

ORE OF THE WEAVE



HOME BREW BY BREWSKI

A new gameplay mechanic focused on enhancing weapons and armor with solid bits of Weave energy.

The Weave is the fabric within which all existence is possible. All things that exist are born out of the Weave and are eventually absorbed back into it at the end of their lifespans.

In one respect, the Weave is like the sea. Just as individual drops can be pulled from the water, so can individual entities be born of the Weave. Just as each drop that falls back to the sea loses itself and becomes but a contribution to the greater whole, so do all entities rejoin the Weave when at length they are finally re-absorbed.

Though the Weave is not water, it is nevertheless undulating, vibrating, and moving. In spaces where calmness abounds, there is very little matter. Spaces of higher energy are hotbeds of existence ~ magic, law, order, chaos, and entropy. We have observed that dense, high-energy vibrations of the Weave are the foundations of all types of matter: physical, spiritual, ethereal, and so forth. In this way, the Weave is the maker of all things, and yet we all remain connected to each other through the Weave. The greater the so-called "size" of a wave of vibration, the more powerful it is. And, of course, this power can be multidimensional, whether the dimension is magic, intelligence, physical stature, or some combination of traits.

The gods themselves, as well as we mortals, are nothing but waves of varying size and vibrational density. Because of this, we believe that in differing times and places across worlds and realities, the Weave has probably manifested a wide array of deities, many of which retaining similarities to the gods that govern our realm. But because of the sea-like nature of the Weave, it is infinitely unlikely that any single being is ever manifested twice.

You can therefore be confident that although there may exist beings similar to you somewhere in the multiverse, some uncannily so, you are the only you that will ever exist.

ON THE NATURE OF REALITY

Duragon Vasiliri, Professor Ameritus of Arcane Physics
Splendorous Academy of the Magus at Cadrie, The Goldenveldt

WEAVE ORE

Drawing upon the work of famous arcane physicist Duragon Vasiliri, researches at Cadrie's Splendorous Academy of the Magus have discovered a way to create, as they put it, "solid bits of Weave energy."

The process was discovered nearly half a century ago and works by isolating the harmonic frequency of a particular type of energy and then using its signature to stimulate the Weave into producing a matching, localized vibration. Once the vibration reaches a certain intensity threshold, a solid object embodying the desired magical signature manifests. Such objects are referred to as "Weave ore."

HOW ORE IS USED

Practical uses for Weave ore tend to come in one of two forms. Bits of ore are either designed specifically for convenience in everyday life (for example, ore may be used to power a street lamp or a construct) or for combat purposes. There aren't many rules surrounding the former category of convenience ore. Suffice it to say that this type of ore is usually custom-created to fill specific purposes and is therefore typically unusable for a character who may come into possession of it.

Standardized combat ores are small, polyhedral stones with a varying range of color, texture, and translucency. They have approximately the same diameter as a common gold coin but feel a bit heavier than expected to the touch, as if they were made of a dense substance like lead.

Wielding a bit of this type of ore allows characters to produce magical effects through pure will that might otherwise require years of study and practice, lengthy and complex rituals, or expenditure of material components. Theoretically, anything can be accomplished via the usage of Weave ore. Extremely powerful ores of the combat type are rare, however. Due to the high energy required to create them as well as a lengthier production time and careful fine-tuning of energy frequencies, they are difficult to produce.

Because each ore is a solid fragment created with a singular purpose, the effects it can trigger are usually relatively simple and pure. There are three basic types of combat ore: **Spellcasting** ore, **Enhancement** ore, and **Ability** ore.

Spellcasting ore contains charges allowing you to cast certain spells at will. Enhancement ore is designed to augment the effects of Spellcasting ore. Ability ore modifies your statistics and boosts your physical abilities. A comprehensive list of available ores and their effects can be found at the end of this document. However, a common baseline for how most of these ores function is described here.

CHARGES

The amount of charges any given ore contains is detailed within the ore description under the label "Charges". Unless otherwise specified, all ores regain their full set of charges daily at dawn.

RANGE

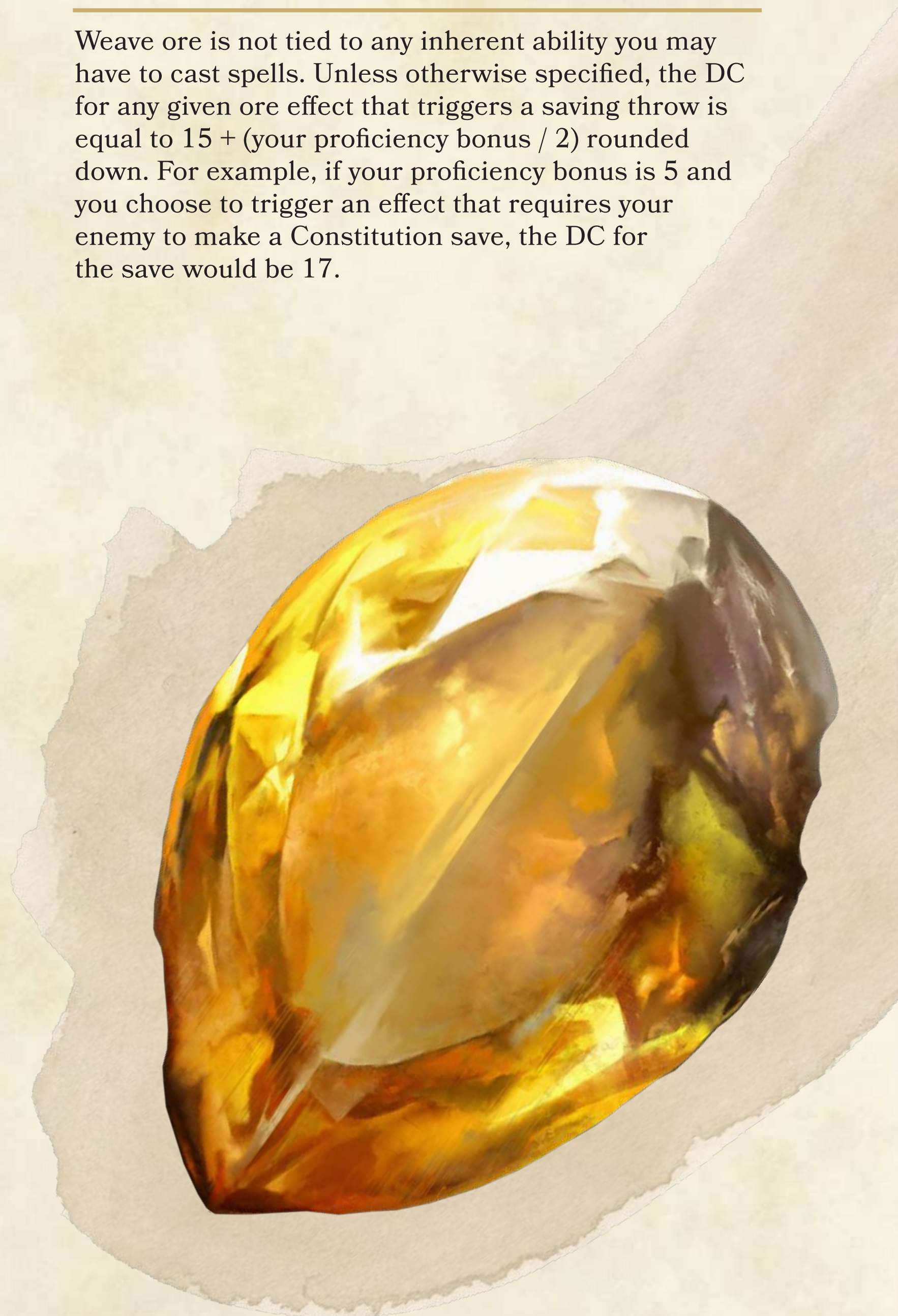
Unless otherwise specified, the range for any given ore effect that utilizes range is 120 ft.

DURATION

Unless otherwise specified, the duration of any given ore effect that utilizes duration is 1 minute.

ORE DC

Weave ore is not tied to any inherent ability you may have to cast spells. Unless otherwise specified, the DC for any given ore effect that triggers a saving throw is equal to $15 + (\text{your proficiency bonus} / 2)$ rounded down. For example, if your proficiency bonus is 5 and you choose to trigger an effect that requires your enemy to make a Constitution save, the DC for the save would be 17.



POTENCY

By default, the potency of an effect triggered by Weave ore (i.e. the amount of damage done, HP regained, etc.) is tied to your proficiency bonus. To determine the potency of a given effect, you will roll a die with a size equal to your proficiency bonus * 2. For example, if your proficiency bonus is 3, you would roll a d6.

The amount of dice you should roll is specified within each ore's description under the label "Potency." Once you complete your roll, you should add your proficiency bonus to the total. To complete the example above, if a given spell attack ore has a potency of 2 and you have a proficiency bonus of 3, your damage roll would be 2d6 + 3.

ELEMENTAL NATURE

Some ore are specifically attuned to elemental forces. For example, an ore that triggers a fire effect is very likely to be attuned to the element of Fire whereas an ore that deals psychic damage will likely be attuned to Psyche. Each ore that is attuned to an elemental force is designated as such within the ore's description under the label "Element". These ores are often referred to as "elemental ores," however they do not differ from other ores outside of this one aspect. This feature exists mainly because certain Enhancement ores are designed solely to augment the abilities of elemental Spellcasting ores.

RARITY

Some ore are marked as "rare." These are generally more powerful and should be exciting for players to find. Not many rare ore should exist in a given campaign and most players are usually not expected to find it. Rare ore is normally acquired by performing some nearly-impossible task, accidentally being in just the right place at the right time, or investigating some specific hiding place that does not draw attention to itself (for example, a particular, nondescript tree in a forest).

Rare ore can be used like normal ore. The fact that it is rare does not affect the mechanics of gameplay.

EQUIPPING ORE

You can not make use of Weave ore simply by virtue of possessing it. You can also not attune to ore on its own. In order to utilize the effects of any bit of ore, the ore must be equipped to an item containing at least one ore slot. A slot is an ore-sized notch carved into the item within which a bit of Weave ore can be tightly inserted. Once you have attuned to a slotted item and placed bits of ore into these notches, the ores begin to dimly glow within their slots and you can start using them.

SLOTTED ITEMS

The most common slotted items are weapons and armor. Not all weapons and armor contain slots however, and among those that do, not all items contain the same number of slots in the same configurations. Any slotted item is considered a magic item, since it has been enhanced with the ability to harness ore energy. Standard items can also be converted into slotted items by any master smith with sufficient knowledge of the arcane.



SLOT CONFIGURATIONS

The simplest slot configuration that can be found on an item is a single notch. You can place any ore you want into the notch and, as long as you are attuned to the item, you can make use of the ore. Keep in mind, however, that certain ore are only effective when equipped to the right type of item and some ore serve no purpose other than to enhance the abilities of another piece of ore.

Although some items contain multiple ore slots, you do not have to fill all slots with ore in order for the item to be effective. When multiple slots exist on an item, they may be carved in different ways. In some cases, all slots are carved independently of each other, entirely disconnected. In other cases, one slot may be connected to another slot by a straight groove carved between them. When a connection exists between two slots, it is called a **"pair"**.

The illustration below shows the different ways in which slots can be connected. Each of the configurations shown represents a 3 slot item.

In the first configuration, no slots are connected. Each ore functions independently of any other ore equipped.

The second configuration shows a 3 slot item with 1 pair. In this case, ore equipped to the two paired slots can interact with each other but the disconnected slot continues to function independently.

The last configuration shows a 3 slot item with a **"full strip"**, meaning that 2 pairs have joined together to connect 3 ore slots. This is the maximum amount of slots that can be connected together, although it is possible for items to exist that contain more than 3 total slots.

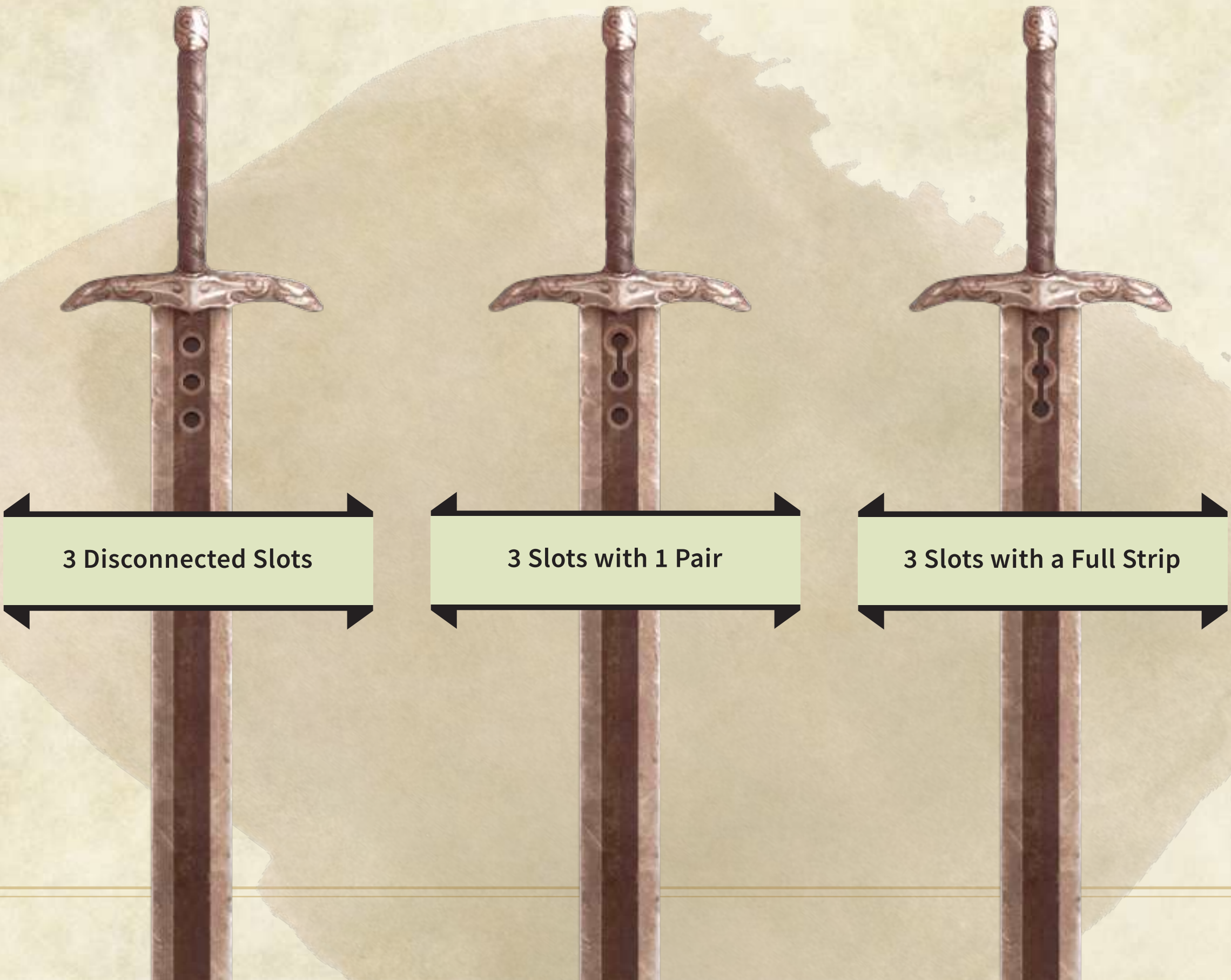
PAIRING

Pairing ore is useful when you have at least 1 Spellcasting ore and 1 Enhancement ore. For example, you may find yourself in possession of a Flash Flame ore (which allows you to cast a fire spell) and an Embody Element ore (which augments the abilities of elemental Spellcasting ores). Assuming you have a 2 slot sword, you will see different outcomes depending on whether these slots are independent or paired.

If the slots are independent, you will get normal benefits from equipping your Flash Flame ore, but it is useless to equip your Embody Element ore. Because Embody Element is of the Enhancement type, it produces no effects unless it is paired with a Spellcasting type ore. If you choose to equip it anyway, it will do absolutely nothing. It won't even glow in its slot.

If the slots are paired, the connecting groove carved between them will carry a stream of dim light between the two ores once they are both equipped and both will glow in their slots together. You will be able to cast your fire spell using Flash Flame and Embody Element will begin adding fire damage to attack rolls made with your weapon.

When slots are paired, you are not required to fill one of those slots with an Enhancement type ore. If you instead place two Spellcasting type ores into a pair, both will simply function independently as if the slots were not paired.





It is important to note that all paired slots consist of a primary slot and either 1 or 2 supplemental slots. In order for an Enhancement ore to work with a Spellcasting ore, the Spellcasting ore must be placed in the primary slot and the Enhancement ore must be placed into a supplemental slot. In practice, this mechanic often does not matter. It comes into play most commonly when an item contains a full strip.

When an item contains a full strip (meaning 3 slots connected via two pairing grooves), only 1 of the slots is primary and the other 2 slots exist for the purpose of augmenting the primary ore. As such, you have a few configuration options:

The most useful thing to do is to equip 1 Spellcasting ore and 2 Enhancement ores since both Enhancement ores will strengthen your spell ore. You can also equip either 3 Spellcasting ores or 3 Ability ores, in which case all ores will function independently and normally. Another option is to equip 1 Spellcasting ore, 1 Enhancement ore, and 1 Ability ore, in which case the Enhancement ore will augment the Spellcasting ore, as long as your Spellcasting ore is in the primary slot. If you equip 2 Spellcasting ores and 1 Enhancement ore, your Enhancement ore will support whichever Spellcasting ore is in the primary slot but the other Spellcasting ore will function independently.

THE EQUIPPING PROCESS

Every slotted item requires attunement before a character can use it to harness the magic of Weave ore. Attunement is also required in order to add and remove ore from a slotted item.

Bits of ore can be equipped or de-equipped via a meditative ritual performed over the course of a short rest. Performing this ritual forges a bond between a slotted item and the ore occupying its slots such that the ore do not simply fall out when the item suffers an impact of some kind. Because ore is held in place by a magical bond, a ritual is required to remove ore as well.

Ore can be both added to and removed from a single item during the same ritual. However, a separate ritual must be performed per slotted item, thus you can not add/remove ore from more than one slotted item over the course of a single short rest.

IDENTIFYING ORE

Ore are intended to be relatively pervasive throughout society. As such, they are not extremely difficult to identify. The abilities of any ore can, of course, be revealed with the Identify spell. However, the same can be accomplished with a simple Arcana check totaling 20 or higher. Any piece of ambiguous material can also be identified as "a bit of ore" with a simple Investigation check of 7 or higher.

In lieu of the Identify spell or sufficient Arcana scores, more information is available to help players identify ore they may discover. NPCs with scholarly backgrounds are often able to automatically identify any given bit of ore immediately upon seeing it. Additionally, there are many copies of *The Comprehensive Compendium of Weave Ore* available throughout the world. This book allows any character to identify any ore within 5 minutes.

Copies of the book are commonly found in libraries (including upper class home libraries), book stores, and shops related to the arcane.

DESTROYING ORE

While equipped to a slotted item, ore can not be destroyed unless an effect specifically states that it destroys ore that is currently equipped. While unequipped, a piece of ore has an AC of 17, 5 hit points, and a Damage Threshold of 5. Thus a given hit will either destroy a piece of ore, or it will not affect the ore at all.

When ore is destroyed it emits a quick burst of bright light and disappears entirely, being absorbed back into the Weave. This effect is normally superficial and does not do any damage unless otherwise specified by an ore's description.

ACQUIRING ORE

Ore can be found throughout the world in secret hiding places, in arcane shops, and among the belongings of defeated adversaries. In many cases, the pre-written descriptions of various locations will dictate which bits of ore reside therein. To help facilitate using ore in your own campaigns, the following table suggests how much ore, how many slotted items, and how many total slots are generally appropriate for players at various levels.

Level	Ores			Max Slots Total	Max Slotted Items
	Spell	Enhance.	Ability		
1-2	1	–	–	1-2	1
3-4	2	–	–	1-2	1
5-6	2-3	1	–	2-3	1
7-9	3	1-2	1	2-3	1
10-12	4	2	1	3	1-2
13-15	5	3	2	3-4	1-2
16-17	6	3	3	4	2
18-19	6	4	3	5	2
20	7	4	4	6	3

Ore usually doesn't sell for less than 500 gp and rare ore should almost never be found in shops. In terms of rarity overall, bits of ore can be thought of as minor/common magic items. It is better to keep balance by controlling the rarity of slotted items than worrying about how much ore the players are collecting.



ORE DESCRIPTIONS

SPELLCASTING ORE

Spellcasting ores are so designated because they contain charges to cast spells. Unless otherwise specified, each spell takes 1 action to cast and may be cast upon any object or creature that you can see within range.

ACID SHOWER

Charges: 4 | Potency: 2 | Element: Acid

A shower of sizzling, green liquid drops rains down upon a creature you can see within range causing it to make a Dexterity saving throw. A target takes acid damage as determined by Potency on a failed save or half as much on a successful one. When the acid deals damage it is neutralized and quickly evaporates.

ANTITOXIN

Charges: 3

Removes the Poisoned condition from a target that you can see within range.

DARK PUPPETRY

Charges: 3 | Element: Psyche

You cause a creature that you can see within range to make a Wisdom saving throw. On a failed save, you implant a latent, psychic effect into the creature's mind allowing you to control the creature's next turn.

DAWDLE

Charges: 3

You attempt to warp time for a creature that you can see within range. The creature must succeed on a Wisdom saving throw or take on the following effects for the duration: its movement speed is halved, it takes -2 to AC and Dexterity saving throws, and it begins to skip 50% of its turns in the following manner: It skips its coming turn, acts on the following turn, then skips the next turn and continues this alternating pattern for the duration.

DOOMGAZE

Rare | Charges: 3

A creature that you can see within range rolls 1d20. If the creature has 100 hit points or fewer, it dies on a result of 1-15. If the creature has between 101 and 200 hit points, it dies on a result of 1-10. If the creature has between 201 and 300 hit points, it dies on a result of 1-5. Any other creature dies on a result of 1.

EFFECT RESISTANCE

Charges: 3

For the duration, a target that you can see within range gains advantage on saving throws against effects that would trigger the following conditions: Blinded, Charmed, Deafened, Frightened, Paralyzed, Petrified, Poisoned, and Stunned as well as effects of the Slow spell and Dawdle ore.

ENLIVEN

Charges: 3 | Potency: 1 | Element: Radiance

A target that you can see within range becomes the focal point of a slow, dripping stream of glowing sparkles. For the duration, the target regains HP as determined by Potency at the beginning of each of its turns. The effect continues throughout the duration even if the target reaches its maximum HP. While a target under this effect is at its maximum HP, the amount of HP regained per turn is 0.

EXSANGUINATE

Rare | Charges: 3 | Potency: 10

A creature that you can see within range oozes blood from its pores. It must make a constitution saving throw. On a failed save the creature takes exsanguination damage as determined by potency + 20 or half as much on a successful one. All creatures with a functioning circulatory system are susceptible to exsanguination damage. Creatures without functioning circulatory systems are immune to this effect.

FLASH BOLT

Charges: 4 | Potency: 2 | Element: Lightning

A bolt of lightning strikes a target that you can see within range forcing it to make a Dexterity saving throw. A target takes lightning damage as determined by Potency on a failed save and half as much on a successful one. There is a 50% chance that flammable objects within a 15 ft. cube centered on the target are set on fire by the lightning. Your DM rolls to determine which objects (if any) are set on fire.

FLASH FLAME

Charges: 4 | Potency: 2 | Element: Fire

You cause a magic flame to leap up from beneath a target that you can see within range forcing it to make a Dexterity saving throw. A target takes fire damage as determined by Potency on a failed save and half as much on a successful one. The flame vanishes quickly.

If the flame sprang from a flammable surface, it has a 50% chance of setting that surface on fire.

Determine with your DM whether or not the surface was flammable. If so, roll a d4. On a result of 3-4, the surface ignites.

FLASH FREEZE

Charges: 4 | Potency: 2 | Element: Cold

You cause a magical ice crystal to immediately appear around a target that you can see within range, encasing it in the icy tomb and forcing it to make a Constitution saving throw. A target takes cold damage as determined by Potency on a failed save and half as much on a successful one. The ice crystal remains for 1 second, after which it shatters and the ice fragments quickly vaporize.

FLASH TOXIN

Charges: 4 | Potency: 2 | Element: Acid

You cause a magical cloud of poison gas to immediately appear around a target that you can see within range causing it to make a Constitution saving throw. If the target can breathe, it takes poison damage as determined by Potency on a failed save and half as much on a successful one. On a failed save a creature also becomes Poisoned and takes 1d4 poison damage at the beginning of each of its turns until the condition is removed. The poison gas quickly dissipates after it appears.

FLEE

Charges: 1

On this turn and on subsequent turns for the duration you may use Dash as a bonus action, but only to dash in a direction away from all enemies you can see.

GRAVITY CRUSH

Charges: 1

You attempt to cause a target that you can see within range to momentarily succumb to an enhanced gravitational force exerted upon it by the planet. The target must succeed on a Constitution save or lose 25% of its current hit points.

GRIM REAPING

Charges: 4 | Potency: 2 | Element: Necrosis

A large scythe made of black, ethereal wisps forms in front of a target that you can see within range and then slashes the target. The target makes a Constitution saving throw, taking necrotic damage as determined by Potency on a failed save or half as much on a successful one.

HOPESPRING

Rare | Charges: 1

You utter a wish using no more than 15 words. The wish is granted in a way that comes as close to your intent as possible with as few unforeseen consequences as possible. However, the wish can only be used for good and can not be used to directly harm or disadvantage other creatures. A wish that does not conform to these requirements does not take effect. Upon spending the charge needed to cast this spell, the ore shatters, emitting a burst of magical energy that destroys the item holding the ore as well as any other bits of ore that may be equipped to it and causes you to fall under 5 levels of exhaustion.

Note for DMs

Negative consequences can result from using the Hopespring ore. For example, if the wish is used to divert a hurricane away from a city in its path, it may strike another city instead. However, if the wish is used to simply stop an oncoming hurricane, the hurricane can simply disappear. The intent is that, whereas the traditional Wish spell is often handled in a "monkey's paw" sort of way, the Hopespring spell should not be.

HURRY

Charges: 3

You warp time for a creature that you can see within range. For the duration, its movement speed is doubled, it gains +2 to AC and Dexterity saving throws, and it gains an extra action on each of its turns that can be used to make a weapon attack, Dash, Disengage, Hide, Use Object, or cast an ore spell.

MAGIC MEDICINE

Charges: 3 | Potency: 2 | Element: Radiance

A shower of glowing sparkles rains down upon a creature you can see within range causing it to regain a number of HP determined by Potency, not to exceed the creature's maximum HP.

MAGIC SOAK

Charges: 4 | Potency: 1

You create a magical shield barrier around a target that you can see within range. The shield is invisible until the target is hit with a magical attack, at which point the portion of the shield penetrated by the attack emits a faint, blue glow until the attack ends. For the duration, the shield reduces magical damage taken by an amount equal to the spell's potency dice.

MENTAL PANACEA

Charges: 3

Removes all of the following conditions from a target that you can see within range: Charmed, Frightened, Stunned.

MINIQUAKE

Charges: 3

You create a seismic disturbance at a point on the ground that you can see within range. Until your next turn, a tremor rips through the ground in a 50ft radius circle centered on the point, shaking creatures and structures in contact with the ground. The ground within the area of effect becomes difficult terrain for the duration and the tremor causes all concentrating creatures in the area of effect to make both a Constitution save and a Dexterity save. Failed saves result in loss of concentration and being knocked prone, respectively. The tremor does not open fissures or significantly damage structures.

NIGHMARE

Rare | Charges: 3 | Potency: 2

As a bonus action, you allow the power and personality of this ore to overcome you and you transform into a nightmarish creature. You remain transformed until you end the transformation with another bonus action or until the end of the duration. While in nightmare form your hit points and movement speed are doubled, you receive +2 to your AC, you have advantage on Dexterity saving throws, and you gain the natural ability to use Spider Climb as well as an additional attack action per turn. When the transformation ends, your hit points revert to what they were before you transformed or remain unchanged if they have been reduced below that point.

As part of the transformation, your body absorbs all items you may be carrying such that you can not use them (although you do not lose the basic benefits of wearing your armor). You take on the visage of a frightful, 9 ft tall creature with a smooth, glossy black hide, long claws, lanky limbs, and an oversized mouth filled with sharp fangs and a freakishly long, drooling tongue. You have a 10 ft reach with your arms and deal magical slashing damage with your claws.

Attack rolls made with your claws are calculated as **1d20 + your proficiency bonus + 4**. If your Strength modifier is greater than 4 you instead use 1d20 + your proficiency bonus + your Strength modifier. Damage for each attack is calculated as **1d12 + potency**.

PHYSICAL PANACEA

Charges: 3

Removes all of the following conditions from a target that you can see within range: Blinded, Deafened, Paralyzed, and Petrified, as well as effects of the Slow spell and Dawdle ore.

PHYSICAL SOAK

Charges: 4 | Potency: 1

You create a magical shield barrier around a target that you can see within range. The shield is invisible until the target is hit with a physical attack (piercing, slashing, or bludgeoning), at which point the portion of the shield penetrated by the attack emits a faint, yellow glow until the attack ends. For the duration, the shield reduces physical damage taken by an amount equal to the spell's potency dice.





PSYCHIC LULLABY

Charges: 3 | Element: Psyche

You cause a creature that you can see within range to make a Wisdom saving throw. On a failed save, the creature falls unconscious for the duration. It can be awakened if it takes any damage or if another creature uses its action to shake the unconscious creature awake.

REVITALIZE

Charges: 1 | Element: Radiance

A target creature you can see within range that died of any cause other than old age within the past minute is brought back to life with 1 HP.

ROAR

Charges: 4 | Potency: 2 | Element: Thunder

You cause a tremendous roar of thunder to erupt around a target that you can see within range. The sound waves are focused inward such that the effect is only powerful enough to cause damage to 1 target. The target makes a Constitution saving throw, taking thunder damage as determined by Potency on a failed save or half as much on a successful one. Booming thunder can be heard within a 300 ft radius of the target.

SPELL CAPTURE

Charges: 3

This ore is only effective when equipped to armor.

Whenever you take damage from a spell, you learn the ability to cast that spell at the level it was cast upon you, at the cost of 1 charge. Until you have learned a spell, this ore can not be used to cast any spells. You can only know 1 spell at a time as powered by this ore. You may trade out a spell you have already learned for a new one at the moment you take damage from the new spell. For any spell that triggers a saving throw, the save should be made against Ore DC unless a specific DC is stated in the spell's description. When making a spell attack, the attack formula is 1d20 + your proficiency bonus + 2.

SPELL MIRROR

Charges: 2

You create a magical effect upon a target you can see within range such that, for the duration, whenever it becomes the target for another spell, that spell is automatically reflected back against the caster instead. Reflection only occurs for spells that are focused solely upon the target (including both attack and healing spells), but not for area effect spells. Reflection does not occur for spells cast at a level greater than your proficiency bonus. When a spell requires an attack roll or saving throw, it should be pitted against the caster's defenses rather than the defenses of the target.

SUMMON METEORITE

Rare | Charges: 3 | Potency: 10

You call forth a group of 3 small meteorites from outer space, directing them toward a creature that you can see within range. The creature must make a Dexterity saving throw taking potency + 20 bludgeoning damage on a failed save or half as much on a successful one.

TOTAL SOAK

Charges: 2 | Potency: 1

You create a magical shield barrier around a target that you can see within range. The shield is invisible until the target is hit with an attack, at which point the portion of the shield penetrated by the attack emits a faint, green glow until the attack ends. For the duration, the shield reduces all damage taken from an attack by an amount equal to the spell's potency dice.

UNRAVEL

Charges: 3 | Element: Psyche

You attempt to cause a creature that you can see within range to become partially disconnected from the Weave. The creature must succeed on a Wisdom saving throw or become unable to cast spells or use Weave ores for the duration.

VAPOR PUNCH

Charges: 4 | Potency: 2 | Element: Force

An oversized fist forms out of swirling, gray vapors in front of a target that you can see within range and then punches the target. The target makes a Dexterity saving throw, taking force damage as determined by Potency on a failed save or half as much on a successful one. A target that fails its saving throw is pushed back 10 ft. If it rolls a natural 1 on its saving throw, it is also knocked prone.

VIOLENT TELEPATHY

Charges: 3 | Potency: 2 | Element: Psyche

You attempt to force your way into the mind of a target that you can see within range, jumbling its thoughts and warping its perceptions. The target makes a Wisdom saving throw, taking psychic damage as determined by Potency on a failed save or half as much on a successful one. A target that fails its saving throw is also Stunned until the end of its next turn.

ENHANCEMENT ORE

Enhancement Ores do not create effects on their own but instead are designed to be paired with spellcasting ores to enhance their effects.

ARCANE BATTERY

When paired with any spellcasting ore that contains charges, adds +2 to the maximum amount of charges available to that ore. 2 charges are immediately added to the spellcasting ore at the moment of pairing and 2 charges are immediately removed from it at the moment of unpairing.

ARCANE RETORT

Pairs with any spellcasting ore. Whenever you take damage from a spell attack, this ore autocasts the spell of its paired ore once as a reaction against the creature that dealt the attack. Autocasting uses the power of the enhancement ore rather than the paired spellcasting ore and does not consume a charge from the paired Spellcasting ore.

EMBODY ELEMENT

Potency: 1

This ore is effective when paired with any elemental Spellcasting ore. It functions differently depending on whether it is equipped to a weapon or to armor. When equipped to a weapon, it adds damage of its paired ore's element type to attacks made by the weapon. Additional damage is determined by this ore's Potency minus the proficiency modifier. When equipped to armor, it instead provides resistance to damage of the same element type.

EXTRA CUT

When paired with any spellcasting ore, allows you to take an extra weapon attack action immediately after casting the paired spell.

LAST LAUGH

Pairs with any spellcasting ore. When an attack renders you unconscious, this ore autocasts the spell of its paired ore once as a reaction upon the creature that dealt the attack. Autocasting uses the power of the enhancement ore rather than the paired spellcasting ore and does not consume a charge from the paired ore.



LUCKY CAST

Pairs with any spellcasting ore that invokes a saving throw by its target. You gain +1 to Ore DC whenever you cast the paired ore's spell.

MULTICAST

When paired with any spellcasting ore, provides you the option of casting the spell on up to 3 targets you select rather than just 1. If a charge is required to cast the spell, you expend only 1 additional charge to use this effect.

POTENT SPELL

When paired with any spellcasting ore that has Potency, adds +1 to that ore's Potency.

RECLAIM CHARGE

This ore is effective when paired with any spellcasting ore that contains charges. It behaves differently depending on whether it is equipped to a weapon or armor. When equipped to a weapon, you may roll 1d20 after making a successful attack with the weapon against a creature. On a result of 16-20, the paired ore regains 1 charge. When equipped to armor, you may make the same roll to reclaim a charge after taking damage. In either case, the paired ore can not exceed its maximum charges.



VAMPIRIC SPELL

When paired with any spellcasting ore that does damage to a single target, causes you to regain HP equal to half the damage dealt whenever you attack a target with that spell.

ABILITY ORE

These ores do not contain charges, cast spells, or tap into elemental forces. Rather, when equipped, they provide you with enhanced physical or mental abilities.

ANGELUS

This ore is only effective when equipped to armor. You can sprout glowing, translucent angel wings at will giving you a flying speed of 60.

BEND SPACE

When paired with any spellcasting ore that has Potency, adds +1 to that ore's Potency.

BREATHLESS

You are able to survive without breathing while this ore is equipped, thus granting you tacit abilities such as the ability to breathe underwater, immunity to breathable poisons, etc.

CLEVER DEFENSE

This ore is only effective when equipped to armor. You gain +1 to AC and have advantage on Wisdom saving throws.

COUNTER STRIKE

Whenever you take melee damage from an enemy within 5 ft. of you, you may make 1 weapon attack as a reaction.

DEXTRIOUS DEFENSE

This ore is only effective when equipped to armor. You gain +1 to AC and have advantage on Dexterity saving throws.

ENHANCED FORTITUDE

Your HP maximum is increased by 10.

EXTREMIST FIGHTER

This ore is only effective when equipped to weapons. Whenever you attack a creature with the weapon holding this ore, roll 1d20 instead of making a normal attack roll. On a result of 16-20 you automatically crit. On a result of 1-15, you automatically miss. Rolling a natural 1 or a natural 20 has no additional effects on your roll.

FORTIFIED DEFENSE

This ore is only effective when equipped to armor.
You gain +1 to AC and have advantage on Constitution saving throws.

LIFESIGHT

You can use a bonus action to select a creature that you can see within range and channel your connection to the creature as it exists between all creatures via the Weave. In doing so, you catch a momentary glimpse of the creature's life force, represented by a number floating a few inches above the creature's body. Sometimes you are able to get an innate sense of its strengths and weaknesses as well. Your DM tells you the creature's current HP as well as any immunities, resistances, and vulnerabilities it may have.

MULTISLASH

This ore is only effective when equipped to weapons.
Whenever you attack with this weapon, you attack up to 3 targets within 5 ft. of you simultaneously, however each target only takes half damage when hit. If you have more than 3 possible targets within 5 ft. of you, you select which 3 are attacked. You make a separate attack roll per target to determine whether or not each attack is successful but you only make 1 damage roll which applies to all targets.

PLUS TWO WEAPON

This ore is only effective when equipped to weapons. The weapon gains +2 to attack and damage rolls made with it.

PREEMPTOR

You have advantage on initiative rolls.

QUICK BLADE

You gain an extra attack action on your turn that you can use to make a weapon attack.

QUICK SPELL

You gain an extra action on your turn that you can use to cast a spell.

SKILL BOOST

You gain +2 to 2 ability scores of your choosing.

WHITE KNIGHT

Whenever a creature within 10 ft. of you is attacked, you may use a reaction to take damage on behalf of the creature.



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