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THE COMMUNITY CHEST

(Version 1.0)

The Community Chest is a free, official and canonized expansion to the roleplaying game "Heroes of Estaria." This expansion will remain live for some time, allowing us to reform, reword, or remake anything that seems unbalanced. It's highly encouraged that GM's allow their players to use anything in this expansion, but of course, the inclusion of this expansion will always be up to GM discretion.



Without further ado, our donators deserve a second round of applause and a magnificent highlight. It is because of them that both Heroes of Estaria and the Community Chest are possible:

Guy "Mr Fists" Larke, Rillius Stormbreaker, Sir Reginald Hurth, Gennaro Caccavale, Cory Rutter, Dread-Sama, Michael Bradford, C. Brett Heneise, Sky Hawk, Grady Johnson, Kataigida, Bud Wright, Mark Vander Zanden, Ryssa Blackblood, Jake The FireManed_Viking, Ryker Wallace, Kheldoran Mundilfari, The Saul, Rowan Wilhelmina Bouma, Trevor A. Ramirez, Jeremy Welker, Cyril B., Ellen Power, Artemis Grayson, Sir C. D. Bailey, Brandon Hahne, Joel Mattson, Travis (ZeroCool3414) McConkey, Maximilian Fox, Squizdoo, Michael Douglas, Jessi (DemonicWaffle), Dorian Horwitz, Preston James Skinner, Brandon Rub, Davis Drury, The Creative Fund, Laurel Andrews, Nathan Black, Isaac and Kady Davis, Jesse Welch, Emilo and Elmer Thug, and a few unknown souls.

**Please note that some donators submitted Community Chest content under an alias, as a group (guild), or even wanted their name left out entirely. In addition, some creator content has been added purely for the sake of diversity. In cases like these, you might see submissions by unfamiliar names or content labeled as "Bonus Content".*

COMMUNITY CHEST OUTLINE

- **Unique Gods** – Pages 3-4, learn about the 2 new gods **Cyclo** and **Warpsteed!**
- **Unique Race** – Page 5, take flight with the new playable race, the **Birdkin!**
- **New Classes** – Pages 6-12, see the 7 brand new classes!
- **Unique Items** – Pages 13-15, check out the new items!
- **Unique Equipment** – Page 16-24, browse through some unique Weapons and Armors!





ALIGNMENT: Good

ELEMENTS: Lightning, Water, Wind

SYMBOL: A tornado with lightning.

IDEALS: Help religion, convert evil people, hinder corrupt officials.

BIO: Cyclo is the celestial or cerebral god who resides in the heavens and looks down upon the world and all of its races. Far beyond the clouds, he manipulates the highest domains of the planet. These domains are known as the 4 spheres: The Troposphere, Stratosphere, Mesosphere, and Thermosphere. He also has no form; Cyclo's soul is like the wind, existing in the clouds, lightning, fog, rain, hail, snow, and more. Faith in his existence is required without seeing him. Cyclo is powerless without believers, prayers, or devout followers. He once favored the Birdkin race who he had a Covenant with; an agreement between Cyclo and the Birdkin, whereby Cyclo received regular reverence and nurturing praise making him powerful where in return the Birdkin were the recipients of his protection and grace. For hundreds of years,

this race thrived without war or enemies thanks to Cyclo and the Covenant. That race fell from grace when their society, spoiled by his luxury, became corrupt, immoral, and neglectful of their duties to Cyclo. When their Covenant with Cyclo was weakened, the Birdkin became overrun with enemies and scattered across the wastelands... along with his sacred writings, and his most revered book of scriptures.

Cyclodium

Item: Consumable

Value: 100 Gold (Per Refined Wafer)

Cyclodium is a steely blue, airy-like ore that's highly reactive to lightning. This ore is exceptionally lightweight, especially when refined into micro-wafers. Clerics of Cyclo sometimes use it to fuel their own abilities, while rogue engineers use it to improve their equipment. *(Although using this precious ore in this manor is dangerous and might be seen as heresy to his followers.)* For these reasons, Cyclodium has been nicknamed both "Blue Copper" and "Divine Copper".

Cyclodium can be used by anyone with access to electricity, in an attempt to request supernatural aid. With enough Cyclodium, the following supernatural aid may be requested:

SUPERNATURAL AID	DESCRIPTION	CYCLODIUM REQUIRED
Tier 1: Cyclocharge	As an action, gain 1 additional cyclocharge (for Cleric of Cyclo class abilities) until your next long rest.	1
Tier 2: Ability	As an action, you may use any of the following Cleric of Cyclo class abilities: <i>Healing Mist, Cyclo Barriers, Gust, Lightning Strike, Weather Strike, Sleet & Hail</i> (all abilities are used as if they were cyclocharged.)	2
Tier 3: Mistform	As an action, you, and up to 6 other adjacent creatures may turn into mist (along with all your equipment, items, gold, etc.) for up to 5 minutes. Doing so grants each creature Airborne and Stealth and the ability to squeeze through any space or crack that water could. Any sudden actions, like attacking or using an ability will cause you to revert back into your normal form.	3
Tier 4: Summon Enforcer	As an action, you may summon a Cyclonic Enforcer for up to 10 minutes. It will help you inside or outside of combat, and do absolutely anything you say. <i>(Considered a companion, not a minion.)</i>	4
Tier 5: Clone	As an action, you may create an exact clone of yourself for up to 15 minutes. It will help you inside or outside of combat, and do absolutely anything you say. <i>(Considered a companion, not a minion.)</i> In addition, it has access to all Cleric of Cyclo class abilities (but only 1 cyclocharge max), and has the unique ability to use "Tier 3: Mistform" at will. After 15 minutes, it, and everything cloned with it will dissipate into water.	5

ALIGNMENT: Gray

ELEMENTS: Darkness, Fire, Poison

SYMBOL: A purple flaming hoof.

IDEALS: Seduce and deceive others, help thieves, protect the weak.

BIO: Warp Steed is the chaotic, venerated steed of the great god Equis; A mighty god from a parallel universe. Once Equis found out about Warp Steed's dualistic nature (*both good and evil*), he replaced him with a new, equitable, and only good-natured steed. Now, Warp Steed travels at unreal speeds between worlds, universes, and even time-lines, helping those in need... but at a cost. With his roguish nature, Warp Steed is known to trick, deceive, and turn on those he helps; occasionally causing them more harm than help. An example of such would be to save a family of travelers from a bandit attack, only to light their village on fire upon returning them home. Furthermore, Warp Steed is picky about the way he is approached; approach from behind, and he's likely to shoot nails at you from his rear feet, and if you approach from the front, he's likely to engulf you in netherfire, or even poisonous snot. The sides are the only acceptable ways to approach this anxious steed, and even then, you run the risk of being whipped by his long, powerful tail. When Warp Steed travels, he floats inches off the ground, allowing him to traverse any terrain. If he passes by fire, he's likely to conjure straight-line winds just to spread it. While Warp Steed can be mischievous, he does save lives, and aside from tricking people and secretly starting fires, he's usually seen as a life saver.



Warpsteedium

Item: Consumable

Value: 100 Gold (Per Refined Bar)

Warpsteedium (*informally referred to as "Steedium"*) is a dense purple ore that burns with a bright pink flame. This ore is heavy yet durable, and often makes great metal for horseshoes. It's warm but not too warm, unless exposed to a concentrated blast of heat (*simple flashes of fire cause this metal to combust, causing a variety of chaotic effects.*) For these reasons, Steedium has been nicknamed "Pink Steel" and "Infernal Steel".

Steedium can be used by anyone with access to heat or flame, in an attempt to perform supernatural feats. With enough Steedium, the following supernatural feats may be performed as an action:

SUPERNATURAL AID	DESCRIPTION	STEEDIUM REQUIRED
Tier 1: Dimensional Rest	Outside of combat, as an action, you and up to 1 adjacent creature may benefit from the effects of a long rest.	1
Tier 2: Ability	As an action, you may use the following (<i>modified</i>) Invoker ability: Brightblaze - Trace a 60 space straight line from you, through anything. Deal 6D6 SP-DMG, Stun 4, Burning 4, and Blind 4 to all enemies in that line.	2
Tier 3: Travel Ritual	As an action, you and up to 6 other adjacent creatures may initiate a ritual that takes 5 minutes to complete. (<i>You will each roll 1D6. If the amount of 6's rolled is higher than the amount of 1's rolled, or if there are no 1's rolled, then you are safe.</i>) If safe , the ritual will allow you all to teleport to 1 of the last 12 candles that any of you have lit. If you are not safe , and rolled more 1's than 6's, then you will still arrive at your chosen destination, but everything around you will burst into flames upon your arrival.	3
Tier 4: Summon Jackal	As an action, you may summon a Warp Jackal for up to 10 minutes. It will help you inside or outside of combat, and do absolutely anything you say. (<i>Considered a companion, not a minion.</i>)	4
Tier 5: Instant Teleportation	At will, you and up to 6 other creatures within sight may teleport to any place that you've been to before, as long as you've been there in the last 48 hours and that there's nothing preventing you from doing so (<i>GM determined</i>). In addition, you may have the area you leave burst into flames upon your exit.	5

NEW RACE

There will always be new and exciting races to discover around every corner of Estaria. Naturally, some of these races boldly make their appearances before others. One of these bold new races is known as the **Birdkin**.



BIRDKIN (ABYSSAL)

BONUS RACE

BONUSES

+Wings
+Werebeast Affliction (see below)

AVG. HEIGHT/WEIGHT

3'0"-6'6"/50lbs-250lbs

Birdkin originate from a mad wizard's fixation with birds. She collected a variety of different species of birds, keeping them in the hundreds of cages that lined the inside of her tower. In due time, she decided to experiment with these birds, attempting to polymorph them into humans so that she may converse with them. She failed, but her failure turned into her biggest success, as she managed to turn them into half-birds, half-humans. Having mixed feelings about their transformations, most of the Birdkin scattered in an attempt to start their own society; away from the so-called "civilized" culture where birds lived in cages. While some Birdkin are able to fly, many cannot. Others, (like the playable race), are able to at least hop and glide with their wings. Now, these brilliant, cultured

creatures have attempted to make their way into the civilized world. They'll have to prove themselves however, since their conceited kin have been hostile and reluctant to join the other civilized races for so long.

As a Birdkin, you gain the following Werebeast class ability for free:

Wings (AA) You gain +1 STR. Once per round as an action, you may deal Knockback (1+STR/2) to target adjacent enemy. In addition, at will, during your turn only, you may gain Airborne until the end of your turn. (You cannot fly long distances with these wings, only hop and glide for a moment. Conveniently, these wings may emulate a parachute at any given time.)

However, you also gain the following affliction:

Werebeast Affliction You are cursed with the Werebeast affliction. This means you cannot ever wear equipment in your Helmet, Gloves, or Boots slots. On the upside, your barehanded attacks gain +2D6 DMG, and you also gain +1 CON. (You may still equip weapons and Shields.)

Your inability to wear equipment on your head, hands, and feet represents your natural resistance to caged culture. In addition, it also reflects your abnormal biology (your birdlike talons wouldn't be able to fit into normal boots or gloves.) Even if you were able to engineer equipment that would fit, it would conflict with your animalistic instincts.

*Although you gain the Werebeast Ability "Wings", and the Werebeast Affliction, you will not gain the Werebeast Class Forcebreak until you learn another ability from that class.

DEFENDERS

KEEPER

Bonus Content

Keepers are the caretakers of the arcane world. They enchant their shields with runes and gemstones that allow these arcane fighters to use them as spell casting devices. Oriented around martial magic, their abilities aren't technically spells themselves, rather, techniques involved around releasing energy from the magic imbued *within* their shields. Keepers are a wizard's best friend, and they're a unique SP-DMG dealing defender.

FORCE BREAK

Resonate For 1 round, you and another Hero within 10 spaces may gain +10 SP Mastery and +10 SP-Armor. You must be able to target another conscious Hero for this Force Break to work.

STARTING ITEMS

Alarm Rune x 3, Magic Sack x 4

CLASS FEATURES

Arcane Knight When you use Keeper class abilities, you may use your Armor or SP-Armor stat as bonus SP-DMG instead of your Spell Mastery stat.

KEEPER ABILITIES

MELEE SKILLS: SHIELD

Arcane Pull (AA) Once per round, you may move any pawn within 4 spaces, to any empty space adjacent to you. This ability does not trigger attacks of opportunity. If you use this ability against a pawn that is currently attacking, it will interrupt their attack.

Custom Shield Flare (AA) Choose a status effect. This is a one-time permanent decision. Whenever you negate or interrupt an enemy's attack or ability, you may deal 4 stacks of that status effect to that enemy, or defeat them if they're a pawn.

Rune: Shield Focus (AA) If you have only 1 Shield equipped, you gain +5 SP-Mastery.

Rune: Spell Shield (AA) If you have only 1 Shield equipped, you gain +5 SP-Armor.

Rune: Tower Shield (AA) If you have only 1 Shield equipped, you gain +5 Armor.

Arcane Resonance (CA) Twice per combat, when an enemy deals SP-DMG to you, you may either add or remove up to 4 CDC's from any ability of yours, or have your next attack or ability that deals SP-DMG this combat deal an additional +2D6 SP-DMG.

Arcane Shield Bash (CA) Once per combat, you may interrupt an adjacent enemy's attack, and deal 2D6 SP-DMG to them.

Shield Gong (CA) Once per combat, you may negate an adjacent enemy's attack. If you do, you may deal XD6 SP-DMG to that enemy, where X is equal to the number of enemies adjacent to you. In addition, you may deal Taunt to all adjacent enemies.

Shield Howl (CA) Once per combat, you may negate any attack or ability that targets any one Hero within 3 spaces. If you do, you may deal XD6 SP-DMG to that enemy, where X is equal to the number of enemies adjacent to you.

Arcane Rush (3) You may move up to 6 spaces, then deal 2D6 SP-DMG to an adjacent enemy. This ability does not trigger attacks of opportunity.

Arcane Shield Blast (3) Deal 2D6 SP-DMG and Knockback 3 to target enemy within 3 spaces.

Shield Wall (6) Summon a shield wall on 3 empty, adjacent spaces, all within 6 spaces of you. The shield wall has (WILL x 10) HP, and blocks both movement and sight.



MAGES

BRAMBLECASTER

Submitted by Trevor A. Ramirez

The Bramblecasters are the grim guardians of the forest, working in the darkness of night alongside their daytime counterparts, the druids. While the druids may be the caretakers of the woods who tend to the plants and animals, it is the Bramblecasters who are the primary exterminators, driving away threats and eliminating those that harm the forest in ways beyond the abilities of their brethren. The Bramblecasters are physical DMG mages, that focus on enfeebling and exterminating their foes.

FORCE BREAK

Vexing Nettlestorm Roll 2D6. Deal 2D6 Trauma Damage to up to that many different enemies. (*Your SP-Mastery may apply to this force break as bonus Trauma Damage.*) Enemies dealt Trauma Damage this way cannot make attacks of opportunity for 1 round.

STARTING ITEMS

Warding Stick x 6, Birdseed x 8, Tomahawk x 8

CLASS FEATURES

Physical Mage Some of the Bramblecaster's spell abilities deal normal DMG, as opposed to SP-DMG. When using these abilities, your SP-Mastery will apply as bonus DMG (*as opposed to bonus SP-DMG.*)

BRAMBLECASTER ABILITIES

OFFENSIVE SPELLS

Branching Spears (AA) As an action, you may choose up to 3 different enemies within 2 spaces. Deal 2D6 DMG to each one of them. (*Limit once per combat.*)

Shredding Vines (AA) As an action, you may choose a 3x3 square adjacent to you. Deal 10 DMG and 1D6 stacks of Slow to all enemies in that square. (*Limit once per combat.*)

Scorn Thorns (3) Deal 2D6 DMG and Poison 2 to target enemy within 2 spaces.

Piercing Darkness (6) Deal 10 DMG and 1D6 stacks of Blind to target enemy within 6 spaces. This ability ignores both Armor and Blind Immunities.

Smothering Murk (8) Target up to a 3x3 square of terrain within WILL spaces. Summon a smothering murk on that terrain. Smothering murk deals Blind (INT/2). Smothering murk blocks sight, but not movement.

SUPPORT SPELLS

Tangling Roots (AA) Once per turn, as a quick action, you may deal 1D6 stacks of Slow to target enemy within 6 spaces. If that enemy was a monster or pawn, it can't make attacks of opportunity for 1 round (*even if they're immune to the Slow.*)

Skulking Gloom (8) All Heroes within 2 spaces may gain Stealth.

SUMMON SPELLS

Blackbird Sentry (AA) When rolling for initiative, you may also roll 1 Sentry D6. On a 4/5/6, you gain +10 to your initiative roll. On a 5/6 you *also* gain immunity to any Surprise or Ambush penalties. On a 6, all allies *also* gain the above effects.

Bramble Wall (8) Trace up to WILL spaces on the map, that are all visible, empty, and adjacent to each other. Summon a bramble wall on that terrain. Bramble walls have (INT x 10) HP. They block sight, and they only block movement for enemies (*allies may pass through it freely.*)

Slumber Moths (8) Summon slumbering moths on target empty terrain within 6 spaces. At the end of each of your turns, slumbering moths deal 1D6 stacks of Stun or Slow (*your choice*) to all enemies adjacent to them (*except pawns*); Pawns instead are dealt a -1 Action Point penalty on their following turns. Other than that, slumbering moths do nothing, and only have 1 HP.

MELEE SKILLS

Bramble-Wrapped Blades (AA) If you have at least 1 Dagger or Sword weapon equipped, your attacks may gain either Slow 2 or Poison 2.

Flora Guards (AA) if you have at least 1 Polearm or Stave type weapon equipped, you gain +10 Temporary HP at the start of each combat. In addition, once per combat, you may remove 2 CDC's from any ability of yours.



ELEMENTALIST

Bonus Content

Elementalism is the art of mastering the natural elements this world has to offer. However, doing so is a phenomenally difficult task; especially if you try to master multiple elements. Therefore, some masterful mages have come up with an arcane solution, forming customized triads of elements. Each Elementalist picks 3 elements to attune to, and forms their own elemental trinity; a magical seal placed upon their bodies. This arcane technique allows elementalists to master 3 elements without being consumed by their destructive, or conflicting powers.

FORCE BREAK

Trinity Blast Deal 3D6 SP-DMG and 3 stacks of each of your adapted elements' status effects to up to 3 target creatures within 3 spaces. This Force Break requires both an action and a quick action to use.

STARTING ITEMS

Ice Satchel, Wind Charm x 3, Torch x 6

CLASS FEATURES

Elemental Adaption Upon learning your first **Elementalist ability**, you must choose any 3 elements to adapt to. This is a one-time permanent decision. The term "E" is used in Elementalist abilities often and may refer to any of the element's status effects that you've adapted to. Your following choices are below:

Adapted Element "E"	Element's Status Effect
FIRE	Burning
ICE	Frost
POISON	Poison
ACID	Dissolve
LIGHTNING	Stun
LIGHT/DARKNESS	Blind
EARTH	Slow
WIND/WATER	Knockback

If an ability says something like: "Deal 3 stacks of E" or "Gain immunity to E", you choose only 1 of your adapted elements for that ability. Not all of them.

You cannot learn the same Adapted Element twice.

ELEMENTALIST ABILITIES

OFFENSIVE SPELLS

Penetrating Element (AA) Once per round, when you deal E to a single creature, you may ignore that creature's immunities (*but not traits/resistances.*)

Quick Ray (AA) Deal 1D6 SP-DMG and 4 stacks of E to target enemy within 6 spaces. You may do this as a quick action. (*Limit once per combat.*)

Quick Bolt (AA) Deal 2D6 SP-DMG and 1 stack of E to target enemy within 3 spaces. You may do this as a quick action. (*Limit once per combat.*)

Elemental Gnaw (1) Each enemy within 3 spaces loses 1 HP for each status effect stack of your adapted element(s) that they have. You may do this as a quick action.

SUPPORT SPELLS

Bolt Caster (AA) Abilities that have "Bolt" in their name, do an extra 1D6 SP-DMG for you (*if they deal SP-DMG.*) In addition, once per combat, you may add or remove up to 4 CDC's from any one ability that has "Bolt" in their name.

Elemental Armor (AA) As a quick action, you may gain +10 Temporary HP, and may gain immunity to all your adapted elements' status effects for 1 round. (*Limit once every 10 minutes.*)

Elemental Spikes (AA) Whenever an adjacent enemy hits you with a melee attack or causes you to test STR, you may deal 2 stacks of E to that enemy. If that enemy is a pawn, they're defeated instead. (*Limit 3 times per combat.*)

Ray Caster (AA) Abilities that have "Ray" in their name, do an extra 1D6 SP-DMG for you (*if they deal SP-DMG.*) In addition, once per combat, you may add or remove up to 4 CDC's from any one ability that has "Ray" in their name.

Absorb Element (CA) Whenever you're dealt a stack of any status effect that you've adapted to, you may gain 2 HP (*after resistances are applied.*)

Constant Cooling (CA) Once per round, you may remove up to 2 CDC's from any 1 ability.

Constant Warming (CA) Once per round, you may add up to 2 CDC's to any 1 ability.

Trinity Cloak (5) Cure yourself of all your adapted elements' status effects and gain immunity to those status effects for 1 round. Then, you may gain Stealth.



SUPPORTS

CLERIC OF CYCLO*

Submitted by Skyhawk

The Cleric of Cyclo devotes their life to praising the god Cyclo (found on pg. 3.) In exchange for this praise, Cyclo provides this class with divine favors, that provide a wide array of supportive and offensive options revolving around the weather; utilizing the elements of Wind, Water, and Lightning. Like other gods, most divine favors are only answered during combat, but a few clerics have managed otherwise.

FORCE BREAK

Cyclo's Wrath Gain Airborne, immunity to attacks of opportunity, and +10 SP-Mastery for 1 round.

STARTING ITEMS

Blessed Water, Prayer Book, Wind Charm x 2

CLASS FEATURES

Cyclocharges Most Cleric of Cyclo abilities may be *Cyclocharged*, to have an additional empowered effect. Cyclocharging an ability costs 1 cyclocharge, and you only have so many cyclocharges per long rest. The amount of cyclocharges you have is dependent on your devotion to Cyclo, listed below:

RANK 1: Apprentice You have become a follower of Cyclo. 1 Cyclocharge per long rest.

RANK 2: Priest You have become a follower of Cyclo and have influenced 10 other people to follow Cyclo. 2 Cyclocharges per long rest.

RANK 3: High Priest You have become a follower of Cyclo and have influenced 100 other people to follow Cyclo. 3 Cyclocharges per long rest.

CLERIC OF CYCLO ABILITIES

SUPPORT SPELLS

Cyclomancy (AA) Cleric of Cyclo abilities cost 1 less CDC, and those that say "once per combat" may be used outside of combat for 25 Vitality (*intense prayer.*)

Body of Mist (CA) Once per combat as an action, for 1 round, you may become immune to DMG, wounds, and being thrown but cannot use attacks or items. *Cyclocharged:* You may also cure yourself of Burning and Slow, then gain Stealth and Airborne for 1 round.

Favorable Winds (CA) Twice per combat, you may negate any *ranged* attack that targets you.

Healing Cyclone (CA) Once per combat, as an action, you may heal all Heroes in a 3x3 square for 3D6 HP. *Cyclocharged:* You may immediately (*once*) reposition all creatures in those spaces. (*This does not trigger attacks of opportunity.*)

Healing Mist (2) Heal target Hero within 4 spaces for 1D6 HP. *Cyclocharged:* You may heal that Hero, and all Heroes adjacent to that target for 10 HP instead.

Cyclo-Barriers (3) You and all adjacent allied creatures gain +10 Temporary HP. *Cyclocharged:* Instead, for 1 round, you and all adjacent creatures become shielded in an impenetrable, protective dome that blocks movement, blocks sight, and prevents anything harmful from effecting those within the dome. Outside of combat, this may last for 3 rounds (*30 seconds.*)

OFFENSIVE SPELLS

Gust (1) Deal 1D6 stacks of Knockback to target enemy within 5 spaces. *Cyclocharged:* This ability now has Splash.

Lightning Strike (4) Deal 1D6 SP-DMG and Stun 3 to target enemy within 5 spaces. *Cyclocharged:* This ability now deals 4D6 SP-DMG instead.

Weather Strike (6) Deal 2D6 SP-DMG and either Frost 3, Stun 3, or Knockback 3 to target enemy. *Cyclocharged:* This ability now deals 6D6 SP-DMG instead.

Sleet & Hail (9) Deal 2D6 SP-DMG, Frost 3 and Slow 3 to a 3x3 square of terrain. *Cyclocharged:* Afterwards, you may deal 3D6 SP-DMG and Frost 3 to any enemy.

OFFENSIVE / SUPPORT SPELLS

Weather Control (AA) Once per long rest, you may attempt to change the local weather, to whatever (*possible*) weather you desire (*rain, dust storm, fog, tsunami, etc.*) Do this by rolling 4D6. The effect and effectiveness of this ability is dependent on the GM and the amount of 6's you rolled on your 4D6. (*Each 6 rolled would be 25% effectiveness achieved. For example, if you rolled two 6's and wished for a heavy rain, you may only get a light rain instead.*) *Cyclocharged:* You may now roll 8D6 instead.

Lightning Helix (CA) Once per combat as an action, you may choose two target creatures that are both adjacent to each other and within 10 spaces of you. Deal 1D6 SP-DMG to one target and heal the other target for 1D6 HP. *Cyclocharged:* You now deal 3D6 SP-DMG and heal for 3D6 HP instead.



MEDIC

Bonus Content

Medics are the modern-day healers. Not everyone is gifted with healing magic, but even the most magically uninclined person can become quite the talented healer. Most of a Medic's abilities are short-ranged and fueled by technological means, such as loaded syringes, medicinal gases, and spring-loaded robotic arms. With intense study and practice, Medics make some of the strongest healers in Estaria.

FORCE BREAK

Intensive Care Heal all Heroes within 3 spaces for 10 HP; this effect also revives defeated Heroes. Alternatively, you may gain +20 Healing Mastery for 1 round.

STARTING ITEMS

Antidote x 2, Health Potion x 3, Med Kit x 3

MEDIC ABILITIES

MECHANICAL SKILLS

Auto-Defibrillator (AA) Once per long rest, if you're defeated (*and still have Vitality left*), you may revive yourself at any time within 1 round of being defeated (*before your upcoming turn.*) If you do, you may also deal Stun 3 to all adjacent enemies, and all adjacent pawns skip their next turns. (*You will resume your normal initiative score as well.*)

Caduceus (AA) If you have a Rod or Cane weapon equipped, you may, as a quick action, cure yourself or any adjacent Hero of any 1 status effect or wound.

Healing Drone (AA) As an action, you may summon a healing drone on any empty space within 3 spaces. A healing drone has 1 HP and cannot take any actions other than movement. Once per round, during their turn and at will, any Hero adjacent to your healing drone may cure any 1 status effect or wound, and heal for 10 HP (*using either your Healing Mastery or Craft Mastery stat as bonus healing.*)

Healing Hands (AA) At will, you may detect and diagnose any illnesses or diseases within 3 spaces (*whether it's an infected creature or just germs in the vicinity. Your hands will vibrate to alert you.*) In addition, if you have nothing equipped in your hand or glove slots, you gain +10 Healing Mastery.

Healing Touch (AA) Once per round as an action, you may heal yourself or an adjacent Hero for 10 HP.

Medic's Satchel (AA) You gain +3 Utility Belt spaces, that can only hold consumable potion items. In addition, once per long rest, you may remove 4 CDC's from any Medic ability.

Overstitch (AA) Once per round as an action, you may cure target Hero within 2 spaces of all wounds, then give them (INT x 3) temporary HP.

Medical Breakthrough (4) Attack an enemy within your range. This attack ignores Armor and SP-Armor. In addition, for this attack, you may use your Healing Mastery stat in place of your MAD, RAD, and SP-Mastery stats.

Team Antibodies (4) All Heroes within 2 spaces may gain +10 Temporary HP, and for 1 round, immunity to 1 status effect of your choice.

Team Heal (4) Heal each Hero within 2 spaces for 2D6 HP.

Team Refresh (4) You may cure each Hero within 2 spaces of any one status effect or wound.

RANGED SKILL

Syringe Launcher (CA) You may attack allied creatures within your range, with ranged weapons, but instead of dealing any negative effects (*like damage, status effects, wounds, etc.*), you may heal them for 2D6 HP instead (*if you hit them.*) You cannot miss when you attack yourself or creatures that are adjacent to you. (*This is one of the few abilities that can actually heal minions.*) In addition, your attacks with Crossbow weapons may now gain Poison 2.



RANGED FIGHTERS

GAMEKEEPER

Submitted by Grady Johnson

Gamekeepers are the coarse hunters of the land, maintaining the balance of wildlife by whatever means they see fit. Some Gamekeepers rely on guns and equipment, some rely on force and instinct, and others rely on their spiritual attunement to the wildlife itself. Gamekeepers are a durable offensive class, but due to their selective prey, they're more efficient against certain creature types.

FORCE BREAK

Evoked Wildlife Summon up to 1D6 Wild Animals on any empty spaces within 6 spaces. They cost 0 Minion Mastery to control.

(Wild Animals are melee pawn minions that have 1 HP, an accuracy of 3/4/5/6, and deal 10 DMG. Everything else should be determined by your Minion Mastery/Damage/Speed stats. The GM may decide what kind of animals are brought forth, given the current environment. If the environment would not be suitable for animals, consider spirits and insects.)

STARTING ITEMS

Carving Knife, Birdfeed x 12

CLASS FEATURES

Favored Prey Gamekeepers specialize in hunting creatures with a specific racial/creature type, known as their Favored Prey. (For example, the Grizzly Bear has the creature type "Beast") Some Gamekeeper abilities also have bonuses that apply towards your favored prey, or allow you to gain new favored prey.

Upon learning your first Gamekeeper ability, you will gain the creature type *Beast* as your first favored prey. In addition, you may choose any 2 additional favored prey from the following list: *Abomination, Abyssal, Amorphous, Amphibian, Arachnid, Avian, Bat, Dragon, Insect, Mutant, Plantoid, Reptilian, Vermin.*

Lastly, your attacks against your favored prey, that deal DMG, gain +10 DMG.

GAMEKEEPER ABILITIES

BATTLE SKILLS

Instinct: Predatorial (AA) Once per combat, you may have any attack that misses your Favored Prey, hit

them instead. You may also gain 1 additional Favored Prey.

Instinct: Survival (AA) Once per combat, you may negate an attack made against you by your Favored Prey. You may also gain 1 additional Favored Prey.

Rough & Tough (AA) You gain +2 RAD and +2 Armor if you have at least 1 Bow or Gun weapon type equipped. In addition, once per combat, you may convert a critical hit made against you into a normal hit.

Spiritual Grit (AA) You gain +1 Max HP and +1 SP-Armor for each Favored Prey that you have.

Tracking (AA) Favored Prey within 10 spaces of you cannot gain Stealth. Outside of combat, you are able to successfully track and follow any of your Favored Prey, if they have been in the area within the last day (with GM discretion.) Finally, you may gain 1 additional Favored Prey.

RANGED SKILLS: BOW, GUN

Covey Shot (1) Attack an enemy within your range. This attack has an accuracy of 5/6, but gains +1 accuracy for each enemy adjacent to your target, or if your target is flying.

Culling The Weak (1) Attack up to 3 different pawns within your range. (Roll accuracy for each attack.)

MECHANICAL SKILLS

Optics (AA) Gun and Bow type weapons gain an additional +2 Range for you. In addition, once per combat, you may convert a normal hit on an enemy into a critical hit.

Raven Caller (AA) The Birdfeed item now deals 2D6 Trauma Damage and Blind 2 to target enemy within 2 spaces for you (instead of just dealing Blind 2 to an adjacent target.) In addition, once per long rest, you may emulate Birdfeed.

Gamekeeper's Chew (CA) You may roll an additional 1D6 when rolling for initiative. If this combat includes one of your Favored Prey, you may roll an additional 2D6 instead.

Pawn Caller (3) Deal Taunt to all enemy pawns within 3 spaces.

Gang Rig (6) Summon up to 3 Decoys on any empty spaces within 6 spaces of you. Decoys have 1 HP and deal Taunt to all enemy pawns within 3 spaces of them. After that, they do nothing. (You can only ever have up to 3 Decoys active at any given time.)



SUMMONERS

SHADOW*

Submitted by Klayplex

In some ancient-eastern cultures, noblemen and high-ranking government officials employed clones, or "Shadows"/"YinYing" as a way to avoid being assassinated. As time progressed, this sort of magic became more powerful, at the cost of reduced duration. Now, those that practice the shadow arts beckon dark spirits to take on their likes and fight side by side with them. Shadows are an excellent, modular class for battle-focused summoners.

FORCE BREAK

Shadowstorm Summon a shadow minion on any empty space within 3 spaces. Then, you may defeat any number of Shadow minions that you control. If you do, you may deal YD6 SP-DMG, Blind Y, and Stun Y to target creature within 10 spaces, where Y is equal to twice the amount of Shadow minions you defeated.

STARTING ITEMS

Disguise Kit x 2, Lucky Satchel

CLASS FEATURES

Shadow Minions Certain Shadow class abilities allow you to summon Shadows. Shadows are minions that have 1 HP and 2 different attacks: A melee attack with an accuracy of 3/4/5/6 that deals 10 DMG, or a ranged attack with a range of 5, an accuracy of 4/5/6 and deals 10 DMG. Shadow minions require 1 Minion Mastery each. While you have a shadow minion summoned, you cannot summon or control any other minion types unless they are also shadow minions (you may summon other shadow minions, but cannot summon wolves, golems, etc. alongside them.)

SHADOW ABILITIES

SUMMON SPELLS

Summon Shadow (5) Summon a shadow minion on any empty space within 3 spaces.

Summon Shadow Twins (5) Summon 2 shadow minions on any empty spaces within 3 spaces. At the beginning of the next round, they are defeated.

Toying with Darkness (5) Roll 4D6. For each 6 rolled, you may summon a shadow minion on any empty space within 3 spaces. For each 1 rolled, you lose 20HP. If you rolled no 1's, you may gain Stealth.

Shadow Trickster (9) Summon an illusion on any empty space within 6 spaces. This illusion has 1HP and deals taunt to all adjacent enemies. Once defeated, it turns into a shadow minion.

SUPPORT SPELLS

Solid Shadows (AA) Shadow minions now have Max HP equal to your Max HP (instead of just 1 HP.)

Swift Shadows (AA) Your shadow minions gain +4 Speed. In addition, once per combat, you may remove 4 CDC's from any Shadow class ability.

Switch Places (AA) At Will, you can switch places with one of your shadows. This does not trigger attacks of opportunity. (Limit twice per combat.)

Yinying Backlash (AA) When your shadow minions are defeated by an enemy, they deal 10 SP-DMG and 1D6 stacks of Blind to all enemies adjacent to them (using your SP-Mastery stat.)

Yinying Technique (AA) Your shadow minions now gain Blind 2 on their attacks. In addition, instead of applying your Minion Damage stat as bonus DMG to their attacks, shadow minions may use your MAD stat for their melee attacks, and your RAD stat for their ranged attacks. Furthermore, you may have their attacks deal SP-DMG instead, allowing them to use either your Minion Damage or SP-Mastery stat as bonus SP-DMG for the attack.

Empower Shadows (CA) Once per combat, as an action, you may give your shadow minions +10 DMG on their attacks for 1 round.

BATTLE SKILL

Shadow Strike (1) Attack an enemy within your range. Alternatively, you may attack an enemy within your range, as if you were positioned where one of your shadow minions are. This attack gains Blind 3.

OFFENSIVE SPELL

Shadow Spear (AA) As an action, you may deal 3D6 SP-DMG and Blind 3 to target enemy within 2 spaces, or to target enemy within 2 spaces of one of your shadow minions. (Limit once per combat.)



UNIQUE ITEMS

Unique items are consumable and keepsake items that are available at specific shops; although that might depend on the shop and rarity. *(These items aren't hard to get; you just might have to go to an explicit place to find them. For example, you'd only find Energy Potions at a potion shop.)* An item's rarity is determined by its value, so the more expensive the item, the less likely a shop owner might carry it.

Archdruid Tiaatha's Thorn of Resting: Submitted by Trevor A. Ramirez

Item: Consumable

Value: 200 Gold (Uncommon)

One of many enchanted thorns created and distributed by the elven archdruid Tiaatha to those who earn her favor and blessing to travel the woods that she has watched over for centuries. While its enchantment keeps wild animals away, the brambles also serve as a symbol to elven scouts that those within the circle are free to rest in the woods for the night.

Archdruid Tiaatha's Thorn of Resting is an enchanted thorn that when impaled in the ground creates a circle of magical brambles that deter wild creatures from crossing, and also conceals those within. *(Use to take a protected, long 8-hour rest.)* The thorn is single use; once it's impaled in the ground it burrows deep, the brambles glow a faint golden color and at dawn they lose all glow and enchantment. *(Takes 15 minutes to setup.)*

Draught of Enderle: Submitted by Ryan Hurth

Item: Consumable

Value: 10 Gold (Very Common)

The **Draught of Enderle** is a large and potent beverage. This frothy drink has the potential to give an individual the feeling of invincibility, but at the cost of their coordination. It is said to start many tavern brawls, and therefore some establishments might not carry it. However, it remains a popular drink in most towns.

When a creature consumes this item, they will gain the following effects until their next long rest:

BONUS EFFECT/PENALTY

+10xHL Temporary HP

-2 Agility Test Score

Energy Potion: Bonus Item

Item: Consumable

Value: 25 Gold (Common)

The **Energy Potlon** is your go-to solution for when you just need that extra couple of hours of top-notch energy. It's a swirly green potion that smells and tastes like candy. Fortunately, there's no crashing with this drink.

When a creature consumes this item, they will gain the following effect:

BONUS EFFECT

You may roll 1 additional D6 when rolling for Initiative. This effect can stack up to 2 times (+2D6) with itself. This effect expires after your next combat, or after your next long rest *(whichever comes first.)*



Golden Shamrock: Submitted by Cercy Dylan Bailey

Item: Keepsake

Value: 500 Gold (Very Rare)

The “pot of gold” at the end of the rainbow was never a literal cauldron filled with gold coins. For only a few hours after the rain has settled, a single shining, golden flower among a bed of clovers will spring to life, emanating a prismatic rainbow when the sunlight hits it just right. The shamrock attached to the golden flower is believed to hold incredibly good luck to whoever possesses it. The flower cannot be harvested, it will lose its “golden” shine and turn into a normal flower and killing the golden shamrock attached to it. The shamrock, however, may be harvested, but can only be done so very carefully and without damaging the golden flower. If harvested wrong, the shamrock and flower are immediately turned into dirt. Only royalty, high-ranking politicians, elite religious leaders, and black-market traders know about these. World leaders and aristocracy have used these golden shamrocks to advance in careers and wealth. Few are traded in black markets because the traders understand the danger these hold. The shamrocks can cause an obsessive compulsive and aggressively violent behavior to the weak-willed. Some traders may not even part with the shamrock due to becoming overly protective of the rare item. Some wars have been fought secretly over just a handful of these shamrocks, whether it was to protect them or to seek the retrieval of the shamrocks.

The **Golden Shamrock** is a Keepsake item that may be used *at will* to reroll any 1D6 that you, or the GM rolls. However, if the dice lands on a 1 for you (or a 6 for the GM) the Golden Shamrock is destroyed and lost forever. You cannot reroll any 1D6 that has already been rerolled by the Shamrock (like using a trait, ability, bonus token, etc.) Encasing the shamrock in an air-proof container or glass will not allow the shamrock to be subject to infinite “luck”. Using the shamrock, no matter the condition it is in, will still have a chance to cause it to disappear.

Heroic Placebo: Submitted by Maximilian Fox

Item: Consumable

Value: 200 Gold (Uncommon)

The **Heroic Placebo** is a small vial of fluid that appears to have some sort of powerful medicine or tonic within it and is labeled “Hero’s Potion.” However, this potion is just watered-down juice with food coloring and has no actual effects. When consumed by a creature that believes it’s real, that creature gains the following 2 bonuses:

BONUS EFFECTS

- +1 Accuracy Bonus
- +1 Attribute Test Score

These effects will last for 1 minute after drinking the potion. In addition, if the affected creature critically fails an attack or attribute test, their confidence will dwindle, and the effect will end prematurely. If the effect ends prematurely, the creature will suffer -1 Accuracy and -1 Attribute Test Score penalties for 1 round.

Putty Potion: Bonus Item

Item: Consumable

Value: 25 Gold (Common)

The **Putty Potion** is a vial of thick, grayish liquid. Once busted and exposed to air, it will form a clay ghoulish figure to fight for its owner. Travelling merchants and alchemists commonly use these for backup.

Once thrown (*consumed*), you may summon a ghoulish pawn minion on any empty space within 3 spaces. Its stats are as follows:

GHOUL MINION

A pawn melee minion that has an accuracy of 3/4/5/6 and deals 5 DMG.
This minion costs 1 Minion Mastery to maintain.



The RNGrenade: Submitted by J Firman the FireManedViking

Item: Consumable

Value: 50 Gold (Common)

This strange painted metal cube with rounded corners holds a small led screen and red square button on one face. A message constantly scrolls across the screen with the following message:

...Depress Button... count to five... toss at foe... may RNG be in your favor...

The *RNGrenade* is a grenade with 6 possible outcomes; some good, some bad. To determine the outcome, you will first target a creature (or space) with the grenade, within 3 spaces. Then roll 1D6, and then refer to the table below:

#	TYPE	EFFECT	FLAVOR TEXT
6	Sticky	8D6 Trauma Damage	As the cube sails through the air it morphs into a pulsing blue-white orb that hisses and sticks to the target. Often mistaken for a spider.
5	Fragmentation	3D6 Trauma Damage with Splash	As the cube sails through the air a grid pattern appears on its surface, and moments later small metal cubes are flung out.
4	Molotov	10 SP-DMG and 1D6 stacks of Burning with Splash	As the cube sails through the air the edges seem to ignite upon impact, causing flame to engulf your foes.
3	Flash Bang	1D6 Stacks of both Blind and Stun	With a dull thud the cube lands amongst your foes. Moments later, a brilliant flash and a clap of thunder befuddles a foe.
2	Dud	Nothing Happens	With a dull thud the cube half buries itself in the earth. Its familiar message scrolling across its screen.
1	Glitter	Special Effect: Aggro*	As the cube sails through the air the cubes color sifts continuously. When it hits the ground a massive plume of glitter engulfs the battlefield... Now everyone is out to get you.

Aggro* - For the next 1D6 rounds all friends and foes have a -1 accuracy penalty when attacking anything but the player who threw the RNGrenade. In addition, any one attacking the player gets a +1 accuracy bonus.

Glitter doesn't belong on the battlefield.... or at work, or home.... or really anywhere, but once it's there it will never go away...

Sun Droplets: Submitted by Maximilian Fox

Item: Consumable

Value: 200 Gold (Uncommon)

Sun Droplets were created using a long-forgotten ritual by high priests who were able to concentrate and capture raw, pure sunlight in a bottle. They found that it was extremely potent at destroying evil, and due to its difficulty to create they hid and stored most of it away in secret, to be used when needed most. But that was a long time ago. Now, the remaining droplets are incredibly rare and often saved as a treasure of their own right rather than used, since the method of their creation is long since lost.

A Sun Droplet comes in a small vial, about 2 oz, filled with a sparkling golden liquid. When this liquid is fully rubbed onto a weapon (*The entire vial spread across the "danger zone" of the weapon, such as the blade of a sword or the head of a hammer*) it will cause said area to begin glowing with a very bright golden light and become wreathed in a faint, ghostly flame. When applied to a weapon in this manner, for 1 minute, the weapon will gain the following bonuses:

BONUS EFFECTS

+3D6 Fire Damage

Ignores Fire Immunities from Abominations, Demons, Undead, and other creatures that the GM considers truly evil.

UNIQUE EQUIPMENT

Unique Equipment is usually found, but might also be sold in shops (*depending on the shop and rarity of the equipment.*) Depending on the campaign, world, and GM, some of this equipment might be mass produced and common, while others might be remarkably rare and only found in specific places. Like Unique Items, the rarity of Unique Equipment is determined by its value, although there are a few exceptions.

Some Unique Equipment might make sense if there is only 1 of them in your world, however, others might make sense to mass produce. For example, there might only be one “*Hannah’s Avenging Bow*” in your world, while the “*Longbow of Marksmanship*” is a mass produced yet prized (*and maybe only available in a specific city.*)

Unlike most equipment, Unique Equipment doesn’t have a defined level of quality. Instead, the quality of the following equipment is just described as “Unique”. However, Unique Weapons may be sold or found as +1 or +2 Enhanced versions of themselves. A +1 Enhanced version of any Unique Weapon gains +1D6 on the type of base DMG it deals, whether that be normal DMG, SP-DMG, or even Elemental Damage (*this does not affect Bonus Effect DMG. For example, a +1 Enhanced Bier Bramble’s Thorn Point in Dagger form will now deal 2D6 DMG, but still only +2D6 DMG while Stealth. See bottom of page.*) A +2 Enhanced version of a Unique Weapon will gain +2D6 instead. Unique Armors and Accessories cannot be enhanced.

(*The above mechanic exists so that weaker Unique Weapons can still be valuable at later levels.*)

Equipment with “once per long rest” abilities mean that the equipment itself needs a long rest before it can be used again. It does not mean that someone can use the equipment’s ability, and then pass it onto another person to do the same thing.

Bier Bramble’s Thorn Point: Submitted by Trevor A. Ramirez

Equipment: Multi-Weapon

Value: 400 Gold (Rare)

A weapon crafted by Bier Bramble, the half-elf son of the elven archdruid Tiaatha, he intended for this weapon to be used to avenge the death of his human father at the hands of a vampire. He died before his task could be completed, and now this weapon awaits the hands of a worthy soul in the care of his mother.

Bier Bramble’s Thorn Point is a twisted stake-like thorn enchanted to change length and form, from a rapier, to a dagger, to a spear; All at the will of the wielder. This weapon is enchanted to be as hard as metal and immune to fire. At will, this weapon may possess the form of any of the below weapons:

Name	Type	ACC	DMG	Bonus Effect
Sword	1H Sword	3/4/5/6	2D6	-
Dagger	1H Dagger	3/4/5/6	1D6	+2D6 Stealth DMG
Spear	1H Polearm	4/5/6	2D6	+Lethal +1 Melee Range if 2H

All above weapon forms gain the unique bonus below:

UNIQUE BONUS EFFECT

Attacks against Undead creatures gain +10 DMG and Ignore Armor.

Set of Black Brass: Submitted by Nathan Black

Equipment: Full Armor Set

Value: 400 Gold (Per Piece, Rare)

A group of Heroes set forth the motion of creating a guild for interconnected adventurers. One of the first things they decided to do was forge a common set of power armor, that could benefit just about any battle or teamwork-oriented soldier. Although only a few sets currently exist, the blueprints and methods for charring brass are available in crafting compendiums. Unfortunately, few armorers dabble in this specialized practice.

The **Set of Black Brass** is an entire set of armor, made from a charred-brass alloy, known as Black Brass. Each piece of equipment has their own stat bonus and unique action associated with it.

Name	Type	Stat Bonus	Appearance & Flavor
Black Mask (Smoke-Out)	Helmet	+2 Initiative	A steampunk styled mask with black rubber tubes that wrap around the backside of the user's head, connected to a small tank. With a simple switch, the tubes disconnect from the tank and wildly spray smoke around the wearer, concealing them.
Black Mail (Discharge)	Suit	+2 Armor	This black leather and brass armor is imbued with a refined shield amulet, that works as a detachable plate on its chest. Using the shield amulet's energy, the shield-shaped plate may blast off and consume a hostile attack or ability. It then converts the hostility into acid and splashes it back upon the aggressor.
Black Skirt (Sting)	Pants	+2 Armor	A long, tattered black cloth skirt with dark gray leather and black brass underneath. Has a compact, syringe-like scorpion tail that can be used to stab and pushback an opponent.
Black Gauntlets (Jolt)	Gloves	+2 SP-Armor	Black Gauntlets with small tesla coils around each finger, that are capable of jolting an attack with extra force.
Black Spurs (Ignite)	Boots	+2 SP-Armor	Black leather boots with brass plating on the front. Each one has mechanical spurs on the back that are capable of kicking up a sudden burst of sparks and flame.

While you have 1 or more of the above armor equipped, you may perform the following actions, granted you have the specific piece equipped (*notated in parenthesis*):

UNIQUE ACTIONS

- **(Black Mask - Helmet) Smoke-Out.** Once per long rest as a quick action, you may gain Stealth, and deal 1D6 stacks of Blind to all adjacent enemies.
- **(Black Mail - Suit) Discharge.** Once per long rest, at will, you may negate any attack or ability that targets you. If you do, the attacker is dealt 1D6 stacks of Dissolve.
- **(Black Skirt - Pants) Sting.** Once per long rest, at will, you may deal 3D6 Trauma Damage and Knockback 3 to an adjacent enemy. If you do, you gain HP equal to the amount of Trauma Damage you dealt.
- **(Black Gauntlets - Gloves) Jolt.** Once per long rest, at will, you may add 1D6 stacks of both Stun and Wounds to any 1 attack.
- **(Black Spurs - Boots) Ignite.** Once per long rest, at will, you may gain 1 Quick Action and 1D6 stacks of Burning on your next attack for 1 round.

UNIQUE BONUS EFFECT

If you have all 5 of the above armor pieces equipped, the stat bonus for each piece changes from +2 to +3.

Blade of the Righteous Sun: Submitted by Maximilian Fox

Equipment: 1H Sword

Value: 500 Gold (Very Rare)

A magical, flaming sword was created by a powerful, righteous, and perhaps slightly-mad warrior named Strife Celsus who swore to hunt down all things unrighteous and corrupt after his mother was murdered by a terrible monster. He poured his passion and fury into the handle which was expressed through the explosive, burning blade of flames that sprang forth when held. Strife was known for his unrelenting offense when it came to his duty; slaughtering every evil creature he could find. But his stubborn headed approach resulted in his demise. Nobody quite knows how he was killed, or what became of his body. All that remains is his creation, said to house his soul and passion even to this day. If this blade is ever used by a wielder who is pure of heart to commit a truly evil act, such as murder, the handle shatters and the blade will be destroyed forever.

The Blade of the Righteous Sun is a gold colored sword handle + hilt with no blade. The handle, as well as the pommel, each house a small ruby gem. When held by a character that is pure of heart and good-natured, a blade of golden fire springs forth from the hilt, causing the rubies to radiate with an aggressive, red glow.

Name	Type	ACC	Fire Damage	Additional Effect
Blade of the Righteous Sun	1H Sword	3/4/5/6	2D6	You may use either your MAD or SP-Mastery stat as bonus Fire Damage when attacking with this weapon.

UNIQUE BONUS EFFECTS

Ignores Fire Immunities from Abominations, Demons, Undead, and other creatures that the GM considers truly evil.

While this weapon is equipped, you may perform the following actions:

UNIQUE ACTIONS

- **Torch.** At will, this weapon may emulate a torch.
- **Pillar of Light.** As an action, you may deal 3D6 Fire Damage to target creature within 6 spaces. If the creature is an Abomination, Demon, Undead, or other creature that the GM considers truly evil, this ability deals 6D6 Fire Damage instead, and also ignores any Fire Immunities that creature may have. (*Limit once per long rest.*)

(Remember, this weapon does not deal normal DMG. It only deals Fire Damage.)

Chain-Hooked Pistol: Bonus Weapon

Equipment: 1H Gun

Value: 300 Gold (Rare)

A specific type of pistol with hooks and grips designed to rest on top of a shield or a weapon's guard/handle. This pistol is a favorite among rogues, since its user-friendly hooks make it easy to conceal and perform party tricks with.

Name	Type	ACC	DMG	Range	Bonus Effect
Chain-Hooked Pistol	1H Gun	4/5/6	2D6	Y, 3	+2D6 Stealth DMG

If you have a 1H Shield or 1H Weapon equipped in your other hand, you gain the following bonus effect.

UNIQUE BONUS EFFECT

Once per round, you can reroll accuracy on any attack made with this weapon.

Chained Devourer: Submitted by Isaac Davis

Equipment: 1H Mace

Value: 500 Gold (Very Rare)

An Iron Golem called the Devourer was an imposing monster that would eat its victims. Not to gain sustenance, but to simply chew them to death. Those killed by the golem would have their souls trapped. A nameless Hero found the golem and severed its head from its body, but that did not kill the monster. Attaching a chain to the head, the golem became a weapon that would eat its targets; trapping their souls and using them as energy to smite powerful foes.

The **Chained Devourer** is a flail that can store power inside of itself, to later be released for one powerful blow.

Name	Type	ACC	DMG	Additional Effect
Chained Devourer	1H Blunt	4/5/6	1D6	Critical Hits Ignore Armor

UNIQUE BONUS EFFECTS

The Chained Devourer can hold up to 6 charges. At will, you may expend all charges on any attack with this weapon that hits, to gain an additional +1D6 DMG for each expended charge. (All charges will be lost after 10 minutes if not used.) The Chained Devourer may gain a charge by the following 2 methods:

1. **Defeating a Pawn.** Defeating a pawn with this weapon will automatically grant it 1 charge.
2. **Sacrificing 10 Vitality.** As a quick action, you may lose 10 Vitality to grant this weapon 1 charge.

Diabolic Philanthropy: Submitted by Isaac Davis

Equipment: Ring

Value: 100 Gold (Uncommon)

The criminal of the century, Chadwick Lamorte, burned down an orphanage. He used the iron gates and the ashes of his victims to create a ring instilled with a vile curse. He was later captured and executed for his crimes, but his ring still finds itself in the hands of those with unreasonable hate for orphans.

While equipped, the **Diabolic Philanthropy** grants the ability to remove an orphan's known name. When using the back of the hand to strike the orphans face, the target loses their name and can only be referred to as nameless. They are then cursed to remain nameless.

Elephant Gun: Submitted by Grady Johnson

Equipment: 2H Gun

Value: 400 Gold (Rare)

This heavy hunting rifle was invented by dwarves to protect hunters from only the most dangerous game, and wasn't originally designed to be used as a first resort. Its usefulness in self-defense for even the most average huntsman caused it to quickly rise in popularity. Eventually, this gun became a staple for big game hunters when radiation caused certain creatures to grow excessively large.

The **Elephant Gun** is an incredibly powerful hunting rifle designed by dwarves to put down the toughest beasts.

Name	Type	ACC	DMG	Range	Bonus Effect
Elephant Gun	2H Gun	4/5/6	5D6	Y, 5	If you have 3 or more STR, this weapon's accuracy becomes 3/4/5/6 instead.

Hannah's Avenging Bow: Submitted by Ryker Wallace

Equipment: 2H Longbow

Value: 300 Gold (Rare)

Hannah's Avenging Bow is a plant-adorned longbow, carried by someone who cared very deeply for their companions. The bow has traveled to many hands and has always assisted its wielder in protecting those they've cared about with ferocity.

Name	Type	ACC	DMG	Range	Additional Effect
Hannah's Avenging Bow	2H Bow	3/4/5/6	3D6	Y, 8	5/6 Accuracy against adjacent creatures or while mounted.

UNIQUE BONUS EFFECT

+2D6 DMG against enemies that have attacked or used an ability against an ally.

Knives of the Shortened Path: Submitted by Joel Mattson

Equipment: 1H Daggers

Value: 500 Gold (Very Rare)

A rogue got tired of losing his favorite knives whenever he threw them so he had a wizard enchant them with a spell that causes either knife to teleport, along with the carrier, to the other knife if within a 300ft range (*if enough free space exists near the knife.*) The unfortunate original owner forgot to ask the wizard to make sure that it would only teleport to "safe" places and so accidentally teleported himself 300ft under water. (300ft = 60 spaces.)

The *Knives of the Shortened Path* are a matching pair of throwing knives, similar to 1H Daggers. However, these unique weapons are considered ranged weapons, and therefore cannot be used with any melee-only abilities.

Name	Type	ACC	DMG	Range	Additional Effect
Knife of the Shortened Path	1H Dagger	3/4/5/6	1D6	Y, 4	+2D6 Stealth DMG If you have 6 or more AGI, this weapon's Range becomes 6.
Knife of the Shortened Path	1H Dagger	3/4/5/6	1D6	Y, 4	+2D6 Stealth DMG If you have 6 or more AGI, this weapon's Range becomes 6.

Attacking with either one of these weapons causes you to unequip it (*you throw the weapon.*) As an action, you may attack with either one or both of them at the same time. If you have at least one of these above knives in your Utility Belt or equipped in your hand, you may perform the following actions:

UNIQUE ACTIONS

- **Quick-Swap.** At will, you may unequip your weapons to equip the Knives of the Shortened Path, and vice versa as long as the weapons are in your utility belt. (*Does not work with Shields. Limit twice per combat.*)
- **Teleport to the thrown knife.** Once per round as a quick action, you may teleport to any empty space adjacent to the thrown knife. (*This does not trigger attacks of opportunity.*)
- **Teleport the thrown knife to you.** At will, you may have the thrown knife teleport back into your hand.

(Remember to use your RAD instead of MAD when attacking with these weapons, even against adjacent creatures.)

Longbow of Marksmanship: Submitted by Kheldoran Hoarnak

Equipment: 2H Longbow

Value: 125 Gold (Uncommon)

This standard composite bow once belonged to an archer of great renown who was said to be able to hit his target even in the densest of crowds. Some people believe that the bow was enchanted when he got it, others believe that his great skill was absorbed into his bow over time. Everyone agrees, however, that anyone who picks up the bow seem to have their skill increased by some degree.

The *Longbow of Marksmanship* is a simple, yet powerful bow meant to help novice archers. It's simply a longbow that does not have an accuracy penalty against adjacent targets or while mounted.

Name	Type	ACC	DMG	Range
Longbow of Marksmanship	2H Bow	3/4/5/6	3D6	Y, 8

Mana Shield: Bonus Armor

Equipment: 1H Shield

Value: 600 Gold (Very Rare)

The *Mana Shield* is a large shield with mysterious, unknown designs on it. Only recently has it been dug up from the bottom of oceanside ruins. It's only slightly better than a normal Shield in terms of protection, but it does offer some unique resonance with spell casters and healers alike.

Name	Type	Armor	SP-Armor	Additional Effect
Mana Shield	1H Shield	+6	+6	+2 SP-Mastery, +2 Healing Mastery

Olster's Multitool of Doom & Destruction: Submitted by J Firman the FireManedViking

Equipment: 1H Sword/Axe

Value: 250 Gold (Very Uncommon)

A rather large and menacing looking cleaver crafted from what appears to be bone but is just as strong as any steel tool. This multifunctional weapon can be used for far more than combat. Need to pick a lock? It does that. Reach something that is slightly elevated? Sure. Get a bargain at the market? Definitely! Dispel magic? It can do that too...! (*By slaying the mage responsible for it!*) Make friends.... Sure... as long as you consider those that become allies out of fear "friends"... Comes complete with a leather wrapped handle, and a convenient hole to add ornamentation or to simply hang on your wall!

Olster's Multitool of Doom & Destruction is a useful and simple to use tool for just about any fresh adventurer; especially the creative kind. Think of it like a 10-in-1 tool, with all sorts of random uses; like opening bottles, removing nails, prying apart boxes, chopping onions, severing limbs, etc. The old bone that it's made out of even works as a focus when trying to detect nearby magic! (*Simple magic, at least...*) It's a novice adventurer's favorite weapon.

Name	Type	ACC	DMG
Olster's Multitool of Doom & Destruction	1H Sword/Axe	3/4/5/6	2D6

UNIQUE BONUS EFFECTS

+2 DMG on attacks that are flavored (*verbally detailed.*)

If you're creative enough and can justify how the weapon aids you, you may gain +1 Attribute Test Score on any attribute test *outside of combat*, that has a difficulty of 8 or below.

(*The GM will have to approve of your justification and creativity*)

Purity: Bonus Weapon

Equipment: 2H Cane

Value: 600 Gold (Very Rare)

A travelling healer, practiced in hydromancy once travelled the land with a simple mission in mind; cleanse the sick and purify the wicked. For a while, he was well renowned for his deeds, especially by the lower-class citizens that couldn't afford health care. But as time passed, the memories of his humble accomplishments were washed away.

Purity is a modest wooden Cane weapon that bestows slightly more Healing Mastery than the average of its type. Its real power is in the glowing blue, runic carvings he carved along the entire length of this weapon, that allows a person to pull forth divine abilities. This staff cannot be used by any evil creature.

Name	Type	ACC	SP-DMG	Range	Bonus Effect
Purity	2H Stave	4/5/6	2D6	Y, 5	+5 Healing Mastery

While this weapon is equipped, you may perform the following actions:

UNIQUE ACTIONS

- **Cleansing Nova.** Once per long rest as an action, you may cure all Heroes within 2 spaces of all status effects and wounds.
- **Holy Rain.** Once per long rest as an action, you may deal 4D6 Almighty Damage and Splash to target creature within 8 spaces.
- **Pure Healing.** Once per long rest as an action, you may heal yourself or an adjacent creature for 20 HP.

Rod of Correction: Submitted by Squizdo

Equipment: 1H Rod

Value: 200 Gold (Uncommon)

A powerful dwarven mage once stepped into a bank, preparing to take care of some tedious financial reports after years of business as an adventurer. Upon applying for a new credit limit, the banker notified him of some errors he's been making in his book-keeping ever since he started. Reasonably upset that he's been cheating himself of his own wealth, he decided to change the very pen he was holding at the bank into a magical item, to prevent him from making any further mistakes...

The **Rod of Correction** is a small black scepter with a pointed silver tip, similar to a fancy black pen. As the years have passed, it has lost its original purpose and is now said to be able to correct missed attacks; even mid-swing. Similar to other 1H Rods, it's also capable of being used as a ranged weapon that deals SP-DMG.

Name	Type	ACC	SP-DMG	Range	Bonus Effect
Rod of Correction	1H Stave	4/5/6	1D6	Y, 3	Critical Hits Ignore SP-Armor

While this weapon is equipped, you may perform the following action:

UNIQUE ACTION

- **Reroll Accuracy.** Once per round, at will, you may allow any friendly creature (*including yourself*) to reroll accuracy on a missed attack.

Ryan's Silver Hammer: Submitted by Ryan Hurth

Equipment: Multi-Weapon

Value: 200 Gold (Uncommon)

Ryan's Silver Hammer is a strong, trusty war hammer. This war hammer has smashed the skulls in of many impure creatures, including Abominations, Demons, and Undead. It's a silver war hammer that has the ability the shrink or expand overnight, into either a 1H or 2H weapon. By default, it's a 1H weapon, but at a long rest, a creature may have the weapon alter itself into one of the below 2 weapon types:

Name	Type	ACC	DMG	Additional Effect
Ryan's Silver Mace	1H Blunt / Mace	4/5/6	1D6	Critical Hits Ignore Armor
Ryan's Silver Maul	2H Blunt / Maul	4/5/6	3D6	Critical Hits Ignore Armor

UNIQUE BONUS EFFECT

+2D6 DMG against Abominations, Demons, Undead, and any creature with the werebeast affliction.

Shadowfall: Bonus Weapon

Equipment: 2H Staff

Value: 700 Gold (Very Rare)

A monk spent years of his life travelling to a distant temple in the mountains to train, only to find out that his brethren there had been slain by a nearby tribe of barbarians. The barbarians ransacked the entire temple and desecrated their holy relics. The only relic that was left behind untouched was a staff that concealed itself due to its own power. Now, as a broken monk turned cleric, this man carries it with him to bring darkness upon the tribe that sullied his monastery.

Shadowfall is a powerful Staff weapon, that radiates with gloomy power. Its dark, polished wooden frame is accented with black and gold metal. At the top, two black metal snakes with diamond eyes hold onto a glowing purplish-blue eyeball. The bottom of the weapon is weighted, so that it may either stand upright on its own, or be used as a melee weapon for those monks that are trained to do so. Its metal frame is cold to the touch.

Name	Type	ACC	SP-DMG	Range	Bonus Effect
Shadowfall	2H Stave	4/5/6	3D6	Y, 5	+6 SP Mastery

While this weapon is equipped or in your utility belt, you may perform the following actions:

UNIQUE ACTIONS

- **Constant Darkness.** Once per long rest as a quick action, you may unequip this weapon and stand it into the ground. *(It becomes spectral and cannot be touched until you will it. Enemies cannot target it and it does not take up a space.)* As long as this staff stands, all enemies within 20 spaces are dealt Blind 2 at the end of each round in combat. This effect lasts even after you're defeated, to a maximum of 10 rounds.
- **Cold Night.** Once per long rest as an action, you may Deal 1D6+2 stacks of both Blind and Frost to all enemies.
- **Shadowfall.** Once per long rest as an action, you may have target adjacent non-boss enemy test either AGI or WILL vs either your AGI or WILL *(your choice for all.)* If you win, deal 4D6 Ice Damage and 4D6 Darkness Damage to them. They also skip their next turn. *(Does not affect creatures that take up more than 1 space. If you lose, nothing happens.)*

Twin Fangs: Submitted by YoFang

Equipment: 1H Swords

Value: 800 Gold (Very Rare)

A dominant battle-witch once got into a fight with a red dragon while searching for rare alchemical ingredients in the mountains. Normally this would be a death sentence for any travelling Hero, but the well-equipped witch managed to fend off the dragon with both sword and sorcery. In the end, she tremendously wounded the red dragon before it retreated; cutting the entire top of its mouth off.

The *Twin Fangs* are a pair of dragon fangs, sharpened and molded into two long swords. Due to the witch's knowledge of anatomy, alchemy, and swordsmanship, she managed to craft these heavy teeth into light, usable swords; despite their large size.

Name	Type	ACC	DMG	Additional Effect
Twin Fang	1H Sword	3/4/5/6	3D6	You may use both 1H and 2H melee skills with this weapon.
Twin Fang	1H Sword	3/4/5/6	3D6	You may use both 1H and 2H melee skills with this weapon.

While both these weapons are equipped, you may perform the following actions:

UNIQUE ACTIONS

- **Flame Dance.** Once per long rest as an action, you may attack all adjacent enemies with 1 attack. This attack cannot miss, and gains Burning 3.
- **Flame Breath.** Once per long rest as an action, you may trace up to 3 spaces from you. Deal 3D6 SP-DMG and Burning 3 to any enemy within those spaces.

Water Lens: Bonus Armor/Accessory

Equipment: Helmet or Accessory

Value: 500 Gold (Very Rare)

Water lens is a malleable helmet-like visor that offers little to no protection, but instead allows you to see more clearly and even lets you to shoot lasers from your eyes. While it can be equipped as a helmet, it can take the form of glasses and equipped as an accessory (*using 2 accessory slots*) so that you can wear a different helmet overtop. Unfortunately, the nature and origin of this equipment is unknown.

While this Armor/Accessory is equipped, you may perform the following actions:

UNIQUE ACTIONS

- **Enhanced Vision.** Twice per combat, at will, you may gain either +5 Ranged Weapon Range or +1 Accuracy on any attack.
- **Ice Laser.** Once per long rest, as an action, you may deal 2D6 Trauma Damage and 2D6 stacks of Frost to target enemy within 10 spaces.
- **Water Laser.** Once per long rest, as an action, you may deal 2D6 Trauma Damage and 2D6 stacks of Knockback to target enemy within 10 spaces.