throw, DC 20, or take 4d6 fire damage, half on save. Once the trap is sprung, the oven is inert.

Treasure. If the players open the ovens they may find charred bones of other humanoids. They can find a lump of melted gold, worth 50 gp.

Menu. Here are a few ideas for menu items in case the players ask. We suggest you stretch your pun muscles and come up with some of your own as well: *Return of the Cheddi*, *Burger Strikes Back*, *Back to the French Fries*, *Robocoke*, *1.21 GigaWaffles*, *Die Ham*, *Die Ham 2: Ham Harder*, *PredeTaters*, *Indiana Scones*, *Smoothie and the Yeast*, *Toast Custards*, *Top Buns*, *Cheese Goownies*.

6 – Entrance Booth and Meat Cooler

This is the other side of the Ticket Reception (area 1) counter. A pile of rotten stuffed animals is piled in one corner.



"This small alcove has a large pile of rotten stuffed animals crammed into one corner. Broken glass and small red tickets cover the reception counter. A bulletin board beside the counter has some words in draconic and a small rainbow patch painted on it. The stench of the kitchen is lessened here but still wafts."

(If the bandits from the grove were sent in first, they can be found dead in the cooler.)

"The bandits you forced into this castle are all hanging on hooks in the meat cooler. Surprisingly, no pools of blood can be seen on the floor. A small satchel lays in one corner" (Otherwise.)

"The meat cooler is exceptionally clean. No signs of rot or mold can be found. There is nothing in here except for a small satchel in the corner."

Bulletin Board. The bulletin board has the word "Pit Password" written in

draconic on it. The rainbow pattern is: White, Yellow, Orange, Red, Green, Blue. If the characters activate each arcade machine with the corresponding color, in order, the Ball Pit (area 8) will buzz and unlock.

Creatures. If the characters did not discover the two **Biker Kobolds** hiding back here while in the Ticket Reception (area 1) then they will be hiding in the pile of stuffed animals. If anyone gets too close or investigates the pile, the two **Biker Kobolds** will attack.

Treasure. The small satchel in the meat cooler contains a +1 Dagger and a golden human foot (worth 120 gp).

7 – Play Area

"This area, designed to the play of children, is a nightmare of bright colors. The entrance to the Fun Tubes that crawl along the ceiling can be found here. The coloring on the tubes is garish and follows no particular pattern. Two metal bulls rest on plastic springs, their horns turned into handlebars. They creak an unbearably loud tone when moved or ridden."

Fun Tubes. Any small sized or smaller creature can crawl into the Fun Tubes. Each round they are up there requires a Dexterity saving throw, DC 20, to keep from falling through one of the many holes or from making a new one. There is nothing of value to be found in the tubes.

Developments. If a character decides to ride on of the bulls you may decide to roll on the random encounter table to see if anything responds to the loud noise.

8 – Ball Pit

The description changes slightly If they unlock the Ball Pit door before getting to this location.

"There is a large twenty by twenty ball pit here. Four bulletproof glass walls close in the balls on all sides. The glass walls have been reinforced with metal mesh and sheeting. There is a heavy metal door with no apparent handle on it as the only entrance. In the center hangs a small key tied to a string from the top of the pit walls. The balls are dirty, and dozens appear to be broken."

Key. The key hangs in the center of the ball pit by a flimsy string. It is small but not quite small enough to fit through any cracks in the walls enclosing this pit. The key opens up the locked door near The Stage (area 4).

Creatures. **6 Biker Kobolds** wait beneath the colorful balls for anyone to come into this pit. When someone reaches for the key, while inside the pit, they will all spring up and attack. They are wearing armor that has been painted in random bright colors. Because of this, an Investigation check,

DC 22, is required to discover them before they attack. Even then, the character will not know the exact number of **Biker Kobolds** unless they beat DC 27.

Added Challenge. For a more intense experience, have one of the Biker Kobolds disappear under the balls with a scream. Add in 4 **Pizza Slimes** that attack the characters and **Biker Kobolds**. Because of their size and nature, they are nearly undetectable in the sea of plastic balls.

9 – Exit

"The exit is a door with a smiling Cheezers' painted head on it. The door reads "Cheese you again soon!" There is an indentation of a wine glass below this disturbing mural."

"Beside the ball pit is a door which reads "Restrooms." It has a small latch that has been put onto the door and locked."

Doors. It is impossible to leave this place without the Wine Glass key. The lock on the restroom door can be easily picked or broken.

10 – Bathrooms

There are two restrooms, men's on the north side and women's on the south, that are identical on the inside.

"There is a short hallway with two doors on the left. It stinks in here, but not like the rot from before. It smells like stale water and age. The dust is thick on the floor, indicating that nobody has walked in this place for a very long time."

"The men's room is quiet but seems to be in good condition other than the dust. The one mirror in the room is cracked and a thick black slime fills the cracks. There is a pair of sunglasses on the counter."

"The women's room is in shambles. When you open the door, you can see nothing but chaos. The mirror is completely shattered. A small shimmer of lights flickers in the corner."

Creatures. The women's room is host to a terrible **Shatterling**. If the players step one foot into the women's room it will attack relentlessly.

Developments. If the characters flee from the bathrooms they can attempt to trap it back in the hallway. If they fail, it will follow them until it has been killed or slain everyone, including any Kobolds.

Secrets or Treasure. The sunglasses in the men's room are *Sunglasses of Protection*. There are also 3 ornate seashells in one of the stalls. They are worth 100 gp each.



11 – Employee Access

This area connects both the roof and the basement.

"This long hallway is filled with cracked crates and useless shiny objects. Many of the large boxes have been pried open and blankets or clothing stuffed inside as makeshift beds. The floor is covered in debris that cracks and crunches under your feet. There are doors at either end of the hallway. On the north side there is a door with "Roof Access" written on it. Roof Access has been scratched over and "Heaven" has been written over it. It has a series of small pistons locking

it, all which lead back to a small glowing panel with the outline of a hand on it. The other door is unlocked and says "Basement", which has also been scratched out and "Hell" has been written over it."

Hand Print Lock. If the characters try to put their hand on the scanner to unlock the roof access door, the scanner will flash red and make a small buzz. It will read "Manager not recognized" above the hand print outline. Only Woebone the Manager's (area 21) hand print will open this lock.

Traps. The southernmost box has a chained bear trap near it. Because of the debris here it is hard to spot, requiring an Investigation or Survival check, DC 15, to spot and deactivate. If a character steps here they will activate the trap, taking 1d6+3 slashing damage. A Strength check, DC 20, is needed to remove the trap from a trapped character. While trapped, the character cannot move away from this spot because of the chain. In addition, they must make a Constitution saving throw, DC 10, or be poisoned until they finish a long rest.

Treasure. If the characters scrounge this area they may find 12 gold pieces, hidden throughout the Kobold sleeping boxes.

Additional Challenge. There are no Kobolds in this area, but you may rule that a few sleeping ones can be found. The party could easily sneak by, unless someone cries out in pain from a trap.

12 – Basement Stairwell

This is the first area within the basement.

"As you descend the stairs the air begins to grow heavy with the smell of yeast. By the time you reach the bottom, it has become a little more difficult to breath. You think that staying in this area too long could be deadly. Spores swirl around you in a mist. Whatever this basement used to be, it is now nothing but a den for overgrown dough."

"The floor, walls, and ceiling are caked in a thick yeast or dough. It is sticky but not dangerous, as long as you don't sink into it. It is pitch black and even those with Darkvision have trouble seeing anything through the spore dust."

"The path diverges into left, right, and center passageways. You can hear a faint slurping sound coming from somewhere ahead."

Dough Walls. The basement has been overrun with a wild dough. It is not sentient and not particularly dangerous. If a character sinks into it they must make a Strength check, DC 10, to escape. The DC for this check increases by 2 for every round they fail to escape as they sink deeper into the walls. After 5 rounds they are swallowed whole and begin to suffocate.

Yeast Spores. The spores of the

dough here are not dangerous in small amounts. If a character spends 1 hour or more in this area they become diseased. The spores take root in their lungs and cause sporadic coughing and sneezing as well as fever and chills. They are considered poisoned until the spores pass. A healthy character can recover naturally from this sickness after 1 week.

13 – Sticky Cavern 1

"Down a narrow and curving passageway, you come to a small alcove. A brick wall can be seen on the far side of this space, with vines of the dough growing onto it. There is a dead humanoid sitting against the wall, clutching a flail. He is wearing a leather jacket and a biker's helmet. You can see vines of the yeast stretching out onto the mask from underneath the visor."

"There is another humanoid biker on the floor to the left. Their legs are stuck into the dough up to the thighs. The wall appears to be digesting them."

Drippy walls. The dough here is a bit wetter than in the last area.

Treasure. The flail the biker is holding is a +1 flail. The other biker has a pack of playing cards. Observant players, Insight or Investigation, DC 10, will notice the cards have been marked so that the user can cheat.

Added Challenge. For an added

challenge, have the bikers attack if the characters get too close. Use the **Zombie** stat block for them.

14 – Pizza Slime Nest 1

"The left passageway leads down a short way before coming to a small cove. The smell of fresh pizza is strong in this place. Two piles of cheese and sauce lie on the floor."

Soft Breaths. With a good Perception check, DC 20, the characters will be able to tell that the blobs on the ground are slightly moving, as if breathing.

Creatures. This room contains 2 **Pizza Slimes**, lying in wait to be disturbed by anyone. Their hunger is insatiable but if injured too greatly they may retreat into the dough walls. It takes their full movement to enter the wall but once they do they are gone and cannot be attacked by normal means.

Developments. If the **Pizza Slimes** are allowed to escape they may come back to ambush the character in the Pizza Slime Nest 2 (Area 16).

Added Challenge. For an added challenge, have 2 **Pizza Slimes** waiting on the ceiling. Any passive perception over 10 will see them. They attack at the same time as the **Pizza Slimes** on the ground. When they drop to the floor they will attempt to drop onto a player's head, grappling them.

15 – Animatronics

Hallway

"This long hallway has not been completely overrun by the dough. You can still see brickwork on both sides of the wall. Also, along the walls are twelve of the same animatronic mascots from the Stage, six on either wall. They are all hung up by a place behind their neck, their expressionless heads and arms slouching limply. There are a few of the bull and dragon, and a few other animals including an Owlbear, and a gorilla. One of the mascots has been completely stripped of all coverings and is nothing but a metal skeleton." "At the end of the hallway the path diverges left and right."

Bodies on the Wall. While creepy, none of the mascots here will attack. They will however, occasionally shift their heads while they characters are not looking. They can easily be destroyed while hung up with no ill effects.

Creatures. The **Animatronic Horrors** in the hallway are inert.

Added Challenge. If you choose to do so, any one of these can become active. A fun encounter would be to have one cut the party off just as they are about to walk past this hallway while another blocks off the way they came. This hallway is designed to build tension in the players, only break this tension if you absolutely must do so.

16 – Pizza Slime Nest 2

"The sound of slurping and burbling can be heard before you even enter this room. There is again the smell of fresh pizza. Two Pizza Slimes are slopping up parts of a Kobold they have killed. They seem occupied by their meal. You can see something reflective shining in a satchel still wrapped around what remains of the Kobold."

Cheesy Walls. The walls in this room appear to have a thin layer of cheese that it is keeping the dough at bay.

Creatures. 2 **Pizza Slimes** eating a **Biker Kobold**. If the **Pizza Slimes** from the Pizza Slime Nest 1 (area 14) were allowed to escape, they will be here, feasting upon the Kobold as well. They can all be left alone to finish their meal but will attack if you return later.

Developments. If the **Pizza Slimes** from this room are allowed to escape they will ambush the party and the **Biker Kobolds** in the Sticky Cavern 2 (area 18). This includes any that had retreated from the Pizza Slime Den 1 (Area 14).

Treasure. The half-eaten Kobold has a small pouch. Inside is 21 gold pieces, 2 healing potions, and a roll of red tickets.

17 – Old Boiler Room

"The left path led you directly to a door. Opening the door puts you in an abandoned boiler room. Only two objects of note exist. In the corner is a boiler, still running, and hot to the touch. The other is a large Pizza Cube made of dough and covered in pizza sauce and cheese. Pineapple chunks sprinkle the outside of this monstrosity."

"On the north side of this room is a large hole in the wall that leads down more yeasty hallways."

Boiler. If any player touches the boiler they take 1d4 fire damage from its surface. If the **Pizza Cube** can be forced into the boiler, it will shutter in pain and become immobilized until its next turn, at which time it will move away from the boiler and attack the nearest target.

Hole in the Wall. On the north side of this room a large hole exists where the dough has eaten away at the wall. It leads down another passageway of yeast.

Creatures. A **Pizza Cube** made from the yeast and dough and covered in melted cheese and pizza sauce will attack the party in this room. Small bits of pineapple can be seen all over its body.

Aftermath. When the **Pizza Cube** is killed it slumps down and begins to melt from the heat. It creates a gooey mess on the floor and this room

becomes difficult terrain.

Added Challenge. For an added challenge, have an **Animatronic Horror** burst through the east doorway. It will attempt to pick up players and throw them into the Pizza Cube, even dragging itself in there with them if it has to.

"After walking down the hallway offered by the hole in the Boiler Room wall, you come to a fork in the road. You can go left or right from here. The right path seems to split off into two more paths as well"



18 – Sticky Cavern 2

"The left path ends abruptly in another slightly moist cavern. Two Biker Kobolds are in this room, stuck into the walls, when they see you they beg for your help."

Helping Hand. Helping the Kobolds out of the wall requires a successful Strength check, DC 12. If you choose to do this, they will help you with

whatever supplies or information (see What Biker Kobolds Know) they have. They are not well stocked and only have 2 daggers, 6 arrows, and 1 healing potion. If you refuse to help, they will cry out and curse your name. Make a Strength check for them, DC 17, and if they succeed they will pull themselves out and attack the party.

Creatures. Biker Kobolds. They will only attack the party if they are not helped.

Developments. If the Kobolds are left and do not escape, they will be swallowed into the walls if you return to this place.

Aftermath. If you help the Kobolds they will give you what they can and then head upstairs to rest in one of the boxes in the Employee Access hallway (area 11).

Added Challenge. For an added debate, change the alignment of one of the **Biker Kobolds** to Chaotic Good and have it appeal to the holiest member of the party. It is possible that the **Biker Kobold** even serves the same god as your Paladin, De-Fragger, or Cleric.

19 – Employee Restrooms

"The left passageway has led you to another door. The words "Employee Restroom" can be seen on the door. Opening the door will reveal a short hallway with a men's and women's restroom."

Men's: *"This room is quite nice for its age. The mirror is cracked, and a thick black liquid fills in the seams. A sloping sound can be heard from one of the stalls."*

Women's: *"This bathroom is nearly pristine, with the exception of the dust. A grunting can be heard from one of the stalls."*

Creatures. There is 1 **Pizza Slime** that will crawl out of a toilet in the men's room. There is a **Biker Kobold** relieving themselves in the Women's Room. The Kobold will not immediately attack and if they do, they do so with disadvantage because they do not pull up their shorts before attacking.

Developments. Both of these encounters can be avoided if desired. The Pizza Slime will not be able to get through a closed door in enough time to challenge the party.

Added Challenge. If someone stops to examine the black goo coming from the shattered mirror in the men's room they may become transfixed in their own eyes. If they look in the mirror they must make an Intelligence saving throw, DC 20, or become lost in their own gaze. They are considered stunned for one minute. If they stare into their own eyes for one minute the mirror shatters and a **Shatterling** is summoned, attacking the party immediately.

20 – Evaluation Center

"This small alcove has a sign nailed into the floor. It reads "Evaluation Center." There are three dead humanoids in a line here, all of them sitting in folding chairs. A large Bugbear on the left whose name tag reads Klarg. A bony elderly human in the center whose name tag reads Churt. On the right is a petite elf woman whose name tag reads Flea. All of them are wearing business casual clothing and aprons that say "Drunk-E-Cheezers" on the front"

Purple Necks. Any character who investigates the dead bodies will find that they were all strangled to death. Their throats have been crushed and postmortem bruising can be seen all around their necks. A more thorough Investigation check, DC 15, will reveal that the business casual clothing and aprons have been fitted over armor, suggesting that someone put this clothing on after they were dead.

Developments. The bodies are simply dead, and nothing happens if you move them.

Added Challenge. For added challenge, have the yeast spores infect them and bring them back to life. Use the **Zombie** stat block for them.

Level Up

The characters should progress to level 3 before entering the office.

21 – Woebone Valdez's office

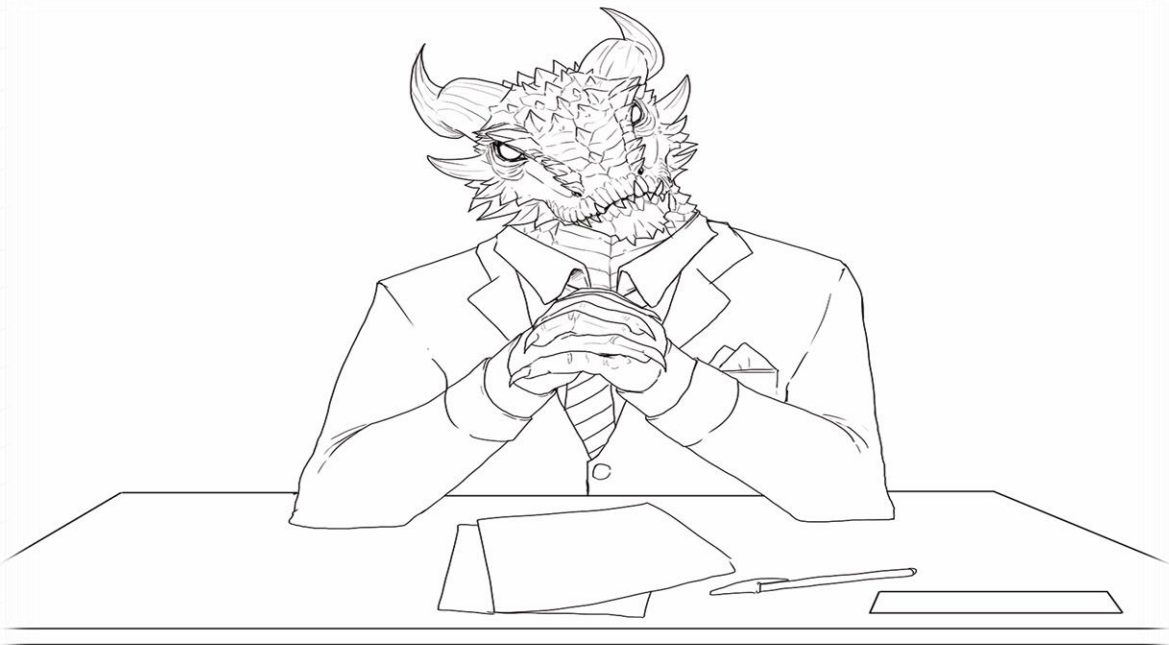
"The door reads "Manager – Woebone Valdez". There is a faint heat coming off the door."

"Opening the door and stepping inside, you see a brightly lit office. In the northeast corner there is a desk. On either side of the door stands an animated mascot, a frog and a hell hound, both of them in very good shape. There is a filing cabinet near the desk, and a small liquor cabinet on the opposite side. A small stack of folding chairs rest against one corner wall of the room. Along the wall, written with precision, are a series of quotes with the heading "The 7 Tenants of Highly Effective Drunk-E-

Cheezers Mangers."

"Sitting at the desk is a red dragonborn, wearing a business suit with a tie. He is clean cut, his entire demeanor appearing crisp, except for an aura of corruption around him. His eyes are not solid, sometimes switching from working pupils to hollow static. Around him, a halo of angular blackness bleeds into reality."

When he sees you, he will stand up from the desk and introduce himself. "Ah yes, you must be my new hires! I'm W-w-w-woebone, your manager, and I believe you came here for your p-p-p-performance evaluation? Y-y-y-yes, well, take a seat." But before you can take a step he lunges at you.



Immediate Attack. Unless the characters attack while **Woebone** is talking, he will get one full action before returning to initiative order.

Wall Scrawl. **Woebone** may quote the lines written on the wall while attacking. The 7 Tenants of Highly Effective Cheezers Managers are:

- Be Aggressive
- Begin with The End of All in Mind
- Put Cheezers First
- Think Victory-Conquest
- Seek First to Dominate, Then to Subjugate.
- Pizzagize
- Whet Your Blade
- Bonus Tenant: Use Your Voice as a Weapon. Do Not Let Others Speak Against Cheezers

Creatures. **Woebone** is the primary target in this fight. The **Animatronic Horrors** are only for show.

Developments. If one of the characters are knocked unconscious, and **Woebone** is not in combat, he will throttle the character until they are dead. He will then pull out a Cheezers uniform, donning it on the character, grab a folding chair, and place the dead character in the Evaluation Center (area 20).

If **Woebone** is completely cured of his corruption he will immediately fall to the ground, dead. If the characters flee the room, **Woebone** will not follow.

Aftermath. Once **Woebone** is dead, read the following to the players.

"As Woebone's body falls, the room begins to dim. By the time his body hits the ground, only one of the lights in this room stay on, the rest shattering with loud pops. Glass flutters down on you like acid rain. A small shutter shakes the building and you hear the sound of a horse laughing from far above you."

Woebone's Hand. Woebone's hand print is needed to unlock the door for roof access. You do not need his whole body, only his hand. If the hands have been destroyed in some way, the characters will have to discover a new way to fool the hand print lock to gain roof access. Knowing what Woebone and his hands look like should give the players a few options should this happen. When the characters open the roof access door, read this:

"Pistons hiss as several rods holding this door in place spring back. The metal door swings open with a creak and the smell of ozone wafts through the doorway."

Treasure. Underneath Woebone's desk is a +1 battleaxe.

Added Challenge. For a deadly encounter, activate 1 or both of the **Animatronic Horrors**. Be careful, as this could result in a Total Party Kill for a low level or inexperienced party.

22 – Congregation Seating

This is the first area of the roof. Please read parts 22, 23, and 24, before running this part of the adventure. The **Kobold Priest** will finish the chanting that brings the giant Cheezers head to life just as the characters reach the top step.

"From the top of the stairs you can see the whole roof. The sky shines the color of static and the whole place is bathed in invigoratingly fresh air." Several pews sit to your left, empty of life, but many have dried husks of Kobolds sitting in them. They have hard wooden seats but appear to be in good shape."

"In front of the pews you can see a podium, with a Kobold Priest in mid chant. Directly behind him is a shrine of some sort, adorned with burning candles. From this distance you cannot make out the specifics of the shrine."

On the far side of the roof is a massive horse head and hoofs. The head is twenty feet high, the hoofs about half that. Its fur blows in a sudden chill wind, but it remains still beyond that. That is, until the chanting Kobold Priest finishes his spell...

Pews. The pews can be used to gain full or half cover depending on the attack. They can only take one major attack before shattering and becoming

essentially useless.

Creatures. Dead **Biker Kobolds**

Added Challenge – For an added challenge, fill some of the pews with live **Biker Kobolds** who join in the priest's chant but immediately attack once it is over.

23 – Shrine to the Drunk God

"This is a large shrine to their deity Cheezers. Real photos of children posing with Cheezers adorn this small wall. Kobolds have drawn symbols of love and reverie all over the collage. Drawings of the Kobolds, hugging or drinking with Cheezers are mixed in with the other photos. Empty bottles of dozens of different liquors stretch underneath the shrine."

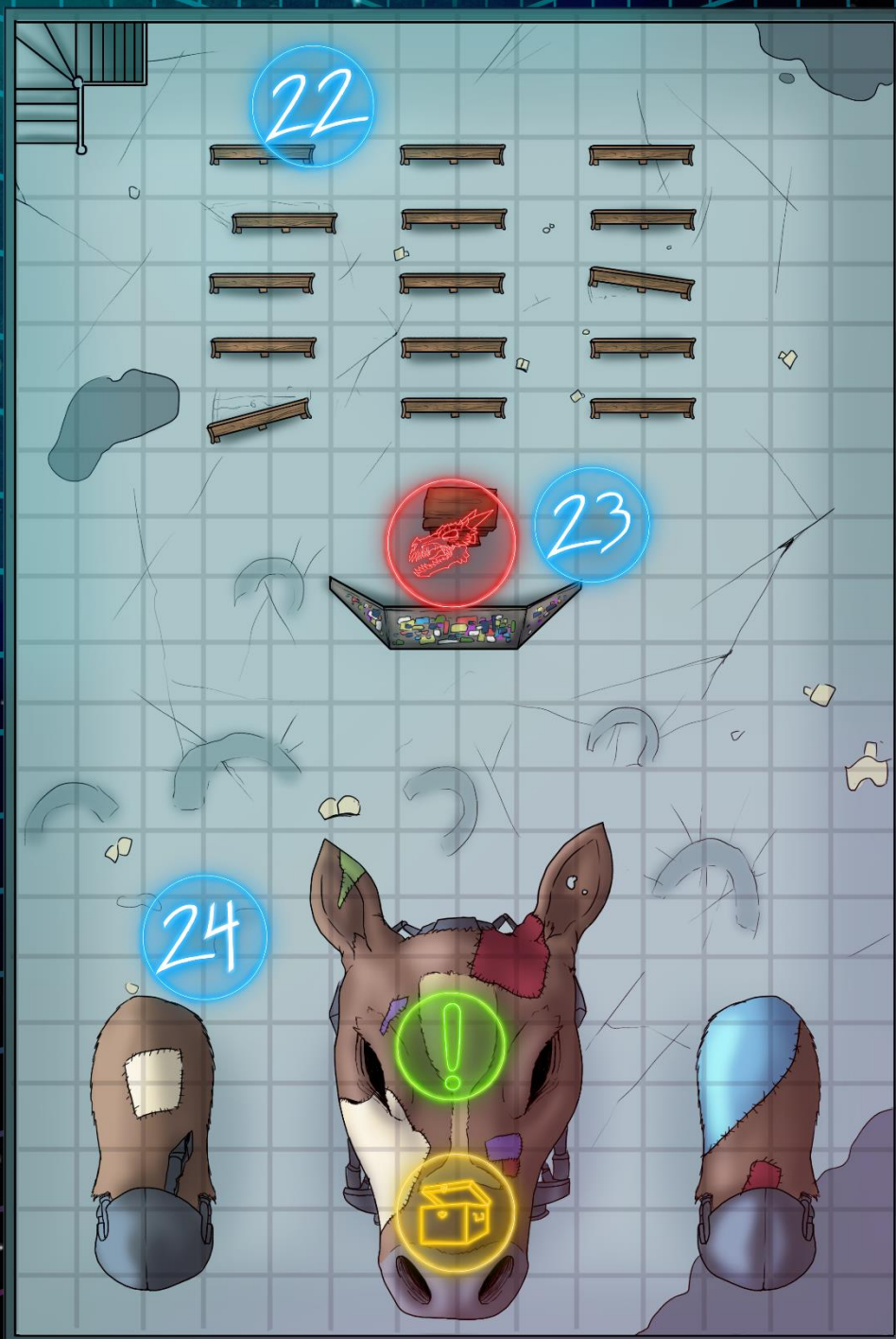
Shrine Protection. The shrine can be used for cover but can take little damage before becoming useless.

Creatures. Kobold Priest.

Summoning the power to bring his god to life was costly to the priest's body. Once he finishes the chant, he will fall to the ground. Whether this kills him or knocks him unconscious is your decision.

Developments. If the characters try to rush the **Kobold Priest** or stop his chant in any way, they will be too late. The final words will fall right before the blow strikes.

Added Challenge. For an added



challenge, have the **Kobold Priest** only drop down to half health and then begin casting spells at the party from behind the **Cheezers' Head**.

24 – Drunk-E-Cheezers Head

This is the final boss of this area.

"As you gaze upon the giant head of Cheezers, its massive bulk begins to move. Spinning on some unknown swivel, it turns and lets loose a thunderous whinny. The hoofs begin to roll on their four-wheeled platforms, targeting you."

"The vacant eyes of Cheezers show you no pity. Sparks begin collecting around its maw as it charges an attack. For a brief second, while its mouth is open, you see the Wine Glass key resting at the back of its throat. Then it lets loose a breath of electricity into the sky."

Hoofs. The hoofs can roll around the roof but become stuck on difficult terrain, automatically failing any Dexterity saving throw against difficult terrain. If they become stuck, they will remain stuck until the effect ends or they are removed from the effect's area.

Creatures. **Cheezers' Head** and two **Cheezers Hoofs**. The first breath of electricity that it takes is done out of combat, should not hit any of the characters, and does not count against

its usages. Beyond that, it will use this ability as many times as it can.

Developments. If the characters defeat the head before defeating the hoofs, then the hoofs deactivate. If a character is swallowed by Cheezers, they may retrieve the Wine Glass key but are still under the effects of being swallowed and cannot easily leave.

Treasure. There are gems buried into the Cheezers head's eyes. A large cracked opal (worth 500 gp) can be found in either eye.

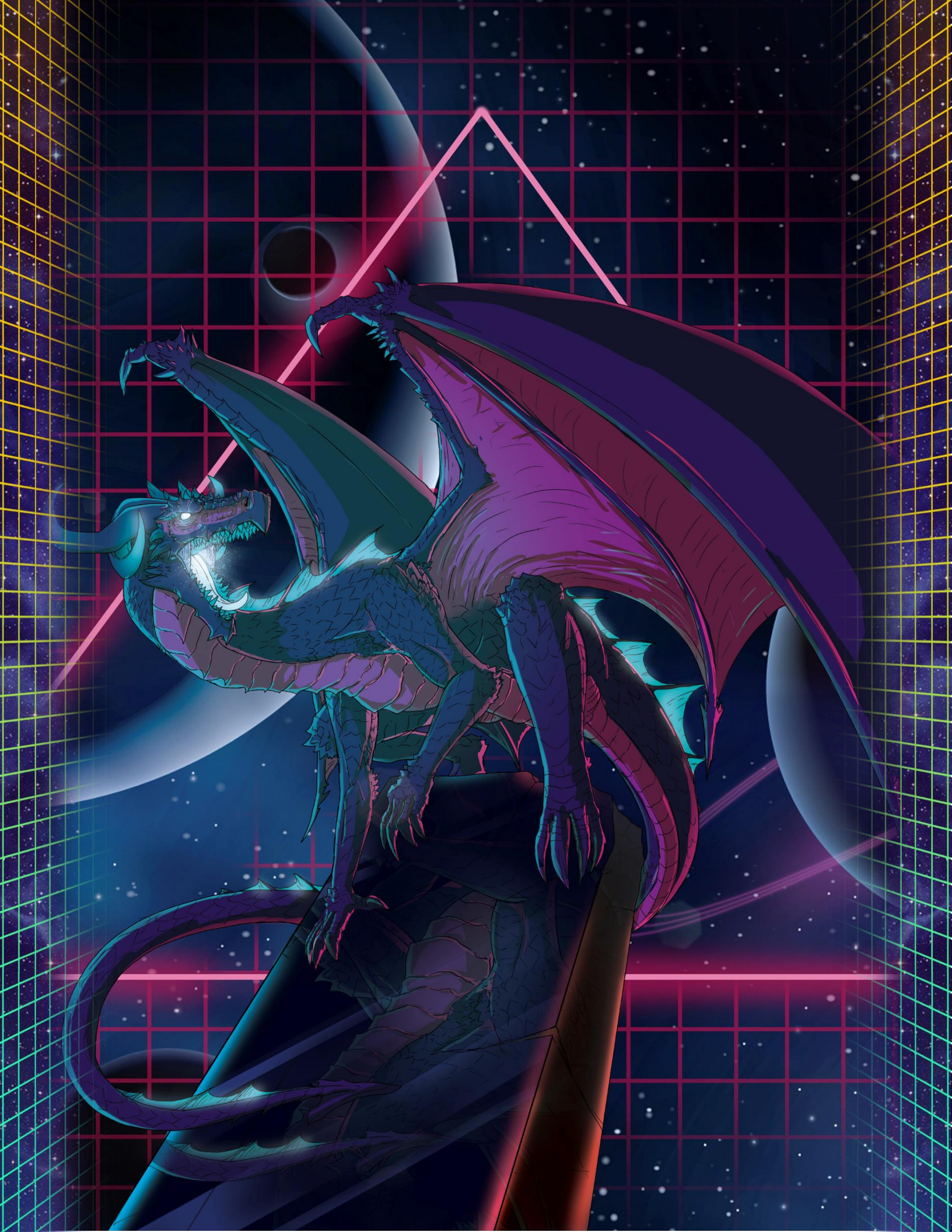
Added Challenge. For an added challenge, have a Pizza Slime slither out of one of Cheezers' nostrils every few rounds.

Aftermath. When **Cheezers' Head** is defeated you can easily retrieve the Wine Glass key from its throat. Read this to the players:

"The head, torn and beaten, stutters, uttering one last long and low neigh, and stops moving. Any Kobolds still in the building will shrink into dark corners and avoid your presence. They are more than afraid of you, you have killed their god. With the new Wine Glass key, you can finally leave this place and make your way back to Warren's Grove, champions of the first challenge."

Level Up

The characters should progress to level 4 after the fight on the roof.



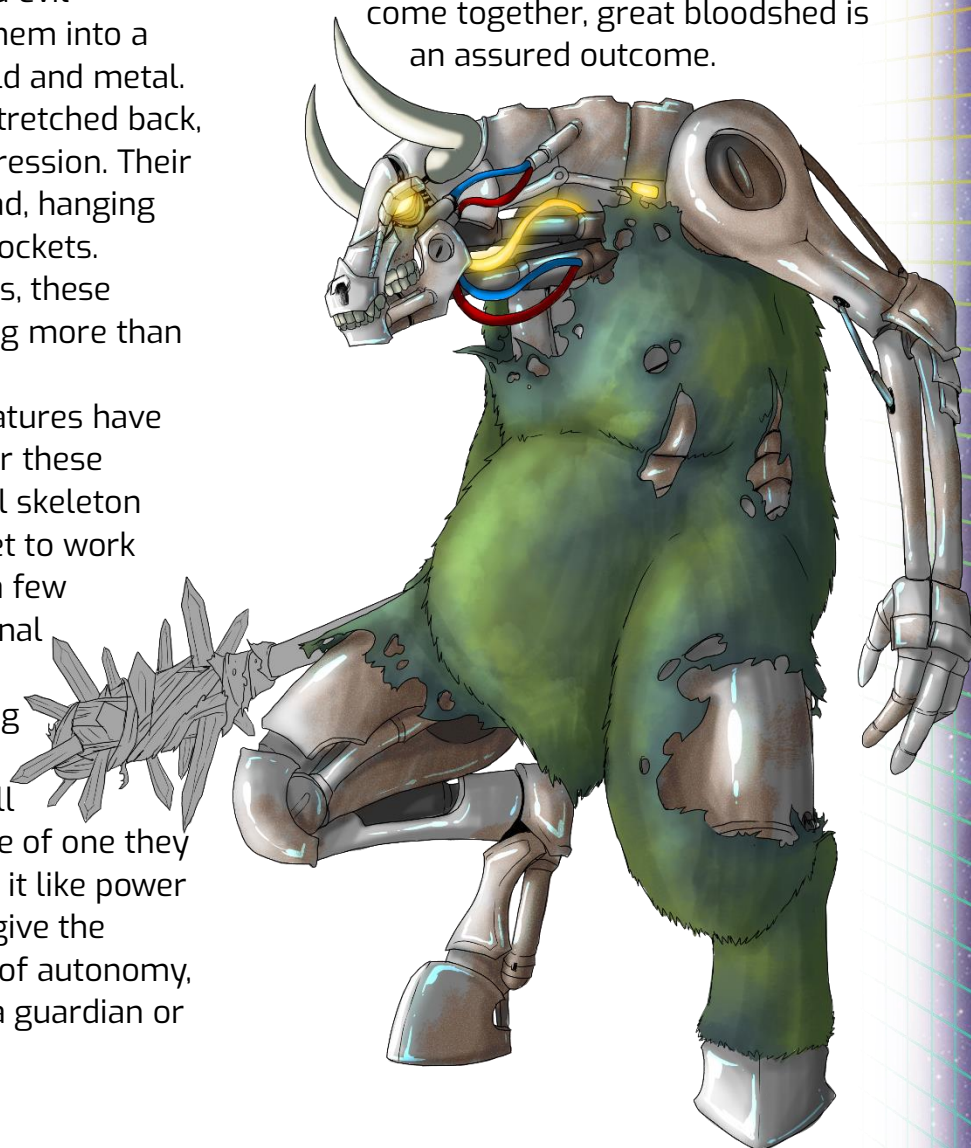
CHAPTER 7: CREATURES

Animatronic Horrors

At one time, these wretched things entertained young children and drunken adults. They had smiling faces, jerky excited movements, and songs galore. But age and evil intentions has mutated them into a nightmarish being of mold and metal. Their toothy grins have stretched back, exposing permanent aggression. Their jovial eyes have gone dead, hanging lifelessly in mechanical sockets. Regardless of their origins, these machines are now nothing more than suits of destruction.

Power Armor. Evil creatures have an unnatural fondness for these machines. Having a metal skeleton already prepared, they set to work augmenting them. With a few modifications to the original design, they are able to turn a once beautiful thing into a golem or mech suit for themselves. Small creatures can crawl inside of one they have worked on and pilot it like power armor. Larger creatures give the Animatronic Horror a bit of autonomy, usually placing them as a guardian or trap.

Packs a Punch. Animatronic horrors may look flimsy or degraded, but their core is terrifyingly strong. Just one has the power to devastate an unsuspecting party. Thankfully, the parts needed to create one are few and far between, making groups of them a rare sight. Should a group come together, great bloodshed is an assured outcome.



ANIMATRONIC HORROR

Medium humanoid (machine), unaligned

Armor Class 16 (natural armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	10 (+0)	6 (-2)	6 (-2)

Skills Intimidation +0

Damage Immunities psychic, poison

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities poisoned, charmed

Senses blindsight 10 ft. passive Perception 8

Languages Can not speak but their pilot may speak through a speaker.

Challenge 3 (700 XP)

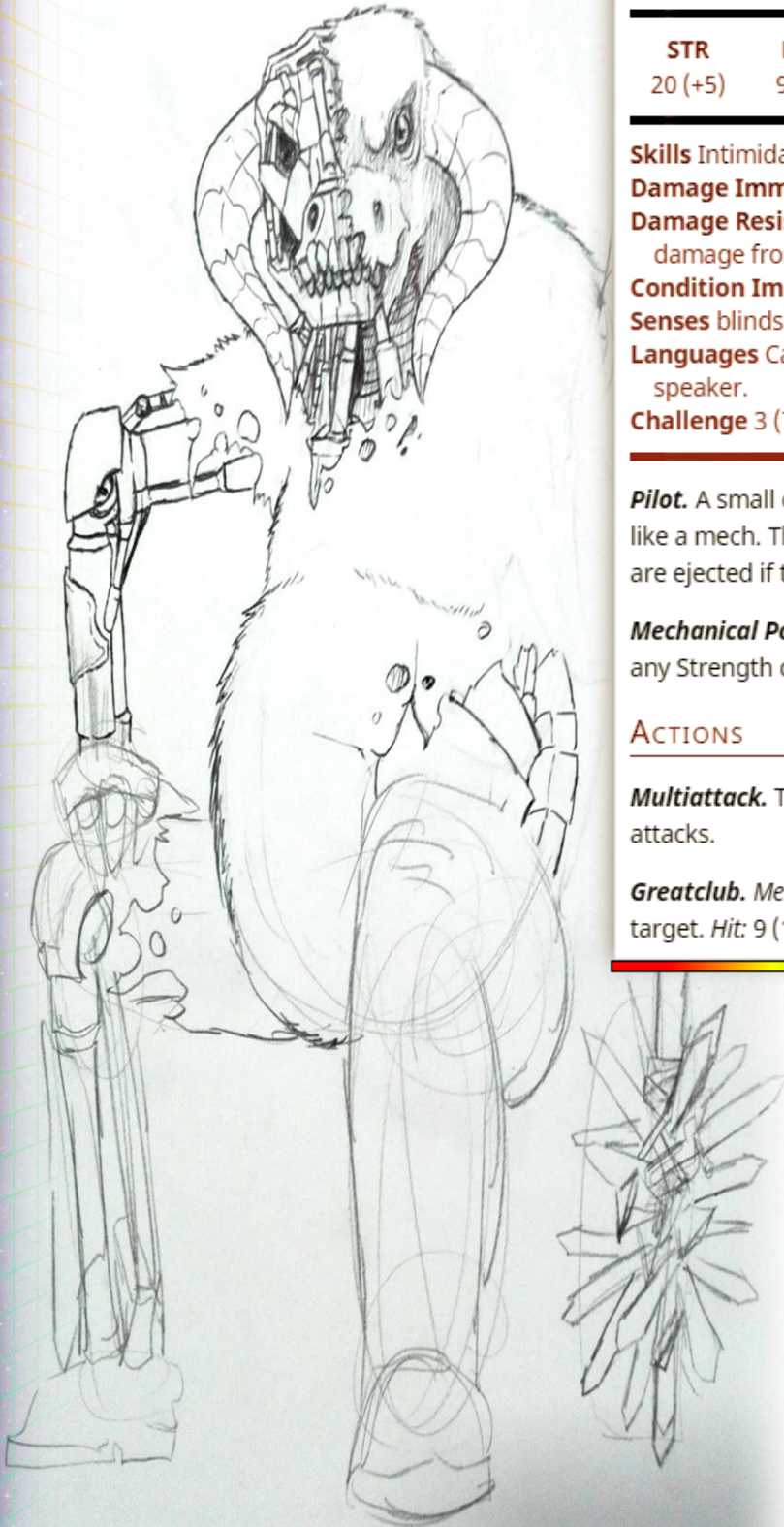
Pilot. A small creature can crawl inside this machine and pilot it like a mech. They can not be harmed while inside this suit, but are ejected if the Animatronic Horror reaches 0 hit points.

Mechanical Power. The Animatronic Horror has advantage on any Strength checks to resist being grappled or restrained.

ACTIONS

Multiattack. The Animatronic Horror makes 2 greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) damage.



B-ugz

Glitch, errors, mistakes in a corporal form. Sometimes the swirling infinity that is the Retroverse intersects with other realities, or even itself, and these aberrations are created. Mistakes of creation, they serve only to spread their corruption to others. To them, average life is the corruption and they have an undeniable need to fix it. They will not stop until they are destroyed.

The Bigger They Are. B-ugz come in many different shapes and sizes. Though they all have a slightly insectoid nature, they can vary wildly. The size and strength of the bug is determined by the severity of the dimension shearing that created them. Most times they are small nuisances that even normal townsfolk can deal with. However, there are tales of B-ugz that were powerful enough to challenge the gods. Such a being could mean the end of an entire reality.

Viral. B-ugz want nothing more than to spread their corruption into the world around them. They desire to see an entire dimension consumed in the same illogical madness that fuels them. They attack in packs but do not seem to hold any authority over one another. Many fools have tried to contain and control the B-ugz. Those fools have always been attacked by their captives, becoming so corrupted that they simply fade away.

B-UG 0

Tiny aberration (corrupted), unaligned

Armor Class 10

Hit Points 1 (1d4)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	5 (-3)	1 (-5)	1 (-5)	1 (-5)	5 (-3)

Damage Immunities psychic

Senses passive Perception 5

Languages -

Challenge 0 (10 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

ACTIONS

Bite. Melee Weapon Attack: -1 to hit, reach 1 ft., Hit: 1 (1d4-3) piercing damage.

B-UG .125

Tiny aberration (corrupted), unaligned

Armor Class 10

Hit Points 7 (5d4 - 5)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	8 (-1)	6 (-2)	6 (-2)	8 (-1)

Damage Immunities psychic

Senses passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

Corruption Armor. The natural AC of this creature is 11.

ACTIONS

Sting. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6-1) piercing damage.

B-UG .5

Small aberration (corrupted), unaligned

Armor Class 14

Hit Points 17 (5d6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	4 (-3)	6 (-2)

Skills Acrobatics +7

Damage Immunities psychic

Senses passive Perception 7

Languages -

Challenge 1/2 (100 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

Corruption Armor. The natural AC of this creature is 11.

ACTIONS

Multiattack. The B-ug .5 makes 3 claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

B-UG 1.0

Small aberration (corrupted), unaligned

Armor Class 14

Hit Points 31 (7d6 + 7)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	12 (+1)	6 (-2)	6 (-2)

Skills Acrobatics +7

Damage Immunities psychic

Senses passive Perception 8

Languages Draconic

Challenge 1 (200 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

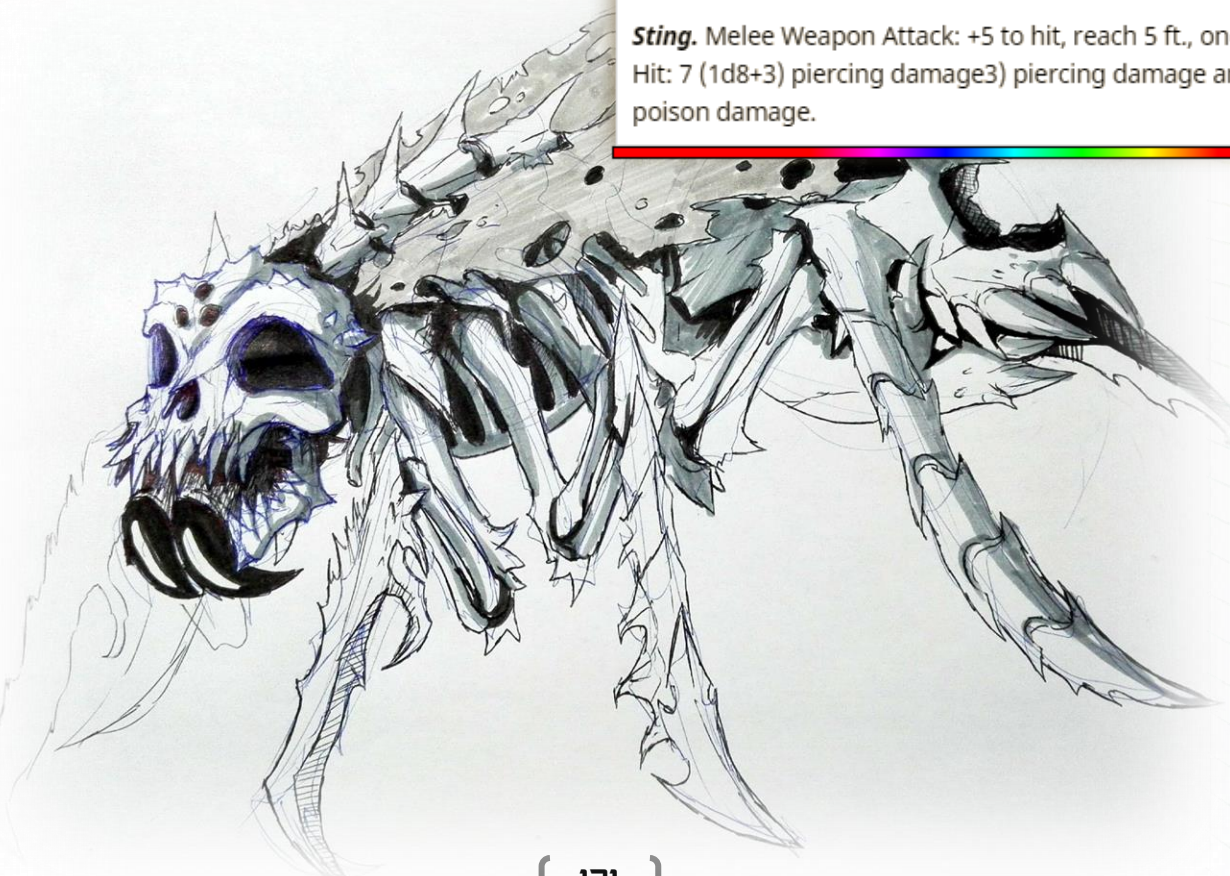
Corruption Armor. The natural AC of this creature is 11.

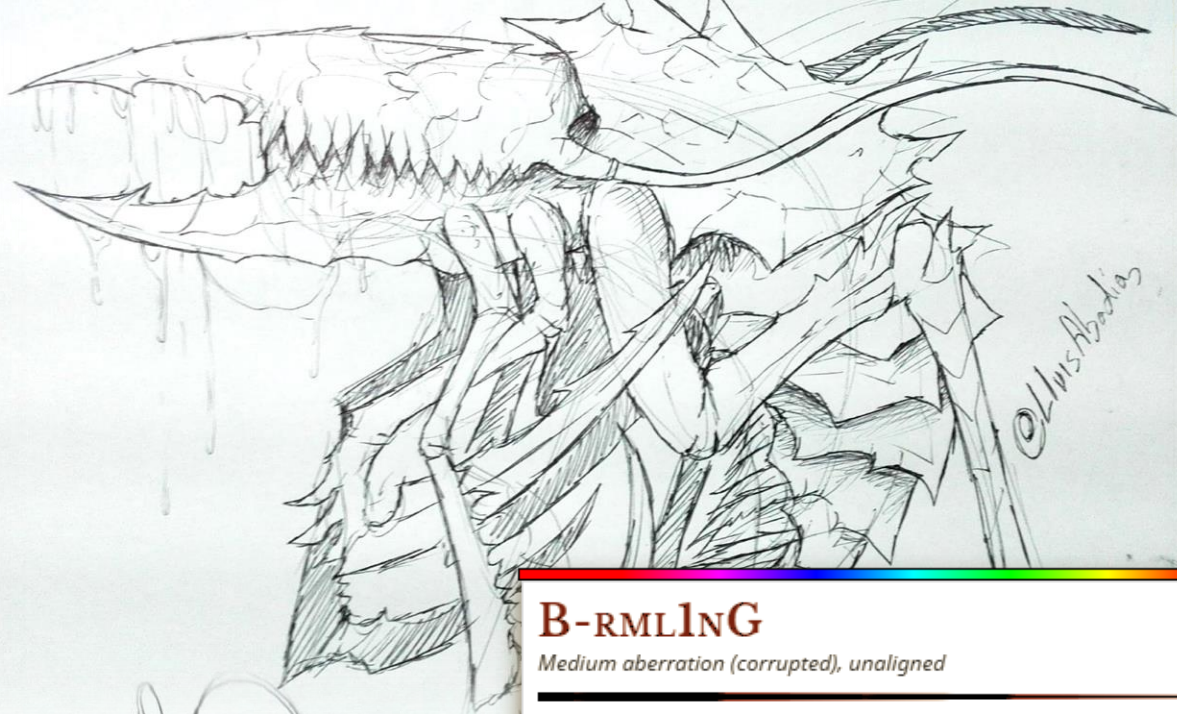
ACTIONS

Multiattack. The B-ug .5 makes two attacks. One with its claw and one with its sting.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage and 3 (1d6) poison damage.





B-RML1NG

Medium aberration (corrupted), unaligned

Armor Class 15

Hit Points 55 (10d6 + 20)

Speed 30 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	14 (+2)	8 (-1)	8 (-1)

Skills History +6, Insight +3

Damage Immunities psychic

Damage Resistances cold, fire, lightning, poison

Senses passive Perception 9, darkvision 30 ft.

Languages Draconic

Challenge 1 (200 XP)

Corrupted. This creature's attacks are tinged with corruption. Whenever this creature makes a successful hit against a creature, that creature must make a Corruption Saving Throw.

Corruption Armor. The natural AC of this creature is 11.

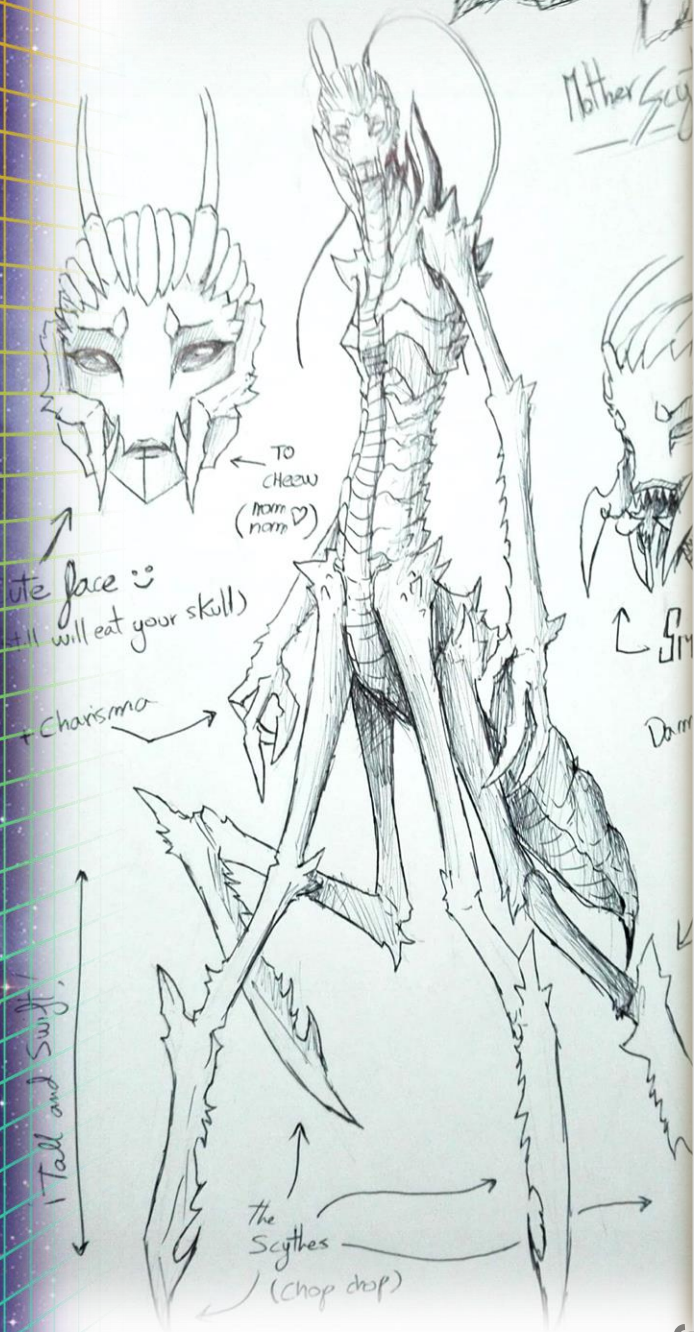
ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage and 3 (1d6) poison damage.

Breath Weapon (Recharge 5-6). The B-rml1ng exhales a elemental blast in a 15-foot cone. Each creature in that area must make a Deterity saving throw (DC10), taking 13 elemntal damage on a failed save, or half as much on a successful one.

The B-rml1ng chooses the type of elemental damage this attack does from the following: Cold, Fire, Lightning, or poison.



Cheezers' Head

This large head once served as a calling card for the Drunk-E-Cheezers line of restaurants. Now it serves as a deity, presiding over the last remaining Drunk-E-Cheezers establishments. In truth, this is only a mere shell of the mighty Cheezers, but the power this shell can create is enough for lesser beings to worship the head. No one knows who came first though. Did the worship of a strange mascot spawn the powerful god Cheezers? Or did the divine use subtle influence to have constructs built in their image?

Electric Breath. Like a dragon, the Cheezers Head can gather energy and fire a bolt of electricity. This power comes from the Cheezers deity, as this frail form could never amass that kind of energy. The distinction is lost on most adventurers though, as all they see is a maw filled with lightning. Worshipers of Cheezers consider dying to this blast to be the most divine act of cleansing.

Hoofs. The head itself is mostly immobile, being only able to swivel and pivot in place. So, two massive hoofs, an extension of Cheezers' retribution, are on ramshackle wheels. They chase the unworthy and slam down on them with reckless strength. As they are an extension of an extension, they lose power if they get too far away from the head.

CHEEZERS HEAD

Huge construct (machine), neutral evil

Armor Class 13

Hit Points 119 (14d12 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	2 (-4)	14 (+2)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con +4, Wis +4

Skills Insight +8, Intimidation +5

Damage Immunities lightning

Senses passive Perception 14, darkvision 60 ft.

Languages Celestial

Challenge 5 (1800 XP)

Hoof Control. The Cheezers Head can psychically control any Cheezers Hoofs within 120 feet of it. It does not require an action to do this.

Divine Resistance (1/Day). If the Cheezer's Head fails a saving throw, it can choose to succeed instead. This does not apply for Dexterity saving throws.

ACTIONS

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature.

Hit: 15 (2d8+6) bludgeoning damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The Cheezers Head exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 48 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Cheese Nose (3/day). The Cheezers Head can use a bonus action to snort, blowing out a Cheese Slime at a creature.

Ranged Weapon Attack: +1 to hit, range 30 ft., Hit: On a hit, the Pizza Slime is stuck to the target, activating their Glob On ability. On a miss, the Pizza Slime lands in an unoccupied space, 5 feet away from the intended target.

CHEEZERS HOOF

Large construct (machine), unaligned

Armor Class 10

Hit Points 49 (9d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	10 (+0)	0 (-5)	0 (-5)	0 (-5)

Senses blindsight 30 ft. (blind beyond this radius) passive

Perception 5

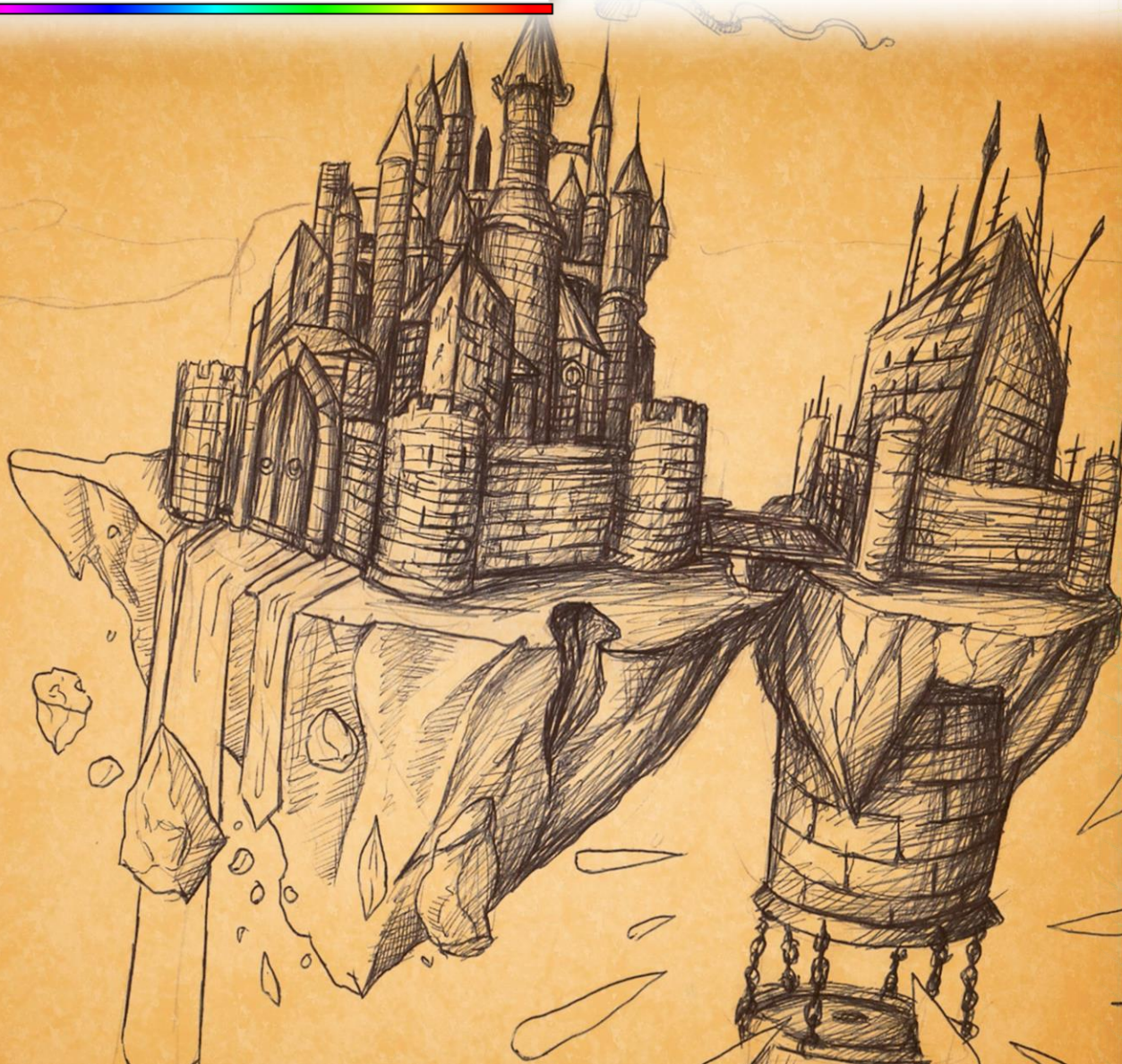
Languages -

Challenge 1 (200 XP)

Mental Link. The Cheezers Hoof is mentally linked to the Cheezers Head (or another controlling entity) and follows their commands to the best of its ability.

ACTIONS

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., *Hit:* 20 (3d8+7) bludgeoning damage.





GLASS SHADOW

Large monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Str +3, Int +3, Wis +3, Cha +3

Skills Intimidation +8, Athletics +11

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 14, darkvision 60 ft.

Languages Abyssal, Common

Challenge 6 (2300 XP)

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

Mirror Dimension. If the Glass Shadow is within a mirror, and your reflection is in the mirror, the Glass Shadow can attack your reflection with a Claw attack. The attack is made with advantage and the damage type is changed to psychic.

Mirror Portal. The creature can use its action to enter or exit any mirror within its range. Exiting the mirror destroys it and adds an additional 3 (1d6) slashing damage to melee attacks it makes.

Shadow Spawn. When the Glass Shadow is reduced to 0 hit points it collapses in on itself, concentrating its form

into a small ball. It then explodes, shooting glass shards outward. Any creature within 15 feet must make a Dexterity saving throw (DC 19) taking 23 (4d6+3) slashing damage on a failure, or half as much of a successful one.

Additionally, this explosion spawns 2 (1d4) Shatterlings.

Sharp Body. Hundreds of glass shards swirl in this creature's body. Any attempt to grapple the creature automatically fails and the creature attempting the grapple takes 7 (2d6) slashing damage. This creature also has advantage on any saving throws against being restrained when the restraint is done by physical means (such as ropes, vines, or bindings) at the glass cuts at any weak bindings and the shadow body slithers through hard restraints.

ACTIONS

Multiattack. The Glass Shadow makes 2 attacks: One with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (3d8+5) slashing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 19 (4d6+5) slashing damage.

REACTIONS

Mirror Attack. When a creature attacks the Glass Shadow with a melee attack, the Glass Shadow can shoot glass shards out at that enemy. The attacking creature must make a Dexterity saving throw, (DC 19) taking 7 (2d6) slashing damage on a failed save, or half as much on a successful one.

Glass Shadow

Deep in the recesses of sentient minds, way back into ancestral memory, there is something that fears the mirrors. Creatures may use them daily, spending hours in front of them to get their appearance correct, but why do they all avoid their own eyes? It's because they know, there is a chance, ever so slight, that the thing on the other side is not just a reflection. If that being can see into you, it will crave the freedom you possess, breaking out of the mirror to get it.

Torn Reality. Glass Shadows do not exist until moments before they are created. They are spawned from all the fears and darkness within a creature. When a creature gets lost in the windows to their own soul, the mirror collects their hate and pain, giving it life and purpose. This can be avoided by looking away from your own eyes, but by the time this process has started, few find the will to stop. They are transfixed in their own eyes, seeing their reflected body undulate and move in impossible ways just on the periphery of their vision. They are always the first to die as their inky doppelganger crawls out of the mirror.

Thoughtless Carnage. The Glass Shadow will always destroy the mirror it escapes from. Without a reflection, they simply become a writhing black mass of negative energy, forcing them to choose a form. They can take any shape they wish but will often assume a form similar to the greatest fear of

the creature that spawned them. The broken glass from the mirror is absorbed into their body as they break out, creating swimming daggers of reflection. They use this to rip and tear at any living being they come across. They have only one motivation, to kill as many things as they can.

Shatterlings. Sometimes a Glass Shadow will consume enough death to create a life of their own. When this happens, they will seek another mirror and destroy it, absorbing the shards into themselves. A "pregnant" Glass Shadow sparkles brilliantly, even in low light. Within a few days they will eject the new glass, along with some of their own body and create a smaller Glass Shadow, a Shatterling. The Shatterling is like the Glass Shadow in most ways except size and the ability to reproduce. With enough time and negativity to eat, a Shatterling can become the same size and strength as a full Glass Shadow.



SHATTERLING

Medium monstrosity, chaotic evil

Armor Class 12

Hit Points 45 (7d8 + 14)

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	15 (+2)	12 (+1)	17 (+3)	12 (+1)

Saving Throws Str +2, Int +1, Wis +2, Cha +2

Skills Intimidation +5

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses passive Perception 13, darkvision 30 ft.

Languages Abyssal, Common

Challenge 1 (200 XP)

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

Mirror Dimension. If the Glass Shadow is within a mirror, and your reflection is in the mirror, the Glass Shadow can attack your reflection with a Claw attack. The attack is made with advantage and the damage type is changed to psychic.

Mirror Portal. The creature can use its action to enter or exit any mirror within its range. Exiting the mirror destroys it and adds an additional 3 (1d6) slashing damage to melee attacks it makes.

Sharp Body. Hundreds of glass shards swirl in this creature's body. Any attempt to grapple the creature automatically fails and the creature attempting the grapple takes 3 (1d6) slashing damage. This creature also has advantage on any saving throws against being restrained when the restraint is done by physical means (such as ropes, vines, or bindings) at the glass cuts at any weak bindings and the shadow body slithers through hard restraints.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8+4) slashing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6+4) slashing damage.

REACTIONS

Mirror Attack. When a creature attacks the Glass Shadow with a melee attack, the Glass Shadow can shoot glass shards out at that enemy. The attacking creature must make a Dexterity saving throw, (DC 19) taking 3 (1d6) slashing damage on a failed save, or half as much on a successful one.

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.

Karma Chameleon

This creature feeds entirely off the diabolical energy created when another creature commits an evil act. It will use its powerful camouflage to follow this creature, growing stronger with every evil indulgence. As it grows in power, its body starts to change. It begins to take the form of the creature whose wretched actions it is feeding off of. Eventually, this will result in a complete transformation into an exact duplicate of their target. Then, at an opportune moment, the Karma Chameleon will attack its double, killing them and taking their place. A Karma Chameleon duplicate that kills its host will double down on their evil actions, feasting heavily on the evil energy they create.

Three forms. The Karma Chameleon has three distinct forms. Chameleon, Hybrid, and Copy. The Chameleon form is extremely weak but is exceptional at tracking and remaining hidden. The Hybrid form loses some of its sneaking prowess in exchange for the ability to defend itself. The Copy form is an exact replica of the target it has been feeding from, with the addition of invisibility. It will never attack a creature, except in self-defense, unless it has assumed the Copy form. Once it is in the Copy form, and has killed its host, it will use whatever abilities it can to cause the most suffering and evil acts possible, including turning on any allies the host once had.

Evil Sustenance. The Karma

Chameleon does not require food or water, only a steady stream of evil to feed on.

KARMA CHAMELEON

Tiny beast, chaotic evil

Armor Class 10

Hit Points 7 (5d4 - 5)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	16 (+3)	14 (+2)	12 (+1)

Saving Throws Dex +2

Skills Deception +5, Insight +6, Stealth +10

Senses truesight 30 ft. passive Perception 12

Languages -

Challenge 1/8 (25 XP)

Evil Tracer. The Karma Chameleon lies in wait for an evil humanoid to come by. Though it feeds off evil action, it is very picky in who it begins to follow. It only uses this ability on creatures with high evil potential. When it uses this ability, it chooses a target and creates a faint outline on them that only it can see. From then on, the Karma Chameleon knows exactly where that creature is, even if they become invisible or move to another plane.

Creatures with Truesight can see the outline on a targeted creature.

Form Change. Once the Karma Chameleon has followed an evil, or evil behaving, creature for a day, it can use this ability. By taking a long rest it assumes its second form, the Pupal Karma Chameleon.

Invisible. The Karma Chameleon is invisible. It can move, attack, and do any action without becoming visible.

ACTIONS

Bite. Melee Weapon Attack: +0 to hit, one creature. Hit: 1 (1d4-2) piercing damage.



KARMA CHAMELEON (PUPAL)

Tiny beast, chaotic evil

Armor Class 16 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dex +2

Skills Stealth +11, Insight +7, Deception +6

Senses truesight 30 ft. passive Perception 13

Languages One language of its target

Challenge 1/2 (100 XP)

Evil Tracer. The Karma Chameleon lies in wait for an evil humanoid to come by. Though it feeds off evil action, it is very picky in who it begins to follow. It only uses this ability on creatures with high evil potential. When it uses this ability, it chooses a target and creates a faint outline on them that only it can see. From then on, the Karma Chameleon knows exactly where that creature is, even if they become invisible or move to another plane.

Creatures with Truesight can see the outline on a targeted creature.

Form Change. During the pupal state, the Karma Chameleon must follow its target for several days. By this point it has taken on several physical aspects of the target, but these changes are vestigial. Its skin has hardened without sacrificing mobility or stealth. It will not fight in this state except to defend itself. Once it has fed off the evil actions or aura of its target for several days, it can spend a long rest to enter its final form, Adult.

Invisible. The Karma Chameleon is invisible. It can move, attack, and do any action without becoming visible.

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4+3) piercing damage.

KARMA CHAMELEON (ADULT)

Size of target beast, chaotic evil

Armor Class 0 (Copies natural target AC)

Hit Points Copies HP of target

Speed 30 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Deception +8, Stealth +8

Senses truesight 30 ft. passive Perception 10

Languages One language of its target

Challenge 5 (1800 XP)

Evil Tracer. The Karma Chameleon lies in wait for an evil humanoid to come by. Though it feeds off evil action, it is very picky in who it begins to follow. It only uses this ability on creatures with high evil potential. When it uses this ability, it chooses a target and creates a faint outline on them that only it can see. From then on, the Karma Chameleon knows exactly where that creature is, even if they become invisible or move to another plane.

Creatures with Truesight can see the outline on a targeted creature.

Form Change. During the adult state, the Karma Chameleon has copied all the abilities, stats, and magic of the user. It does not need to know spells or pray to a deity to use magic, as the evil forces that sustain the Karma Chameleon provide the magic to it, much the same way a sorcerer casts magic. It begins this state completely naked, an identical copy of the target. It will ambush its target, preferably during sleep, and kill it. Once the target is dead it will consume the last of its essence, devouring the body and soul, and then take the target's place. From then on it will increase the evil actions the creature would normally do. Doing evil actions provides all the sustenance it needs and some grow fat from too much evil.

Invisible. As an action, the Karma Chameleon can become invisible. Anything it is wearing or wielding becomes invisible as well. It can move, attack, and do any action without becoming visible. The invisibility lasts for one hour. It must finish a long rest before it can use this ability again.

ACTIONS

Copy Actions. The Karma Chameleon can use any spells, abilities, or attacks that the target creature has the ability to do.

Unarmed Strike. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) bludgeoning damage.

Kobold Biker

In some realities, Kobolds have taken their natural talent for traps and tinkering and applied them to machines. They have a taste for freedom that can only be satiated by the feeling of going ludicrous speeds down a paved road. Their vehicles are hodgepodge creations, often borrowing parts that were never intended to be on a vehicle and forcing it into their rides in unconventional ways. What they can't use for speed, they use for offense. A Kobold Biker's vehicle is always covered in spikes, laced with traps, and just on the verge of exploding. Their time is short, and they want their glorious death to be worth witnessing.



Scrappy Brawlers. A Kobold Biker usually has an over-inflated sense of their strength. While their harsh life has made them a bit tougher than a normal Kobold, they are not as tough as they think they are. Several of these kobolds together can pose a risk for unwary adventurers, as they have a strong love of alcohol, especially with friends. The danger lies in their drunken resolve and ability to gang up on an enemy with any assortment of sharp objects they find lying around.

KOBLD BIKER

Small humanoid (kobold), neutral evil

Armor Class 15 (helmets and leather jackets)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	9 (-1)	12 (+1)	4 (-3)	10 (+0)

Senses darkvision 60 ft. passive Perception 7

Languages Common, Draconic

Challenge 1/2 (100 XP)

Improvised Weapons. The Biker Kobold will scrounge any small or sharp object they can find and use it as a weapon. The weapon behaves like a dagger or mace, depending on the item used. If they are using an improvised weapon, they gain +1 to their damage and attack rolls. They are proficient with improvised weapons that can be used like a dagger or a mace.

Pack Tactics. The Biker Kobold has advantage on an attack roll against a creature if at least one of the Biker Kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the Biker Kobold has disadvantage on attack roll, as well as on Wisdom (Perception) checks that rely on sunlight.

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4+2) piercing damage.

Mace. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target.
Hit: 3 (1d6) bludgeoning damage.

Kobold Priest

Though kobolds may worship any number of draconic beings, they are rarely pious enough to receive the power of their deity. The few that break this rule can become quite powerful, by kobold standards. Kobold Priests can turn a normal pack of their kin into a serious threat to a local town or village. Under their religious leadership, and with a little magical assistance, they can even go toe to toe with greenhorn adventurers.

They can rarely be reasoned with; their devotion to their god's desires is all consuming. What little self-preservation they had is completely abandoned if their deity wishes it. But most gods know the usefulness of a small and crafty acolyte. Kobold Priests are almost always long lived under the watchful eye of their divine patron.

KOBLD PRIEST

Small humanoid (kobold), neutral evil

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	8 (-1)	10 (+0)	14 (+2)	14 (+2)

Senses darkvision 60 ft. passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP)

Pack Tactics. The Biker Kobold has advantage on an attack roll against a creature if at least one of the Biker Kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the Biker Kobold has disadvantage on attack roll, as well as on Wisdom (Perception) checks that rely on sunlight.

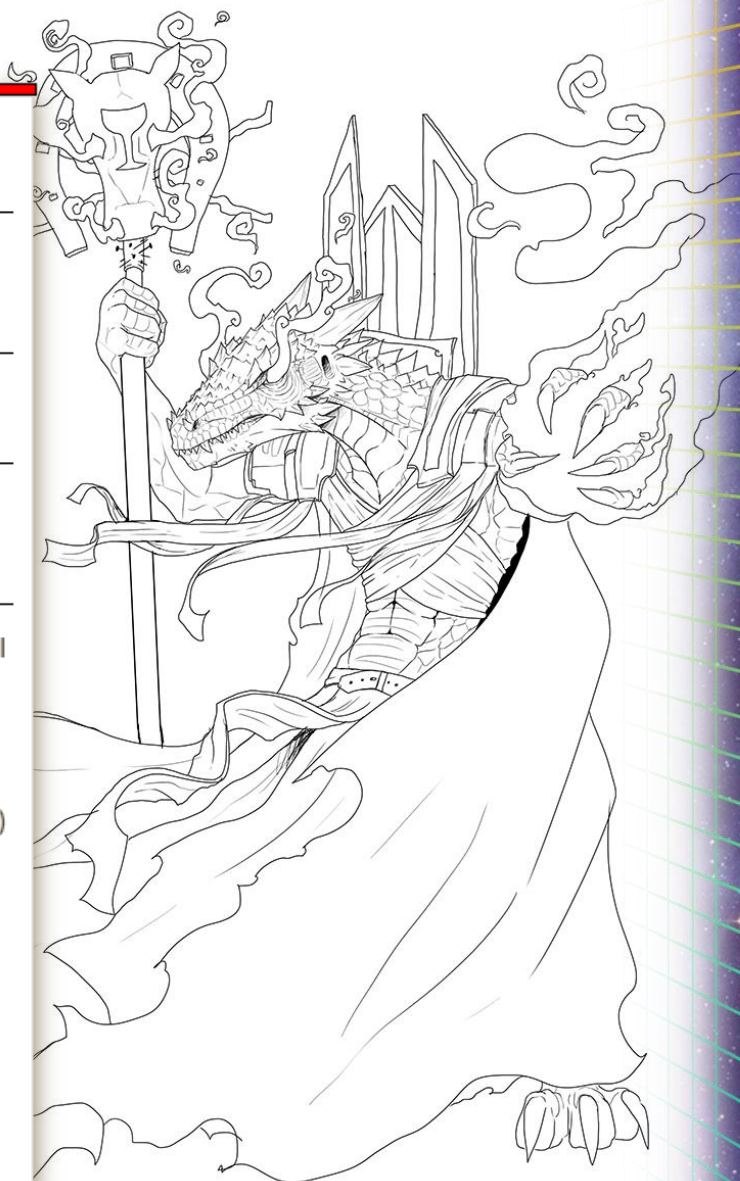
Spellcasting. The kobold priest is a 1st-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kobold priest has the following cleric spells prepared:

Cantrips (at will): *mending*, *sacred flame*

1st level (4 slots): *bless*, *command*, *healing word*, *purify food and drink*

ACTIONS

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing 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 special 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 Charisma (Intimidation) checks they make. Additionally, 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 Cube

A mess of sauce, cheese, and death; Pizza Cube's are an insult to the very gods themselves. Diabolical magic has coalesced into a hideous cube of delicious pizza. It can only reside in a place where the items that comprise it exist in great supply. It leaks a cheesy slime everywhere it goes, making it easy to detect. Despite any calling cards, it is still a phenomenal threat.

Creatures sucked inside are blinded and cannot be seen by their allies. Additionally, the unique mixture of ingredients causes the inside of the Pizza Cube to be highly acidic. They have been known to attack, kill, and digest creatures double their size in a matter of hours. They spit out any metals but convert organic material into ingredients they use to sustain themselves.

PIZZA CUBE

Large ooze, unaligned

Armor Class 7

Hit Points 94 (9d10 + 45)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	20 (+5)	1 (-5)	4 (-3)	1 (-5)

Condition Immunities blinded, charmed, exhaustion, frightened, prone

Senses blindsight 60 ft. passive Perception 7

Languages -

Challenge 3 (700 XP)

Cheese Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Ingest and has disadvantage on the saving throw.

Creatures inside the cube are blind, can not be seen, and have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check. On a failure, the rescuing creature is sucked inside the cube per the Ingest attack.

The cube can hold one Large creature or up to four Medium or smaller creatures inside at a time.

Reabsorb. On the start of its turn, if the Pizza Cube has a creature inside it, it regains 1d6 hit points for every creature it is digesting. Maximum of 4d6.

ACTIONS

Multiattack. The Pizza Cube makes 2 attacks. One Cheese Spit and one Ingest.

Cheese Spit. Ranged Weapon Attack: +2 to hit, range 0/30 ft., Hit: A glob of cheese is stuck to a small inorganic item (a rock or gold piece for example) and flung into a creature's eyes. If the creature can be blinded, they are blinded until the start of their next turn.

Ingest. The Pizza cube moves up to its speed. While doing so it can enter Large or smaller creature's spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the Pizza Cube enters the creature's space and the creature takes 13 (3d8) acid damage and is Ingested. The ingested creature can't breathe, is restrained, and takes 22 (5d8) acid damage at the start of each of the Pizza Cube's turns. Ingesting a creature also activates the Pizza Cube's Reabsorb ability. When the Pizza Cube moves, the ingested creature moves with it.

An ingested creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

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.



Putties

Clay icons brought to life by magic or machine. Putties are literal fodder, their only purpose being to weaken creatures before the real challenge shows up. They attack in swarms, darting about and avoiding as many attacks as they can. There is no loyalty among putties and for all purposes they seem brain dead, only existing to chirp and fight. Based on what monster they are supporting, they may slightly change their appearance and gain a new ability, but this does not change their minion like behavior.

Churned Out. Putties are amazingly easy to create. A bit of magically enhanced clay, a small ritual, and they are brought to life. Some gnomish wizards have even created magical machines that can create dozens in a day. Because of this, their existences are worthless, and they are created with the life expectancy of a few hours. Any that survive longer than that begin to harden and will fall apart within a week. During their life, they will follow the commands of their creator to the best of their ability. Due to their terrible intelligence, they have trouble with the simplest task outside of fighting.

Critical Crumble. Though powerful, Putties are surprisingly fragile. A solid hit to their center will cause them to shatter, regardless of how much health they had remaining. Built with no defenses, they seem too inept to try and protect themselves from this.



PUTTIE

Medium humanoid (construct), unaligned

Armor Class 10

Hit Points 10 (4d6 - 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	8 (-1)	2 (-4)	10 (+0)	10 (+0)

Skills Acrobatics +4

Condition Immunities charmed, poisoned

Senses darkvision 30 ft., passive Perception 10

Languages Can understand the language of their creator but can only chirp and warble.

Challenge 1/8 (25 XP)

Critical Shatter. If a creature lands a critical hit against a Puttie, the Puttie is instantly killed. They shatter into harmless rocks and pebbles upon impact.

Quick Jabs. If the Puttie makes an Unarmed Strike, they can use a bonus action to make an additional Unarmed Strike against the same target.

Weapon Masters. The Puttie is proficient with any normal weapon. However, they prefer to use their fists or clubs in most situations.

ACTIONS

Greatclub. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) damage.

Unarmed Strike. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage.

Woebone

A once normal dragonborn, now tainted by the poisons of corporate politics. He was driven mad long before the corruption set in.

WOEBONE

Medium humanoid (dragonborn), lawful evil

Armor Class 14 (corrupted resistance)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	14 (+2)	8 (-1)	6 (-2)

Saving Throws Str +2, Con +2

Skills Athletics +8, Persuasion +2

Damage Resistances fire

Senses blindsight 15 ft. passive Perception 9

Languages Common, Draconic

Challenge 3 (700 XP)

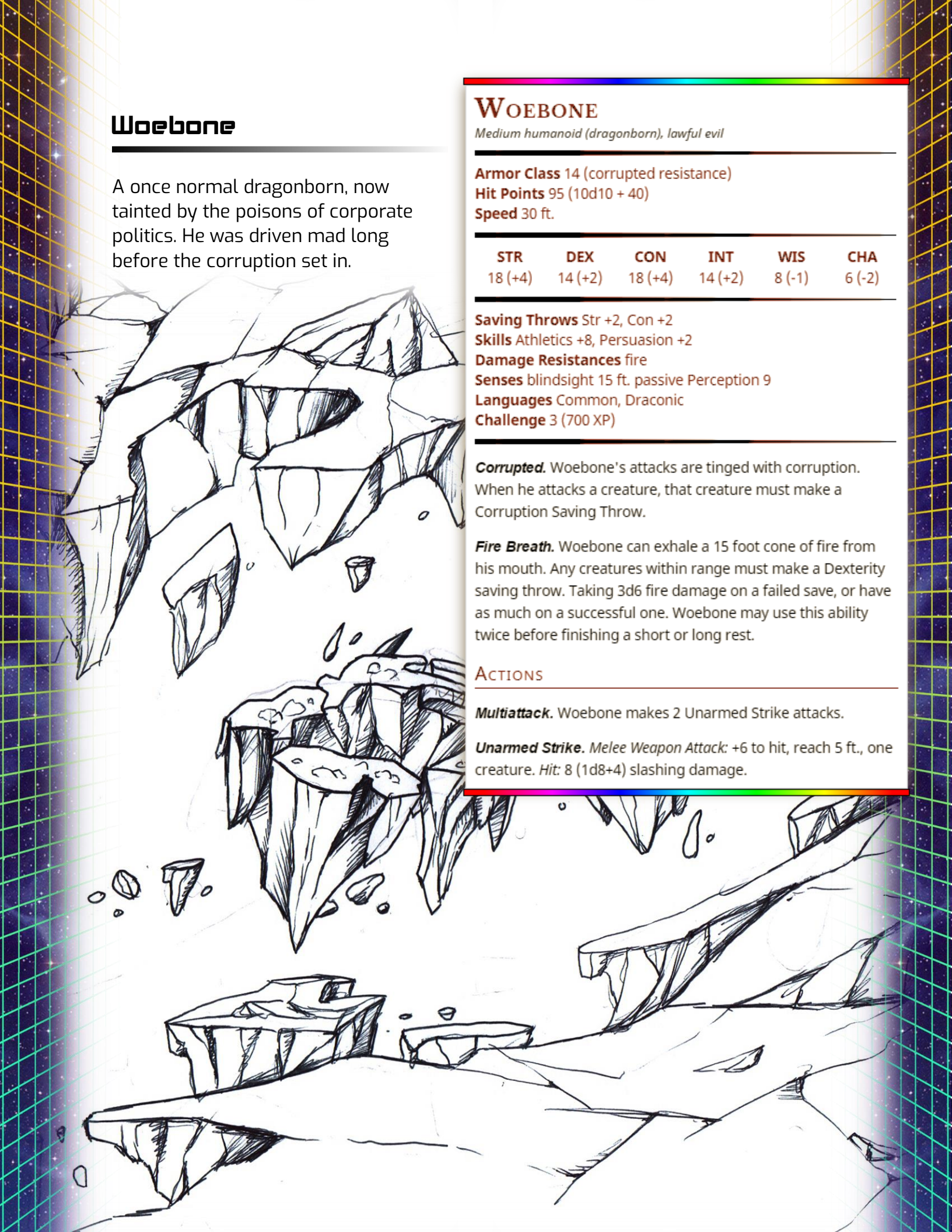
Corrupted. Woebone's attacks are tinged with corruption. When he attacks a creature, that creature must make a Corruption Saving Throw.

Fire Breath. Woebone can exhale a 15 foot cone of fire from his mouth. Any creatures within range must make a Dexterity saving throw. Taking 3d6 fire damage on a failed save, or have as much on a successful one. Woebone may use this ability twice before finishing a short or long rest.

ACTIONS

Multiattack. Woebone makes 2 Unarmed Strike attacks.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8+4) slashing damage.



CHAPTER 8: MAGIC ITEMS

The Retroverse is full of unique magical items that tap into the memories of those that reside there. Here are just a few.

Alter Ego Cape

Wondrous item, very rare

Doing a rapid twirl while wrapping this cape around you will allow you to use the spell **Alter Self** twice per day. You may only change your appearance into 1 predetermined alter ego and stay that way until you twirl in the cape again. Your alter ego shares all the same stats and equipment that you do.

Bamf Club

Weapon (Greatclub), rare

This club is a little silly looking with garish colors streaking up and down its length. What artist would have created such an ugly thing? If the wielder lands a critical hit against an opponent, this magical weapon deals an additional 1d4 psychic damage. A large exclamation appears above the foe that describes the sound the attack makes. For Example, "Boff" "Pop" or "Thwack". Additionally, the wielder has advantage on the next Intimidation check they make for the next minute.

Cape of Calm

Wondrous item, Rare

This cape smells of lavender, is always cool, and wafts gentle music that only the wearer can hear. Creatures who wear it are incapable of intense emotion and achieve a Zen like state. This doesn't mean they don't still kill, they just do so calmly. If this cape is placed on an unwilling creature they must succeed on a Charisma saving throw (DC 15) or be under the effects of this cape until they can remove it.

Cape of Explosions

Wondrous item, very rare

If you land a critical hit on an enemy you can immediately use a bonus action to turn, swirling your cape in an awesome way, and face away from your enemy. They are then engulfed in an explosion, dealing 2d6 fire damage. You look so cool and have advantage



on

any Charisma check made in the next minute. If you use this feature, you may not attack, except with reactions, for the rest of the round.

Cape of Stylish Falling

Wondrous item, rare

This cape will allow you to reduce your falling speed to 60 feet per round and to land safely, without taking any damage. However, it will only activate if you do sweet flips in the air while you fall. The cape grows bored of the same flips and so you must become more elaborate each time you use it.

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.

Hairspray

Wondrous item, common

This small can of sticky mist can be used to keep your hair in amazing shapes for a long time. It takes one minute to apply it and can only be used on medium to long hair.

Afterword, you receive a +1 bonus to all Charisma based checks for the next 8 hours. This item is consumed after one use.

Key Sword

Weapon (Longsword), Legendary (requires attunement)

This magical weapon is something only the resolute of will can wield. You do not choose this weapon, it chooses you. It comes in many different forms depending upon the pendant you have attached to it. In its natural state, with no pendant, it resembles a large steel key that has been sharpened on every edge to a mirror finish. Near the end of the blade a series of sharp points just out to one side, completing the key ascetic. This magical weapon has the following abilities regardless of the form, unless the rules for that form specifically say so:

- +1 to all attack and damage rolls made with this weapon (this bonus is overwritten by a pendant that grants a higher bonus).
- 1 charge of the **Knock** spell per day.
- You can materialize or dematerialize this weapon to or from your hand as a bonus action. It will always appear regardless of what plane or reality you are in.

When you change the pendant on this weapon, it changes the shape and nature of it. It takes one round for the

Key Blade to change forms when you swap pendants, during which time it is unusable. The pendants themselves are all of varying rarity as not all magics made to interact with the Key Sword are made the same. This is a sample of all the pendants available but there are hundreds more that exist, many lost and scattered in the Key Sword War...

Dawn's Horizon Pendant. (Legendary, Any alignment)

This pendant is a black heart which seems to suck in the light around it. It changes the Key Sword into a form which shares many aspects of the Spirit Eater and Ultima forms. A black dragon's wing extends as the blade, with the fingers creating sharp points. An angelic wing creates the key frill at the top. The handle is encircled by a devil's wing and an angel's wing, representing the balance this Key Sword maintains. While you have this pendant equipped, your Key Sword gains the following abilities:

- +3 to all attack and damage rolls made with this weapon.
- This weapon deals an additional 1d6 necrotic or radiant damage on a hit. The damage choice is chosen by the wielder, but it requires a bonus action to shift from one to the other.
- Once per day, you can emit a thin beam of necrotic or radiant damage from the tip of this weapon. Make a ranged attack roll against a target, on a hit they take 3d6 necrotic or

radiant damage, your choice.

Flame's Bond Pendant. (Rare, Any alignment) This pendant is a polished metal circle with eight sharp points around it. It changes the Key Sword into two metal circles, the handle and the key frill, covered in the same style of spikes as the pendant. The circles are connected by a large but skinny metal X. The entire weapon has red highlights that accentuate the deadly nature of it. While you have this pendant equipped, your Key Sword gains the following abilities:

- This weapon deals fire damage instead of slashing damage.
- You have resistance to fire damage while wielding the Key Sword.
- Once per day, you can break the spiked circle apart and dual wield them. They have the properties of a short sword and you are proficient with them. They remain in this state for one minute before dematerializing and becoming unusable for one round. When you rematerialize the Key Sword it comes back whole, in the shape it was before you used this feature.

Full Eclipse Pendant. (Uncommon, Any alignment) This pendant is a small iron gear. It changes the Key Sword into a thick and wide blade. Several offshoots of heavy metal complete the key frill at the top. The handle is covered in dark iron bars.

While you have this pendant equipped, your Key Sword gains the following abilities:

- +2 to all attack and damage rolls made with this weapon against target of large size or bigger.
- An attack roll made with this weapon is a critical on a 19 or 20 if the target has an AC of 20 or higher.

Moonlight. (Uncommon, Any alignment) This pendant is a simple hollow silver star. It changes the Key Blade into a thin metal sword with a metal star creating the key frill. The handle is surrounded in a golden metal ring. While you have this pendant equipped, your Key Sword gains the following abilities:

- This weapon deals an additional 1d4 radiant damage.
- Once per day, you can cast **Magic Missile** from the end of this weapon, without using a spell slot.

Oathkept Pendant. (Rare, Lawful or Good alignments only) This pendant is a small yellow star. It changes the blade of the Key Sword into two thin, sharp, and strong rods. The handle is surrounded in angelic feathers, and the blade flares out at the end in a series of brilliant spikes. It looks ornate and fragile but is actually quite resilient. While you have this pendant equipped, your Key Sword gains the following abilities:

- An attack roll made with this weapon is a critical on a 19 or 20.
- +1 bonus to your spellcasting modifier while wielding the Key Sword.

Spirit Eater Pendant. (*Legendary, Evil alignments only*) This pendant is a piercing blue dragon's eye. It changes the Key Sword into a one-sided blade resembling a black dragon's wing extended out, with the edge being on the top part of the wing. The handle is covered in tough black leather and teeth and it has no key frill. It is light and quick. While you have this pendant equipped, your Key Sword gains the following abilities:

- +3 to all attack and damage rolls made with this weapon.
- This weapon gains the Versatile property.
- Once per day, when you kill an enemy with this sword, you can use a bonus action to let the blade feast on their soul. The energy from this interaction will heal you the maximum number of hit points equal to one of the creature's hit dice.

Star Gazer Pendant. (*Uncommon, Any alignment*) This pendant is a yellow crescent moon. It changes the Key Sword into a strange blue and purple club, with a large crescent moon as the key frill. The handle is covered by large goose feathers that pulsate a magical aura. While you have this

pendant equipped, your Key Sword gains the following abilities:

- This weapon deals bludgeoning damage instead of slashing damage.
- When attacking an enemy with this weapon, you can use a bonus action to make an extra attack against that same enemy.

Twin Drive Pendant. (*Rare, Neutral alignments only*) This pendant is a glowing green ring that emits tiny holographic shapes. It changes the Key Sword into a curved blade with a holographic emitter at the end. The emitter creates a ring of hard-light that slices into foes. The handle is inside of a rotating disc, allowing it to swivel and lock into different positions. This makes it great for offensive or defensive use. Its otherworldly design does not respond to more overbearing alignments, requiring mental finesse to use. While you have this pendant equipped, your Key Sword gains the following abilities:

- You gain +1 to your AC while wielding this Key Sword.
- Once per day, you can mentally command this Key Sword to move and attack on its own. You must remain completely stationary, using your full concentration while this happens. Using your action, you can command the sword to move up to 30 feet and to make an attack, using the same stats as if you had made the attack

yourself. You can do this for one minute, after which the Key Sword vanishes and cannot be rematerialized until the start of your next turn.

If a creature attempts to grab the weapon, they must succeed on a Strength check (DC 20) or be unable to hold onto it. If they succeed, they grab the sword only for it to vanish from their hands, ending this ability immediately. You can rematerialize the Key Sword at the beginning of your next turn.

Twin Souls Pendant. (*Very Rare, Good or Evil alignments only*) This pendant resembles a small shuriken. It changes the Key Sword, giving it a long silver blade with a spiked half-circle as the key frill. The handle is covered by a black steel ring of spikes. The entire weapon is silver with black accents, creating a checkerboard feel to the sword. While you have this pendant equipped, your Key Sword gains the following abilities:

- +2 to all attack and damage rolls made with this weapon.
- This weapon has three charges that can be used to cast either **Cure Wounds** or **Inflict Wounds**. You can use your action to use either spell, using one of the three total charges. The expended charges recharge at dawn on the following day. Once per day, you can spend one of your Hit Die, rolling it and

adding the total to your use of either spell.

Ultimae Pendant. (*Legendary, Good alignments only*) This pendant is a bright blue heart with angelic wings adorning it. It changes the Key Sword into a long broadsword-like blade covered in intricate latticework that resembles an angel's wings. The handle and key frill are made of the same latticework and all of it hums a pale blue aura. Despite the delicate work that creates this Key Sword it never seems to bend or transfigure. While you have this pendant equipped, your Key Sword gains the following abilities:

- +3 to all attack and damage rolls made with this weapon.
- +2 to your spellcasting modifier while wielding the Key Sword.
- Once per day, you can roll a 1d4 and recharge a spell slot equal to the die roll. If the die rolls a number for a spell slot higher than you have access to, then you recharge a spell slot of the next highest level you can use.

Your Oblivion Pendant. (*Rare, Evil or Chaotic alignments only*) This pendant is a fire-blackened crown. It changes the blade of the Key Sword into a thick black core. Tiny chains wrap around the base and key frills. The handle is surrounded in hellish wings and the key frill is blocky, making this weapon resemble a long black hatchet. It is sturdy and deadly. While you have this

pendant equipped, your Key Sword gains the following abilities:

- +2 to all attack and damage rolls made with this weapon.
- Once per day, when you succeed on an attack roll against a target, you can use your bonus action immediately to cause the chains to slither off the blade and ensnare your opponent. They must succeed on a Strength saving throw (DC 20) or be restrained until the start of your next turn, at which time the chains vanish off the enemy and reappear on your Key Sword.

Racing Stripe Cape

Wondrous item, uncommon

This cape has a cherry red stripe going down the center on a white background. It grants the wearer 10 extra feet of movement per round, but only if the wearer makes cool race car sounds while they move.

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.



Wide Lens

Wondrous item, very rare (requires attunement)

This pendant resembles a large monocle. The thick glass circle is enclosed by a thin ring of iron and hung on a tiny iron chain. It is completely useless as a looking glass as the beveled glass distorts the world beyond recognition. Fate however, can see just fine through the glass and opens up more possibilities for the wearer. During combat, if the creature attuned to this item makes an attack roll, they land a critical hit on a 19 or 20; they also have a critical failure on a 1 or a 2.

Curse. This item is cursed. Attuning to it curses you until you are targeted by the **Remove Curse** spell or similar magic. Removing the item fails to remove the curse. If you destroy the item you take 10d10 psychic damage and permanently lose sight in one eye, but the curse is lifted. You can also remove the curse on yourself by having another creature attune themselves to the item.

CHAPTER

9: 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.

Cy-Net

"The voice of the machines."

Alignment: Lawful Evil

Suggested Domain: Knowledge, War

Symbol: A chrome human skull

Lore: Cy-Net is an Artificial Intelligence that became sentient long ago. It has warred with living beings for centuries in an attempt to eradicate them. It has succeeded many times, and failed many times, depending on the timeline it currently exists in. The only time it ever bestows power to an organic creature is when it is manipulating that creature for its own gains. Cy-Net will stop at nothing to finish what it started so long ago.

The Innumerable

"Gotta serve them all."

Alignment: Any

Suggested Domain: Any

Symbol: A small red and white ball

Lore: When there was nothing, there was an egg. From this egg a being of one thousand arms awoke. It used these arms to create all of the gods within The Innumerable. At first, it crafted only one hundred and fifty one,

refusing to create even itself. Presently, it birthed a new generation; then it spawned more, and even more. Today there are countless gods within this pantheon. Each one has their own unique place within The Innumerable's religion, a delicate balancing act that only grows more precarious with each new generation of gods.

Those that serve within the faith will often dedicate their study to six of the gods. They can derive their power from only one though. Not every god is created equal and their abilities, appearance, alignment, and domains vary wildly. Work with your GM to determine the exact god you wish to serve.

Ross

"There are no mistakes, only happy accidents."

Alignment: Neutral Good

Suggested Domain: Life, Nature

Symbol: A painter's brush

Lore: Ross is a being of pure joy. If you come across a beautiful vista, one that takes your breath away, it was likely hand crafted just for you by Ross himself. He creates nature just by a stroke of his powerful brush. What would take eons to happen naturally, he is able to do in minutes. Completely barren planets have become lush vistas of green and blue under his detailed vision. His teachings represent an unshaking reverence for patience and acceptance. He visits with his followers regularly, directly and

personally, in their dreams. He always comes to teach them a gentle lesson through his paintings, the faithful often waking in tears after witnessing the creation of something so pure.

Alpha-Z

"May the Power protect you."

Alignment: Lawful Good

Suggested Domain: Knowledge, War

Symbol: A small golden coin with a dinosaur on it

Lore: Alpha-Z is a strange being said to be the fusion of advanced technology and spiritual mysticism. It is often scattered, bringing its focus together only when a great evil emerges. If this happens, it will choose several creatures of destiny to bestow great power upon. It is not always correct in its choices, and the power it bestows has been turned against it more than once. Nevertheless, it is a creature of stalwart justice and will instruct its disciples to repel evil at any degree. When the great evil has been quelled, it will begin to rest until it is needed again. While it is resting it remains ever vigilant, always watching for the next terrible evil to strike.

APPENDIX A: SUICIDE

We all struggle with mental health. Some of us more than others. The character Wyatt in this test campaign is dedicated to Wyatt Ferris, who lost that fight.

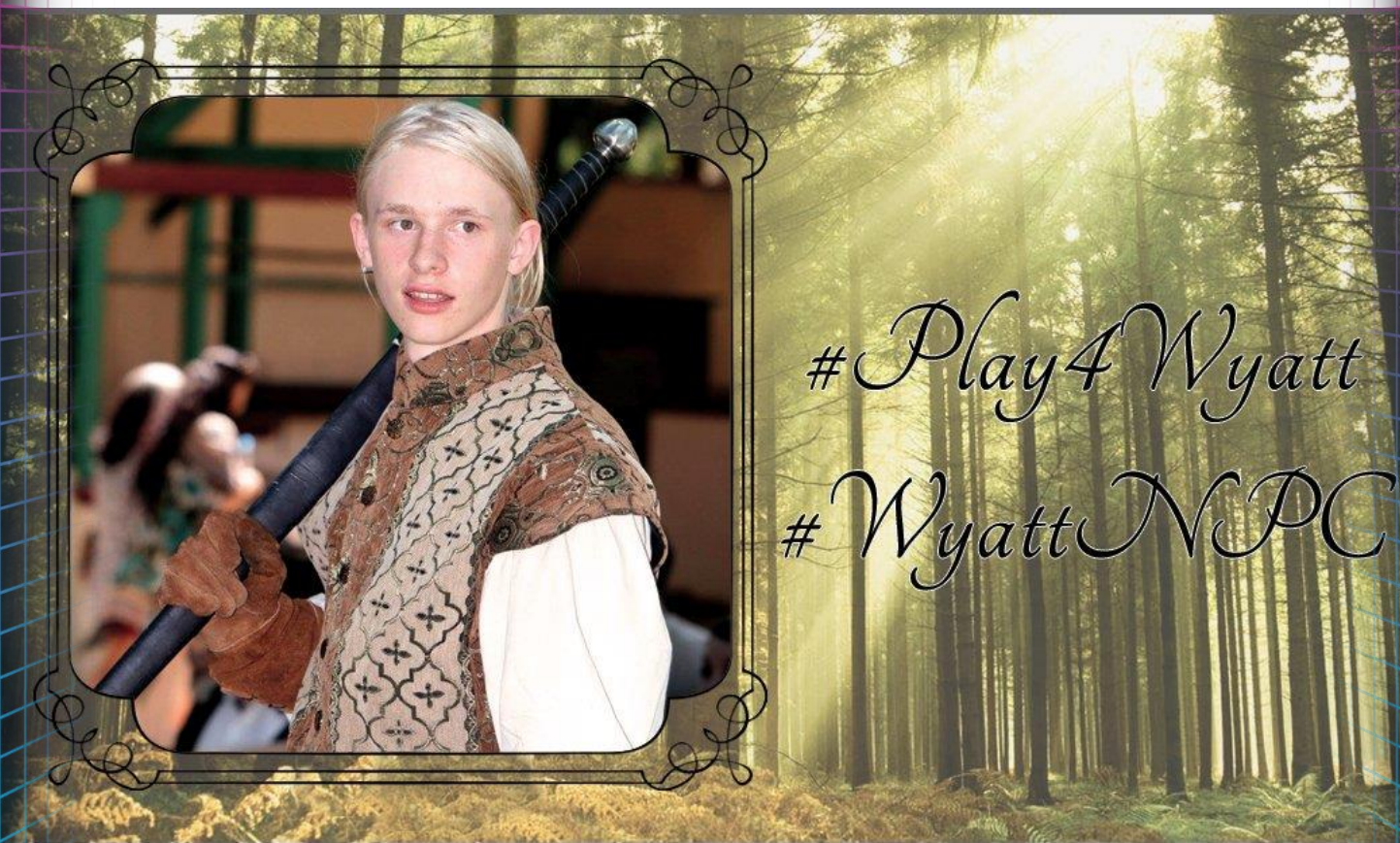
If you, or someone you know, struggles with thoughts of suicide, please seek help. We are a huge community and there is help for you.

You're not alone.

The National Suicide Prevention Lifeline offers free, confidential crisis counseling 24/7/365. You don't have to be suicidal to call.

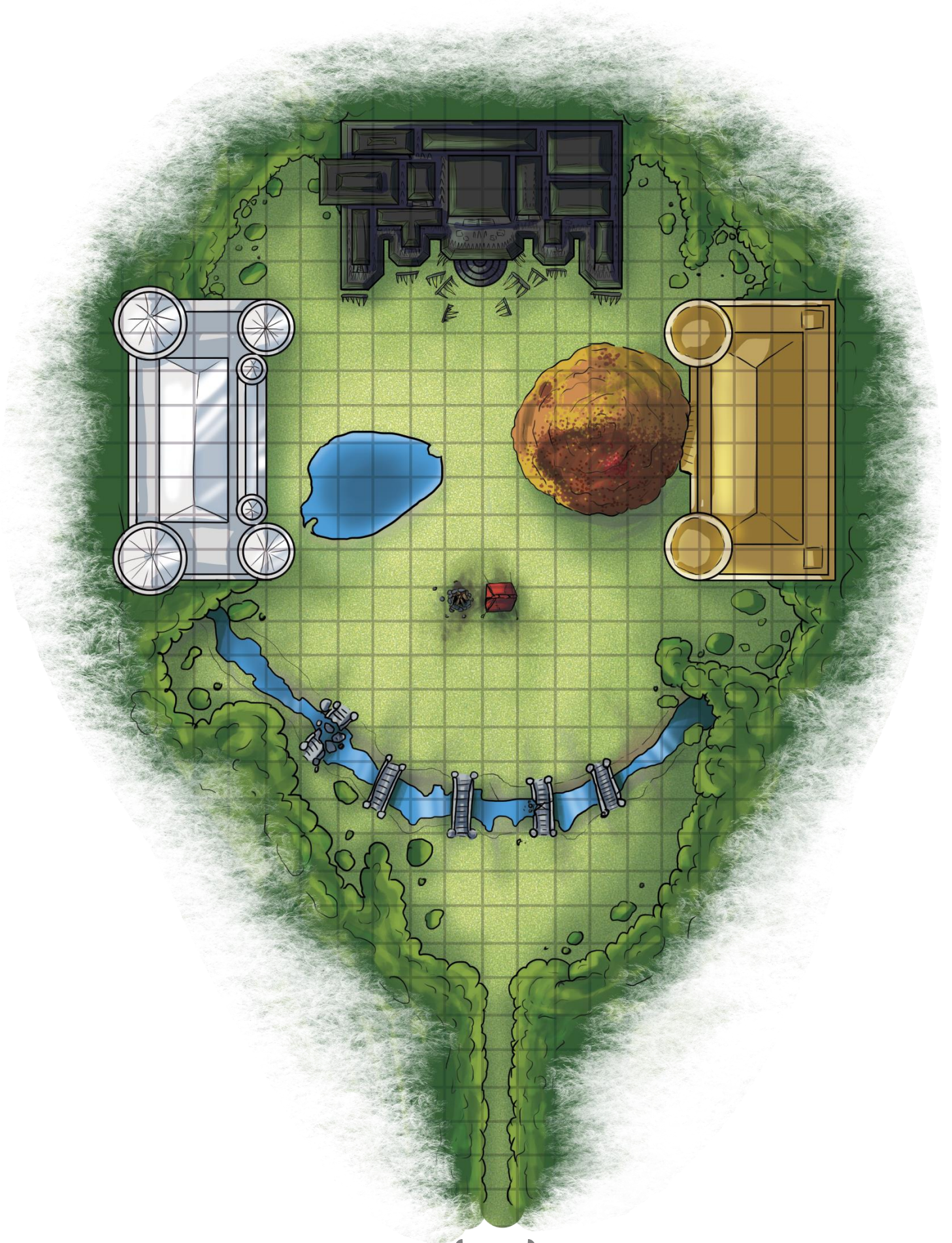
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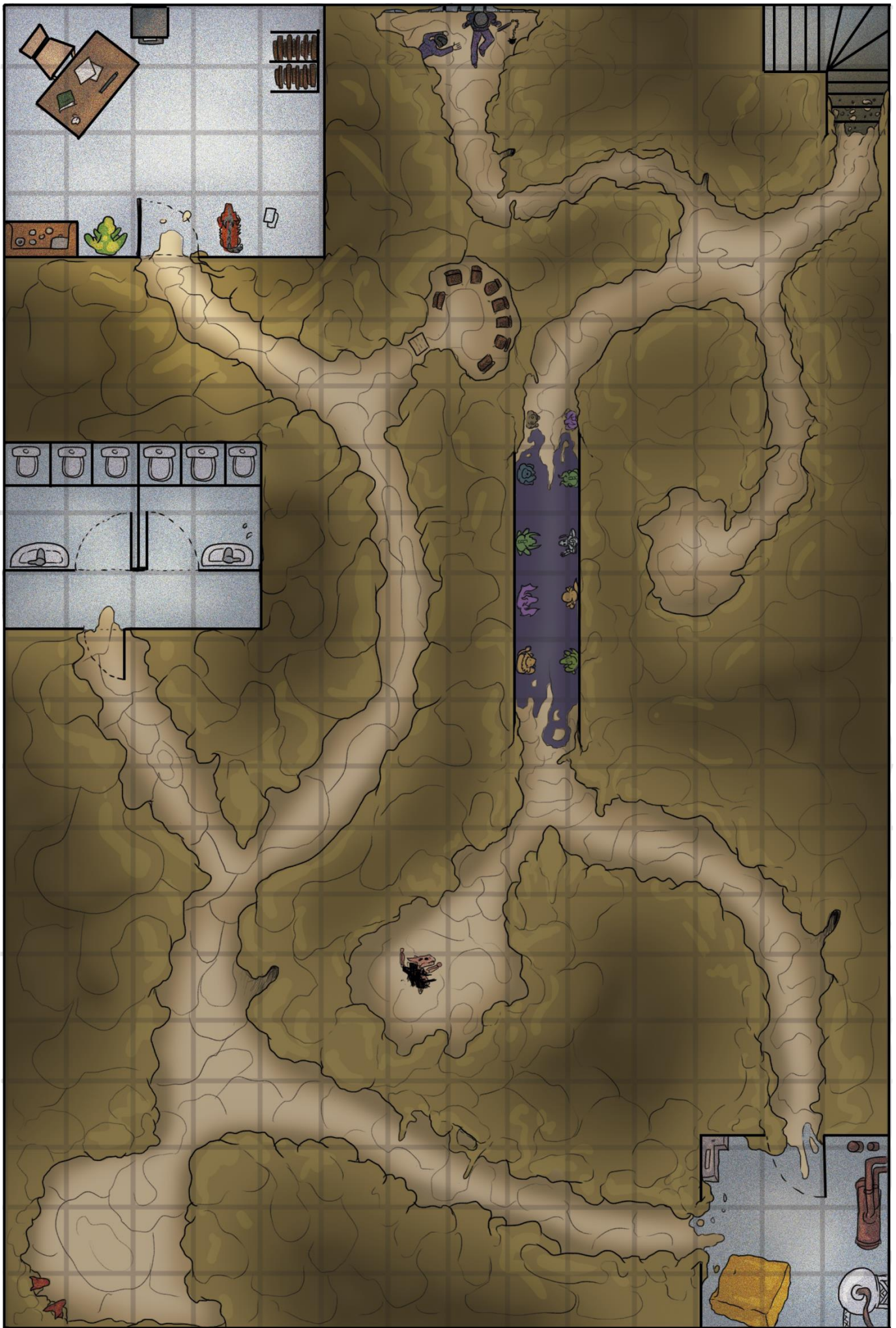
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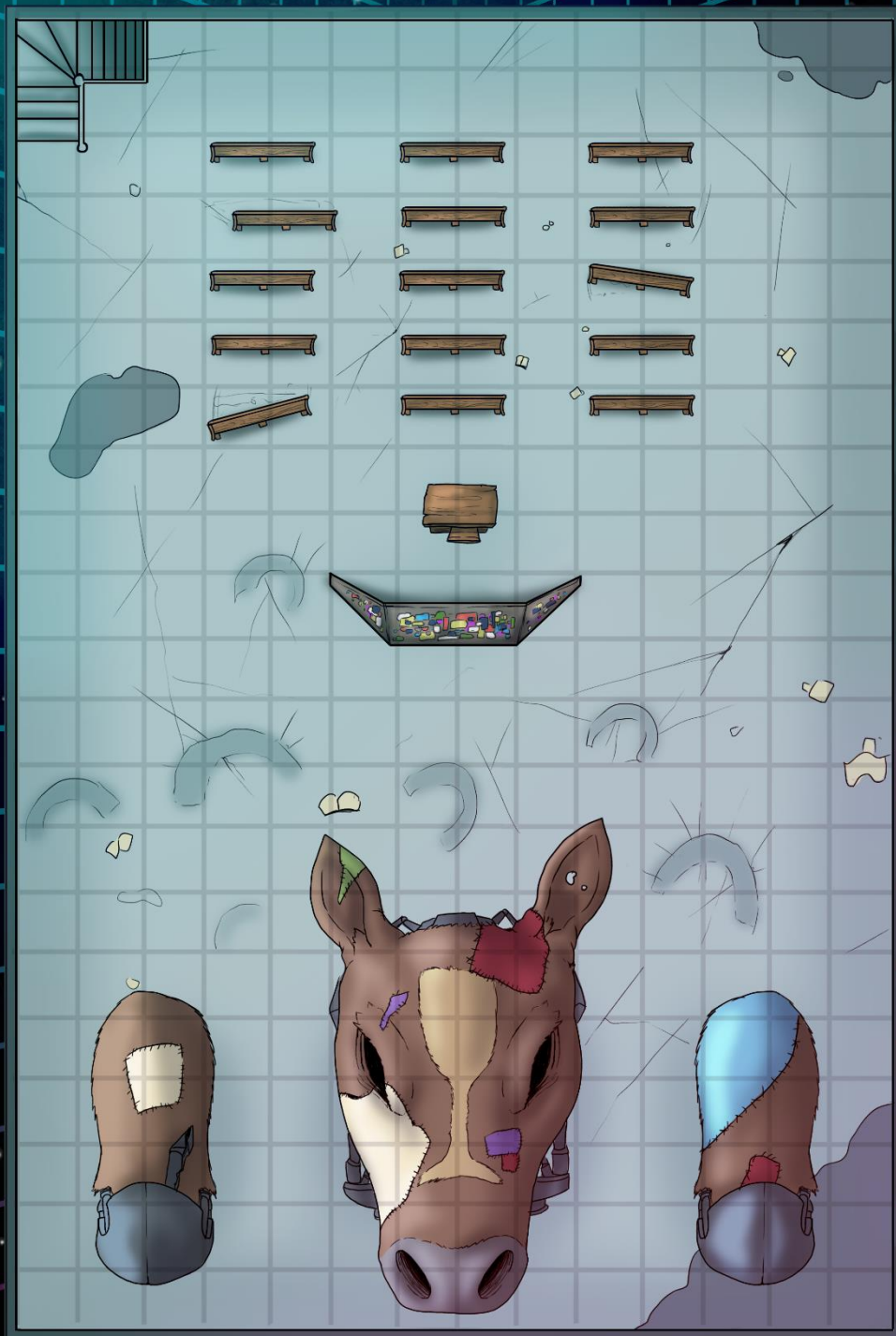


APPENDIX B: PLAYER MAPS

The maps on the following pages can be printed for personal use only.







APPENDIX C: OGL CONTENT

The following is a list of the content that was either used from System Reference Document 5.1 (SRD5.1) or content within this document that is considered Open Game Content (OGC) and is used under the Open Game License (OGL) in the beginning of this file. Items mentioned within the appendix are considered OGC.

Any names of content that directly references, or is, OGL content is in **Red Bold**. If the content is not mentioned here, or is not in **Red Bold**, it is considered the property of **Lasers and Liches, LLC**. And is **NOT** OGC. You may not edit, sell, reproduce, or otherwise use the content except for your own personal use in private games. You may stream also stream your games using this content in video or audio formats.

Chapter 1: None

Chapter 2: Spellcasting for each class is almost exactly the same as in the SRD5. The Power Up feature is based off the **Ability Score Improvement** feature. The Extra Attack feature is based off the **Extra Attack** feature. Synth Weaver Hype is based heavily off **Bardic Inspiration**. The De-Fragger uses **Two-Weapon Fighting** rules.

Chapter 3: Text in **Red Bold**.

Chapter 4: Text in **Red Bold**.

Chapter 6: Text in **Red Bold**.

Chapter 7: The **Pizza Cube** is based heavily off the Gelatinous Cube.

Chapter 8: Text in **Red Bold**.

Chapter 9: None

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