

Librarians

ART AND LORE: DIEGO PISA

EDITOR: ERIC H KRIEGER

CREATIVE ADVISOR: NICHOLAS KENNEY

SYSTEM NEUTRAL TOOL FOR USE WITH ANY RPG

CONTENTS:

LIBRARIAN CLASS: A NEW CLASS FOR YOUR GAMES.

EVELUS TUIEL: A NEW NPC WITH BACKGROUND LORE.

NEVARAH LANENSBHUL: A NEW NPC WITH BACKGROUND LORE.

THE WORD CARAVAN: AN ADVENTURE HOOK FOR YOUR GAMES.

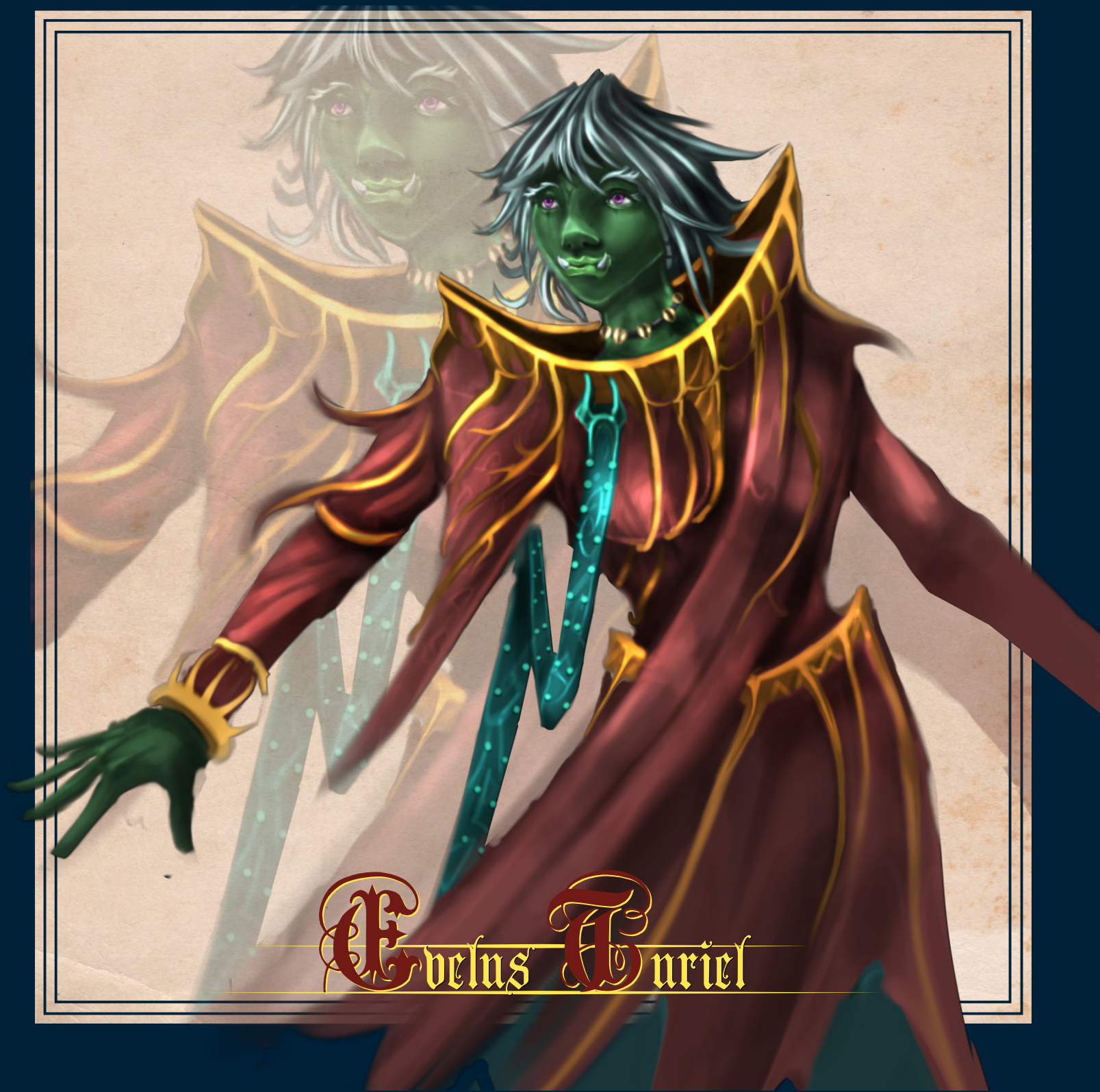
*ALL THE CONTENTS LISTED ARE MEANT TO BE USED AS STAND-ALONE MATERIAL FOR THE "LIBRARIANS" GAME TOOL OR INSIDE OF YOUR ONGOING CAMPAIGNS BY RESKINNING AND ADAPTING THEM TO BEST FIT YOUR GAMES.

DIEGO PISA

ARTWORKS

*TRANSLATIONS TO OTHER SYSTEMS PROVIDED TOGETHER WITH THIS CREATION MAY DIFFER FROM THE ORIGINAL LORE FOR PURPOSES OF BALANCE IN EACH SYSTEM, AND GAME DESIGNERS' OWN INTERPRETATIONS.

COPYRIGHT 2020 DIEGO PISA.



Edelus Uriel



velus Turiel received this name when she was bought and put to work as a servant of a noble family from the Harenfall domain. Her fate could have been worse, as her contract was acquired by a more moderate family than the other ones in that despotic region.

She was given good instruction and adequate nourishment, something unusual to most slaves, but Nevarah Lanensbhum didn't want an ignorant young lady as a servant. Though averse to what he saw as a waste of wealth, Boluar, her younger brother, closed an eye.

The reason was their recent loss: her last servant died during an incursion of Boluar's enemies in their lands. Nevarah saw the last moments of the old lady who raised her up after her mother was taken by an illness and her father departed to live with his new wife.

Nevarah was a splendid woman; her aspect and good manners, impeccable. Practically every young woman envied her; however, it was all a front. Nevarah's real interest was in her books, and the few people she could have an interesting conversation with. Something that she inherited from her dear Sèllina – the one whom, in secret, she always called "Mom."

When Evelus was presented to her new lady, the prejudice instilled in Nevarah's mind by years of an oppressive slaver society were, unfortunately, stronger than her instruction: "I expected you to bring me a young good looking human girl, not a half orc!"

These words were violently said before a timid young child, separated from her family, without a reason to live. Nevarah reluctantly brought the silent girl to her room. She expected some reaction: tears, anger, but she gave her nothing but silence, the exact opposite than what Nevarah wanted for a servant. Her dreams of shaping someone to be a new Sèllina in her life were impossible with that green skinned child.

That night Nevarah had a dream. Well, it was more about her memory bringing back something from her past, as she would connect the dream with a recollection of her early years. Sèllina was reading to her from a book of fables – a story about a warrior who killed the evil orc who was terrorizing his village.

She remembered how Sèllina was thoughtful after reading; during about ten seconds she would be silent, just as if her mind was in another plane. After that, she would come up with her opinion on the story; it was always smart and overwhelming.

"I believe the village was unjust with the orc". Stated Sèllina. "At the end he just showed up and everybody started to scream and call the authorities. Well, I know he's stolen some sheep, and stealing is not correct, but what about if his family was hungry? Would the villagers ever give him a job? I don't believe so."

Nevarah would look at Sèllina like a hero. She was teaching her to reason on things and confront prejudice. However, her hero died by the hands of mercenary orcs, hired by her brother's enemies. While she wanted to be comprehensive with her new lady, her appearance remembered her of that fateful day.

During the first two months, the girl would just nod for everything. Nevarah thought she was mute. If only she could convince her brother to send her back and buy a new servant... though they were rich, he was the one in control of the wealth.

As the older brother, he was responsible for Nevarah, and his choice for the servant to be a half-orc was no accident; he wanted her to leave thoughts of Sèllina behind. He'd always considered she was a dead weight that prevented his sister from growing, and he despised her talk of social equality.

Nevarah would not give up, sending the girl every day to private lessons with many teachers, dressing her like a noble, having her at her side

in every social gathering. While the girl would just nod, she never stopped to talk to her like an equal, doing her best to ignore the anger against half of her bloodline.

After some other weeks, all the anger went away; she has never been moved by preconceptions, as taught by Sèllina; it was all hate for the loss of her dear one, and she could not hate that cute little girl who inherited the best traits from human and orkish races.

Teachers declared though she was a lost cause. She could not follow instructions or write, and in front of a book, she would just stare at pages, moving them forward searching for the next picture. Nevarah should be angry, but that only made her laugh out loud.

She just imagined the scene of that pompous scholars, who think to be better than the rest of us, explaining things to someone who didn't care at all about their social position. That was priceless, as all of them, driven by her brother's orders, always declared Sèllina's teachings to be "echoes from an uninstructed mind."

When their first spring together came up, Nevarah desired to take the girl under the big cherry blossom tree where she had often laid under to listen to Sèllina's amazing stories. She had formed a composition in her mind based on the amazing books she read during her life.

The girl showed for the first time great interest for her words. She was telling a story she vividly remember from her old lady's tellings.

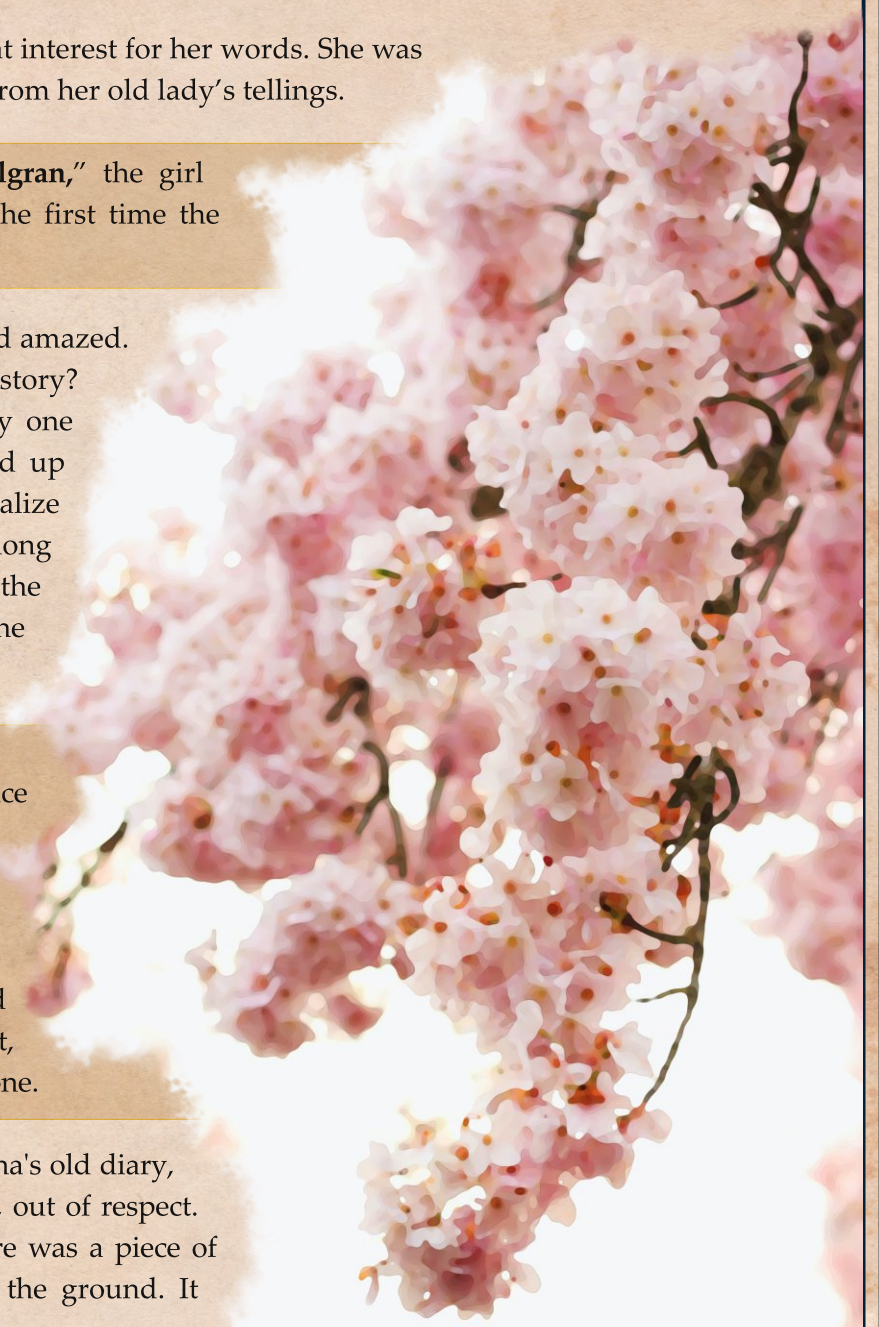
"The Dragon's Law' by Sèllina Belgran," the girl whispered in a timid voice; it was the first time the she had spoken to her.

Nevarah stood up both impressed and amazed.

"How did you know the name of the story? She never wrote it, and I'm the only one she told it to!" She was so pumped up from adrenaline that she didn't realize these were the girl's first words among them, and that harsh ways silenced the girl once more. The next day, she would disappear.

Nevarah virtually lived the following month in the library, the place Sèllina spend most of her free time, and where after years of servitude, using the "law of request," dared to ask for a personal room. The girl should have found that room and her writings somehow, writings that, maybe, Sèllina never shared with anyone.

However, she found nothing but Sèllina's old diary, words Nevarah preferred not to read, out of respect. But when she grabbed the tome, there was a piece of paper inside the cover which fell to the ground. It was a letter – a letter to Nevarah:



"My dear, you're so discreet and I'm afraid you'll think I would be upset if you read my diary, and will never find this letter. Well, let's let the future decide that. If you have to find it you will; if not, it means you didn't need these words at all.

"I'm an old lady, I have never married nor had a child, but I have no regrets about the life that brought you to me.

"One day, life will bring someone to you also; don't let that person go and never be afraid of showing your feelings. I'm not talking about the love for a man, I'm talking about the love I feel for you... if I can, I think I can finally pronounce these words without the fear you'd not accept them... The love of a mother.

"When you were ten, I had already paid my debt and was free, but if I had left, I would never have been able to see you grow up. I asked your father to keep me here as a slave. It was the first and the last decision I made as a free person, but choosing differently would free my body, while leaving my soul a captive of an unending will, needing to see you again, to talk to you again.

"If life brings to you someone important, don't let her go! Who knows, maybe the Creator is somehow bringing a part of me to you again.

"With all my heart,
"Sèllina Belgran"

It took an hour for Nevarah to stop crying. Her heart was heavy, in pain. While the content of that letter should give her comfort, it did not heal her. It was too early. Nevarah needed to feel again that soft touch, that warm voice... and incredibly it happened, it came to her again. "I'm sorry," The girl stated to Nevarah.

"I didn't mean to cause you pain, I just wanted to tell you I know how it feels, I know how losing someone you love is. It's why I stopped to speak, words are worthless to express the deep suffering from our souls, but I somehow feel to be able to free you from your pain, and maybe someday someone will free me from mine. It's time to tell you a secret."

The girl's name was Evelus. It was given to her by her human mother, who decided to keep her, even after being expelled from the village after they saw the nature of the baby. "She never told me anything about my father, and I stopped to ask after some time.

"The only ones to have received us were the Woodhill family. Although we were not former ones, they had treat us as slaves in front of others, as, if they acted in a different way, other families would close off relationships with them, as it was to anyone who tried to defy the society's rules.

"There was something very special about that family. They loved books. It was strange to me, as I had never seen any before. They spent hours in front of those big objects made of leather and robust paper sheets, many of them.

"Though my mother asked me hundreds of times to keep away from their library, my curiosity was so big that I could not obey, so I went there, grabbed the most beautiful book I could find, and it was amazing.

"I couldn't understand all the symbols, they were many, too many. Then, something incredible happened! The world around me started to change, and I was transported to another place. I could see many people in a square of a big city, they were enjoying what I think was a festival, then, a red dragon appeared, cutting the sky; its landing was so violent that it shook the ground. People were terrified. Screams and panic filled the air, while the dragon stood, waiting. Seconds later, five warriors came to the battlefield, starting a valiant fight against that titanic being.

"Then I saw myself and realized that I was really there. I felt everything – the breeze, the sounds, and they were even more alive than they were in my world. I understood then that I was inside the book.

"I was a spectator... no, more than that, I was like... the narrator. I could see everything, even more that scene showed me. When I saw each warrior, I could dive into their past, and even see their parents, and dive into their past as well. The dragon was not evil, he just wanted justice; justice for the criminal killing of his brother, who guarded their family's treasure."

Now she understood why the Woodhill family loved those books so much. Evelus didn't realize what she was seeing and living was similar to what our imagination brings us to feel when we read, but her experience was much more vivid, that little girl learning her first well-spoken words didn't realize that for reading one needs to study. She had a gift, something precious and unique.

"Mrs. Maria, Mrs. Maria", said Evelus the following day to her benefactor, while the mature woman was reading in an exceedingly high voice, as if she had to reach her in another room. "How's the environment out there, which's the most interesting person you found?" The woman, surprised by the girl's uncommon approach, spoke with the girl to get what was happening.

"Ops." Thought Evelus to herself. Euphoria for the new universe discovered brought her to almost tell about her disobedience. But to Mrs. Maria's clever mind, that was enough to get it.

She knew someone entered their library, she would recognize any minimal change in the disposal of her books. She was not angry; actually, her eyes were full of joy for the girl's discovery of literature.

When confronted, Evelus told about the book she read. Well, by this point, at the beginning, Maria thought the girl was using her imagination to tell a story she listened from someone else, she was not able to read, it was impossible.

However, she knew that fable; she read it many times. The characters, the environment, everything was described so well. Remembering all that would be hard for her to imagine as a child. As if that was not enough, what Evelus started to do later revealed to Maria that the girl had a strong connection with Ebel, the plane of knowledge, the place where every written word dwells.

Evelus started to tell things about the characters and locations that were not written, almost as if that characters were real for her. Maybe an author could think about side notes and write them down on a notebook to reference the character for future books, but Evelus was so deep that she must have been there, inside the story, inside the telling, though incredible, Mrs. Maria knew about a legend, tellings about people able to access the place where imagination flies freely as uncontested master of everything.

Not wanting to worry the girl and her mother, Maria decided to research the idea. She discovered that not even her big library had the information needed, as few books cover this. As ironic as it may seem, Maria discovered that such an ability was considered an urban legend, shared between book lovers. She would let it be and give up on the research, if not for the girl's incontestable gift.

Now allowed to visit the library room of Woodhill family as many times as she wanted, Maria would invite her, in secret — society rules would never allow it — to participate in the ladies' tea reunion, where they discussed about the books they read during that month.

Maria had lent Evelus all of them. The girl would simply pass forward pages one after another with only some seconds of interval between them. On purpose, and to make a final test on Evelus' real abilities, Maria left her alone with the books, without interruptions.

For the occasion of the reunion, Maria had dressed the girl like the nobility, the other ladies thought that was some type of joke. After some minutes of conviviality, Evelus, reluctantly silent till that moment, started to speak, every eye on the room staring at her lovely face. Her explanations were vivid, accurate and showed more than the actual written words could tell; but all that amusement was cut by the pain truth can cause, if only she didn't say that last sentence, things would not degenerate as happened in the following seconds.

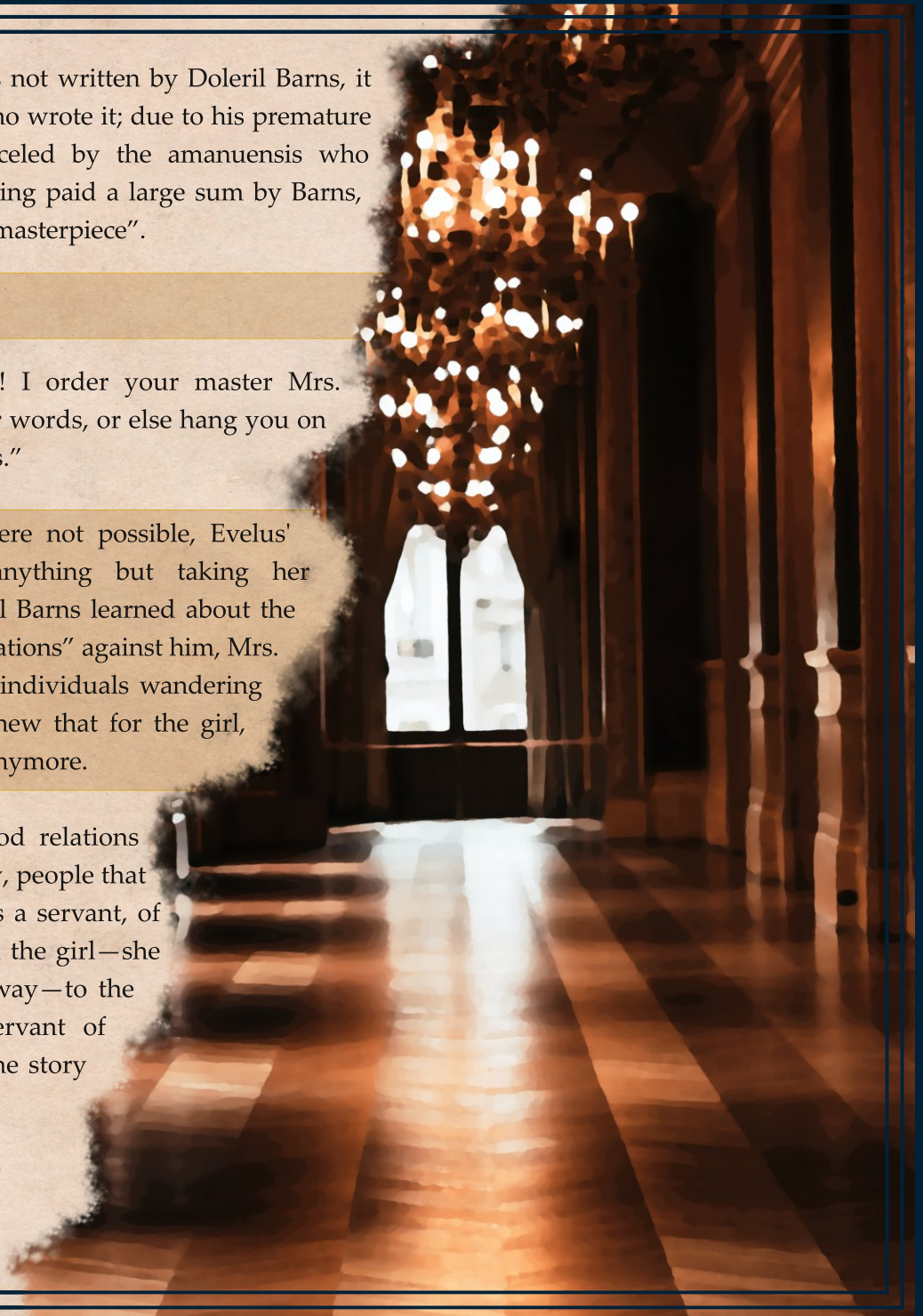
“The Leaf and the Ant was not written by Doleril Barns, it was Sir Edgemont Lows who wrote it; due to his premature death, his name was canceled by the amanuensis who transcribed his writings, being paid a large sum by Barns, who took the merit for this masterpiece”.

Barn's wife was present.

“You repugnant little liar! I order your master Mrs. Maria to give proof of your words, or else hang you on a tree before this week ends.”

As proving that words were not possible, Evelus' mother could not do anything but taking her daughter's place. As Doleril Barns learned about the girl who raised “false accusations” against him, Mrs. Maria noted some strange individuals wandering near their property. She knew that for the girl, staying there was not safe anymore.

Woodhill's family had good relations with the Lanensbhul family, people that would take care, even if as a servant, of Evelus. So Mrs. Maria sold the girl—she couldn't do in any other way—to the Lanensbhul, to be the servant of Nevarah, and the rest of the story you already know.





ords. Words. Words. Only words. It's what the majority of people see when staring at a page, but some are born with a special talent: a primordial connection with the intent behind that symbols and codes every people build their own to say the same things.

LIBRARIANS' STORY

In the beginning, people called these peculiar, thoughtful people "worders," but with the advent of libraries, they're nowadays called "librarians," just as the ones who would keep a library.

Even if the names are the same, the librarians I'm talking about seem to be somehow connected with the supernatural world due to some particular abilities they show.

BOOK SEEKERS

Librarians are perennially in search of books, but they'll hardly read the same book twice. They tell they don't need to read a story more than once. Their response when asked is that once their minds are connected with what they call "Ebel" – or "the source" in mundane vocabulary – they have already achieved the growth they need, and it can happen only once per manuscript; this is why they wander the world searching for new books to read, no matter the subject.

FAST READERS

A librarian can read much faster than a commoner would. To tell the truth, to other people it's just like they're not interested in reading at all, but are much like a child, staring at the pages, looking for pictures. However, they're absorbing everything, every tiny detail, in order to enrich their Ebel.

Though they could finish an entire manuscript in a matter of minutes, they will not normally do so all at once, preferring to split it into more sessions during the day; This is due to high amount of energy they spend on absorbing the meaning of words. If they ever have to read an entire manuscript all in one go, they'll be very tired for hours, desperately needing to rest, but unable to do so, due to the mental euphoria the huge amount of information assimilation in a short period of time will cause. Normally, be it in sessions or in one stand, librarians can read only one new book a day.

EBEL

The Ebel, or the Source, is considered by librarians to be a plane unto itself. More than an abstract concept, it's a place they can visit with a power so great as to change any reality, they say. During what is considered a matter of seconds to someone near to them, they enter in a state of obliviousness to the outer world; during this

time, they enter the Ebel, a place where the meaning of every word they read is stored. In this state, they will appear to be unconscious or otherwise disconnected from the outside world, and will be unresponsive.

More than the words itself, the power is in the context and the emotion, precision and passion that every author put in their pen. In this understanding, the real power of a librarian shows itself: to put together the whole or a part of the great power source they've stored in their Ebel library.

Librarians retain that the Ebel is a connection with the divine plane, an antechamber to the world where the Creator dwells. To them, the Ebel is a sacred place where they feel the real meaning and "form" of what the written word tries to translate into the minds of people.

POWERS OF EBEL

Librarians can access the Ebel plane to request many benefits a limited number of times per day (balance it based on the game you play.) They'll put together a combination of words from many books they've read; it's enough for them to think at the words to have an effect on the outside world, however, some librarians prefer to utter them in high or low tone depending on the situation and their own personality.

While librarians can achieve Ebel at any time, during the short time (only a few seconds) while they're preparing a sentence, librarians are totally vulnerable. They will be able to achieve Ebel again for another sentence only after having expressed by thought or words the precedent one, releasing its power.

SENTENCE OF FAVOUR

A librarian will put together a sentence inspired in the most blessed words they've read. It's important to note that, depending on the personality of the specific librarian, these blessings/inspiring words can be a comforting sentence or even a loud rebuke.

The effect of a sentence of favour will automatically deliver those nearby from confusion and fear; it will also increase the healing efficacy of potions, spells and even common medicine by 50% for a short time.

SENTENCE OF DOOM

An angry librarian is not the best enemy to face. While many prefer not to use Ebel to harm, they refuse to stand by and do nothing in the face of injustice.

Once declared, an enemy affected by a sentence of doom has a 25% chance of receiving extra damage from a successful damaging attack, spell, or ability used by any party member. The target will suffer 1.5x the amount rolled on the damage dice (e.g. if the total of all damage dice rolled for that attack (not including any bonuses) is 10, the target will take 5 extra damage). This effect will persist until the extra damage is inflicted, or for five rounds, whichever comes first.

THE LAST PAGE

The end of a book can be revealing, happy, tragic. A librarian who pronounces a last page, will somehow influence the reality of things, changing them.

Once pronounced, a last page will favour the librarian and those with him. The way and the manner in which this will happen rely on the interpretation of the game master, and will depend on the situation. If the enemy is about to finish off the party, maybe someone will have a slight recovery on their injuries, or maybe someone will be able to use another charge of a skill that they

have already expended. The last page will grant a chance when all else seems lost. The last page can also be used in combination with Sentence of favour or Sentence of Doom to double their standard boosts. However, no matter when you use it, you'll only be able to use this ability again after two days.

SUMMON CHARACTERS

Librarians are able to call to existence any characters and locations they have read in a book.

The main intent of this ability is its scenic impact, to cause some type of reaction on the target, fear, admiration, love, hate...

These characters are not illusions; the summoned characters, monsters, and locations will be vivid and tangible. However any librarian knows the limitation of this ability: the skill level or power of a summoned character or monster – both in battle and in actions outside combat – are directly tied to the player's character level. As such, summoning a dragon or a soldier would allow the same overall damage in combat; however, damage types can

change from fire, slash, bludgeoning, and so on depending on the summoned individual's preferred damage type. In addition, characters and monsters summoned can only destroy parts of the real world (doors, houses, caravans) when the player is powerful enough to have inflicted the amount of damage needed on their own.

SUMMON LOCATIONS

When Summoning a location, the world around, time of day, climate and the vegetation will change according to the scene of the book.

This skill is especially used to create a favourable arena or even repairing from a deadly climate.

IMPORTANT: The amount of turns characters and locations summoned should remain in-game should also correspond the player's character level.

ROLEPLAYING A LIBRARIAN

When roleplaying a librarian, just remember your favourite books, TV shows, poems, and when it's time, shape them to fit the setting

you're playing on. Repeat sentences from them, or just allow your creative side to produce your own stories; imagine summoning an epic hero your characters read about when they were a child.

When creating a librarian character, you can give it many interesting style variations. A wise, hooded character with many tomes; a lawyer with their many documents pronouncing sentences against the enemies; a noble girl who loves romantic stories; make your librarian unique and change the game world through the impact of your love for books!

NOTE FOR THE GAME MASTER

Surprise your players by creating new skills for their librarian, especially fitting their character choice, or discuss it with them and generate variations of the provided skills that will fit better with their goals. Never be afraid! No one can make a better game for your players than you.

THE LIBRARIAN

Spell slots per level

Level	Proficiency Bonus	Features	Heroes Known	Cantrips Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	+2	Spellcasting, Powers of Ebel	–	2	2	–	–	–	–	–	–	–	–
2 nd	+2	Protagonist	2	2	3	–	–	–	–	–	–	–	–
3 rd	+2	A Good Book	2	2	4	2	–	–	–	–	–	–	–
4 th	+2	Ability Score Improvement	2	3	4	3	–	–	–	–	–	–	–
5 th	+3	Heroic Improvement (Powerful)	3	3	4	3	2	–	–	–	–	–	–
6 th	+3	–	3	3	4	3	3	–	–	–	–	–	–
7 th	+3	–	4	3	4	3	3	1	–	–	–	–	–
8 th	+3	Ability Score Improvement	4	4	4	3	3	2	–	–	–	–	–
9 th	+4	–	5	4	4	3	3	3	1	–	–	–	–
10 th	+4	Heroic Improvement (Mythical)	5	4	4	3	3	3	2	–	–	–	–
11 th	+4	–	5	4	4	3	3	3	2	1	–	–	–
12 th	+4	Ability Score Improvement	6	4	4	3	3	3	2	1	–	–	–
13 th	+5	–	6	4	4	3	3	3	2	1	1	–	–
14 th	+5	–	6	4	4	3	3	3	2	1	1	–	–
15 th	+5	Heroic Improvement (Legendary)	7	5	4	3	3	3	2	1	1	1	–
16 th	+5	Ability Score Improvement	7	5	4	3	3	3	2	1	1	1	–
17 th	+6	–	7	5	4	3	3	3	2	1	1	1	1
18 th	+6	The Last Page	8	5	4	3	3	3	3	1	1	1	1
19 th	+6	Ability Score Improvement	8	5	4	3	3	3	3	2	1	1	1
20 th	+6	–	8	5	4	3	3	3	3	2	2	1	1

THE LIBRARIAN

Can study and wisdom lead you to new heights of power? Many spend their life learning magic, but when one pursues knowledge for knowledge's sake, they can become something new entirely.

CLASS FEATURES

As a Librarian, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per Librarian Level

Hit Points at 1st Level: 6 + Constitution Modifier

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

PROFICIENCIES

Armor: None

Weapons: Daggers, Darts, Slings, Quarterstaff, Light Crossbows, Short Swords

Tools: Calligraphy set

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arcana, History, Insight, Investigation, Medicine, and Religion

EQUIPMENT

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

- (a) a quarterstaff or (b) a dagger
- (a) a component pouch or (b) an arcane focus
- (a) a scholar's pack or (b) an explorer's pack

SPELLCASTING

As a student of Ebel, you have access to a near encyclopedic knowledge of spells. You draw these words of power directly from the stories you have read.

CANTRIPS

At 1st level, you know three cantrips of your choice from the wizard spell list. You learn additional wizard cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Librarian table.

BLESSING OF EBEL THE BANK OF KNOWLEDGE

As a Librarian, you gain access to the ability to form spells from the very words in the air. You can turn these words into sentences of power.

1st level Librarians retain knowledge of six 1st-level spells from any arcane spellcaster list (Wizard, Sorcerer, Bard, Warlock). These spells are stored in the Ebel, a source of all knowledge. Each Librarian can only access parts of the Ebel at a time. This access is called their Bank of Knowledge.

During their travels, the Librarian can add spells from any spell list that they find to their Bank of Knowledge. As long as they have a written source of information on the spell, they can memorize it and add it to their spell list.

PREPARING AND CASTING SPELLS

The Librarian 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 spells that are available for you to cast. To do so, choose a number of spells from your Bank of Knowledge equal to your Intelligence modifier + your Librarian level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you're a 3rd-level Librarian, you have four 1st-level and two 2nd-level spell slots. With an Intelligence of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination, chosen from your Bank of Knowledge. If you prepare the 1st-level spell Magic Missile, you can cast it using a 1st-level or a 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of prepared spells requires access to the Ebel. The Librarian must take a rest to enter

the Ebel and select their desired stories to draw power from.

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your Librarian spells, since you learn your spells through dedicated reading and learning.

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 any 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.

RITUAL CASTING

You can cast any spell as a ritual if that spell has the ritual tag and you have the spell in your Bank of Knowledge. You don't need to have the spell prepared.

SPELLCASTING FOCUS

You can use an arcane focus as a spellcasting focus for your spell.

LEARNING SPELLS OF 1ST LEVEL AND HIGHER

Each time you gain a Librarian level, you can add two arcane spells of your choice to your Bank of Knowledge. Each of these spells must be of a level for which you have spell slots, as shown on the Librarian table. On your adventures, you might find other arcane spells that you can add to your Bank of Knowledge.

SPELL CASTING COMPONENTS

Librarians are unique in the fact that they do not cast spells using traditional means. They, instead, cast their spells by weaving sentences from stories into words of power. This power is derived from the source of all knowledge, the Ebel. As such, the Librarian's spells do not require hands to cast. Any spell that is listed as having "Somatic Components" can be cast without these components. This also means that the Librarian can cast spells while wielding a weapon and shield or two weapons.

POWERS OF EBEL

When a Librarian casts a spell, they can draw upon the powers of the Ebel to weave additional words into their spells. They begin with two additional words and gain access to the final word when they are strong enough to handle its draw from Ebel.

When they cast a spell, they can choose which words to weave into their spell. You can only weave a single word per spell. These uses recharge after a short or long rest.

The spell save DC for these words is the same as the Librarian's spell save DC.

Beginning at 6th level, you can use your Powers of Ebel twice between rests, and beginning at 18th level, you can use it three times between rests. When you finish a short or long rest, you regain your expended uses.

POWERS OF EBEL: SENTENCE OF FAVOR

These words inspire your allies with more power and strength to continue fighting when hope is lost. Even the most distraught soul finds themselves confident when they hear these words.

When you use the Sentence of Favor, every friendly creature within 30 feet instantly has any fear effects removed. Additionally, if the creature is healed by the end of your next turn, they heal the maximum amount possible, regardless of rolls.

POWERS OF EBEL: SENTENCE OF DOOM

These words instill the Librarian's enemies with a sense of foreboding or makes them

aware of their impending fate. Even creatures who are not the target of these words find them unsettling and concerning.

When you use the Sentence of Doom, you may target a single creature. That creature must make an Intelligence saving throw. Upon a successful throw, nothing happens to the creature. If the target fails, all attacks made against them are at advantage and every throw the target makes is at disadvantage for the next minute. This save can be repeated at the end of each of the target's turns.

POWERS OF EBEL: THE LAST PAGE

The Librarian stands at a key advantage: they always know how the story will end. If the Librarian chooses, he can rewrite the ending in a way they see fit. This power draws directly from the Ebel to rewrite reality itself in the shape of the Librarian's choosing.

These words can be woven into reality as a reaction instead of as a part of a spell. These words act in accordance to the wishes of its user. The Librarian casts the spell Wish without consuming a spell slot. They take all the negative effects listed in the spell, with the exception of the chance of being unable to cast wish again. The strain of these words are the greatest of any the Librarian can face. After these

words are used, the Librarian cannot utter them again without waiting seven days.

PROTAGONIST

THE STORIES OF HEROES AND VILLAINS

The Librarian has spent their life reading the stories of old. Every story has a central figure, a hero for the Librarian to admire and emulate. The Ebel is a strong and mighty force that breathes life into the words that the Librarian speaks, bringing spirit and magic from nothing but syllables.

The Librarian can choose several heroes to be able to emulate using the powers of Ebel. The number of heroes that a Librarian knows and can breathe life into is listed on the Librarian table. The greater the Librarian's connection with the Ebel, the more powerful and lifelike the heroes become.

The Librarian can use their powers in two ways: in combat and out of combat. The number of times a Librarian can summon these heroes is equal to their Intelligence modifier + half your Librarian levels (Minimum of 1 use).

In Combat, the Librarian is cloaked with the energy of their chosen hero. They gain the power to accomplish the feats they only read about in

their stories. As a bonus action, they gain the bonuses listed on the Heroes Table until the end of their next turn. The items created by this ability are considered magic for the sake of overcoming damage resistance.

All features granted by this ability use the Librarian's Intelligence Modifier and use the Librarian's class level to determine bonuses related to the feature, such as the Barbarian's Rage Damage or the Monk's Martial Arts Die.

Out of Combat, the Librarian is able to focus on their hero of choice for longer, weaving a tale of their heroics and bringing them to life before them. They can create a full bodied apparition before them that can perform simple tasks as well as tasks they would have been able to do in their stories. These specific tasks are listed in the Heroes Table. These apparitions last until they are dismissed or the Librarian summons another hero. They are considered friendly, but are unable to deal damage in combat. The Librarian is able to see through their eyes and hear through their ears.

When the Librarian gains a level, they can choose to replace one of the heroes that they

know with another class. They can relearn the heroes at later levels or when they gain a new hero from the Librarian Table.

A GOOD BOOK

The Librarian allows the Librarian to comprehend any book they touch instantly. The Librarian can use an action to pick up a book and instantly understand its contents, provided they understand the language it is written in. This does not work for spell books or other forms of magical books.

Just because they can comprehend a book's contents does not mean that they do not appreciate reading. The Librarian can choose to spend time reading a book from their collection for fun. They have found that reading like this can give them an even greater appreciation for the stories they weave.

A Librarian is able to spend an hour reading a book for fun. When they do, they can select one skill and ability save they are not proficient in. They gain proficiency in that ability until they take a long rest. They can change this out by reading a book again.

HEROES BARBARIAN

Hero: The Librarian's Strength score increases until it is equal to their Intelligence score. They also gain the ability to use the Rage feature from the Barbarian class. If used out of combat, the barbarian is able to use danger sense and communicate it to the Librarian. It is able to trigger traps as if it was corporeal.

Powerful: The Librarian gains a plus 2 Battle axe for the duration of the ability. They are treated as proficient, even if they were not. They also gain the Unarmored Combat feature from the Barbarian class.

Mythical: The Librarian's Constitution score increases until it equals their Intelligence score. When they do this, they gain temporary HP equal to the increase they would have gained from the constitution increase. If the Librarian uses the Rage feature, they gain the ability to use the Extra Attack feature and the Reckless Attack feature from the Barbarian class.

Legendary: When the Librarian channels the barbarian, they can choose to immediately rage. If they choose to rage, they may also make an attack action, even if they had already attacked this turn. When they rage, the environment around the Librarian becomes heated and burning. Any creature within 10 feet of the Librarian must make a constitution saving throw or take 1d6 fire damage from the fires.

BARD

Hero: The Librarian's Charisma score increases until it is equal to their Intelligence score. They also gain the ability to use the Bardic Inspiration feature from the Bard class. They may grant a d6 of inspiration. If the bard is summoned outside of combat, they may make a performance check using the Librarian's Intelligence modifier + the Librarian's proficiency. They can use this to acquire wealth in towns or to pacify creatures.

Powerful: The Librarian gains the ability to use the Countercharm feature from the Bard class as well as proficiency in Performance. Their inspiration die increases to a d8. Their summoned bard can also use the song of rest.

Mythical: The Librarian's Dexterity score increases until it is equal to their Intelligence score. They also gain a set of plus 1 Studded Leather armor that replaces their current armor for the duration of the ability. They are treated as proficient, even if they were not. Their inspiration die also increases to a d10.

Legendary: The Librarian is able to use any spell from the bard spell list as an action without using a spell slot. This spell must be no greater than one fourth of the Librarian's spellcasting level. Their inspiration die also increases to a d12. The air around the Librarian becomes filled with joyous music as they take on the aspects of the bard. Every creature within 10 feet must make a wisdom saving throw or be unable to attack the Librarian for a turn.

CLERIC

Hero: The Librarian's Wisdom score increases until it is equal to their Intelligence score. They also gain the ability to use the Turn Undead Feature from the Cleric class. They treat their Librarian level as their level for determining affected CR. When the cleric is summoned outside of combat, the Librarian can use their spell slots to cast any spell from the cleric spell list, using Intelligence as their spell casting ability.

Powerful: The Librarian gains a set of plus 1 Chainmail that replaces their current armor for the duration of the ability. They are treated as proficient, even if they were not. The Turn Undead feature now gains the ability to Destroy Undead.

Mythical: The Librarian's Strength score increases until it is equal to their Intelligence score. The Librarian gains a plus 2 Morningstar for the duration of the ability. They are treated as proficient, even if they are not.

Legendary: The Librarian gains the ability to use the Divine Intervention skill. Unlike the other heroic abilities, the Librarian cannot use this ability for seven days, if it succeeds. Angelic choirs begin to ring out around the Librarian as they channel the spirit of the Cleric. The ground within 10 feet of the Librarian is treated as hallowed and difficult terrain for any undead. Any Undead that ends their turn within this space takes 1d6 + Intelligence Modifier Radiant Damage.

DRUID

Hero: The Librarian's Wisdom score increases until it is equal to their Intelligence score. They also gain the ability to use the Wild Shape feature from the Druid class. When the druid is summoned outside of combat, the Librarian may use their spell slots to cast any spell from the Druid spell list.

Powerful: The Librarian gains a set of plus 1 Hide armor that replaces their current armor for the duration of the ability. They are treated as proficient, even if they were not. They also gain the ability to use the first Wild Shape Improvement feature from the Druid class.

Mythical: The Librarian's Constitution score increases to equal their Intelligence score. They also gain the ability to use the second Wild Shape Improvement feature from the Druid Class. They are also granted a plus 2 Scimitar for the duration of the ability. They are treated as proficient, even if they were not.

Legendary: The Librarian gains the ability to cast a spell from the Druid spell list as an action without using a spell slot. The spell cannot be higher than one fourth of the Librarian's level. The ground around the Librarian begins to sprout vines and thorns. For the duration of the ability, the ground around the Librarian is treated as difficult terrain.

FIGHTER

Hero: The Librarian's Strength score increases until it is equal to their Intelligence score. They also gain the ability to use the Second Wind feature from the Fighter class. When summoned outside of combat, the Fighter is able to provide training to those who request it. By spending 8 hours a day training with the Fighter for over a month's time (though it does not have to be consecutive), any friendly creature can learn a new proficiency. At the beginning of the training, the creature must specify a Martial or Simple weapon they wish to learn. After the month, they gain proficiency in that weapon.

Powerful: The Librarian gains one plus 1 set of Medium or Heavy armor of their choice that replaces their current armor for the duration of the ability. They are treated as proficient, even if they were not. They also gain the extra attack feature from the Fighter class.

Mythical: The Librarian's Dexterity score increases until it is equal to their Intelligence score. The Librarian can summon a plus 2 simple or martial weapon of their choice for the duration of the ability. They are treated as proficient, even if they were not. They also gain the ability to use the second Extra Attack feature from the Fighter class.

Legendary: The Librarian gains the ability to use a third Extra Attack feature. They also gain the ability to use the Action Surge feature from the Fighter class. The earth around the Librarian erupts in a world of weapons. Within 10 feet of the Librarian, a version of every martial and simple weapon is planted. They may freely draw these weapons between their attack actions and continue without pause. They are all treated as plus 3 and magic. These weapons disappear after the ability ends.

MONK

Hero: The Librarian's Wisdom score increases until it is equal to their Intelligence score. They also gain the ability to use the Martial Arts feature from the Monk class. If summoned outside of battle, The monk has the unarmed movement ability from the monk class. Its monk level is the same as the librarian's level. The Librarian is able to make a perception check through the monk, using their intelligence modifier plus their proficiency. The maximum distance the monk can travel away from the librarian is equal to their level x 100 ft.

Powerful: The Librarian gains the Unarmored Defence feature from the Monk class. They also gain Unarmored Movement feature and the Extra Attack feature from the Monk class.

Mythical: The Librarian's Dexterity score increases until it is equal to their Intelligence score. They also gain the ability to use the Flurry of Blows feature and the Improved Unarmored Movement feature from the Monk class.

Legendary: The Librarian gains the ability to use the Evasion and Purity of Body features from the Monk class. As the air around the Librarian begins to slow and tranquility begins to radiate from their body, the area around them becomes quiet. The area within 10 feet of the Librarian is treated as affected by the silence spell. The Librarian's voice reverberates through this silence, as they are not affected by this area unless they choose to be.

PALADIN

Hero: The Librarian's Charisma score increases until it is equal to their Intelligence score. The Librarian is able to use the Divine Smite feature from the Paladin class. They must use their own spell slots for using this feature. When the paladin is summoned out of combat, they are able to use the Lay on Hands feature. When they do so, they use the Librarian's level x 5.

Powerful: The Librarian gains a set of plus 1 Chainmail armor that replaces their current armor for the duration of the ability. They are treated as proficient, even if they were not. They can also use the Extra attack feature from the Paladin class.

Mythical: The Librarian's Constitution score increases until it equals their Intelligence score. When they do this, they gain temporary HP equal to the increase they would have gained from the constitution increase. They also gain a plus 2 Warhammer for the duration of the ability. They are treated as proficient, even if they were not.

Legendary: The Librarian gains the ability to use the Cleansing Touch feature from the Paladin class as a bonus action. They also gain the ability to use their Divine Smite ability once without using a spell slot. If they do this, they treat it as if it was a first level spell slot. An aura of divine light gracefully surrounds the Librarian. The Librarian or any friendly creature within 10 feet of the Librarian can add the Librarian's Intelligence modifier to any saving throws they make.

RANGER

Hero: The Librarian's Dexterity score increases until it is equal to their Intelligence score. They also gain the ability to use the Natural Explorer feature from the Ranger class. If they summon the Ranger outside of combat, it is able to use the Primeval Awareness feature to communicate with animals outside of combat.

Powerful: The Librarian gains a plus 2 Longbow and a supply of 5 arrows for the duration of the ability. They are treated as proficient, even if they were not. They are also able to use the Favored Enemy feature from the Ranger class. They can choose a new Favored Enemy every time they activate this ability.

Mythical: The Librarian's Wisdom score increases until it is equal to their Intelligence score. They also gain the ability to use the Greater Favored Enemy feature from the Ranger class. The Librarian is also able to use the Hide in Plain Sight feature from the Ranger class.

Legendary: The Librarian is able to use the Foe Slayer feature from the Ranger class. The Librarian's ties to nature begin to create natural camouflage for them. As a smoke screen begins to surround the Librarian, all ranged attacks and ranged spell attacks suffer from disadvantage.

ROGUE

Hero: The Librarian's Dexterity score increases until it is equal to their Intelligence score. They also gain the ability to the Sneak Attack feature from the Rogue Class. If the Rogue is summoned outside of combat, they are able to use a set of Thieves' Tools, even if the Librarian does not possess one. The Rogue uses the Librarian's Intelligence modifier + proficiency.

Powerful: The Librarian gains the ability to use the Expertise feature from the Rogue class. They can select two of the skills they are already proficient in. They also gain the ability to use the Cunning Action feature from the Rogue class.

Mythical: The Librarian's Wisdom score increases until it is equal to their Intelligence Score. The Librarian gains a plus 2 Dagger for the duration of the ability. They are treated as proficient, even if they were not. They also gain the Evasion feature from the Rogue class.

Legendary: The Librarian is able to use the Reliable Talent feature from the Rogue class. They also gain access to Blindsense feature from the Rogue class and Blind Fighting fighting style from Fighter class. The Librarian begins to consume light surrounding them, causing darkness to envelop themselves and those around them. The area within 10 feet of the Librarian becomes shrouded in Magical Darkness that the Librarian's sight can see through it as if they were in broad daylight. The Librarian gains advantage on all attacks made within this darkness.

SORCERER

Hero: The Librarian's Charisma score increases until it is equal to their Intelligence score. They also gain access to the Metamagic feature from the Sorcerer class. They have 4 sorcery points to use as they desire. When the Sorcerer is summoned outside of combat, the Librarian is able to spend their spell slots to use any spells from the Sorcerer spell list.

Powerful: The Librarian gains the ability to cast a spell from the Sorcerer Spell list. They do not retain the spell once the ability has ended.

Mythical: The Librarian's Constitution score increases until it equals their Intelligence score. When they do this, they gain temporary HP equal to the increase they would have gained from the constitution increase. They also gain proficiency in Constitution Saving Throws.

Legendary: The Librarian gains the ability to cast one spell from the Sorcerer spell list without expending a spell slot. This spell cannot be more than one quarter of the Librarian's level. The air around the Librarian begins to fill with arcane words of wisdom. All creatures within 10 feet of the Librarian must make a Wisdom Saving Throw or be driven to fear by the arcane powers speaking to them for one minute. The DC is equal to 8 + the Librarian's Intelligence Modifier + Proficiency. If the creature succeeds the save, they are immune to the fear effects for the next 24 hours.

WARLOCK

Hero: The Librarian's Charisma score increases until it is equal to their Intelligence score. They also gain the ability to use the Eldritch Blast cantrip from the Warlock class. If the Librarian summons the Warlock outside of combat, the warlock is able to understand all language, written and spoken, and translate directly to the Librarian.

Powerful: The Librarian gains the ability to use the Agonizing Blast Invocation from the Warlock class. They can also use the Eldritch Sight Invocation.

Mythical: The Librarian's Constitution score increases until it equals their Intelligence score. When they do this, they gain temporary HP equal to the increase they would have gained from the constitution increase. They also gain the ability to cast any spells from the Warlock Spell list.

Legendary: The Librarian gains the ability to cast one spell from the Warlock spell list without expending a spell slot. This spell cannot be more than one quarter of the Librarian's level. As the ground around the Librarian begins to shake, inky black tentacles begin to erupt from beneath them. Any creature that ends their turn within 10 feet of the Librarian takes 2d6 cold damage.

WIZARD

Hero: The Librarian gains advantage on all Intelligence Saving Throws made during the duration of this ability. They also gain the ability to manifest a physical version of their Bank of Knowledge in the shape of a spellbook. They can add any two spells from the Wizard Spell list to their Bank of Knowledge for the duration of the ability. If the Wizard is summoned outside of combat, they are able to transcribe any spells that the Librarian knows into a spell scroll. They are also able to translate any spell scrolls written in a different language.

Powerful: The Librarian gains the ability to regain one 1st level spell slot as a bonus action. The Librarian also gains a plus 2 Dagger. They are considered proficient, even if they are not.

Mythical: The Librarian's Wisdom Score increases until it is equal to their Intelligence Score. The Librarian can cast a level 1 or 2 spell without expending a spell slot.

Legendary: The Librarian gains the ability to cast one spell from the Wizard spell list without expending a spell slot. This spell cannot be more than one quarter of the Librarian's level. The pages of the Librarian's spellbook begin to remove themselves from their binding and swirls around the Librarian. These pages begin to form a phantom library surrounding the Librarian. Any friendly creature within 10 feet of the Librarian gains the ability to use the Librarian's spell slots to cast any spell the Librarian knows on their turn, even if they are not able to use magic normally.



Hevarah Lanensbuhl



Nevarah decided to dedicate her life to raise Evelus to become the best librarian she could. Her decision to free the girl and adopt her as her daughter was never accepted by Boluar, her brother; while giving Nevarah her part of the inheritance, he used his political influence to obligate her to leave Harenfall.

She decided to turn fear of the unknown into adventure and started something she long dreamed: to see the world together with Evelus. As a passionate collector, she sought to put her hands on every precious book they could find, both to protect them and to make their library the most complete of all. The physical one, full of invaluable knowledge and secrets, should grow strong enough to bend sovereigns' decisions, and Evelus' Ebel library would make the girl the most powerful librarian of this world, allowing them to finally start to change the rotten traditions that have been ruining lives for years.

INTERACTING WITH NEVARAH

It seems the biological clock of this beautiful woman stopped when she started this journey, at the age of thirty. However, don't fool yourself – flattering her is likely causing the opposite reaction from what you might expect:

"If you believe I'm only a cute face, you're completely wrong! Take those easy words to an easy woman; I seek knowledge, and obviously, I'm

not going to find it with your help!" – *Nevarah's "kind" reply when approached with adulation.*

THE WORD CARAVAN

The first addition to what would become the Word Caravan— a name which Nevarah disliked, but which she eventually accepted, due in no small part to Evelus' ability to touch her mother's heart—was Ivanus, the street artist they found on their way to visit Alfarda, the domain of knowledge.

The second and most improbable of all was Ollog, the... thing? I believe he's something between a plant and an ogre; he's their protector.

Finally, there was Belgard Finn, a mercenary veteran and former alcoholic.

So who could be so strong to bring together a noble lady, an elven artist, a humanoid war tank and an old man...? Well, Evelus.

Just as she saved Nevarah, she did it for all of them. The young woman touched the deepest places of their hearts, healing them; and what did she earn from doing so? Only to joy of seeing them smile again; it goes without saying that anyone in the Word Caravan would give their lives for that special girl.

NEVARAH'S BUSINESS

Nevarah's and Evelus' lives' labor of love, collecting the most unique books in this world is

not easy, but the clever woman learned how to apply her wealth to make heritage sufficient to support their mission. She owns many taverns and shops throughout dozens of cities where their caravan will visit on precise dates in order to collect their profits and manage their resources.

This is how they afford to pay for the Caravan's missions and the mercenary guards they need to hire from time to time.

When "The Catalogue," a special artifact Nevarah found during one of their first expeditions, feels the presence of some rare manuscript, pointing to its location, Nevarah understands what their next move must be.

THE LIBRARY

To commoners' eyes, it seems to be only a fine, well-crafted book support with a beautiful tome on it. However, when someone who seeks knowledge opens it, its pages will be full of descriptions of many other tomes. When the holder pays particular attention to one of them, the feather pen to the right of the support will start to write the location of it on the bottom of the page. It'll not show the location of another book until the prior one it described has been found and read. The Catalogue's pages have their own will, and sometimes, some book descriptions will be replaced by others, only to come back in the future in a seemingly random way.

Nevarah was obsessed by The Catalogue from the day it first contacted her: one of the pages contained a letter with her name on it, and the message seems to have disturbed her in a good way. Because, from that day on, she began to search for new books with renewed vigor. When Evelus questioned her, she was told that there's someone behind The Library, and, in order to find this person, every book must be found.

FINANCIAL QUESTS

Put simply, sometimes the book they want is owned by someone who will happily be separated from it for the right amount of coin. Determining a fair price is Nevarah's duty, and believe me, fooling her is a very difficult task. However, on the other hand, she is not able to cheat someone either, and will pay what she knows the book is worth.

POLITICAL QUESTS

The book is owned by a village or city; it's often public property. Though Nevarah is eager on collecting originals, in this case, if she can't find an agreement, she'll at least do whatever she can in order to allow Evelus to read it and have Ivanus produce a copy.

EXPLORATION QUESTS

These are the most difficult and time consuming. Though the Word Caravan has made many explorations in the past, Nevarah does not feel safe anymore to leave it being guarded only by

Belgard, as Ollog's strength is crucial when battle times come. She has become increasingly loath to leave her precious Caravan only minimally protected unless she has no choice but to venture out in person.

Nevarah is eagerly looking for trusted adventurers to fulfill many expeditions in order to recover important books – whether via Financial, Political, or Exploration Quests. The woman is very peculiar when hiring; she believes her instinct and if your party is a good fit, she'll feel it and make a proposal.

ADVENTURE HOOK

The word caravan seeks lost knowledge in the whole World. After Nevarah chooses a book from the Library, she'll do whatever she can to get it in the least time possible. As a game master, you can use this as a hook to any quest you have thought about by adding a book of your invention as part of the adventure's treasure. Be creative in this part: A special copy with a hidden message from its writer; the secret diary of a fallen king, telling the truth behind the injustices story told about him; a simple, but rare fable book, important to few people but between them, someone important who would help Nevarah with her ideals.

ENGAGING YOUR PARTY

The most common way a party would meet the Word Caravan is on the road or taverns, especially the ones owned by Nevarah. She'll always pay 1/3 of the reward in advance, to decide the amount of it, base on the difficulty of the job and the level of your players.

EVELUS' REWARD

When characters return with the book as promised, Evelus will often gift the party with an additional reward other than the payment from Nevarah.

Due to her extensive time in contact with the plane of Ebel, Evelus learned how to extend her gift to others. She'll allow each member of the party to choose a jewel, weapon or armor piece of their liking. After gifting the items to the party, she'll explain that the objects can stay in the real plane only for a limited time.

Rather than creating these objects yourself, It would be cool to allow players to give Evelus information about what they would like to receive, as the Ebel plane is potentially infinite.

Follow their request in the area they want to boost in their characters. The more powerful the boost, the less amount of time the object should be active in the real world; this can be a good way to balance player's choices. Aside from allowing statistic boosts, options may include things such as a skill proficiency, saving throw bonus, and so on.

Special Thanks



Thank you all for following me again in another release. I hope you all have enjoyed the stories and game content. Stay tuned on Kickstarter if you would like to see more of my work.

This release is the end result of everyone who worked hard on the content production and all of those who backed the campaign; this is only possible because of you.

I also want to give special thanks to some cool people who gave us extra support to allow this and future releases to be the best they possibly can be. This time I'll call them "Masters of Ebel!"

MASTERS OF EBEL

Aaron Summey
Aaron Zsoldos & Emely Pul
Abbadon Winter
Adrián Merino Martínez
Alan
Alberto Gonzalez
Allan Osgood
Amanda Atkins
Amanda Tinsley
Andrew (GMan) M
Andre DeShon
Andrew Taylor
Anisia Gallo
Annclaire Livoti
Annette Needham
Anthony Kirkpatrick
Anthony Perkins
Armos the Balanced

Asharon
Ashley
Ashlin Brown
Barbara Adams
Benn M
Blayne Wilson
Bluesky Midnight
Bob Fracek
Bob Heintel
BonnieJean Kurle
Brandon
Brandon Culbert
Brandon Vix
Brent Tweedy
Brian Grant
Brienne
Brittney
Bryan

Bryan Smith Jr.
Caleb Sheehan
Candy Daniels
Caroline Bell
Castreek
Catherine Wallers
Charles Guerrero
Chris Morgan
Chris Striker
Christian Roese
Christopher Bolton
Charles Brown
Charlotte Hanssen
Chase
Chris Berger
Christian König
Chris Willis
Claire Louise
Claudia Talens
Clayton Dilks
Connor Evelich
Cornelia Siegmund
Craig Fabec
Czinic
D.S. Azor
Damian Adams
Daniel Webster
Daniele Provinciali
David Kenny
David Marion
David Minard
David Nebauer
Derek
Derek Vendt
Desirae Newell
Dessal
Domingo Kaller
Doug Kendall
Dtlee31

Edward J Hanratty Jr
Elijah House
El Laxo Diablo
Eric H Krieger
Eric Lohmeier
Eric Schwartz
Erik
Etienne Gagnon
Fabio Bozic
Fight Milk
Franz Torresan
Gavin Downing
Gavin McLaughlin
George Fleming
Gerald
Giuseppe
GornSpelljammer
Graham Davey
Graves
Greg Talley
Guocamolé
Guy Edward Larke
Henry Gibbons
Henry Frischknecht
Hunter Wixom
Heath
Hector Diaz Torres
Honey Staufer
Hunter
Hybris
Ian McFarlin
Ian Starcher
Ingjald Pilskog
J
Jacob Buckland
Jacob harrington
James Michael Bays Jr.
Jamie Law
Jason Stephens

Special Thanks

Jason Quistorff
James Reichstadt
Jemma Kellard
Jeremiah Johnson
Jeremy Formanski
Jesper Rodewald
Jessica
Joe Crase
Joe Gianella
Joel Beland
John Biancamano
John Bookwalter Jr.
John Conrady
John Kook
John J. Matta
Jon Sharp
Jonathan Steffens
Jonathan Ericson
José Ramón
Joseph Kaplan
Joseph Mills
Joshua
Joshua Miller
Joshua Palmer
Jp
Jeff
Juan Guardado
Justin
Kaleb Henke
Karen Statham
Karl Tarry
Kassie
King Rollo
Katharine
Kathryn
Keith Mackay
Kelly Sykora
Kevin Gross
Kirsty Morgan

Kristin French
Lacey Snowden
Laura Picou
Lilly Ibelo
Linrandir
Lin Liren
Logan Franklin
Loren Valterza
M G
Manny Schommer
Mario Milanollo
Marc Schlender
Mark Carey
Mark E. Henaghen
Mark Miley
Martijn Jansen
Martin Hoag
Mary Beth Rogers
Matt
Matthew Bryson
Megan Ross
Melissa Johnson
Melissa Wood
Michael Carlile
Michael Gionfriddo
Michael Russell
Michael Shannon
Mike DS
Mike Trisevic
Mitch Wineman
Moesley
Morvan
MrDrake
Myles Lorenz
Natala
Nathan
Nathan Fischer
Nathan Moore
Nelson Vallerand

Nikk
Nick Snider
Oliver
Oliver Peltier
Pat Tella
Patrick
Patrick Thorn
Paul Howell
Pegana
Phillip Page
Poul Nielsen
Quentin McDonald
Richelle Hamment
Rob
Rob Fowler
Robert Barry
Robyn Bissenden
Ronald G Paris
Ryan
Ross Ramsay
Ryan Dukacz
Sabrina Hyland
Sailor Johnny
Sam Banks
Sam Eaton
Sayoney
Scott Fry
Sean Perez
Shahar Kli
Shannon Carl
Shaunna
Showteks
Si Morris
SkarDungo
Snate56
Snarkayde (Philip)
Sonia
Sophia
Stacey Adams

Stella
Stephen Murrell
Steve Davis-burden
Steve Mackenzie
Talon
Temor Amin-Arsala
Terry Doty
Thimo Wilke
Thomas Lee Bunting
Tim Noble
Timothy Hidalgo
Timothy James McDevitt
Tjeerddie
Trevor Hardy
Tyler Thomas
Vicki Duchrow
Victoria Wilmington
Wes Rist
William James Hartley
William Schweizer
Wolfgang Von Painfist
Xavier Ceaser
XionNK
Zach Yokell
Zach Hurst
Zack

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, LLC. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, Spells, enchantments, personalities, teams, personas, likenesses and Special abilities; places, locations, environments, creatures, Equipment, magical or supernatural Abilities or Effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the OPEN Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to Identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or Conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original Creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a Challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. System Reference Document 5.1 Copyright 2016, Wizards of the Coast, LLC.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.