

A GUIDE TO MYTHONIA



HOME BREW

dnd 5e and 5.5e book by OscarsDragon

AUTHOR'S NOTE

This book gives you everything you need to use the setting of Mythonia across time. (it was going to be everything but we ended the campaign and so I died my motivation to work on this, not all of this is balanced either it was my first dnd campaign)

CONTENT

this adds lots of stuff

PART 1

Classes

Subclasses

Items

Monsters

Rules

Spells

Races

Planes

Gods

PART 2

Classes

Monsters

Items

Races

specialites

PART 1

NEW SUBCLASSES

SOULKNIGHT

A soulknight is a warrior subclass specializing in stealing the souls of their enemies. You may join this subclass at 1st level.

BLADE OF SHADOWS

when you join this subclass you must choose a melee weapon that you have (if you don't have one you may not join this subclass) to darken into pure black and it does necrotic damage instead of what it used to do. If anyone except you touches it they take the damage it would have done if you attacked them with it. When you kill a target with the weapon you extract its soul gaining 3 times its challenge rating in soul points (a new point type specific to this subclass).

GHOSTFORM

you may spend 3 soul points to double your speed and be able to phase through walls for 2 turns. at level 5 you may spend 10 soul points to have all weapons phase through your body dealing 0 attack damage for 2 turns and have the other effects of ghostform for 2 turns.

TELEPORT

you may spend the distance you want to teleport divided by 3 soul points to teleport to that location.

DRUNK ON POWER

for every 5 soul points you have you get -1 to your wisdom modifier.

BLUR

at level 3 you may spend 10 soul points to get multiattack 3 where you get to choose any action for each one for 3 turns.

CORD

at level 5 or higher you may spend 5 soul points to repair someone you are touching's silver cord (in the astral plane).

DISCIPLINE OF THE BUTLERS

this juggernaut subclass is based off the butler family from artemis fowl. You are trained in the art of hand to hand combat and have used many weapons. At level 3 you may join this discipline.

TRAINED IN MANY WEAPONS

you gain proficiencies in every weapon in the game that is not magic.

HAND TO HAND COMBAT MASTER

your punch action deals 3d6 dmg instead of 2d6

VIKING DEATH PINCH

at 5th level you may take an action to do the death pinch to a target within 5 ft who is now knocked unconscious for his next 3 turns.

DISCIPLINE OF THE DREADNAUGHT

at level 3 you may join this juggernaut discipline. when you enter this discipline your body grows, you get stronger, faster, and most of all significantly more terrifying.

TO MUCH HEALTH

you gain an additional d6 of health every time you level up.

MERCILESS FURY

at 5th level or higher you spend an action to rage dealing triple damage for the next 3 turns. table for the amount of times you may rage on each level up to 12 after that you gain 1 per level.

level	rages
5	1
6	1
7	2
8	3
9	4
10	4
11	5
12	5

AURA OF TERROR

any creature that has a smaller size type than you within a 50ft radius gets terrified getting a -3 on all rolls.

WALKING BEHEMOTH

if you are a humanoid you grow to 8 feet tall (if you are not already taller) and your size type increases by 1 extra no matter what so if you are size large after growth you become size huge even though you don't meet the requirements.

COLLEGE OF THE SCORCHING SONG

you may join this college at level 1. In this bardic college, you gain the following abilities at the levels listed. if you encounter a cultist of fireballs or a flame warden it is your duty to destroy them.

LEVEL 3

HEART OF FIRE

You have resistance to fire damage.

FIREBALL

the spell fireball is added to your spell list and functions as if it were a bard spell.

FIREBOLT

the spell firebolt is added to your spell list and functions as if it were a bard spell.

LEVEL 6

BURNING AURA

You may expend one use of bardic inspiration to have your next attack have an extra 1d12 fire damage added to it.

LEVEL 14

INFERNO

As an action you may expend 4 uses of bardic inspiration to deal 4d10+10 fire damage to every enemy in a 20ft radius of you.

SPELLS

You have 2 extra spells added to your spell list that can only be learned by being in the college of the scorching song. The spells are Piercing Burn, and Flaming Lyrics.

WARP BLADE

You may join this roguish archetype at 3rd level.

LEVEL 3

TELEPORT

As a bonus action you may teleport up to 15ft your level times per long rest.

LEVEL 9

TELEPORTING WEAPONS

all off your attacks have +10ft on their range.

LEVEL 13

PORTALS

As an action you may cast the spell hither thither.

LEVEL 17

UNCANNY TELEPORT

Your uncanny dodge ability also allows you to teleport up to 15ft.

RANDOMANCER

this wizard subclass is all about chance and a bit of quantum mechanics. You may join this subclass at level 1.

PROFICIENCY

you are proficient with dice and cards

BOOK OF CHANCE

your spellbook has 1d6 extra slots (every level up you reroll).

LEVEL 3

you unlock the spell quantum tunnel and entangle if not previously unlocked.

LEVEL 3

you gain the trait impassable.

LEVEL 6

when you take damage you may choose to be alive and dead at the same time which either does more damage to you or negates the damage. It is a d20 if you are higher then 10 it negates the damage but if you are equal or lower it doubles the damage.

SWORDMASTER

a warrior subclass you may join at 3rd level based off Frank Herbert's dune.

PROFICIENCY

you are proficient with swords daggers knives and attacking with 2 weapons.

QUICK REACTION

you may take your reaction to an attack to block and one other action or bonus action.

THE SWORD

at 5th level swords, daggers, and knives do not contribute weight to your character.

ARC OF THE BLADE

at 7th level you may choose to take 10 damage to make your next 2 attacks with a sword, knife, or dagger deal double damage.

NEW CLASSES

CURSED

this is a class where your body is infected with the curse of the blackened soul. When you choose this class you must choose another class as well. Whenever this class refers to level it means the class level.

HUNGER FOR DEATH

whenever you kill a monster this class gains xp equal no matter what even if you choose to give it to a different class. you also heal equal to its challenge rating.

ETHERAL BLOOD

at level 3 whenever you take damage divide it by 2 but if its radiant damage you double it instead.

FURY

at level 5 you may rage once per long rest which makes your next attack deal double damage.

MADNESS

at level 7 every time you take damage you roll a d4 if its a one you must attack another player in your party if you can't you take your level in damage.

MUTATIONS

at level 9 you gain darkvision 75ft if you dont already have it or the action claw: 1d10 melee damage at a range of up to 5ft. at level 12 you gain darkvision 50ft if you don't already have it, your move speed goes up by 20ft and the action claw becomes 1d12 damage if you have it and if you don't you get the action claw and its 1d10 damage. at level 14 your max health goes up by 20 and your armor class goes up by 2.

PATH

at level 15 you choose a path

- **lycanthropy**

under the moon you go full beast and when you roll for madness its a 1 or a 2 to do the madness effect but you have +10 max health heal to full health and deal +50 damage on all melee attacks. at level 17 you must read the transformation rules for curse of the blackened soul and carry them out.

- **vamperisum**

you cannot abide the light of day so when you are in sunlight you take 2d20 fire damage every turn but when you kill an enemy you heal triple its challenge rating instead of just its challenge rating.

- **reaping**

you become charged by the god of death to kill as many creatures as you can and if you do this you gain the warlock as an extra class and your patron must be the god of death in the world you are in.

JUGGERNAUT

the juggernaut is a kind of barbarian fighter hybrid and can have an element that enhances their power. As a juggernaut, you gain the following features

Hit Dice: 1d20 per juggernaut level

Hit Points at 1st Level: 20

Hit Points at Higher Levels: 1d20+con modifier per juggernaut level

PROFICIENCIES

Armor: heavy

Weapons: hand balista, greatsword and simple weapons

Tools: none

Saving Throws: strength and constition

Skills: Choose two from skills

JUGGERNAUT

Level	Proficiency Bonus
1st	+1
2nd	+1
3rd	+2
4th	+2
5th	+2
6th	+3
7th	+3
8th	+3
9th	+3
10th	+4
11th	+4
12th	+4
13th	+5
14th	+5
15th	+5
16th	+5
17th	+6
18th	+6
19th	+6
20th	+7

EQUIPMENT

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

- an armor of your choice
- (a) 3 simple weapons of your choice or (b) 1 handbalista
- a sack of 15 gold peices

EXTRAS

you get to chose one of these types of damage for all your weapons to do and gain the buff and debuff listed.

damage types	buff & debuff
slashing	dex +3 and cha -2
piercing	str +3 and wis -2
bludgeoning	str +4 and int -3
necrotic	int +3 and cha -2
lightning	dex +2 and str -3
thunder	str +4 and wis -4
psychic	int +5 and str -4
acid	wis +2 and str -2
force	int +3 and wis -3
radiant	int +1 and wis -2
poison	con +3 and str -2
cold	con +4 and wis -3
fire	str +4 and con -3

As a juggernaut you gain the ability punch. You may spend 1 action on your turn or as a reaction and punch a target within 5 ft dealing 2d6 bludgeoning damage.

ELEMENTAL SPELLCASTER

As a elemental spellcaster, you gain the following class features

HIT POINTS

Hit Dice: 1d6 per spellcaster level

PROFICIENCIES

Armor: light

Weapons: quarterstaff

Tools: none

Saving Throws: int, wis

Skills: Choose two from skills

EQUIPMENT

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

- quarterstaff

ELEMENTAL POWER

when you choose this class you choose a focus that your attacks will be based on.

focus	damage type	substance
pyromancy	fire	fire
geomancy	bludgeoning	rocks
aeromancy	force or thunder	wind or sound
cryomancy	cold	ice
electromancy	lightning	electricity

1ST LEVEL

you unlock the ability to shoot your element in a ball at your opponents at a range of up to 50ft dealing your level in d6s of your damage type as an action.

2ND LEVEL GEOMANCER OR CRYOMANCER

you unlock the ability to mold you elemental substance as an action moving it up to 30 feet and not through other objects that resist the movement. you can only move your substance if it is within your level times 20 feet of you.

3RD LEVEL ELECTROMANCER

you learn the ability to call lightning to a target within 30ft dealing 2d10 lightning damage as an action. you may perform this action your level divided by 2 rounded down times per long rest.

4TH LEVEL PYROMANCER

as an action 2 times per long rest you may cast the spell fireball with no cost you don't need components as an action.

4TH LEVEL AEROMANCER

as an action twice per long rest you may trigger a sonic boom that only effects enemies dealing 2d20 thunder damage to any enemies within 75 feet.

5TH LEVEL GEOMANCER OR CRYOMANCER

your armor class gets a permanent +3

7TH LEVEL PYROMANCER OR GEOMANCER

once per long rest as an action you may summon a meteor to a target within 100ft dealing 8d10 damage of your type in a radius of 20ft from impact.

ITEMS

the items section

DUELING WEAPONS

these are the weapons to be used in a duel

DUELING RAPIER

a thin sword to stab your opponent. weight: 5 lb cost: 150gp

NORMAL COMBAT

this does 1d8 piercing damage at a range of up to 7 feet.

A DUEL

your weapon ability is

LENGTHY LUNGE

you deal 1d8 piercing damage at up to 7 feet and you get +3 on your parry roll.

DUELING SABER

a long curved sword meant to kill your opponents with style. weight: 4 lb cost: 250gp

NORMAL COMBAT

this sword does 1d12 slashing damage at a range of up to 4 feet.

A DUEL

your weapon ability is

SWIRLING SWORD

you deal 1d12 slashing damage at a range of up to 4 feet and if you roll 12 on your damage roll you decapitate your opponent one-shotting them.

FENCING FOIL

this mini rapier is special because its used in training for duels and won't kill you. weight: 1 lb cost 50gp

NORMAL COMBAT

this sword does 1 bludgeoning damage at a range of up to 6 feet.

A DUEL

when fighting with a fencing foil and the opponent is also fighting with a foil you wright down your current hp and at the end of the duel you both reset to that health and the winner gains +1 skill in dueling (new skill wright it down on your character sheet) which is a modifier for your parry roll your weapon ability is

LUNGE

you deal 1d8 bludgeoning damage at a range of up to 5 feet.

DUELING SWORD

why are you dueling with this it's a sword. weight 3 lb cost 100gp

NORMAL COMBAT

1d8 damage at a range of up to 5 feet if you hold it 2 handed its 1d10.

A DUEL

your dueling ability is

SLASH

1d8 damage at a range of up to 5 feet if you hold it 2 handed its 1d10

PARRYING DAGGER

a dagger to be used in duels weight 1 lb cost 20gp

NORMAL COMBAT

1d4 damage at a range of up to 5 feet

A DUEL

the weapon ability is

- **attack**

you deal 1d4 damage at a range of up to 3 feet

- **dagger parry** you have a +4 on parrying and this can be held with another weapon.

POTIONS

2 new potions added to dnd 5e.

POTION OF MONOMORPH

you transform into your true form and remove any shapechanging curses like lycanthropy or dragonflesh.

cost: 750gp

weight: 1 lb

drinking time: 1 action

POTION OF CONTROL

you regain control of your character.

cost: 1250gp

weight: 1 lb

drinking time: 1 action

CLAYMORES

this section adds a new type of sword the claymore a heavy greatsword that can deal bludgeoning or slashing damage.

CLAYMORE

a powerful longsword that is very heavy.

cost: 300gp

weight: 18lb

attack: as an action you may deal either 2d8 slashing damage or 1d10 bludgeoning damage at a range of up to 7 feet +2 to hit.

Properties: two-handed, heavy

SHATTERING CLAYMORE

epic weapon (claymore)

a powerful longsword that is even heavier.

cost: 450gp

weight: 22lb

attack: as an action you may deal 1d8 slashing damage and 2d10 bludgeoning damage at a range of up to 7 feet +3 to hit. if you roll higher than the object you are attacking's weight +40 on the attack roll you instantly destroy the object if it is a creature it dies if it is an object it shatters.

Properties: two-handed, heavy

VORPAL CLAYMORE

legendary weapon (claymore)

a powerful longsword that can chop off your head.

cost: 600gp

weight: 15lb

attack: as an action you may deal either 2d12 slashing damage or 1d6 bludgeoning damage at a range of up to 7 feet +4 to hit. if you roll a 20 or higher it loses its head.

Properties: two-handed, heavy, vorpal

TREMOR CLAYMORE

epic weapon (claymore)

a powerful longsword that shakes the earth.

cost: 500gp

weight: 30lb

attack: as an action you may deal either 1d10 slashing damage or 2d12 bludgeoning damage at a range of up to 7 feet +2 to hit. if you rolled a 18 or higher on your attack roll you knock everybody except yourself to the ground in a 50ft radius and all creatures with tremorsense within 100ft know you are their.

Properties: two-handed, heavy

AXE BLADE

epic weapon (claymore)

based on minecraft dungeons the axe blade is a claymore that ends in a battle axe blade.

cost: 400gp

weight: 20lb

attack: as an action you may deal either 2d10 slashing damage or 1d8 bludgeoning damage at a range of up to 7 feet +3 to hit.

Properties: two-handed, heavy

THUNDERING CLAYMORE

legendary weapon (claymore)

a powerful longsword that is very loud.

cost: 400gp

weight: 20lb

attack: as an action you may deal 2d8 slashing damage, 1d10 bludgeoning damage and 1d8 thunder damage at a range of up to 7 feet +2 to hit. on a 20 or higher on your attack roll you deafen everybody within a 50ft radius except yourself.

Properties: two-handed, heavy

BOWS

BOW OF MANY SHOTS

legendary weapon (bow)

a longbow with runes glistening on it **cost:** 300gp

weight: 11lb

attack: roll a d10 this bow shots that many arrows (even though you only loaded 1) which deal 1d6 piercing damage each -1 to hit at a range of up to 150ft.

Properties: two-handed, heavy, ammunition

HAND BALLISTA

a superpowered crossbow

cost: 200gp

loading: it takes one action to pull back the string and load an arrow into the handballista

weight: 5lb

attack: as an action this deals d20 times str modifier damage at a range of up to 75ft +1 to hit.

Properties: two-handed, heavy, ammunition

GHOST BOW

legendary weapon (bow)

a bow made of a strange black wood with glowing blue cracks going through it.

cost: 500gp

weight: 0lb

attack: this does 1d10 necrotic damage at a range of up to 100 feet +3 to hit it will pass through anything in its way dealing 1d10 necrotic damage to it.

Properties: two-handed, ammunition

VORPAL BOW

legendary weapon (bow)

a bow that hunts the neck of its target.

cost: 700gp

weight: 2lb

attack: this does 1d8 piercing damage at a range of up to 100 feet +3 to hit. if you roll a 18 or higher you cut the head of your target killing them if they can't survive without it.

Properties: two-handed, ammunition

MONSTERS

BASILISKIANS

a type of lizardfolk with the ability to petrify you. They have six arms, black scales and glowing blue eyes.

BASILISKIAN

SWORDMASTER

medium humanoid (basiliskian), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 56

Speed 40ft run

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

Saving Throws con and str

Skills stealth

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 50ft

Languages draconic

Challenge 7 and Xp 20

Actions

Multiattack. The Basiliskian Swordmaster makes 6 sword attacks or 1 petrify attack

Sword. 2d10 slashing damage at a range of up to 5 feet

petrify. makes the target lose their next turn on impact at a range of up to 5 feet.

these basiliskians are known to be extremely vengeful and dangerous. They have six swords and come at you with no mercy.

BASILISKIAN ARCHER

medium humanoid (basiliskian), chaotic neutral

Armor Class 14 (natural armor)

Hit Points 56

Speed 40ft run

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	16 (+3)	14 (+2)	11 (+0)

Saving Throws dex con

Skills stealth

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 75ft

Languages draconic

Challenge 7 and Xp 20

Actions

Multiattack. The Creature Name makes 3 bow attacks or 1 petrify attack

petrify. makes the target lose their next turn on impact at a range of up to 5 feet.

bow. 1d12 piercing damage at a range of up to 50ft

BUSINESS BEHOLDER

medium aberration, chaotic neutral

Armor Class 15

Hit Points 135

Speed 50ft fly

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+0)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws int and wis

Skills persuasion +5

Damage Resistances poison

Damage Immunities psychic

Senses darkvision

Languages common, dwarvish, elven

Challenge 5 and Xp 100

Cone of disadvantage a 15ft cone comes out of the central eye that makes all attack rolls and saving throws have disadvantage.

Actions

Multiattack. The business beholder makes 3 different ray attacks

telekinesis ray. the beholder choses a target within 45 feet and may move them anywhere within that radius.

Force ray. the beholder choses a target within 45 feet and may launch them backward 15ft dealing 2d12 force damage to the target.

inferno ray. the beholder choses a target within 45 feet and may blast a ray of fire at them dealing 1d20 fire damage.

Prone Ray. the beholder choses a target within 45 feet and may blast a ray of energy at them rendering them prone for 2 turns.

Fear ray. the beholder choses a target within 45 feet and may blast a ray of energy at them rendering them terrified for 3 turns.

energy ray. the beholder choses a target within 45 feet and may blast a ray of lightning at them dealing 1d20 lightning damage and 1d6 thunder damage.

telekinesis ray 2. the beholder choses a target within 45 feet and may move them anywhere within that radius.

explosion ray. the beholder choses a target within 45 feet and may trigger a 10ft radius explosion dealing 1d12 fire damage to whatever the explosion hits.

piercing ray. the beholder choses a target within 45 feet and may deal 2d12 piercing damage to the target.

CULTIST OF FIREBALLS

medium humanoid(any), lawful evil

Armor Class 13 (natural armor)

Hit Points 26

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	8 (-1)	6 (-3)	18 (+4)

Saving Throws charisma, and dexterity

Damage resistances poison

Damage Immunities Fire

Senses passive perception 10

Languages common and ignan

Challenge 3 xp 10

Actions

Fireball. one target. 6d6 fire damage. range 40ft

Punch. one target. 1d4 bludgeoning damage range 5ft

the cultists of fireballs are working for a flame warden they are generally humans in black robes with fire leaking from their eyes.

CURSED HORROR

medium humanoid(any), chaotic evil

Armor Class 17

Hit Points 130

Speed 50ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws int str

Skills survival +3

Damage Vulnerabilities radiant

Condition Immunities poisoned

Senses darkvision 100ft

Languages common (can't speak just understand)

Challenge 8 and Xp 500

aura of terror any creature within 100ft of this creature is frightened of it.

Actions

Multiattack. The Creature Name makes 2 claw attacks and 1 dark energy attack.

Claw. 1d12 slashing damage range 5ft. it slices it's claw at you. +3 to hit

dark energy. 1d20 necrotic damage range 20ft. the shadows around its body blast at you. +4 to hit

you can tell this monster was once human but now its so far gone its almost not humanoid with its clawed hands a tail lashing behind it a snout with knashing fangs, spikes running along its back shadows leaking of its body so its just a silhouett on with glowing white eyes. This monster is someone with the cursed class who progressed to far and fell into total beast.

CTHULHU

gargantuan aberration (great old one), chaotic neutral

Armor Class 22

Hit Points 1500

Speed 1000ft fly 600ft swim 300ft

STR **DEX** **CON** **INT** **WIS** **CHA**

40 (+15) 14 (+2) 30 (+10) 28 (+9) 22 (+6) 18 (+4)

Saving Throws int con str

Skills intimidation +6

Damage Vulnerabilities none

Damage Resistances fire

Damage Immunities poison psychic

Condition Immunities poisoned

Senses darkvision 1000ft

Languages Tongue of the Great Old Ones, Deep Speech, telepathy 700ft.

challenge 30 and Xp 100000000

Actions

Multiattack. cthulu makes 1 of each of his attacks except claw which he can do twice.

Howl. deals 5d20 thunder damage targeting all creatures within 500ft

tentacle. deals 8d20 bludgeoning damage range 100ft

psychic assault. deals 12d20 psychic damage range 700ft

claw. deals 8d20 slashing damage range 100ft

legendary actions

The Cthulhu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Cthulhu regains spent legendary actions at the start of its turn.

Attack. Cthulhu makes one claw attack, or one tentacle attack.

Rage (Costs 2 Actions). Cthulhu can use Howl if it is recharged. (Must Roll for Recharge on your turn)

Unspeakable Horror (Costs 3 Actions). Cthulhu consumes the soul of an unconscious creature within 120 feet of it that it can see. The creature dies and cannot be resurrected except via a wish spell or until Cthulhu chooses to release its soul or until his physical form is destroyed.

NEW RULES

this book adds a couple new rules.

EVASION

As your reaction you may move 5ft the trigger is when a creature makes an attack roll against you or a spell is cast that could effect your character.

MANA

Instead of spell slots you can use mana points. each level you gain a certain amount of mana points max. After level 10 its just gain 5 mana max each level.

level	mana max
1	10 mana
2	15 mana
3	15 mana
4	25 mana
5	25 mana
6	30 mana
7	50 mana
8	50 mana
9	55 mana
10	55 mana

when you level up or take a long rest you get to go to full mana and if you take a short rest you roll your hit dice and gain that much mana. The way to check how much a spell costs is this table

spell level	mana cost
cantrip	0 mana
1	2 mana
2	5 mana
3	10 mana
4	12 mana
5	15 mana
6	18 mana
7	22 mana
8	25 mana
9	30 mana

DUELING

when you duel these rules apply instead of normal DND rules.

TO START

when you are challenged to a duel or challenge someone else. the challenger goes first.

YOUR TURN

on your turn you can do one of 3 things

- **weapon ability**

the ability listed on your [dueling weapon](#)

- **retreat**

you move backward 1-3 feet

- **advance**

you move forward 1-2 feet.

THE ATTACK

when you are attacked you may either parry or retreat.

- **parry**

you roll a d20 and they roll a d20 if your roll is greater you deflect the sword of the opponent giving them the condition open and negating the attack (it would then become your turn because their turn is spent).

- **retreat**

the retreat action above

DAMAGE

when you die in a duel the opponent is the victor. armor class does not take part in duels so just don't roll attack rolls.

OPEN

when you are open your opponent as advantage on parry rolls.

FOOD

you need 15 food points per day to survive. You spend the 15 on the next day if you have more those pass to the next day. if you have negative food points you take the negative in damage every turn until you eat. here is a rough table of how much food is worth. feel free to change the values this is just an idea for the values.

food	points
drinks	1-3
snacks	2-4
meals	5-10

TRANSFORMATIONS

when you trigger a transformation these rules apply.

DRAGONFLESH ABOMINATION

every time you consume a dragon part you go up one stage for this transformation.

STAGE 1

you gain the action claw which does 1d8 damage at a range of up to 6 feet. Your arm is now covered in scales and your fingers are claws

STAGE 2

you gain darkvision 50ft. your eyes now look like dragon eyes.

STAGE 3

your speed goes up by 10ft. your legs now look like dragon legs

STAGE 4

your armor class goes up by 2. your chest is now covered in scales.

STAGE 5

you must have at least 5 gp on you at all times when you don't you take 3 damage a turn.

STAGE 6

you gain the action acidic breath which does 2d12 acid damage at a range of up to 20 feet but you can only do it your level times per long rest. your belly is roiling with stomach acids you can launch at will.

STAGE 7

you gain the action bite which does 1d20 piercing damage at a range of up to 5 feet. your head now looks like a dragons head except your hair remains.

STAGE 8

you sprout wings and a tail you can fly up to 30ft on your turn. you must have 20 gp on you at all times the second you don't the dm takes control of your character as a monster until you are fed a potion of control or a potion of monomorph.

BEHOLDERLING

You must have met a beholder in the past and have the beholder must remember you. and every time you encounter the beholder you progress a stage. the first time you meet the beholder it does no progress you a stage.

STAGE 1

you only have one eye now and as an action you may cast field of antimagic.

STAGE 2

your skin becomes purple scales and your armor class goes up by 1.

STAGE 3

your hands and feet become claws and you gain the action claw 1d8 slashing damage at a range of up to 6 feet.

STAGE 4

your hair becomes eyestalks and you can cast mage hand, or ray of frost as an action.

STAGE 5

as an action you may cast disintegrate or prismatic spray once per long rest.

CURSE OF THE BLACKENED SOUL

this can only be triggered by the cursed class.

NEW SPELLS

QUANTUM TUNNEL

3rd level conjuration

Casting Time: instant
Range: your roll on 5d20
Components: none
Duration: instant
classes: wizard

you teleport in the direction your looking range feet you may not pass through objects that have the trait "impassable" if you land in an object everything including you in a 50ft radius takes 4d20 blast damage and the object is destroyed. if you are using mana points it only takes 5 mana points to cast even though its a 3rd level spell.

HITHER THITHER

4th level conjuration

Casting Time: 1 action
Range: 500ft
Components: none
Duration: 6 turns
classes: wizard, sorcerer

you create two linked teleportation portals, each one appearing on a flat surface of your choice that you can see within 500 feet of yourself. Alternatively, you can take an action to relocate one or both portals, subject to the same limitation. The surface on which a portal appears must be big enough to accommodate it. Each portal is a two-dimensional, glowing oval ring, and together they create an open doorway up to 6 feet high and 4 feet wide. Any creature or object entering one portal exits from the other as if the two portals were a single opening that connects their locations.

ENTANGLE

4th level transmutation

Casting Time: 1 action
Range: 50ft
Components: none
Duration: 5 days
classes: wizard

you chose 2 creatures within range and for the duration of the spell if one takes damage or heals the other takes the same damage or heals the same amount and if one gets a condition the other gets the same condition.

INVOKE

3rd level evocation

Casting Time: 1 action
Range: 5 times the level of the spell slot
Components: none
Duration: the level of the spell slot rounds
classes: bard, druid

you choose a target within range and give them plus the level of the spell slot to any ability score for the duration of the spell.

MAGMA SKIN

5th level transmutation

Casting Time: 1 action
Range: 50ft
Components: none
Duration: 3 turns
classes: druid, bard, sorcerer

you chose a target within range and their skin turns into rocks with magma flowing through it. For the duration of the spell the target gains +3 to their armor class and add the level of the spell to their strength modifier. they also get an extra 1d6 fire damage to all of their attacks

SOUL BEAM

7th level necromancy

Casting Time: 1 action
Range: 100ft
Components: 1 dead body
Duration: instant
classes: sorcerer, soulknight (if you are multiclassing sorcerer)

the body is destroyed and a massive beam of dark magic comes out of your hand dealing 4d10 + 40 necrotic damage to whatever it touches.

ELEMENTAL EVIL

8th level transmutation

Casting Time: 1 action
Range: self
Components: for water elemental 1 gallon of water, for a fire elemental 1 pint of lava, for air elemental a strong wind, for a earth elemental a crystal worth at least 100gp
Duration: 5 turns
classes: wizard, druid, sorcerer

you must have the alignment evil for this spell. the component is destroyed and you turn into a large elemental of the type your component specifies. you control this elemental in place of your character for the duration of the spell then you turn back into your previous form and take 2d10 force damage. any damage you take while under the effects of the spell other than the force damage at the end is not transferred back to your character. all of your equipment is absorbed in the transformation.

CHAINED ENERGY

8th level transmutation

Casting Time: 1 action
Range: 50ft
Components: none
Duration: 2 turns
classes: wizard, sorcerer, bard

lightning connects all of your allies within range and yourself together so that your ability modifiers are shared the strongest among each modifier replaces everyones modifier of that type. you are the center of this spell so that if any of your allies leave range they go back to normal.

PIERCING BURN

2nd level evocation

Casting Time: instant

Range: earshot

Components: none

Duration: instant on a succesful save or until extinguished on a failed save.

classes: Bardic college of the scorching song

you say an amazing burn. the target of the spell must make a DC16 wisdom saving throw on a failed save the target bursts into flames taking 1d6 fire damage every turn until extinguished. On a successful save the target takes 1d8 fire damage.

FLAMING LYRICS

3rd level evocation

Casting Time: instant

Range: 20 ft

Components: none

Duration: the length of the song

classes: Bardic college of the scorching song

a beam of fire bursts from the casters mouth as they sing a song each creature in the line must make a DC16 dexterity saving throw dealing 5d8 fire damage on a failed save and half as much on a successful one.

NEW RACES

note

all of the races in this book have a walking speed of 30ft a climbing speed of 15ft and a swimming speed of 15ft if not listed otherwise.

FALLEN

fallen are powerful hybrids of angels and demons. that look like humans except that they emit a dim light white if happy and red if angry.

NIGHT VISION

you have darkvision 50ft

SIZE

you are size medium

INTIMIDATING

you have +3 on intimidation and +2 on charisma

TRAITS

you may choose 2 traits

- **weapons**

you may choose 2 weapons and swap their damage type to one necrotic and one radiant. you may summon and unsummon these at will.

- **healer**

as an action you may deal damage to yourself to heal a creature you are touching that much health.

- **mount**

you may summon either a pegasus or a nightmare at will that obeys your every command. only one may be summoned at a time.

- **wings**

you have a flying speed of 30ft.

HALF GHOST

a half ghost is a strange creature that is dead and alive at the same time.

ECTOPLASMA

as an action you may shoot a ball of ectoplasma at a range of up to 20 feet which does 1d8 necrotic damage. you may use this level times before long rest.

GHOSTFORM

you may phase through walls if you spend an action to do so.

TRANSLUCENT

you have +4 on stealth.

SIZE

you are size medium

CUTHULAN

some of your ancestors saw cthulhu and instead of going insane their body fractured and merged with his power creating a cthulhan and your ancestors somehow interbred and created a race. you look like a human except you have pale green skin washed out eyes fins and your hair is replaced with tentacles.

FRACTURED MIND

your ancestors did take mental damage when the saw cthulhu so you get -2 wis +2 dex.

AQUATIC BODY

you have a swimming speed of 40ft and you can breath underwater.

CONTORTING FORM

you may take your level in damage to increase the range if a melee attack by 1d12 feet.

PSYCHIC ATTACK

as an action you may deal 1d10+int modifier psychic damage to a target within 15 feet.

SIZE

you are size medium

TROGLODYTE

these merciless bipedal lizards hunt or scavenge all their possessions and most importantly food.

MULTIATTACK

you have 2 actions on your turn instead of one.

STEALTHY

you have an extra +3 on stealth.

DUMB BRUTES

you have +2 on str and -3 on int

SIZE

you are size medium

BEASTFOLK PUREBLOOD

a beastfolk pureblood is like a template for an animal and human hybrid.

CREATURE

you may choose a creature challenge 2 or below and you look like them except on a humanoid frame.

SIZE

you are the size of the creature you chose +1 if it was smaller than medium and -1 if it was larger than medium.

ABILITIES

you gain one of the actions the creature had of your choice. you also gain 2 of their modifiers of your choice added to your scores of that type.

SPEED

you have double the walking speed of the creature you chose and the normal speed for that creature for everything else.

BEASTFOLK HALFBLOOD

you are a hybrid between a beastfolk pureblood and a human.

CREATURE

you may choose a creature challenge 2 or below and you look like them except on a humanoid frame and with human features.

SIZE

you are the size of the creature you chose +1 if it was smaller than medium and -1 if it was larger than medium.

ABILITIES

you gain one of the actions the creature had of your choice. you also gain 1 of their modifiers of your choice added to your scores of that type.

SPEED

you have the speed of the creature you chose +5 for walking speed and everything else is just their speed.

BASILISKIAN

these lizardfolk are powerful cave dwellers with black scales, 6 arms, a long tail, and glowing blue eyes.

PETRIFYING GAZE

as an action once per long rest you may petrify a creature you can see for 3 turns (they lose their next 3 turns).

LOTS OF ARMS

you have six arms so you can hold more gear at once.

PREDATORS NOT PREY

you have +2 on int +2 on dex and -3 on wis

SIZE

you are size medium

TUNNEL DWARF (SUB RACE)

the tunnel dwarf has all dwarf traits and abilities and gains 1 more. This subrace is based on artemis fowl.

tunnel

you can unhinge your jaw and dig through the earth eating it and gaining 1 food point per 15 feet you go through. you have a burrowing speed of 45ft. The remaining dirt and stone ejects out of your butt.

NEW PLANES

this book adds one new plane.

CELESTIAL KINGDOM

this plane was once a paradise a world of gods and their servants. Then the ether diamond shattered when the old god of death Grimm brought his warlock up and they destroyed the gem and corrupted its shards. That corruption spread from the shards to the gods killing most of them and the ones that didn't die went insane like Grimm now known as the grim reaper. now the celestial kingdom is a realm made of cracked white marble with a dark purple sky filled with cursed horrors and avatars of insane gods. The marble is prone to cracking underfoot so be careful.

RESIDENT CORRUPTION (OPTIONAL RULE)

every long rest you take in the celestial kingdom gives you -1 to your wisdom modifier until you leave (it stacks so 2 long rests subtracts 2 from your wisdom modifier and so on).

NEW GODS

this book adds new gods from the celestial kingdom and their avatars.

GRIM REAPER

the grim reaper is an insane god of death who comes down from the sky as his avatar to kill random people. He looks like a skeleton in a black tattered cloak with a large scythe. He still holds a grudge against his warlock so he kills warlocks on sight unlike other creatures who he will just ignore except for his target. The grim reaper is this god's avatar's name his name is just Grimm.

THE GRIM REAPER

medium god (grimm), chaotic evil

Armor Class 15

Hit Points 750

Speed 60ft fly 40ft swim 30ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	22 (+6)	10 (+0)	18 (+4)

Saving Throws int, str, dex, cha

Skills intimidation +4

Damage Vulnerabilities radiant

Damage Resistances piercing, psychic

Damage Immunities poison, fire, thunder, necrotic

Condition Immunities defend, poisoned

Senses darkvision 150ft truesight 50ft blindsight 25ft

Languages all

Challenge 17 and 15,000 Xp

legendary actions

the grim reaper may take 3 legendary actions

scythe. the grim reaper takes the scythe action below

shadowstep. the grim reaper takes the shadowstep action below

consume soul. if there is a creature within 15 feet of the grim reaper that has less than 5 health the grim reaper eats their soul killing them instantly never to be revived again healing the grim reaper their health max.

Actions

Multiattack. The grim reaper makes 1 scythe attack and 1 shadowstep if able

scythe. melee: +4 to hit, 10ft, one target. *Hit:* 2d10 slashing damage and 3d10 necrotic damage

shadowstep. if the grim reaper is standing in low light levels it may teleport to another location in low light levels within 50ft.

HEXIA

hexia was the first god to be corrupted and she was the god of magic. This insane god of magic created the curse of the blackened soul. Her avatar looks like a woman that reflects no light and has her eyes glowing white.

AVATAR OF HEXIA

medium god (hexia), chaotic evil

Armor Class 20

Hit Points 1250

Speed 100ft 100ft fly 100ft swim

STR	DEX	CON	INT	WIS	CHA
20	20	20	30	30	30
(+5)	(+5)	(+5)	(+10)	(+10)	(+10)

Saving Throws int, wis, cha

Skills skills

Damage Resistances psychic

Damage Immunities thunder, poison

Condition Immunities poisoned, defend

Senses darkvision 75ft truesight 50ft blindsight 50ft

Languages all

Challenge 20 and 30,000 Xp

spellcaster avatar of hexia is a 20th level spellcaster who can cast any spell of her choice as an action (no mana or spellslots required).

queen of curses all cursed horrors in a 150ft radius of hexia obey her every command.

legendary actions

hexia can take up to 4 legendary actions during her opponents turns until her turn on which they reset back to 4

spell. hexia casts a spell of her choice

Actions

Multiattack. hexia makes 1 curse attack and 1 spell of her choice

curse. hexia choses a humanoid within 30ft and they are forced to adopt curse of the blackened soul as an extra class.

THE DUNGEON MASTER

the dungeon master is the god of luck and the world itself. The only 2 ways to fight the dungeon master are either yelling "I challenge the universe" or he appears in front of you and you attack him. The dungeon master looks like a solid black humanoid with 2 white eyes in a red cloak fringed with gold who has red d20s floating around him crackling with red lightning. After defeating the dungeon master or the dungeon master defeating you you wake up in bed as your real selves and the next time they go to sleep you enter the world of part 2

DUNGEON MASTER

medium god (dungeon master), chaotic neutral

Armor Class 40

Hit Points 500

Speed teleport 999999999999999999ft

STR	DEX	CON	INT	WIS	CHA
30	30	30	30	30	30
(+10)	(+10)	(+10)	(+10)	(+10)	(+10)

Saving Throws all of them +10

Skills all of them +10

Damage Vulnerabilities none

Damage Resistances none

Damage Immunities none

Condition Immunities all

Senses all

Languages all

Challenge 50 and ∞ xp

Legendary Actions

Will of The Dice 7 times per day the dungeon master may alter any dice roll to be anything he wants

Actions

Multiattack. The dungeon master makes as many attacks as he sees fit

Improvise. Come up with something and do it

PART 2



he world is thousands of years into the future and everything is different.

NEW CLASSES

In the future the art of magic has been lost and only magic artifacts and genetic abilities work. You are only allowed to use classes either created in part 2 of this book or artificers, fighters, barbarians, or rogues. (no magic subclasses either)

TELEKENETISIST

As a telekenetisist, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per telekenetisist level

Hit Points at 1st Level: 8 + con modifier

Hit Points at Higher Levels: 1d8 + con modifier per telekenetisist level

PROFICIENCIES

Armor: none

Weapons: dagger, impediment gun

Tools: shield generator, tractor beam generator

Saving Throws: int, wis

Skills: Choose two from skills

EQUIPMENT

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

- (a) a shield generator or (b) a dagger.
- a impediment gun

ORBIT

when an ability says to put something into orbit or take it out of orbit this is where it goes. When something is in orbit it will float around you until you take it from orbit (this includes enemies). Enemies within orbit cannot do bonus actions, legendary actions, or reactions.

GRAVITY

As a bonus action you may put 2 objects within 30ft of you or 1 enemy your size or smaller within 15ft of you in orbit.

THROW

As an action you may remove something from orbit launching it up 40ft or 80 with disadvantage. You must make a DC10 attack roll and deals their weight in damage as shown by the class table with as many dice as your level allows it also deals that damage to the thing you threw.

RANGE INCREASE

at level 2 the range of gravity is +15ft for both options and the range of throw is +10ft for normal and +20ft for disadvantaged.

PLATFORM

at level 3 as a bonus action you may create a platform the floats in the air by taking a non living thing out of orbit and standing on it. You can move the platform and anything on it instead of your normal movement moving the platform 20ft flying.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 10th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

BLAST

At level 5 as an action all creatures except yourself within 15ft of you move 15ft away from you

AMOUNT INCREASE

at level 6 using gravity you may pull in +2 objects and +1 creatures. You also may now throw 2 objects or creatures.

FREEZE

at level 7 as a reaction twice per long rest you may interrupt the thing you are reacting to and stop its turn.

POWER INCREASE

at level 9 using gravity you can pick up 1 size larger then yourself, at 13th level you can pick up 2 sizes larger then yourself and at 18th level you can pick up 3 sizes larger then yourself.

SHIELD

at level 11 you gain +1 armor class for every thing you have in orbit. If an attack roll misses your armor class by 2 or less you lose something from orbit. At 17th level it becomes that the attack roll must miss you by 1 to lose something from orbit.

FLIGHT

at level 16 you gain a hovering speed of 30ft if you don't already have a hovering speed. If you have a hovering speed it goes up by 30ft.

MASTER

at level 20 all actions gained with this class can be used as bonus actions and all bonus actions can be used as actions.

TELEKENTISIST

Level	Proficiency Bonus	throw dice
1st	+1	1
2nd	+1	1
3rd	+2	1
4th	+2	1
5th	+2	1
6th	+3	2
7th	+3	2
8th	+3	2
9th	+3	2
10th	+4	3
11th	+4	3
12th	+4	3
13th	+5	3
14th	+5	3
15th	+5	4
16th	+5	4
17th	+6	4
18th	+6	4
19th	+6	4
20th	+7	4
Size of object thrown	Dice type	
tiny	d4	
small	d6	
medium	d8	
large	d10	
huge	d12	
gargantuan	d20	

RACES

new races along with variants of old ones (you can play any race you like)

note

The races in this part of the book can all speak read and write in common and celestial

KRAL

Kral are large reptiles that walk on 4 spike legs protruding from a lizardfolk like upper torso which has 2 extra arms that just end in spikes. They are usually grey, dark green, black, dark red, or dark blue.

SIZE

you are size large

SPEED

Your walking speed is 40ft

SPIKES

Your unarmed strike deals 1d6+str modifier piercing damage at a range of 5ft.

STRANGE SHAPE

to wear armor you must wear custom armor made for your species.

VENGEFUL NATURE

You have +2 on strength and +1 on charisma

THUNDERPEDE

Thunderpedes are large blue, purple, or red centipedes with 4 arms next to their top legs that can fold in when not in use. Thunderpedes can grow to be as long as 10ft.

FOUR ARMS

You are gifted with superior martial prowess and practical utility due to your extra pair of arms. You have four arms instead of two; these additional limbs can hold objects and wield weapons as normal. You can wield two two handed weapons.

NATURAL ARMOR

You have +3 to your armor class. To wear armor you must wear custom armor made for your species.

ELECTRICAL PULSE

As an action 3 times per long rest you may deal 1d12 lightning damage to all creatures within a 10ft radius of you.

SENSES

You have tremorsense up to 30ft

SIZE

You are size large

SPEED

Your walking speed is 40ft your climbing speed is 20ft and your swimming speed is 10ft

STARBORN

You look like a human but you have glowing yellow eyes.

SIZE

You are size medium

SPEED

Your speed is 35ft

LIFE IN THE VOID

You do not require air and can survive in space

HEAT RESISTANT

You have resistance to radiant and fire damage

SENSES

You have darkvision up to 60ft in all light conditions

ANDROID

You are a machine that is vaguely humanoid

SIZE

You are size medium

LIMBS

You can have up to 4 arms. These arms each can hold objects and wield weapons as normal.

LANGUAGE

You can speak read and write in binary

SENSES

You have blindsight up to 30ft and darkvision up to 60ft in dim light and 15ft in no light

MULTITASKING

You can effectively multitask allowing you to take 2 actions on your turn instead of 1 as long as they are different actions.

SPECIALTIES

Specialties function as a way to define your character a little bit more. You chose your first specialty at level 1 and you may gain another at level 3, level 8, and level 15.

MEDIC

You can use the advanced medical kit, you have 1 extra hit die and you have the skill medicine.

PILOT

You can fly any kind of spacecraft without training. You have proficiency with spacecrafts.

ASTRONAUT

You have experience traversing unknown planets so you have the skill survival with +2 added to its score.

MECHANIC

During a short or long rest you may expend one of your hit dice to repair a tiny or small object or heal a machine npc or player character for the maximum value of the hit die.

BOTANIST

You have the skill nature with +2 added to its score.

STRATEGIST

You have the skill persuasion and the skill insight.

SCIENTIST

You have the skill investigation with +2 added to its score.

SNIPER

You are proficient with ranged weapons with a non disadvantaged range of 50ft or more.

BOMBER

you can add your proficiency modifier to any explosives DC for its saving throw.

ITEMS

all the extras items for this part of the story

BASIC MEDICAL KIT

a medical kit to heal small wounds

cost: 10gp

weight: 0.5lb

Use: as an action you may permanently expend this kit to heal the maximum value of a hit die of a player within 5 feet or heal 6 hp to an NPC or player within 5ft.

ADVANCED MEDICAL KIT

a medical kit to heal all wounds

cost: 50gp

weight: 0.5lb

Use: if you have the medic specialty as an action you may permanently expend this kit to heal a NPC or player within 5 ft of you their maximum health divided by 2 rounded down.

OLD SHIELD GENERATOR

An old model of shield generator that used to be made by fissure tech

cost: 50gp

weight: 2lb

Passive: while wearing this shield generator any attacks roles against you have disadvantage and you have an extra 10 temporary health but as soon as that temporary health is gone this shield generator breaks and no longer functions until repaired.

properties: energy

NEW SHIELD GENERATOR

the newest model of shield generator that is made by fissure tech.

cost: 150gp

weight: 1lb

Passive: while wearing this shield generator any attacks roles against you have disadvantage and you have +15 temporary health but as soon as that temporary health is gone this shield generator runs out of battery and no longer functions until charged at a charging station (scattered pretty much in all establishments, spaceships, and homes) which takes 1 hour.

properties: energy

LASER PISTOL

a basic metal pistol

cost: 100gp

weight: 1lb

attack: 1d8 radiant damage at a range of 30/60 with +1 to hit

properties: energy, range 30/60

LASER RIFLE

a sleek metal rifle

cost: 200gp

weight: 1lb

attack: 1d6+4 radiant damage at a range of 50/100 with +3 to hit

properties: 2 handed, energy, range 50/100

ANTIMATTER RIFLE

a sleek black metal rifle

cost: 200gp

weight: 2lb

attack: 1d8 force damage + 1d6 necrotic damage at a range of 50/100 with +3 to hit

properties: 2 handed, energy, range 50/100

ANTIMATTER CANNON

a large black metal bazooka

cost: 400gp

weight: 5lb

attack: 2d8 force damage + 1d8 necrotic damage at a range of 30/100 with +2 to hit

properties: 2 handed, energy, range 30/100

HAND GRENADE

a waffle pattern hand grenade

cost: 5gp

weight: 0.5lb

attack: throw the grenade at a point within 30ft and any creature within 10ft of the grenade must make a DC14 dexterity saving throw and take 3d6 piercing damage on a failed save and 1d6 force damage on a successful one. This destroys the hand grenade beyond repair.

properties: explosive

FIREBALL GRENADE

a red hand grenade

cost: 10gp

weight: 0.5lb

attack: throw the grenade at a point within 30ft and any creature within 15ft of the grenade must make a DC14 dexterity saving throw and take 3d6 fire damage on a failed save and 1d6 force damage on a successful one. This destroys the hand grenade beyond repair.

properties: explosive

FLASHBANG

a glowing blue metal rod that creates a bright flash when thrown.

cost: 5gp

weight: 0.5lb

attack: throw the flashbang at a point within 30ft and any creature within 15ft of the flashbang must make a DC17 dexterity saving throw and take 1d8 radiant damage and be blinded on a failed save or 1d6 radiant damage on a successful save. This destroys the flashbang beyond repair.

properties: explosive

LIGHTNING GRENADE

a blue grenade that creates an area of electrical shock when thrown.

cost: 10gp

weight: 0.5lb

attack: throw the grenade at a point within 30ft and any creature within 5ft of the grenade must make a DC18 dexterity saving throw and take 3d6 lightning damage on a failed save or 2d6 lightning damage on a successful one. This destroys the hand grenade beyond repair.

properties: explosive, energy

THUNDER GRENADE

A gray grenade that creates a loud boom when thrown.

cost: 5gp

weight: 0.5lb

attack: throw the grenade at a point within 30ft and any creature within 15ft of the grenade must make a DC16 dexterity saving throw and take 1d10 thunder damage and be deafened for 3 rounds on a failed save or 1d6 thunder damage on a successful save. This destroys the grenade beyond repair.

properties: explosive

FROST GRENADE

A light blue grenade that creates a wave of freezing cold.

cost: 5gp

weight: 0.5lb

attack: throw the grenade at a point within 30ft and any creature within 15ft of the grenade must make a DC16 dexterity saving throw and take 2d8 cold damage and be slowed (movement speed halved) for 2 rounds on a failed save or 1d6 cold damage on a successful save. This destroys the grenade beyond repair.

properties: explosive

FLAMETHROWER

A flamethrower

cost: 300gp

weight: 4lb

attack: 2d6 fire damage at a range of 10/30 with +2 to hit.

properties: ammunition: petroleum capsule, range 10/30

HOLY HAND GRENADE

Legendary grenade

A jewel encrusted hand grenade that creates a wave of radiant power. This hand grenade was created by the forge god before he left our world and can be reused.

cost: 300gp

weight: 0.5lb

attack: Once a day you may throw the hand grenade at a point within 100ft and every creature within 30ft of the grenade takes 3d12 radiant damage.

properties: explosive

ROCKET CANNON

a cannon to mount on your should to shoot explosives out of.

cost: 150gp

weight: 0.5lb

attack: when you attack with this object it functions like the ammunition would when you attack except the range is +50.

properties: ammunition: objects with the property explosive, energy, range

IMPEDIMENT GUN

a gun that slows down enemies

cost: 200gp

weight: 2lb

attack: 1d6+2 force damage and slows the target (movement speed halved) for 1 round at a range of 40/100 with +2 to hit

properties: energy, range 40/100

STANDARD LIGHTSABER

a flashlight sized metal stick that extends into a laser.

cost: 200gp

weight: 2lb

attack: 1d8+3 radiant damage at a range of 5ft with +2 to hit

properties: simple, light, finesse, energy

SPINNER LIGHTSABER

a metal circle around a metal stick that extends into 2 lasers which spin around the circle rapidly.

cost: 600gp

weight: 4lb

attack: 1d8+3 radiant damage at a range of 5ft with +1 to hit and you get +1 to your armor class until your next turn.

properties: simple, light, finesse, energy

TRACTOR BEAM GENERATOR

a glowing cube that moves things

cost: 200gp

weight: 2lb

use: as an action move a creature or object of size large or smaller up to 15ft.

properties: tool, energy

EMP GRENADE

An EMP

cost: 700gp (Black Market only)

weight: 1lb

Use: All items with the property energy within 30ft do not function until your next turn.

properties: explosive, energy

ENEMIES

BOBLINS

boblins are mechanical goblins that work together in a sort of hive mind where they all have the same singular consciousness named bob. This person was once very rich but he didn't want to die so he uploaded his consciousness and they put it in these mechanical goblins. Bob has gradually degraded in consciousness over these thousands of years and now is trying to build an empire of him.

BOBLIN

small humanoid (boblin), chaotic neutral

Armor Class 13

Hit Points 30

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	20 (+5)	9 (-1)	14 (+2)

Saving Throws int, str

Skills none

Damage Vulnerabilities cold

Damage Resistances fire, bludgeoning, slashing,

Damage Immunities none

Condition Immunities poisoned, frightened

Senses darkvision

Languages common

Challenge 2 and 5 Xp

Actions

Unarmed strike. deals 1d8 bludgeoning damage at a range of 5ft.

POWER ARMOR

A suit of metal armor made by fissure tech that uses machinery to make you stronger.

cost: 1500gp

weight: 50lb

Passive: You get advantage on strength rolls and you get darkvision 60ft

Armor class: 16 + Dex modifier

properties: energy

BOBLIN SWARM

huge humanoid (boblin), chaotic neutral

Armor Class 13

Hit Points 30 (per boblin)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	20 (+5)	9 (-1)	14 (+2)

Saving Throws int, str

Skills none

Damage Vulnerabilities cold

Damage Resistances fire, bludgeoning, slashing,

Damage Immunities none

Condition Immunities poisoned, frightened

Senses darkvision

Languages common

Challenge 4 and 15 Xp

Actions

Multiattack. boblin swarm makes 1 unarmed strike attack per boblin or build.

build the boblins build up into a bigger boblin and now all of this swarm's attacks deal 2 times the damage and have twice the range all of its ability modifiers have +1 added to them. when this swarm sustains 30 or more damage in 1 turn it collapses back into a normal state.

Unarmed strike. deals 1d8 bludgeoning damage at a range of 5ft.

ROYAL GUARD

The royal guard defend mythonia from criminals and miscreants. The royal pyrotechnics are the elite units incinerating high danger enemies.

ROYAL GUARD

medium humanoid (any), lawful good

Armor Class AC 17

Hit Points 100

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +4, Con +4

Damage Resistances slashing, piercing, bludgeoning.

Senses Darkvision 60ft

Languages Common Celestial

Challenge 5 and 100 Xp

Abilities

Power Armor: Has advantage on all melee attack rolls and strength saving throws.

Actions

Multiattack. The Royal guard makes 3 attacks.

Lightsaber. *melee attack:* +4 to hit, 5ft, one target.
Hit: 1d8+3 Radiant damage

Laser Pistol. *Ranged attack:* +2 to hit, 30/60, one target. *Hit:* 1d8 Radiant damage

ROYAL PYROTECHNIC

medium humanoid (any), lawful good

Armor Class AC 17

Hit Points 60

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +4, Con +4

Damage Resistances slashing, piercing, bludgeoning, fire.

Senses Darkvision 60ft

Languages Common Celestial

Challenge 4 and 100 Xp

Abilities

Power Armor: Has advantage on strength saving throws.

Actions

fireball grenade. *ranged attack:* +3 to hit, 30ft, 15ft radius. *Hit:* 2d8 fire damage

Flamethrower. *Ranged attack:* +5 to hit, 10/30, one target. *Hit:* 2d6 fire damage

STARSHIPS

Starships as NPCs function like a normal monster but if you are piloting them (you must have the pilot specialty) you control them in place of yourself. Starships will start with limited actions and abilities but you may purchase modules to add to your starship which will function as either an action (active module) or an ability (passive module).

BASIC FIGHTER

gargantuan construct (starship)

Armor Class 15
Hit Points 400
Speed 500ft(combat)/1au(warp)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	N/A	N/A	N/A

Saving Throws Dex +4
Skills none
Damage Vulnerabilities force
Damage Resistances fire
Damage Immunities none
Condition Immunities all
Senses darkvision 2000ft
Languages none
salvage value: 1,000,000gp(if destroyed)/3,000,000gp(intact)

Actions

Multiattack. This starship makes 2 attacks

Photon cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

Rocket Launcher. *ranged attack:* +5, 250/500, one target. *Hit:* 4d20 force damage (loading)

ADVANCED FIGHTER

gargantuan construct (starship), neutral

Armor Class 16
Hit Points 700
Speed 750ft(combat)/2au(warp)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	3 (-4)	1 (-5)	0 (-5)

Saving Throws Dex +5
Skills none
Damage Vulnerabilities none
Damage Resistances fire
Damage Immunities none
Condition Immunities all
Senses darkvision 2000ft
Languages binary
salvage value: 2,000,000gp(if destroyed)/6,000,000gp(intact)

Actions

Multiattack. This starship makes 3 attacks

Photon cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

Rocket Launcher. *ranged attack:* +5, 250/500, one target. *Hit:* 4d20 force damage (loading)

BASIC HAULER

gargantuan construct (starship)

Armor Class 17

Hit Points 800

Speed 250ft(combat)/2au(warp)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	N/A	N/A	N/A

Saving Throws Con +4

Skills none

Damage Vulnerabilities none

Damage Resistances force, fire

Damage Immunities none

Condition Immunities all

Senses darkvision 2000ft

Languages none

salvage value: 2,000,000gp(if destroyed)/4,000,000gp(intact)

Cargo Hold: this ship may hold one other starship in its cargo hold or have a 40ft by 40ft room.

Actions

Multiattack. This starship makes 2 attacks 1 with its photon cannon 1 with any attack.

Photon Cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

ADVANCED HAULER

gargantuan construct (starship)

Armor Class 19

Hit Points 1000

Speed 500ft(combat)/3au(warp)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	N/A	N/A	N/A

Saving Throws Con +5

Skills none

Damage Vulnerabilities none

Damage Resistances force, fire

Damage Immunities none

Condition Immunities all

Senses darkvision 2000ft

Languages none

salvage value: 3,000,000gp(if destroyed)/6,000,000gp(intact)

Cargo Hold: this ship may hold two other starships in its cargo hold in a 60ft by 60ft room that if it does not have 2 starships in can be used for storage.

Actions

Multiattack. This starship makes 2 attacks.

Photon Cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

BASIC EXPLORER

gargantuan construct (starship)

Armor Class 14

Hit Points 500

Speed 750ft(combat)/5au(warp)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	N/A	N/A	N/A

Saving Throws Dex +5

Skills none

Damage Vulnerabilities force, radiant, fire

Damage Resistances none

Damage Immunities none

Condition Immunities all

Senses darkvision 2000ft

Languages none

salvage value: 1,000,000gp(if destroyed)/4,000,000gp(intact)

Actions

Multiattack. This starship makes 3 attacks.

Photon Cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

MODULES

You may have as many extra modules on your ship as your ships Con score -10.

Rocket Launcher (active module). *ranged attack:* +5, 250ft/500ft, one target. *Hit:* 4d20 force damage (loading). cost: 250gp

Thermal Lance (active module). *ranged attack:* +3, 250ft, one target. *Hit:* 4d20+10 fire damage. cost: 250gp

Photon Torpedoes (active module). *ranged attack:* +5, 250/500, two targets. *Hit:* 5d10+10 Radiant damage (loading). cost: 250gp

Vesper Sail (passive module): the speed of this ship is increased by 250ft. cost: 250gp

ADVANCED EXPLORER

gargantuan construct (starship)

Armor Class 14

Hit Points 500

Speed 1250ft(combat)/6au(warp)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	N/A	N/A	N/A

Saving Throws Dex +6

Skills none

Damage Vulnerabilities force, fire

Damage Resistances none

Damage Immunities none

Condition Immunities all

Senses darkvision 2000ft

Languages none

salvage value: 2,000,000gp(if destroyed)/8,000,000gp(intact)

Actions

Multiattack. This starship makes 3 attacks.

Photon Cannon. *ranged attack:* +2, 250/750, one target. *Hit:* 4d10 Radiant damage

Thermal Shield (passive module): this ship is resistant to fire damage. cost: 150gp

Solar Shield (passive module): this ship is resistant to radiant damage. cost: 150gp

Blast Shield (passive module): this ship is resistant to force damage. cost: 150gp

Armor (passive module): this ship has +1 added to its armor class. cost: 250gp

Forced Teleporter (passive module): this ship has a teleporter on it allowing a creature to teleport onto other ships without the pilot of the other ships consent. cost: 400gp (black market only).

MISSION TO GET THE TOME OF POWER

Setting Overview The Louvre has decayed into ruins, with alien fungi and crumbling statues marking its halls. The objective for the players is to locate the Tome of Power, hidden in one of the museum's galleries. Key Areas

1. RUINED COURTYARD

Description: The courtyard is filled with shattered glass from the once iconic pyramid, now covered in glowing alien fungi. Challenge: Alien Fungi Growth—releases a poisonous cloud of spores that can summon Fungal Minions. Fungal Minions (Swarm): AC 12, HP 18, Attack +4 to hit, 1d4+2 piercing damage. On hit, DC 12 Constitution save or take 1d4 poison damage. Spore Cloud: All creatures in a 10ft radius must make a DC 13 Constitution save or be blinded for 1 minute.

2. HALL OF STATUES

Description: This hall features cracked marble statues with laser tripwires and automated drones guarding the room. Challenge: Laser Tripwires & Drones Upgrade. Failure to disable the traps triggers Energy Burst and activates flying sentries. Energy Burst: DC 15 Dexterity Saving Throw, failure results in 2d6 radiant damage. Sentries: AC 16, HP 20, Attack Energy Bolt +4 to hit, 1d6+2 radiant damage.

3. GALLERY OF MIRRORS (TRAP ROOM)

Description: A hall filled with illusory mirrors that create confusing reflections and magical traps. Challenge: Time Distortion Field—players may be stunned for 1 round, or mirror clones appear and attack players. Mirror Clones: Same stats as players, but with 10 HP and Disadvantage on all attack rolls.

4. MONA VAULT

Description: At the heart of the chamber lies the preserved Mona Lisa and a floating Tome of Power, guarded by an advanced automaton. Challenge: The Guardian Automaton is upgraded with Energy Pulse and a retractable shield protecting its power core.

GUARDIAN AUTOMOTON

huge, lawful neutral

Armor Class 17

Hit Points 30

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (0)	18 (+4)	10 (0)	6 (-2)	6 (-2)

Saving Throws Str +4 Con +5

Damage Immunities Poison, Psychic

Condition Immunities Poisoned, Frightened

Senses Blindsight 60ft

Languages Binary

Challenge 2 and Xp 200

Actions

Multiattack. The Creature Name makes Number and type of attacks

Laser Claw. *melee attack:* +5 to hit, 5ft, 1d8+3 radiant damage

Energy Pulse (Recharge 5-6): 2d8 force damage to all creatures within 20 feet.

ENVIRONMENTAL HAZARDS

Collapsing Architecture: Players must make DC 12 Dexterity saves at the start of each round or take 1d8 bludgeoning damage from falling debris.

Alien Corruption: Every hour, players must make a DC 13 Constitution save or take 1d4 necrotic damage and gain 1 level of exhaustion.

PART 3



he modern day. This takes place in the year 2050 which in earth time is equivalent in technological progress to the year 2022 (there is no covid-19 in mythonia).

RACES

TOF

Tof appearance Tof typically have purple, blue or orange skin. They have hair of any shade from pitch black to pure white. They range anywhere from 6-8ft tall. Tof have pointed ears and have canines similar to a dogs.

Tof origins Tof are such a small race that they tend to live in other people's cities, but mostly dwarf cities.

Subraces there are 3 major sub-races of tof cave tof, mountain tof, and deep tof.

ABILITY SCORE INCREASE

Your Constitution score increases by 2 and your dexterity score increases by 1.

AGE

Tof mature and age at about the same rate as dwarves.

ALIGNMENT

Communal creatures at heart they tend to be of a lawful alignment.

SIZE

Tof will stand anywhere from 6-8ft tall at adulthood and are born at about the same size a human baby. Your size is Medium.

SPEED

Your base walking speed is 30 feet.

LANGUAGES

You can speak, read, and write Common and Dwarvish. You speak Dwarvish due to your regular interactions with them.

SENSES

Due to all their time on stone their have been able to pick up vibrations in a variety of surfaces at extremely long ranges. You have tremorsense for 90ft

WEIRD MAGIC

As an action you can cast the spell stone shape with no material components. This feature is usable once and recharges after a long rest.

SUBRACES

there are 3 major sub-races of tof cave tof, mountain tof, and deep tof.

CAVE TOF

Cave tof typically live near the surface in caves. Because of their time spent in caves and all the dangers they hold (including being occupied) they became even more durable granting you resistance to no magical slashing damage.

Durability: You gain resistance to slashing damage

MOUNTAIN TOF

Mountain tof typically live at the tops of mountains and have gotten used to climbing and crossing difficult terrain.

Sturdy Feet: your movement speed is not changed on difficult terrain due to spending so much time on it.

DEEP TOF

Deep tof live deep underground sometimes in the underdark sometimes deeper or just a catacomb networks if you don't have a underdark in your world. Due to your time deep underground you have developed a sort of blindsight allowing you to see in no light conditions within 30ft of you. .

Blindsight: You have blindsight 30ft