

MYTHIRAS DEMO BOOKLET



CABAL OF ENCHANTMENT



Credits

Created by Berke Emir Güner

Writing Berke Emir Güner

Copyediting Berke Emir Güner

Graphic Design Berke Emir Güner

Layout Berke Emir Güner

Booklet Cover Art Anastasia Sekmen

Chapter Cover Arts @melyyg

Character Illustrations Anastasia Sekmen, Darío Azcona

Monster Illustrations Darío Azcona

Item Illustrations Marc Bryan Cano

Playtesters Onurhan Ekinci, Artun Yenice, Suat Deniz Vural

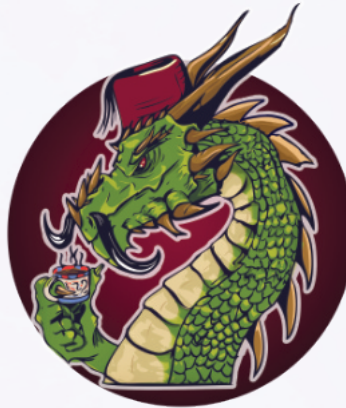
ABOUT THIS BOOKLET

Welcome to Mythiras Demo Booklet, a glimpse of what Mythiras is about. In the booklet, you can find two classes that will feature in the Mythiras Campaign setting, along with some of their unique spells. While the nature of Dark Magic and Arcanotech is not in the scope of this booklet, you can also find some sample items to get a rough idea of what will be the future of this development process.

PREFACE

All my life, I found comfort in playing games. My days got brighter with the amazing minds and their creations. Since those days, I've dreamed of bringing joy to others, the same joy I've experienced throughout my life. With this book, with our vision coming to life, I feel that I'm journeying down this path, and I thank you for all your support. May this book bring joy to your tables.

—Berke Emir Güner



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cabalofenchantment@gmail.com

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MYTHIRAS KICKSTARTER LINK

INTRODUCTION

The campaign setting includes a variety of places to play in. Even when a single place is selected to play in, the trade and collaboration between nations influence your play style, as it is designed as an interactive world of many different cultures.

MYTHIRAS

Mythiras is a setting for 5e, which offers a unique gameplay, and a unique system with a curse. Mythiras encourages challenge and rewards survival. Mythiras is not meant to be a walk in the park, on the contrary, it's designed to face your demons and endure hardships to walk away stronger.

Each person has endured hardships and went through undesired events and survived. While many games are designed to make you forget these dark times, Mythiras encourages players to face these experiences and feel strong emotions. While it's not meant for everyone, different game masters may offer different experiences, from horror to survival. Mythiras offers a variety of gameplay experiences. In a land of sorrow, grief and depression, simple tasks may be a challenge, yet every small win empowers the character.

A NOTE FOR GAME MASTERS & PLAYERS

Mythiras is designed as a grim world for those who seek a darker, more immersive role-playing experience, where the line between right and wrong is thin, and where every action can lead to unforeseen consequences. This includes the Curse of Sorrow, where the players and NPCs are carry the weight of the unfortunate events around them. Every loss weakens them as their sanity slowly wanes.

Nations, factions or even the people of Mythiras is grim. They act on prejudice, fear and hatred. The land steers between a medieval brutality and dystopian mentality, where hope is a currency most can't afford.

However, that is not the only way to play. While the book is designed to be grim, it is easily adaptable for a lighter game. Mythiras includes many aspects, offering you a unique world. For those who seek a lighter experience, simply disregarding a few pages of content in this book could go a long way. You should consult with your players first, explaining the paths you can take in this world. For a lighter experience, you can simply disregard tables such as Mythiran Prejudices, and simplify Dark Magic to a level that it simply uses the life force of its caster, and increase the "Others" percentage in cities of Mythiras.

BOOKS

The Kickstarter includes two books, Mythiras: Campaign Setting and Mythiras: Tyranny of Sorrow. You can see their contents listed below.

CAMPAIGN SETTING

Mythiras Campaign Setting is divided into ten chapters.

Chapter 1 consists of new character options and customization for your players and NPCs, including setting-specific classes, new archetypes, new backgrounds, and new feats.

Chapter 2 covers magic in depth, introduces new spells, including spells for Arcanomancers and Weavers. The chapter also includes magic items, mutations and arcanotech items for your use.

Chapter 3 is the arsenal of Mythiras, introducing new equipment and items, along with vehicles and mechanics on how to use them.

Chapter 4 delves into the life in Mythiras, helping Game Masters bring the world to life.

Chapter 5 introduces the lands of Mythiras and its past and practical knowledge of the lands of Mythiras, explaining further the cities, the populace and nations' governance.

Chapter 6 introduces the Mythiran pantheon and the nature of divinity.

Chapter 7 details the history of Mythiras, including major events in each continent.

Chapter 8 introduces NPCs and monsters to fill your world with in-theme creatures.

Chapter 9 includes new rule expansions, such as new ships, naval combat rules, shipbuilding and crafting mechanics for Arcanotech, Dark Magic Items, and Mutations.

TYRANNY OF SORROW

Tyranny of Sorrow is divided into four chapters, with a total of 9 adventure arcs.

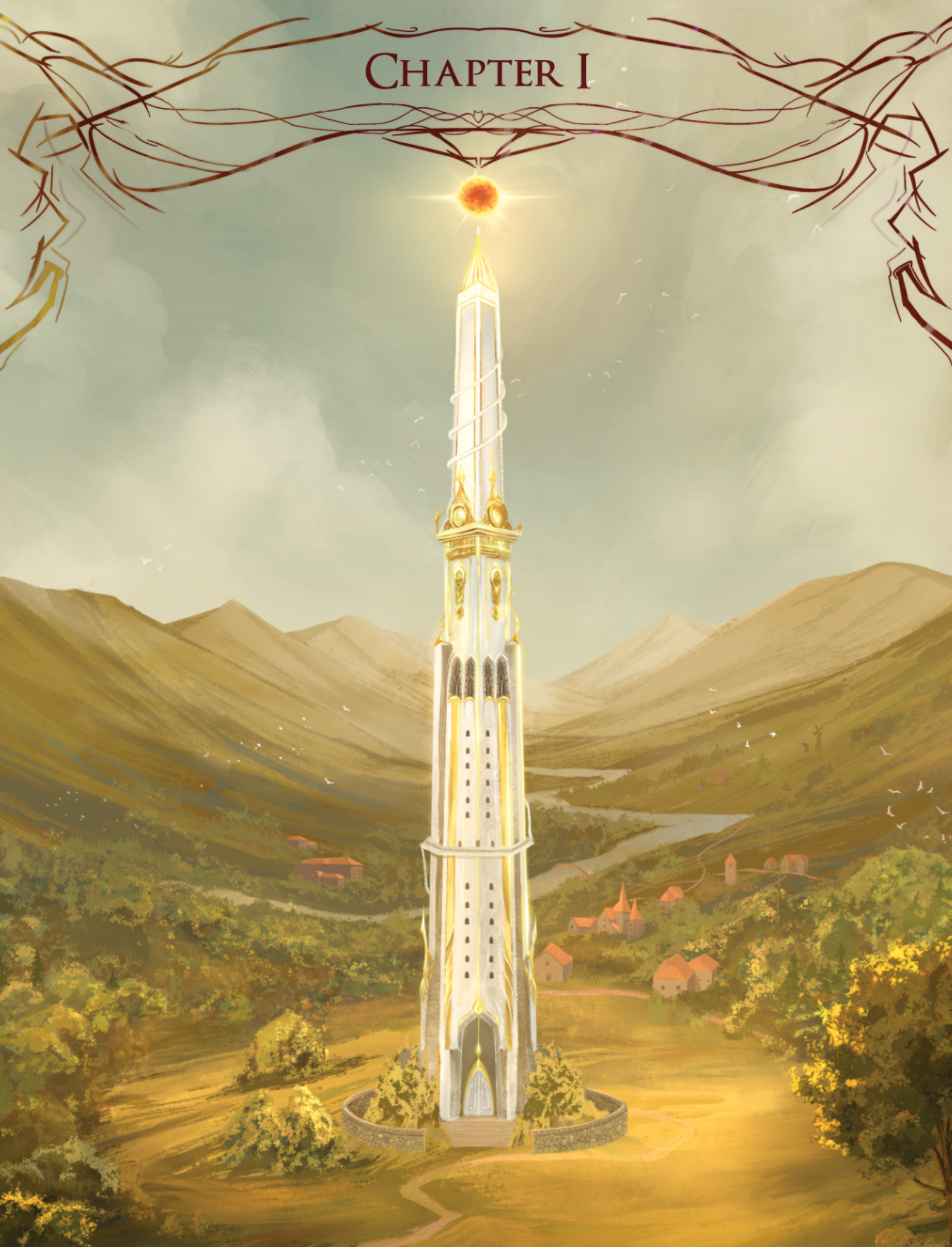
Tyranny of Sorrow consists of the Adventure Overview, and how to create the mood intended for Tyranny of Sorrow.

Adventure Arcs are the chapters of adventure of Sethra, a gloomy tale of players who seek to somehow defeat the Curse of Sorrow, or die trying. A play-through consists of 7 arcs, chosen from 9 arcs depending on the mood, theme, and the choice of the players.

Monsters & Horrors includes NPCs and monsters you will encounter while adventuring through Sethra.

Curse of Sorrow introduces the treacherous Curse of Sorrow, and its mechanics.

CHAPTER I



ARCANOMANCER

Arcanomancers are the ultimate blend of arcane expertise and technological ingenuity, transforming raw magic into precise, controlled power. They are spellcasters who have refined their craft to integrate arcane devices, known as arcanotech, into their spellcasting. These practitioners are both inventors and spellcasters, seamlessly blending magical theory with engineering. Feared for their destructive capabilities and respected for their unparalleled innovation, Arcanomancers are artisans of the arcane.

ARCANOMAGICK

Arcanomancers use a special, arcanotech-centered spellcasting which allows them to use their items more efficiently rather than casting vulgar spells. While they can cast these spells, their spells are usually more static, often focused on Abjuration and Evocation than more vulgar or mystical schools of magic. Their spellcraft is designed for reliability and power rather than creativity or mysticism. To the Arcanomancer, magic is not a force to be feared but a tool to be mastered.

EMPIRIC SPELLCASTERS

Arcanomancers are defined by their empirical approach to magic. They view magic as a force of nature, with rules and mechanisms to be understood, optimized, and exploited. This philosophy puts them at odds with more traditional or intuitive spellcasters, who may see them as rigid or soulless.

PLAYING AN ARCANOMANCER

As an Arcanomancer, you embody the mind of a scientist and the power of a spellcaster. Your spells are tools, and your devices are an extension of your will. Decisions matter as you constantly balance resources, device usage, and magical efficiency. However, your reliance on arcanotech means you must be prepared to protect or repair your creations, as their loss could leave you vulnerable.

CORE ARCANOMANCER TRAITS

Primary Ability	Intelligence
Hit Point Die	D8 per Arcanomancer level
Saving Throw Proficiencies	Intelligence and Wisdom
Skill Proficiencies	Choose 2: Arcana, History, Insight, Investigation, Perception, Religion
Weapon Proficiencies	Martial weapons, Simple weapons, arcanotech
Armor Training	Light armor
Starting Equipment	Choose A or B: (A) Dagger, Explorer's Pack, and 15 GP or (B) 75 GP



ARCANOMANCER FEATURES

Level	Proficiency Bonus	Class Features	Cantrips	Energy Capacity	Maximum Spell Level	Schematics
1	+2	Arcanomagick (level 1), Arcanotech proficiency	1	2	1	1
2	+2	Arcanocrystal Use	1	4	1	1
3	+2	Arcanomancer Subclass, Arcanomagick (level 2)	1	6	2	2
4	+2	Ability Score Improvement	1	8	2	2
5	+3	Arcanomagick (level 3)	1	10	3	3
6	+3	Recharge Arcanotech	2	12	3	3
7	+3	Arcanomagick (level 4), Subclass Feature	2	14	3	4
8	+3	Ability Score Improvement	2	16	4	4
9	+4	Arcanomagick (level 5)	2	18	4	5
10	+4	Arcanotech Attunement	2	20	5	5
11	+4	Arcanomagick (level 5)	2	22	5	6
12	+4	Ability Score Improvement,	2	24	6	6
13	+5	Subclass Feature	3	26	6	7
14	+5	Arcanomagick Mastery	3	28	7	7
15	+5	Arcanotech Armor	3	30	7	8
16	+5	Ability Score Improvement, Arcanomagick Mastery	3	32	8	8
17	+6	Subclass Feature	3	34	8	9
18	+6	Arcanomagick Mastery	4	36	9	9
19	+6	Epic Boon	4	38	9	10
20	+6	Arcano Conduit	4	40	9	10

ARCANOMANCER CLASS FEATURES

As a Arcanomancer, you gain the following class features.

LEVEL 1: ARCANOTECH PROFICIENCY

As an Arcanomancer, you learn the basics of Arcanotech. You gain Arcanotech proficiency.

LEVEL 1: ARCANOMAGICK

As a student of arcanotech, you have learned to cast spells. The information below details how you use those rules with Arcanomagick spells.

Cantrips. You know one Arcanomancer cantrip of your choice. *Arcane Push* is recommended. Whenever you finish a Long Rest, you can replace one of your cantrips from this feature with another Arcanomancer cantrip of your choice.

When you reach Arcanomancer levels 6, 13, and 18, you learn another Arcanomancer cantrip of your choice, as shown in the Cantrips column of the Arcanomancer Features table.

Workbook. You create a workbook, which includes your spells and your schematics. It is a Tiny object that weighs 4 pounds, contains 100 pages, and can be read only by creatures with arcanotech proficiency. You determine the book's appearance and materials.

The book contains the level 1+ spells you know. It starts with four level 1 Arcanomancer spells of your choice. *Aura Sweep*, *Detect Magic*, *Identify*, *Hex Charge*, and *Shield* are recommended.

Whenever you gain a Arcanomancer level after 1, add two Arcanomancer spells of your choice to your workbook. Each of these spells must be of a level for which you have spell slots, as shown on the Arcanomancer Features table. The spells are the culmination of arcane research you do regularly.

Energy Points. The Arcanomancer Features table shows how many Energy Points you have to cast your level 1+ spells. You regain all expended Energy Points when you finish a Long Rest. You must expend Energy Points equal to the spell's level to cast it, similar to expending a spell slot.

High-Level Spells. You cannot cast Level 7,8,9 spells using Energy Points. Instead, you must use your Arcanomagick Mastery ability to cast these spells.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with this feature. To do so, choose four spells from your workbook. The chosen spells must be of a level for which you have spell slots.

The number of spells on your list increases as you gain Arcanomancer levels, as shown in the Prepared

Spells column of the Arcanomancer Features table. Whenever that number increases, choose additional Arcanomancer spells until the number of spells on your list matches the number on the table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Wizard, your list of prepared spells can include six spells of levels 1 and 2 in any combination, chosen from your workbook.

If another Arcanomancer feature gives spells that you always have prepared, those spells don't count against the number of spells you can prepare with this feature, but those spells otherwise count as Arcanomancer spells for you.

Changing Your Prepared Spells. Whenever you finish a Long Rest, you can change your list of prepared spells, replacing any of the spells there with spells from your workbook.

Spellcasting Ability. Intelligence is your spellcasting ability for your Arcanomancer spells.

LEVEL 2: ARCANOCRYSTAL USE

You can charge, but not withdraw, your Energy Points in Arcanocrystals to fuel arcanotech items. You can store up to a number of Energy Points equal to your Arcanomancer level. You cannot charge an arcanocrystal that is already charged, and you cannot store more Energy Points than the arcanocrystal can hold, determined by its rarity.

LEVEL 3: ARCANOMANCER SUBCLASS

You gain an Arcanomancer subclass of your choice. The *Arcanocraft Protocol*, *Arcanopulse Protocol*, *Covert Protocol* and *War Protocol* subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Arcanomancer levels. For the rest of your career, you gain each of your subclass's features that are of your Arcanomancer level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Arcanomancer levels 8, 12, and 16.

LEVEL 6: RECHARGE ARCANOTECH

You can touch an arcanotech item and recharge it as an action by spending Energy Points.

LEVEL 10: ARCANOTECH ATTUNEMENT

You gain three additional attunement slots for arcanotech body modifications, allowing you to attune to three arcanotech items and three arcanotech body modifications simultaneously.

However, this ability causes interference for non-arcanotech magic items. If you are attuned to a regular magic item, you cannot use the additional attunement slots provided by this ability.

LEVEL 15: ARCANOTECH ARMOR

You are proficient with all Medium and Heavy Arcanotech armor, as if you had proficiency in Medium and Heavy armor. By spending 1 energy point, you can negate any penalties of wearing heavy armor for 1 hour.

LEVEL 13: ARCANOMAGICK MASTERY

Your magical mastery allows you to cast higher level spells that are beyond your Energy Points usage.

You learn a level 7 Arcanomagick spell, and can cast it once per day without expending Energy Points. You must finish a Long Rest before you can cast it in this way again.

As shown in the Arcanomancer Features table, you gain another Arcanomancer spell of your choice that can be cast in this way when you reach Arcanomancer levels 16 (level 8 spell), and 18 (level 9 spell).

Whenever you gain an Arcanomancer level, you can replace one of your Arcanomagick spells with another Arcanomancer spell of the same level.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: ARCANO CONDUIT

You gain the ability overcharge arcanotech around you and bolster the power of your allies.

Whenever you use expend Energy Points to fuel an arcanotech item, you pulsate the energy to also charge any other arcanotech items within 60 feet of you that you choose. Items charged by the pulse are charged with 1 less Energy Point. Arcanotech items charged by your pulse remain charged until used or until the start of your next turn.

You can use this ability for a number of times equal to your Intelligence modifier. You gain all expended uses after you finish a Short Rest.

ARCANOMANCER SCHEMATICS

Schematics are special discoveries of Arcanomancers that grant them special edges. These schematics are almost exclusively used by Arcanomancers, but some Denzian spellcasters are known to use some of these schematics through unknown means.

Once an Arcanomancer gains a schematic, it must be studied and installed at an Arcanohaven. Alternatively, the Arcanomancer can spend a Long Rest to craft and install the schematics on themselves, which costs around 500 gp worth of arcanocrystals or 200 gp worth of pure arcium.

Any schematics that can be worn over only functions only on Arcanomancers that know the schematic. If you remove a schematic that reduces your Energy Points, you regain the reduced Energy Points. However, wearing or installing a schematic while not having required Energy Points prevents the schematic from functioning until you regain Energy Points.

AGILITY MATRIX

Prerequisite: Level 9+, Arcanotech Nerves

This arcanotech device allows you to respond to dangers quickly, increasing your reflexes beyond mortal limits. When activated as a Reaction, you spend 2 Energy Points, it remains active until the start of your next turn.

While active, your movement speed is doubled, you gain a +2 bonus to your Armor Class, and have Advantage on Dexterity saving throws. You can take the following actions as a Bonus Action: Dash, Dodge, or Utilize.

ALACRITY SPINE

Prerequisite: Level 15+, Agility Matrix

This arcanotech spine is mounted on the back along the spine. When activated as a part of your Attack Action, you gain one additional attack as a part of your Attack action.

Activating Alacrity Spine costs 1 Energy Point. You can only equip a single Arcanotech Spine.

ARCANE CLOAKING MATRIX

Prerequisite: Level 9+

This arcanotech is worn over as a tight mesh vest which diminishes your arcane signature and protects you from Divination magic. You can't be targeted by any Divination spell or perceived through magical scrying sensors. You can spend 10 minutes to Doff the vest.

This schematic is always active, and decreases your maximum Energy Points by 2.

ARCANE SUPPRESSOR

Prerequisite: Level 15+

You craft suppressor gauntlets that can inhibit the magical abilities of others. When you hit a creature with a melee attack, you can expend 2 Energy Points to force the target to make a Constitution saving throw (DC = 8 + your Proficiency Bonus + your Intelligence modifier). On a failed save, the creature cannot cast spells until the end of its next turn.

ARCANOCRYSTAL SPINE

Prerequisite: Level 3+, Arcanotech Nerves

This arcanotech contraption is mounted on the back along the spine. When equipped, it increases your total Energy Points by 1.

Arcanocrystal Spine is always active. You can only equip a single Arcanotech Spine.

Repeatable. You can gain this schematic up to three times, upgrading your schematic each time. Each time you do so, you gain 2 additional Energy Points, up to a total of 5 Energy Points.

ARCANOTECH NERVES

You implant yourself with arcanotech wiring throughout your body, replacing your spine. Time required to finish a Long Rest is reduced by 2 hours.

ARCANO SWARM

Prerequisite: Level 9+

You create pauldrons that you can mount on armor or wear with a strap. The pauldrons can be activated as a reaction to negate a ranged projectile within 60 feet of you. The projectile doesn't need to land on you, but its trajectory must be within your range. If the pauldron negates an explosive, it explodes on deactivation in a point that you choose within range.

Activating Arcano Swarm costs 1 Energy Point. You must be aware of the attack to activate Arcano Swarm.

AWARENESS MATRIX

Prerequisite: Level 9+, Proficiency in Perception

You craft an implant that resembles glasses, or is implanted around your eyes which allows you to detect the unseen.

You gain expertise in Perception skill.

BERSERKERS

Prerequisite: Level 9+

You attach a single bolt on the back of your skull that regulates your fear response. You gain immunity to Frightened condition.

BRAIN WIRING

Prerequisite: Level 15+

You gain Resistance to Psychic damage and immunity to Charmed condition. You are also unaffected by anything that would sense its emotions or alignment, read its thoughts, or magically detect its location, and no spell can gather information about the target, observe it remotely, or control its mind.

This schematic is always active, and decreases your maximum Energy Points by 5.

CASTING BOOSTERS

Prerequisite: Level 9+

You install pre-defined pathways to cast Arcanomancer spells with ease.

Choose one Arcanomancer spell that you can cast. You can spend double the required Energy Points to cast that spell that has a casting time of Action as a Bonus Action.

You can change your chosen spell as a part of a Long Rest.

Repeatable. You can gain this schematic up to three times, upgrading your schematic each time. Each time you do so, you can choose an additional spell that you can choose to cast as a Bonus Action.

COMBAT CONDITIONING

Prerequisite: Level 9+, Arcanotech Nerves

You add your Intelligence modifier to your initiative roll.

This schematic is always active, and decreases your maximum Energy Points by 1.

COVERT BLADE

Prerequisite: Level 9+, Arcanotech Arm

You install a small arcanotech device that allows you to hide a small retractable dagger within your arcanotech arm. You can extend your blade as a part of your attack action, or retract it as a Reaction. Once retracted, the blade cannot be perceived without a through medical examination.

Any magic or arcanotech dagger can be installed as a covert blade. However, creating a covert blade is a delicate process that requires a talented arcanocrafter. Modifying an arcanotech dagger costs 1½ of the original price, and it costs double for magic daggers.

DARKVISION MATRIX

You craft an implant that resembles glasses, or is implanted around your eyes which allows you to see in the dark.

You gain Darkvision up to 60 feet, or your darkvision increases by 30 feet.

Repeatable. Each time you take this schematic, your Darkvision range increases by 30 feet.

DETOXIFIER LUNG

This arcanotech lung replaces an existing lung to grant immunity to inhaled poisons or other toxic gases.

HEALER SPINE

Prerequisite: Level 3+, Arcanotech Nerves

This arcanotech spine is mounted on the back along the spine. When activated as a Bonus Action, you can spend up to a number of Energy Points equal to your Proficiency Bonus. For each Energy Point spent, you gain 1d4 Temporary Hit Points.

Once you use this schematic, you cannot do it again until you finish a Short or Long Rest. You can only equip a single Arcanotech Spine.

HEART PUMP

Prerequisite: Arcanotech Nerves

You add arcanotech wiring around your heart, which allows automatic reactivation of your bodily functions when you are in distress.

When you fail a Death Saving Throw, you can use your reaction spend 2 Energy Points to succeed on the save instead.

IRONSKIN

Prerequisite: Level 9+

This arcanotech procedure alters your skin and hardens it like an armor. When you gain choose this schematic, you gain a +1 bonus to your AC while unarmored.

Repeatable. You can gain this schematic up to three times. Each time you do so, you gain an additional +1 bonus to your AC, up to a total bonus of +3.

JUMP PACK

Prerequisite: Level 3+

You gain a small jump pack that you can mount on your back. When activated as a Bonus Action, you can move up to 30 feet in a curved or straight trajectory.

Activating Jump Pack costs 1 Energy Point.

JUMP PACK, IMPROVED

Prerequisite: Level 5+, Jump Pack schematics

You can activate your Jump Pack as a reaction to levitate or negate falling damage. Furthermore, if you activate your Jump Pack to, you gain the next melee attack you make until the end of your turn.

MANA CAPACITORS

Prerequisite: Level 11+ Arcanomancer

You create an internal Mana Capacitors that can amplify your energy. When activated as a Bonus Action, you spend 2 Energy Points and 1d6 Energy Points that you can use to fuel Arcanotech equipment until the end of your turn.

Once you use this schematic, you cannot do it again until you finish a Short or Long Rest.

MEDWEAVE

Prerequisite: Level 9+, Arcanotech Nerves

You install small devices around your internal organs that have a small reviving effect. Whenever you drop to 0 Hit Points, you can use your Reaction to spend 1 Energy Point to recover 1 Hit Point immediately.

MEMORY MATRIX

Prerequisite: Intelligence 12+

You implant a small crystal-infused device within your skull that is synced to your mind. You can record fragments of memories so that you can remember the details with perfect clarity. You can “capture” a number of memories equal to your Intelligence modifier. As long as you don’t replace the memory fragment, you can access it anytime without a need of a roll. In each memory fragment, you capture a perfect snapshot of what you see, hear, and otherwise sense for up to 6 seconds. You can memorize pages, schematics, or creatures and recall them with ease. You must be able to perceive what you attempt to preserve. For example, you can focus on a page or a scroll and remember it with perfect recall, however you cannot skim through a book and remember it fully.

This schematic is always active, and decreases your maximum Energy Points by 1.

OVERCLOCK MATRIX

Prerequisite: Level 5+, Arcanotech Nerves

You add an advanced arcanotech matrix to your body, allowing you to enhance your resistance beyond your natural limits. When activated as a Bonus Action by spending 3 Energy Points, you gain Advantage on all saving throws and ability checks until the start of your next turn. You can activate the Overclock Matrix after you fail a Saving Throw as a Reaction, but it costs 5 Energy Points instead.

RECONSTRUCTOR PROTOCOLS

Prerequisite: Level 15+, Healer Spine, Medweave

You infuse your flesh with arcanotech in a manner that you gain regenerative function. As long as you have at least 1 Hit Points, you regain 1 Hit Point at the start of your turn.

This schematic is always active, and decreases your maximum Energy Points by 2.

Additionally, you can spend 3 Energy Points to recover Hit Points equal to your character level as a Bonus Action. Once you use this ability, you cannot do it again until you finish a Short Rest.

SPELL DETECTORS

Prerequisite: Level 9+, Awareness Matrix

You modify your Awareness Matrix to detect magical auras. You can cast *Detect Magic* at will as a Bonus Action.

SPELL DEFENSE MATRIX

Prerequisite: Level 15+

You modify your body with arcium to shield yourself from spells and magical effects. You gain Advantage on saving throws against spells and magical effects.

This schematic is always active, and decreases your maximum Energy Points by 5.

STEALTH DETECTORS

Prerequisite: Level 15+, Spell Detectors

You modify your Awareness Matrix to detect magical auras. You can cast *See Invisibility* at will as a Bonus Action.

TEMPORAL SLIP DEVICE

Prerequisite: Level 15+, Arcanotech Nerves

You create a device that momentarily displaces you in time. As a Reaction to being hit by an attack, you can spend 3 Energy Points to teleport up to 30 feet to an unoccupied space you can see. You reappear just before the attack hits, and it automatically misses.

ARCANOMANCER SPELL LIST

This section presents the Arcanomancer spell list. The spells are organized by spell level, and then ordered alphabetically, and each spell's school of magic is listed. In the Special column, C refers to spells with Concentration, and R for Ritual spells, while M means it requires a specific Material component.

Spells denoted with "*" can be found in the booklet.

CANTRIPS (LEVEL 0 ARCANOMANCER SPELLS)

Spell	School	Special
Arcane Push*	Evocation	
Chill Touch	Evocation	
Light	Evocation	
Mending	Transmutation	
Prestidigitation	Transmutation	
Shocking Grasp	Evocation	

LEVEL 1 ARCANOMANCER SPELLS

Spell	School	Special
Alarm	Abjuration	R
Aura Sweep*	Divination	
Comprehend Languages	Divination	R
Detect Magic	Divination	C, R
Feather Fall	Transmutation	
Hex Charge*	Conjuration	
Insidious Stare*	Enchantment	
Mage Armor	Abjuration	
Shield	Abjuration	

LEVEL 2 ARCANOMANCER SPELLS

Spell	School	Special
Analyze*	Divination	R
Arcane Lock	Abjuration	
Arcane Ping*	Divination	
Ethereal Cascade*	Conjuration	C
Invisibility	Illusion	C
See Invisibility	Divination	
Spider Climb	Transmutation	C

LEVEL 3 ARCANOMANCER SPELLS

Spell	School	Special
Dispel Magic	Abjuration	
Nondetection	Abjuration	
Reality Flux*	Transmutation	C
Repulsor Field*	Abjuration	C
Sending	Divination	
Tongues	Divination	

LEVEL 4 ARCANOMANCER SPELLS

Spell	School	Special
Arcane Eye	Divination	C
Chronal Disruption*	Transmutation	C
Dimension Door	Conjuration	
Disruption Pulse*	Abjuration	C
Echo Blast*	Evocation	
Greater Invisibility	Illusion	C
Reflect Spell*	Abjuration	
Resilient Sphere	Evocation	C

LEVEL 5 ARCANOMANCER SPELLS

Spell	School	Special
Awaken	Transmutation	
Modify Memory	Enchantment	
Spell Ward*	Abjuration	
Telekinesis	Transmutation	
Teleportation Circle	Conjuration	
Wall of Force	Evocation	

LEVEL 6 ARCANOMANCER SPELLS

Spell	School	Special
Arcane Cloak*	Abjuration	C
Arcane Overload*	Evocation	
Chain Lightning	Evocation	
Disintegrate	Transmutation	
True Seeing	Divination	

LEVEL 7 ARCANOMANCER SPELLS

Spell	School	Special
Forcecage	Evocation	
Hex Carnage*	Conjuration	
Reverse Gravity	Transmutation	C
Teleport	Conjuration	

LEVEL 8 ARCANOMANCER SPELLS

Spell	School	Special
Antimagic Field	Abjuration	C
Arcane Singularity*	Conjuration	C
Mind Blank	Abjuration	

LEVEL 9 ARCANOMANCER SPELLS

Spell	School	Special
Arcane Denial*	Abjuration	C
Eyes of Cyrex*	Divination	R
Gate	Conjuration	C
Time Stop	Transmutation	

ARCANOMANCER SUBCLASSES

Arcanomancy has diverse protocols to study. Each protocol represents a whole new field of study, which a lifetime is required to master.

COVERT PROTOCOL

Hide and Strike From the Shadows

Deadly and elegant, Arcanomancers of the Covert Protocol are experts of stealth.

LEVEL 3: ARCANOCLOAK

You build yourself a small cloaker arcanotech device under your skin, which allows you to cast *invisibility* on yourself. When you do so, you remain invisible for 1 minute. You can use this ability for a number of times equal to your Intelligence modifier (minimum of 1). You regain all uses of this ability when you finish a Long Rest.

When you reach 7th level in this class, your cloak cannot be seen with *see invisibility* spell.

LEVEL 3: CALCULATED MANIPULATION

You learn to observe and calculate every word to achieve the best result. Whenever you make use Deception, Intimidation, or Persuasion skill, you can use your Intelligence modifier instead of Charisma modifier.

LEVEL 7: ARCANOJUMP

You can spend 3 Energy Point as a Bonus Action to teleport yourself to an empty square within 30 feet of you that you can see as a Bonus Action. Using this ability does not reveal your location or foil your invisibility.

LEVEL 13: ARCANOSHROUD

You can use your Arcanocloak ability at will and your Arcanocloak invisibility persists when you make an attack. Furthermore, while your Arcanocloak is active, you cannot be detected by Blindsight.

LEVEL 17: DEATH STRIKE

Whenever you make a melee attack against a creature when you are invisible, you can spend 5 Energy Points to turn the attack into a critical hit. If the creature is normally immune to critical hits, you can instead spend 10 Energy points and ignore the target's immunity.

Once you successfully use this ability on a creature, you cannot use it against the same creature until you finish a short rest.



WAR PROTOCOL

Unleash the Might of Arcanotech

The focus of war revolves around using Arcanotech items rather than spellcasting or creating items. These Arcanomancer are warriors, operators and

LEVEL 3: OPERATOR PROFICIENCY

You gain proficiency in Medium armor and Martial weapons.

LEVEL 3: SCHEMATIC MASTERY

You gain two additional arcanotech schematics. Furthermore, you can activate an arcanotech schematics by sacrificing Hit Points equal to the Energy Points required.

LEVEL 7: ARCANOTECH PROWESS

When you are wielding an arcanotech weapon, you can attack twice, instead of once, whenever you take the Attack action on your turn.

LEVEL 13: ARCANOTECH DEFENSE

Your AC increases by 1 for each arcanotech device or body part you are attuned to and have on your person. If the arcanotech item's magic is suppressed, you lose the AC bonus from that item.

LEVEL 17: OPERATOR MASTERY

Whenever you spend Energy Point on an arcanotech, the effects are doubled as if you've spent 2 points for each point you spend.

Additionally, you gain the option to supercharge an arcanotech device. When you do so, you spend 5 Energy Points. When you supercharge an item, you choose either damage, duration or area. The chosen statistic is doubled. If used on an arcanotech weapon, additional damage from Attributes are not multiplied, but increased damage due to spend energy points are multiplied.

After using a supercharged arcanotech device, you gain a level of exhaustion. Other creatures cannot use arcanotech items supercharged by you.



ARCANOTECH ITEMS

The items are arranged alphabetically and their descriptions are provided below.

ARCANOTECH BATTLEPLATE

Arcanotech Armor (Heavy Armor), Very Rare (Requires Attunement)

This reinforced suit of heavy armor is enhanced with arcanotech plating, glowing with faint lines of arcane energy. Engineered by the Denzian Arcanocracy, it combines physical protection with arcane enhancements.

Armor Class. While wearing the Arcanotech Battleplate, your AC is 20.

Arcane Resilience. When you take damage from a spell, you can use your Reaction to spend Energy Points reduce the damage by 1d8 per point spent.

Enhanced Vitality. While wearing this armor, you can sacrifice Energy Points as a Bonus Action to gain Temporary Hit Points equal to 5 times the points expended. These Hit Points last for 1 minute.

Integrated Strength. While wearing this armor, your Strength score becomes 23.

ARCUM FISTS

Arcanotech Weapon (Arcano Fist), Rare

This magical arcano fist is sleek in design, even though it packs a greater punch than its lesser counterparts.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon, and you double your Strength Modifier when making damage rolls.

You gain climbing speed equal to your movement speed.

You can hold items in your hand as if your hand was free. You have Advantage on Strength checks to hold items or surfaces with your hands.

FORCE SABRE

Arcanotech Weapon (Arcano Saber or Shortword), Very Rare

This +1 magical sword has a special wiring in the middle that allows a condensed force field to surround it to be used as a weapon.

For each Energy Point spent, the saber deals an additional 1d6 Force damage for all attacks made until the start of your next turn.

LIGHTNING WHIP

Arcanotech Weapon (Whip), Very Rare

This magical whip appears to be made of metal even though it moves as gracefully as a regular whip.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Charged Strike. When activated with an Energy Point, the whip deals an additional 1d8 Lightning damage on the next hit.

Stunning Crack. When activated with an Energy Point, the target of an attack must make a DC 15 Constitution saving throw or be Stunned until the end of its next turn.



ARCANOTECH BATTLEPLATE

ARCUM FIST



FORCE SABRE

LIGHTNING WHIP

DARK MAGE

The dark arts whisper promises of forbidden power, tempting those bold enough to transcend conventional magic and morality. Dark Mages are individuals who delve into the shadowed corners of arcane knowledge, embracing magic fueled by despair, fear, and the very essence of death. Unlike traditional spellcasters, they thrive on manipulation and sacrifice, wielding forces that few dare to comprehend.

DARK MAGIC

Dark magic is not a discipline learned through rigorous study or skill. It is a pact, an intimate understanding of the darker aspects of the **weave**. This magic often draws upon life energy, emotions, or even the very souls of others to fuel its potency. Dark Mages excel at necromancy, curses, and illusion, weaving dread and despair into their spells. Their magic is often subtle, creeping like a shadow before striking with devastating force.

THE PRICE OF POWER

To wield the dark arts is to sacrifice. The path of the Dark Mage is fraught with risk, as dark magic constantly demands a toll. Every spell may exact a price, from the caster's own vitality to the trust and humanity of those around them. The lure of immense power can corrupt even the strongest of wills, and many Dark Mages teeter on the edge of losing themselves to the very forces they command. Some may bargain with ancient entities for knowledge, becoming entangled in pacts that bind them to sinister purposes.

PLAYING A DARK MAGE

As a Dark Mage, players must embrace the consequences of their power. Decisions hold weight, as the use of dark magic can draw suspicion, hostility, or outright fear from others. However, they also wield immense power in both combat and intrigue, capable of devastating enemies with shadowy invocations or manipulating events from the shadows.

CORE DARK MAGE TRAITS

Primary Ability	Charisma
Hit Point Die	D6 per Dark Mage level
Saving Throw Proficiencies	Constitution and Charisma
Skill Proficiencies	Choose 2: Arcana, Deception, Insight, Intimidation, Persuasion, or Religion
Weapon Proficiencies	Simple weapons
Armor Training	None
Starting Equipment	Choose A or B: (A) Dagger, Explorer's Pack, and 15 GP or (B) 75 GP



DARK MAGE FEATURES

Level	Proficiency Bonus	Class Features	Dark Knowledge	Cantrips	Prepared Spells	1	2	3	4	5	6	7	8	9
1	+2	Spellcasting, Dark Magic	—	4	2	2	—	—	—	—	—	—	—	—
2	+2	Mimic Other	—	4	4	3	—	—	—	—	—	—	—	—
3	+2	Dark Mage Subclass	1	4	6	4	2	—	—	—	—	—	—	—
4	+2	Ability Score Improvement	—	5	8	4	3	—	—	—	—	—	—	—
5	+3	Dark Boon	2	5	10	4	3	2	—	—	—	—	—	—
6	+3	Cabal Feature	—	5	11	4	3	3	—	—	—	—	—	—
7	+3	Soul Magic	3	5	12	4	3	3	1	—	—	—	—	—
8	+3	Ability Score Improvement	—	6	13	4	3	3	2	—	—	—	—	—
9	+4	Hidden Magic	4	6	14	4	3	3	3	1	—	—	—	—
10	+4	Cabal Feature	—	6	15	4	3	3	3	2	—	—	—	—
11	+4	Sap Soul	5	6	16	4	3	3	3	2	1	—	—	—
12	+4	Ability Score Improvement	—	6	17	4	3	3	3	2	1	—	—	—
13	+5	Dark Soul	6	6	18	4	3	3	3	2	1	1	—	—
14	+5	Cabal Feature	—	6	19	4	3	3	3	2	1	1	—	—
15	+5	Superior Dark Boon	7	6	20	4	3	3	3	2	1	1	1	—
16	+5	Ability Score Improvement	—	6	21	4	3	3	3	2	1	1	1	—
17	+6	Dark Harvest	8	6	22	4	3	3	3	2	1	1	1	1
18	+6	Cabal Feature	—	6	23	4	3	3	3	3	1	1	1	1
19	+6	Epic Boon	—	6	24	4	3	3	3	3	2	1	1	1
20	+6	Child of Darkness, Curse of Eternity	—	6	25	4	3	3	3	3	2	2	1	1

DARK MAGE CLASS FEATURES

As a Dark Mage, you gain the following class features.

LEVEL 1: SPELLCASTING

By studying and meddling with dark entities from the universe, you have been granted the ability of spellcasting. The information below details how you use those rules with Dark Mage spells.

Cantrips. You know four Dark Mage cantrips of your choice. Light, Mending, Prestidigitiation, and Shadow Lash are recommended. Whenever you gain a Dark Mage level, you can replace one of your cantrips from this feature with another Dark Mage cantrip of your choice.

When you reach Dark Mage levels 4 and 8, you learn another Dark Mage cantrip of your choice, as shown in the Cantrips column of the Dark Mage Features table.

Spell Slots. The Dark Mage Features table shows how many spell slots you have to cast your level 1+ spells. You regain all expended slots when you finish a Long Rest.

Prepared Spells of Level 1+. You prepare the list of level 1+ spells that are available for you to cast with

this feature. To start, choose two level 1 Dark Mage spells. Burning Hands and Detect Magic are recommended.

The number of spells on your list increases as you gain Dark Mage levels, as shown in the Prepared Spells column of the Dark Mage Features table. Whenever that number increases, choose additional Dark Mage spells until the number of spells on your list matches the number in the Dark Mage Features table. The chosen spells must be of a level for which you have spell slots. For example, if you're a level 3 Dark Mage, your list of prepared spells can include six Dark Mage spells of level 1 or 2 in any combination.

If another Dark Mage feature gives spells that you always have prepared, those spells don't count against the number of spells on the list you prepare with this feature, but those spells otherwise count as Dark Mage spells for you.

Spellcasting Ability. Charisma is your spellcasting ability for your Dark Mage spells.

Spellcasting Focus. You can use an Arcane Focus as a Spellcasting Focus for your Dark Mage spells.

Dark Magic. Spell you cast are always considered Dark Magic.

LEVEL 2: DARK KNOWLEDGE

Your dark knowledge expands your magical prowess. Choose one 1st-level spell from the cleric, druid, sorcerer or wizard spell list. You learn to cast that spell. This spell is Dark Mage spell for you.

At higher levels, you gain more spells of your choice that can be cast in this way as shown in the Dark Knowledge column of the Dark Mage Features table.

Additionally, you learn Dark Tongue.

LEVEL 2: DARK MANIFESTATIONS

Your Dark Magic starts to alter your body and you start to gain Dark Manifestations. You gain a Minor Manifestation. You gain more manifestations as you gain further levels. You gain another Minor Manifestation at level 6, 10, 14, and 18.

You gain a Major Manifestation at level 5, and then again at level 10, 15, and 20.

You gain a Defining Manifestation at level 8, and then again at level 16.

LEVEL 3: DARK MAGE SUBCLASS

You gain a Dark Mage subclass of your choice. The Bladecaster, Dark Evoker, *Dark Healer*, and *Hordemaster* subclasses are detailed after this class's description. A subclass is a specialization that grants you features at certain Dark Mage levels. For the rest of your career, you gain each of your subclass's features that are of your Dark Mage level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Dark Mage levels 8, 12, and 16.

LEVEL 5: DARK BOON

You add 1 Necrotic damage to Dark Magus cantrips for each Dark Manifestation you have.

LEVEL 7: NECROTIC MASTERY

You can choose to take Tainted damage equal to spell level that you cast to deal Necrotic damage with that spell instead.

LEVEL 9: DARK RESILIENCE

When you are subjected to a condition, you can use your Reaction to take Tainted damage and rid yourself of the condition. You must take 1d10 Tainted damage for Blinded and Deafened conditions, 1d12 Tainted damage for Charmed, Frightened, and Stunned conditions, and 1d20 for Paralyzed, Petrified, and Unconscious conditions. You must have at least 1 Hit Points to use this ability.

LEVEL 11: SAP SOUL

You learn to sap the soul enemies you slay to heal yourself. Whenever you drop a creature to 0 Hit Points through weapon attacks or Dark Magic, you

can use your Reaction regain Hit Points equal to the creature's Hit Dice, with a minimum of one.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 13: DARK TAINT

You gain the ability to deal tainted damage to your enemies that cannot be healed.

Before you cast a spell or use an ability that deals Poison or Necrotic damage, you can use your Bonus Action to taint your attack. When tainted, the damage you deal cannot be healed with magic.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 15: DARK ASCENDANT

You gain Resistance to Necrotic damage. You can spend Hit Dice in short rest to heal Tainted damage.

LEVEL 17: DARK HARVEST

You gain the ability to cheat death through Dark Magic. When you drop to 0 Hit Points, you gain a number of Hit Points equal to the creatures you have dropped to 0 Hit Points within 120 feet of you. You can use this ability on a creature only once. You cannot choose which creatures you use this ability on.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: CHILD OF DARKNESS

You learn to trade your life force to accumulate greater power. You can use your Hit Points to fuel your dark magic. For each spell level you recover, you take 1d4 damage. Any Hit Point lost due to this ability cannot be healed with healing magic, and must be healed naturally. You cannot recover spell slots up to 6 using this ability.

LEVEL 20: THE CURSE OF ETERNITY

You become a vessel of eternal life, but at a terrible cost. You no longer age, and your body becomes an unnatural, unearthly being that does not belong to the world of the living.

You must ritualistically sacrifice 13 mortal vessel annually. For every week you fail to do so, you gain a level of incurable Exhaustion when you finish a Long Rest at the end of the week until the sacrifice is fulfilled.

DARK MANIFESTATIONS

As a Dark Mage grows in power, the physical manifestations begin to show their true identity. While these manifestations can be hidden through magic or disguise, they cannot be cured.

MINOR MANIFESTATIONS

The minor manifestations may cause others to view you with suspicion, fear, or awe. Many might avoid direct contact, while others may be drawn to you out of curiosity or an instinctive need to understand the power you wield.

Blackened Teeth. The Mage's teeth start to blacken from the root. In time, they grow completely, unnaturally dark.

Blood Tears. The mage cries only blood. A faint trickle of blood may run from your eyes during particularly intense moments, like when casting a particularly powerful spell or in moments of extreme emotion. The blood appears to be unnatural and darker than normal.

Dark Aura. When casting spells or exerting yourself, the air around you becomes heavier and colder, and dark mist forms around your body, though it dissipates as quickly as it appeared.

Grim Presence. The atmosphere around you subtly shifts. Lights may dim around you, and the air becomes colder. People may take a step back when you approach, though they may not understand why.

Nails of the Night. The tip of the Dark Mage's nails start to blacken. In time, they grow completely, unnaturally dark.

Flickering Shadow. Your shadow occasionally lags behind, becomes elongated, or distorts, especially when you are under emotional strain or performing magical tasks. At times, the shadow may mimic your actions in a slightly delayed, disjointed manner.

Shattered Reflection. When you look into a reflective surface, your image flickers or distorts. The reflection may appear briefly as a twisted, shadowed version of yourself or show something different altogether, only for the image to return to normal.

Horns. Horns grow out of your skull.

Bent Knees. Your knees are twisted, and bend backwards when you walk.

Glowing Eyes. Your eyes glow in the dark with an otherworldly color.

MAJOR MANIFESTATIONS

Major Manifestations are significant, usually visible signs of the character's transformation. These manifestations can cause discomfort to those around them, as they mark the character as someone touched by dark and unnatural powers.

Black Blood. The Mage's blood turns dark, and it can be seen from the skin. The mage gains Resistance to Poison damage and Advantage on saving throws to resist becoming Poisoned.

Dark Claws. Your nails grow into natural weapons. Your unarmed attacks deal 1d6 Slashing damage. Your claw attacks are magical.

Dark Strength. Increase your melee damage rolls by 1 for each Dark Manifestation you have, including this one.

Dark Eyes. Eyes of the Mage turn pitch black. Your Darksight range is increased by 60 ft. and you can see in magical Darkness.

Dark Personality. You gain expertise on Deception or Intimidation skill. You cannot have Disadvantage on the skill you choose.

Dark Physique. You gain Advantage on Concentration checks. Additionally, you can use your Charisma modifier instead of Constitution to gain maximum Hit Points.

Dreadful Aura. A slight aura of dread surrounds you, making others uneasy in your presence. Creatures within 10 feet of you have Disadvantage on saving throws against fear effects.

Ebon Veins. Dark veins, like cracks in obsidian, start to spread across your skin. They are barely visible in the light but become more pronounced when you cast spells. You gain a +1 bonus to your AC while you maintain Concentration.

Gloomstrider's Feet. Your footsteps leave faint, darkened marks wherever you walk, and your movements become unnaturally graceful. You can traverse on air as if it is made of solid ground. You must end your turn on solid footing. You can move through difficult terrain without expending extra movement.

Hidden Magic. When you cast a spell, you can cast it without Somatic or Verbal components. You must choose one. You take 1d4 Tainted damage when you use this ability.

Shadow Step. As a Bonus action you can teleport to a shadow that you can see within 30 feet of you. You become Invisible until the start of your next turn. You can use this ability once per Short Rest.

Soul Magic. When you cast a spell, you can cast it without any Material components, unless the Material components are consumed by the spell or that have a cost specified in the spell description. You take 1 Tainted damage when you use this ability.

Steps of the Predator. Your footsteps subtly dim the surrounding light, casting a shadow that seems to follow you. In shadows and darkness, your movements don't make any noise and other creatures cannot perceive you through hearing.

Tainted Voice. Your voice takes on a haunting quality, echoing with a deep, resonant tone that seems to carry with it an unsettling power. You have Advantage on Charisma (Intimidation) checks.

Third Eye. The Mage grows a third eye on the forehead. You automatically detect any lie that is told to you by a creature whose Charisma modifier is lower than your Proficiency Bonus.

DEFINING MANIFESTATION

The true masters of the Dark Arts display unsettling portraits their dark powers. Defining Manifestations mark the ultimate transformation of the Dark Mage. These are the defining physical and magical changes

that indicate the character has fully embraced the corrupting power of Dark Magic. These manifestations often carry powerful narrative weight and are difficult to hide.

Abyssal Form. You can take a shadowy form as an action that lasts for 10 minutes. Your body distorts into an unnatural, shadowy version of yourself, as if part of your soul has become one with the void. Your appearance becomes partially incorporeal, and your physical form becomes difficult to touch or harm. You gain Resistance to all damage except force and Psychic and Radiant damage. In addition, while in Dim Light or Darkness, you can phase through walls and obstacles as though they were difficult terrain, but you cannot end your turn inside an object. You cannot attack or cast spells in this form.

Once you use this ability, you cannot use it again until you finish a Short Rest.

Bone Armor. You gain an armor made of bones and human remains. You can conjure or dismiss the armor as a Bonus Action. When conjured, you automatically don the armor. Your AC becomes 18.

Dark Omens. You can peek into the future, and learn about the true intentions of a single creature that you can see, and only at night. To do this, you must name the name of the creature. You recite the name of your target and ask a simple question about them. Only 1 question can be asked about a single creature in a single night. You take 1d20 Tainted damage upon activation.

Dark Personality. You can cast *Charm Person* on one creature within range as a Magic action. The creature must succeed on a Wisdom saving throw against your spell DC or be charmed for 1 hour. You take 1d20 Tainted damage upon activation.

Dark Physique. Your melee weapon attacks deal an additional 1d6 Necrotic damage. This damage is always Tainted damage.

Dark Wings. You gain Wings which give you Fly speed of 30 feet (hover).

Eyes of the Abyss. Your eyes turn fully black, giving you an unnerving, predatory look. The void of your gaze can unnervingly pierce the minds of those around you. You gain Truesight up to 30 feet.

Living Shadow. Mage's shadow swirls and shifts constantly. You can command your shadow as a Bonus Action to occupy a single adjacent square. The occupied square is considered to be in total darkness that you can see without penalty. Your shadow remains in the square until you move to another square, or dismiss your shadow.

Nightmare Cloak. You have a dark mantle around you that you can activate at will as a Bonus Action to become Invisible. Your invisibility lasts until you make an attack or lose Concentration.

Unholy Fortitude. Your Hit Dice from Dark Magus class increases to D10.

DARK MAGE SPELL LIST

This section presents the Dark Mage spell list. The spells are organized by spell level, and then ordered alphabetically, and each spell's school of magic is listed. In the Special column, C refers to spells with Concentration, and R for Ritual spells, while M means it requires a specific Material component.

Spells denoted with * can be found in the booklet.

CANTRIPS (LEVEL 0 DARK MAGE SPELLS)

Spell	School	Special
Light	Evocation	
Chill Touch	Evocation	
Mending	Transmutation	
Shocking Grasp	Evocation	
Shadow Lash*	Evocation	
Prestidigitation		

LEVEL 1 DARK MAGE SPELLS

Spell	School	Special
Detect Evil and Good	Divination	C
Detect Magic	Divination	C, R
Inflict Wounds	Necromancy	
Identify	Divination	R
Shield	Abjuration	
Mage Armor	Abjuration	
Comprehend Languages	Divination	R
Alarm	Abjuration	R
Disguise Self	Illusion	
Feather Fall	Transmutation	
Shadowglyph*	Transmutation	R
Dark Deception*	Illusion	

LEVEL 2 DARK MAGE SPELLS

Spell	School	Special
Alter Self	Transmutation	C
Black Chains*	Conjuration	C
Darkness	Evocation	C
Hold Person	Enchantment	C
Invisibility	Illusion	C
Locate Object	Divination	C
See Invisibility	Divination	
Shadow Armor*	Abjuration	C
Silence	Illusion	R
Soul Siphon*	Necromancy	
Spider Climb	Transmutation	C

LEVEL 3 DARK MAGE SPELLS

Spell	School	Special
Animate Dead	Necromancy	
Blackfire*	Evocation	
Capture Soul*	Necromancy	C
Dispel Magic	Abjuration	
Fireball	Evocation	
Nondetection	Abjuration	
Revivify	Necromancy	
Sending	Divination	
Speak with Dead	Necromancy	
Tongues	Divination	

LEVEL 4 DARK MAGE SPELLS

Spell	School	Special
Blood Bond*	Necromancy	C
Death Ward	Abjuration	
Dimension Door	Conjuration	
Freedom of Movement	Abjuration	
Greater Invisibility	Illusion	
Interrogate Soul*	Necromancy	
Lamentation Wave*	Enchantment	
Locate Creature	Divination	
Shadowstruck Blade*	Necromancy	C

LEVEL 5 DARK MAGE SPELLS

Spell	School	Special
Dispel Evil and Good	Abjuration	C
Modify Memory	Enchantment	C
Raise Dead	Necromancy	
Scrying	Divination	C
Shadowburst*	Necromancy	
Teleportation Circle	Conjuration	
Veil of Midnight*	Illusion	C

LEVEL 6 DARK MAGE SPELLS

Spell	School	Special
Circle of Death	Necromancy	
Create Undead	Necromancy	
Harm	Necromancy	
Oblivion Claw*	Necromancy	
Reverse Punishment*	Necromancy	C
True Seeing	Divination	

LEVEL 7 DARK MAGE SPELLS

Spell	School	Special
Blinding of Senses*	Abjuration	
Finger of Death	Necromancy	
Plane Shift	Conjuration	
Resurrection	Necromancy	
Teleport	Conjuration	
Veilstrike*	Necromancy	

LEVEL 8 DARK MAGE SPELLS

Spell	School	Special
Antimagic Field	Abjuration	C
Dominate Monster	Enchantment	C
Mind Blank	Abjuration	
Undying Resilience*	Necromancy	

LEVEL 9 DARK MAGE SPELLS

Spell	School	Special
Curse of Sorrow*	Enchantment	
Eternal Despair*	Enchantment	C
Time Stop	Transmutation	
Wish	Conjuration	

DARK MAGE SUBCLASSES

Dark Mage subclasses are listed below.

BLADECASTER

Wield Dark Power Through Brute Force

Bladecasters channel their dark magic into physical combat, blending martial prowess with the corrupting power of their spells. These warriors carve glyphs into their flesh and weapons, exerting their will onto their weapons. Feared for their relentless combat style, Bladecasters dominate the battlefield, each swing of their weapon infused with ominous energy.

LEVEL 3: DARK BLADE

You prepare a single bladed weapon with dark glyphs, bonding it to your will. You are proficient with your Dark Blade. You can use your Concentration to make the blade hover within 5 feet of you, and make attacks with it for up to 30 feet. You ignore half cover and three-quarters cover with your attacks. You use your Charisma for attack and damage rolls using your Dark Blade. You can determine the appearance of magical emanations of your weapon.

Your Dark Blade's attack range increases to 60 feet when you reach 14th level.

LEVEL 3: IMPROVED DARK KNOWLEDGE

When you choose a spell using your Dark Knowledge ability, you can also choose from Paladin and Ranger spell lists.

LEVEL 6: DARK ALACRITY

You gain an extra attack.

LEVEL 10: DARK POWER

As a Bonus Action, you can sacrifice a spell slot up to level 5. You add 1d6 Necrotic damage per spell level sacrificed to all attacks until the start of your next turn.

LEVEL 14: DARK WARD

Your bond allows you to hold Concentration of your weapon easily. You can take Attack action with your Dark Blade as a Bonus Action. You can use your Extra Attack in your Bonus Action, but you cannot take a second Attack action using your Dark Blade.

LEVEL 18: HIGHER CONTROL

Attacks made with your Dark Blade are always Tainted damage.



DARK EVOKER

Channel Dark Magic to Decimate Your Foes

Dark Evokers wield destructive magic enhanced by their mastery over dark energy, tearing through even the most potent defenses. Their spells are raw and unrelenting, designed to obliterate foes and reshape the battlefield. These mages thrive in chaos, countering enemy spells and unleashing apocalyptic power that makes them a force to be reckoned with in any confrontation.

LEVEL 2: DARK EVOKER SPELLS

When you choose this class, you double the amount of spells you learn with your Dark Knowledge ability. One of these spells must belong to the Evocation school.

LEVEL 6: DARK EMPOWERMENT

You can empower your Evocation spells as a Bonus Action and allow it to ignore Resistance of your target creature.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a Long Rest.

LEVEL 10: DARK COUNTER

You can use your Reaction to counter magic that within 60 feet of you. You spend a spell slot equal to the spell level of the spell that is cast on you to dismiss the spell. If you counter a spell, the target's spell level is lost.

LEVEL 14: TAINTED MASTERY

Whenever you use your Dark Taint ability, you ignore your target's Resistances and Immunities.

LEVEL 18: CHAINED EVOCATION

Whenever you drop a creature to 0 Hit Points with a spell that targets a single creature, you can immediately use your Reaction to cast it once again on a creature within 30 feet of your initial target, without expending a spell slot.



DARK MAGIC ITEMS

The items are arranged alphabetically and their descriptions are provided below.

TAINTED BLADE

Weapon (Any Slashing), Very Rare (Requires Attunement)

These swords are tainted with dark magic, darkening their blades that fester the wounds they create and prevent any magical healing to mend the wounds they create.

You gain a +1 bonus to attack rolls and damage rolls made with this magic weapon.

Tainted. The damage dealt by this weapon cannot be healed with magic.

TOME OF FORBIDDEN WHISPERS

Wondrous Item, Very Rare (Requires Attunement by a Spellcaster)

Bound in the skin of an unknown creature, this book whispers eldritch secrets when opened.

Forbidden Knowledge. Your spell saving DC increases by 1 for Enchantment, Illusion, and Necromancy spells that you cast.

Insidious Influence. When you cast a spell using the tome as a focus, each creature within 30 feet of you must succeed on a Wisdom saving throw against your Spell Save DC or become Frightened for 1 minute. At the end of each of its turns, the target repeats the save, ending the Frightened condition on itself on a success.

Madness Price. Each time you use the tome, roll a d20. On a 1, you gain a short-term madness effect.

SHARD OF SOULS

Wondrous Item, Uncommon (+1), Rare (+2), Very Rare (+3) (Requires Attunement by a Dark Mage)

To attune to this shard, you must place a small piece of your soul in it. You can use the shard as a spellcasting focus for your spells while wearing or holding it, and you gain a bonus to spell attack rolls and to the saving throw DCs of your Dark Mage spells. The bonus is determined by the shard's rarity.

In addition, when you are carrying this shard, total number of your Dark Manifestations increase by two for abilities that scale with the number of manifestations you have.

WHISPERING BLADE

Weapon (Longsword), Legendary (Requires Attunement)

This blade was forged from the regrets of a thousand souls, its surface shimmering with ghostly faces.

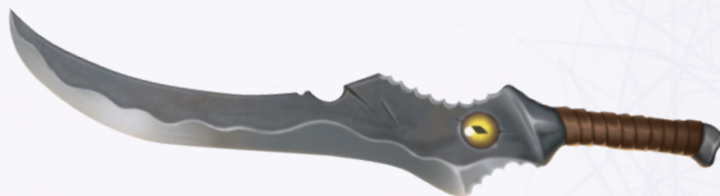
You gain a +2 bonus to attack rolls and damage rolls made with this magic weapon.

Whispering Edge. The blade constantly murmurs in an ancient language. When you score a Critical Hit,

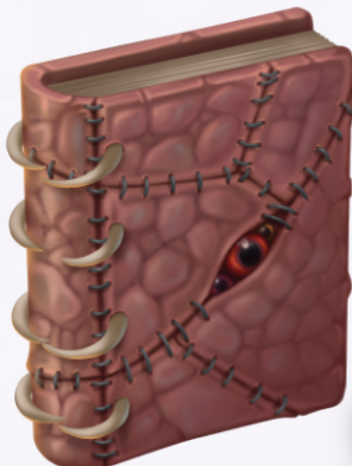
the target must succeed on a Wisdom saving throw (DC 18) or be paralyzed for 1 minute.

Soul Siphon. Whenever you kill a creature with this weapon, you gain Temporary Hit Points equal to the creature's Hit Dice.

Cursed Memories. You have Disadvantage on saving throws against effects that manipulate your mind, as the whispers of the blade erode your sanity.



TAINTED BLADE



TOME OF FORBIDDEN WHISPERS



SHARD OF SOULS



WHISPERING BLADE

SPELLS

This section contains new spells that the Game Master may add to a campaign, making them available to

player characters, NPCs, and monsters. The Spells table lists the new spells, ordered by level, including their school of magic and whether they require Concentration or not.

SPELLS TABLE

Spell List	Spell Level	School	Conc.	Ritual	Class
Analyze	2	Divination	No	Yes	Arcanomancer
Arcane Cloak	6	Abjuration	Yes	No	Arcanomancer
Arcane Overload	6	Evocation	No	No	Arcanomancer
Arcane Ping	2	Divination	No	No	Arcanomancer, Weaver
Arcane Singularity	9	Conjuration	Yes	No	Arcanomancer
Aura Sweep	1	Divination	No	No	Arcanomancer, Weaver
Black Chains	2	Conjuration	Yes	No	Dark Mage
Blackfire	3	Evocation	Yes	No	Dark Mage
Blood Bond	4	Necromancy	Yes	No	Dark Mage
Bone Chill	3	Necromancy	No	No	Dark Mage
Capture Soul	3	Necromancy	No	No	Dark Mage
Chronal Disruption	4	Transmutation	Yes	No	Arcanomancer
Corpse Explosion	3	Necromancy	No	No	Dark Mage, Sorcerer, Wizard
Corpse Link	6	Necromancy	Yes	No	Dark Mage, Sorcerer, Wizard
Crush Soul	7	Necromancy	No	No	Dark Mage
Curse of Fragility	4	Necromancy	No	No	Dark Mage
Curse of Rot	5	Necromancy	No	No	Dark Mage
Curse of Sorrow	9	Enchantment	No	No	Dark Mage
Dark Deception	1	Illusion	No	No	Dark Mage
Disruption Pulse	4	Abjuration	Yes	No	Arcanomancer, Weaver
Echo Blast	4	Evocation	No	No	Arcanomancer
Eternal Despair	9	Enchantment	Yes	No	Dark Mage
Ethereal Cascade	2	Conjuration	Yes	No	Arcanomancer
Hex Jump	3	Conjuration	No	No	Arcanomancer
Insidious Stare	1	Enchantment	No	No	Arcanomancer, Dark Mage, Weaver
Interrogate Soul	4	Necromancy	No	No	Dark Mage
Lamentation Wave	4	Enchantment	No	No	Dark Mage
Oblivion Claw	6	Evocation	No	No	Dark Mage
Repulsor Field	3	Abjuration	Yes	No	Arcanomancer, Weaver, Wizard
Shadow Armor	2	Illusion	Yes	No	Dark Mage
Shadow Lash	0	Evocation	No	No	Dark Mage
Shadowburn	3	Evocation	No	No	Dark Mage, Sorcerer, Wizard
Shadowglyph	1	Transmutation	No	Yes	Dark Mage
Shadowstruck Blade	4	Necromancy	Yes	No	Dark Mage
Shroud of Despair	1	Enchantment	Yes	No	Dark Mage

SPELLS TABLE

Spell List	Spell Level	School	Conc.	Ritual	Class
Soul Siphon	2	Necromancy	No	No	Dark Mage
Spell Ward	5	Abjuration	No	No	Arcanomancer, Weaver
Veil of Midnight	5	Illusion	Yes	No	Dark Mage
Veilstike	7	Necromancy	No	No	Dark Mage

SPELL DESCRIPTIONS

The spell descriptions are presented in alphabetical order.

ANALYZE

Level 2 Divination (Arcanomancer)

Casting Time: 1 Action or Ritual

Range: 60 feet

Components: S

Duration: Instantaneous

You inspect an object or a structure to discern its nature. You learn the following:

- Any Vulnerabilities of the target
- The rough material composition, and identify materials you are familiar with
- Hit Points, AC and Damage Threshold of the target
- If the target is a Construct, you learn about its sentience

ARCANE CLOAK

Level 6 Abjuration (Arcanomancer, Weaver)

Casting Time: 1 Action

Range: Self

Components: S, M (a pouch of arcium dust)

Duration: Concentration, up to 1 hour

You create an area around yourself that protects you from supernatural detection. You become Invisible against creatures with Blindsight, Darksight or Tremorsense.

Using a Higher-Level Spell Slot. Your Invisibility works against Truesight if you use a 8th level spell slot instead.

ARCANE OVERLOAD

Level 6 Evocation (Arcanomancer)

Casting Time: 1 Action

Range: 60 feet

Components: S, M (a small arcane crystal)

Duration: Instantaneous

You unleash an unstable surge of arcane energy at a point within range. Each creature in a 15-foot radius sphere must make a Constitution saving throw. On a failed save, creatures take 10d10 Force damage and become Stunned. Stunned creatures are knocked Prone. On a success, they take half damage.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot above 6.

ARCANE PING

Level 2 Divination (Arcanomancer, Weaver)

Casting Time: 1 Action

Range: Self

Components: S, M (a basic arcanocrystal, which the spell consumes)

Duration: Instantaneous

A magical pulse radiates from you in a 30-foot Emanation. The pulse travels through the floors, walls and creatures. You know the layout, and location of each creature and object within range.

The spell can travel beyond walls, and can be used to detect openings beyond walls, or the location of Invisible creatures.

Using a Higher-Level Arcanocrystal. Detection range increases by 30 feet for each arcanocrystal spell level above 1.

ARCANE PUSH

Evocation Cantrip (Arcanomancer)

Casting Time: 1 Action

Range: 30 feet

Components: S, M (an arcanotech gauntlet, weapon or armor)

Duration: Instantaneous

You focus arcane energies on your device and push it forward. Make a melee spell attack against a creature. On a hit, the target takes 1d10 Force damage, and you can push the target up to 10 feet away from you.

Cantrip Upgrade. The damage increases by 1d10 when you reach levels 5 (2d10), 11 (3d10), and 17 (4d10).

ARCANE SINGULARITY

Level 9 Evocation (Arcanomancer)

Casting Time: 1 Action

Range: 120 feet

Components: S, M (a crystal orb worth 250 GP, which the spell consumes)

Duration: Concentration, up to 1 minute

You create a swirling singularity of arcane energy in a 10-foot radius sphere centered on a point within range. Creatures within 60 feet of the sphere at the start of their turn must succeed on a Strength saving throw or be pulled 10 feet closer to the center. Creatures in the central sphere must make a Dexterity saving throw at the start of their turn, taking 8d8 Force damage on a failed save or half as much on a successful one.

AURA SWEEP

Level 1 Divination (Arcanomancer, Weaver)

Casting Time: 1 Bonus Action

Range: Self

Components: S, M (a basic arcanocrystal, which the spell consumes)

Duration: Instantaneous

A magical pulse radiates from you in a 30-foot Emanation, which allows you to locate creatures and objects and the distance between you and them. You learn the creature type and distance of each creature within range. However, the spell provides no direction when used in this manner.

Alternatively, the spell can be cast to detect a single type of creature. In this case, you learn the distance and direction of these creatures, allowing you to pinpoint their location.

The spell is blocked by 1 foot of stone, dirt, or wood; 1 inch of metal; or a thin sheet of lead.

Using a Higher-Level Arcanocrystal. The range increases by 30 for each arcanocrystal spell level above 1.

BLACK CHAINS

Level 2 Conjuration (Dark Mage)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a broken chain ring)

Duration: Concentration, up to 1 minute

One creature that you see is surrounded by chains made of writhing darkness that erupt from the ground. The target must make a Strength saving throw. On a failed save, the creature is bound by the chains and takes 2d6 Necrotic damage and has Restrained condition. At the end of each of its turns, the target repeats the save, ending the spell on itself

on a success. Target takes an additional 2d6 Necrotic damage at the start of each of its turns while Restrained.

On a successful save, the creature takes half damage and is not restrained.

On your later turns, you can take a Magic action to teleport the chains up to 30 feet to target another creature.

Using a Higher-Level Spell Slot. You can target an additional creature for each spell slot above 2.

BLACKFIRE

Level 3 Evocation (Dark Mage)

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You unleash a burst of black, necrotic flames in a 10-foot Cube on a point within range. Each creature in that area must make a Dexterity saving throw. On a failed save, the creature takes 3d6 Fire damage and 3d6 Necrotic damage and has Blinded condition until the end of its next turn. On a successful save, the creature takes half damage and is not Blinded.

The creatures who enter the cube or end their turn at the cube make a new saving throw.

On your later turns, you can take a Magic action to teleport the Cube up to 30 feet.

Using a Higher-Level Spell Slot. The Fire and Necrotic damage increases by 1d6 for each spell slot above 3.

BLOOD BOND

Level 4 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a drop of your own blood and the target's blood)

Duration: Concentration, up to 1 hour

You create a magical link between yourself and a willing creature. While the bond persists, you share Hit Points. Whenever one of you takes damage, you can choose to split the damage equally between both bonded creatures.

Using a Higher-Level Spell Slot. You can choose one additional creature for each spell slot above 4.

BONE CHILL

Level 3 Necromancy (Dark Mage, Weaver)

Casting Time: 1 Action

Range: Touch

Components: V, S

Duration: 1 minute

You channel bone chilling magic on your fingertips and touch a creature. The target makes a Constitution saving throw or it has Paralyzed condition for the duration. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

If the target has Resistance to Cold damage, it has Advantage on the saving throw. If the target has Immunity, the spell fails.

CAPTURE SOUL

Level 3 Necromancy (Dark Mage)

Casting Time: 1 Reaction

Range: 60 feet

Components: V, S, M (an onyx gem worth 25 GP, which the spell consumes)

Duration: Instantaneous

You focus on a creature that has dropped to 0 Hit Points within range. If the creature fails Wisdom saving throw, you capture its soul and store it in the onyx gem.

CHRONAL DISRUPTION

Level 4 Transmutation (Arcanomancer)

Casting Time: 1 Action

Range: 60 feet

Components: S, F (a silver hourglass)

Duration: Concentration, up to 1 minute

You disrupt the flow of time around a creature you can see within range. The target must make a Constitution saving throw. On a failed save:

- The creature's speed is halved.
- It cannot take reactions.
- It can only use an Action or a Bonus Action on its turn, not both.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot above 4.

CORPSE EXPLOSION

Level 3 Necromancy (Dark Mage, Sorcerer, Wizard)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a pinch of sulfur drenched in blood of a corpse)

Duration: Instantaneous

You target a point of your choice within range. You can target each corpse and undead that you created within the 30 feet radius of the point, and explode them in a blast of bone and gore. Each explosion have a 5 feet radius. Creatures in the area must succeed on a Dexterity saving throw, taking 2d6 Necrotic damage per explosion, or half as much on a successful one.

CORPSE LINK

Level 6 Necromancy (Dark Mage, Sorcerer, Wizard)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a corpse with the same creature type as the target, which the spell consumes)

Duration: Concentration, up to 1 minute

You target a creature and a corpse within range and link them together. Your target makes a Wisdom saving throw, becoming linked to the corpse on a failed save. Whenever corpse takes damage, the damage is transferred to the original target instead. The corpse has 10 AC, and automatically fails its Strength, Dexterity and Constitution saving throws. The corpse is immune to Psychic damage.

At the end of each of its turns, target repeats the save, ending the spell on themselves on a success. Constructs are immune to the effects of this spell.

CRUSH SOUL

Level 7 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a soul, which the spell consumes)

Duration: Instantaneous

You target a creature that has more than half its Hit Points within range and crush a soul gem in your hand. The target makes a Constitution saving throw, dropping to half its maximum Hit Points on a failed save.

CURSE OF FRAGILITY

Level 4 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a soul, which the spell consumes)

Duration: 1 minute

You channel the power of a soul and imbue a faint dark aura around your fingertips as you touch a creature. The target makes a Constitution saving throw or it has Vulnerability to all damage types

except Psychic and Radiant damage for the duration. If the creature has Resistance, on some of the damage types, the Resistance is lost for that damage type instead. At the end of each of its turns, the target repeats the save, ending the spell on itself on a success.

CURSE OF ROT

Level 5 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a soul, which the spell consumes)

Duration: 1 minute

You create a 20-foot-radius Sphere of a thin, bloody mist. Its area is Lightly Obscured. Each creature in the Sphere makes a Constitution saving throw, taking 5d6 Necrotic damage on a failed save or half as much damage on a successful one. Flesh of creatures who fail their saving throw start to rot for the duration. Rotting creatures take 2d6 Necrotic damage at the start of their turns. Each time a rotting creature takes damage from any source, it takes an additional 1d6 Necrotic damage.

At the end of each of its turns, rotting creatures repeat the save, ending the spell on themselves on a success. Constructs and creatures that are immune to disease are immune to the effects of this spell.

CURSE OF SORROW

Level 9 Enchantment (Dark Mage)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a soul, which the spell consumes)

Duration: Instantaneous

You channel unholy Dark Magic to fill your target's soul with despair. The target makes an Intelligence saving throw, gaining a Sorrow level on a failed save.

DARK DECEPTION

Level 1 Illusion (Dark Mage)

Casting Time: 1 Reaction

Range: Self

Components: V

Duration: Instantaneous

You create an illusion of another spell to mask the spell that you are casting. Any checks to dispel or counter your spells are made with Disadvantage.

You can cast Dark Deception in the same turn with another spell that has a casting time of 1 Action.

Dark Mages usually use this spell in order to mask their insidious magic, mimicking other spellcasters.

DISRUPTION PULSE

Level 4 Abjuration (Arcanomancer, Weaver)

Casting Time: 1 Action

Range: Self

Components: S, M (a pouch of arcium dust worth 100 GP, which the spell consumes)

Duration: Concentration, up to 1 minute

A magical area radiates from you in a 30-foot Emanation for the duration that disrupts the magic around you that suppresses the magical items within range. Magical items, and any spell of 3rd level or lower are suppressed similar to an antimagic field spell effect. However, the spell has no effect on spells that doesn't have a duration.

When you cast the spell, you can choose to exclude a specific magic item types, such as magic items or arcanotech items. You cannot exclude creatures, or their equipment. Artifacts cannot be suppressed with this spell.

Additionally, you gain Advantage on spells of 3rd level or lower that target you while aura remains active.

Using a Higher-Level Spell Slot. The maximum spell level suppressed increases by 1 for each spell slot above 4.

ECHO BLAST

Level 4 Evocation (Arcanomancer)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Instantaneous

You unleash a burst of sonic energy. Each creature in a 60-foot Cone originating from you makes a Constitution saving throw. On a failed save, they take 4d10 Thunder damage and are Deafened until the end of their next turn. On a success, they take half damage and are not Deafened.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot above 4.

ETERNAL DESPAIR

Level 9 Enchantment (Dark Mage)

Casting Time: 1 Action

Range: 120 feet

Components: V, S, M (a soul and a drop of mercury, which the spell consumes)

Duration: Concentration, up to 1 minute

You inflict profound sorrow on all creatures in a 30-foot-radius sphere within range. Each creature must make a Wisdom saving throw. On a failed save, they take 12d10 Psychic damage and are Paralyzed for the duration. On a success, they take half damage and are not Paralyzed.

ETHEREAL CASCADE

Level 2 Conjunction (Arcanomancer)

Casting Time: 1 Action

Range: 60 feet

Components: S

Duration: Concentration, up to 1 minute

You summon cascading streams of ethereal energy to a point you can see within range. The energy forms a shimmering zone with a 10-foot radius. Creatures of your choice inside the zone have disadvantage on ranged weapon attacks, and allies gain Advantage on Dexterity saving throws.

Using a Higher-Level Spell Slot. The radius increases by 5 feet for each spell slot above 2.

HEX JUMP

Level 3 Conjunction (Arcanomancer)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: 10 minutes

You create arcane surges focused around your feet, allowing you to take the following actions.

Arcane Step. As a Reaction, you create a magical foothold and hover in place until the start of your next turn.

Hex Jaunt. As a Bonus Action, you instantly traverse 30 feet in a straight line, in any direction.

Using a Higher-Level Spell Slot. The duration increases by 10 minutes for each spell slot above 3.

INSIDIOUS STARE

Level 1 Enchantment (Arcanomancer, Dark Mage, Weaver)

Casting Time: 1 Reaction

Range: Self

Components: S

Duration: Instantaneous

When you are in dire situation, your stare does the job for you. When you have to deceive some as a result of a question or inquiry, you can instead focus your stare and look towards the creature with belittlement. If the creature fails Wisdom saving throw, your Charisma (Deception) attempt automatically succeeds, as the creature dismisses the question, being manipulated into answering the question for you.

INTERROGATE SOUL

Level 4 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: Touch

Components: V, S, M (an entrapped soul)

Duration: Instantaneous

You interrogate a captured soul that is contained within an onyx crystal or any other magical container.

You can ask three questions to the deceased creature, which it must answer truthfully. The creature can answer using up to six words.

If the creature is Undead, it can make a Wisdom Saving Throw to resist the spell.

SPELL WARD

Level 5 Abjuration (Arcanomancer, Weaver)

Casting Time: 1 Reaction (taken when you or an ally within range is targeted by a spell)

Range: 60 feet

Components: S

Duration: Instantaneous

You create a shimmering ward that absorbs a Level 4 or lower spell targeting you or an ally within range. The absorbed spell is negated, and you regain a spell slot one level lower than absorbed spell's level.

Using a Higher-Level Spell Slot. The spell level you can absorb increases by 1 for each spell slot above 5.

LAMENTATION WAVE

Level 4 Enchantment (Dark Mage)

Casting Time: 1 Action

Range: Self

Components: V, S, M (a shard of obsidian)

Duration: Instantaneous

You release a wave of sorrowful energy in a 20-foot radius centered on you. Each creature of your choice within the radius must make a Charisma saving throw. On a failed save, the target takes 6d8 Psychic damage and is Frightened until the end of your next turn. On a success, the target takes half damage and is not Frightened.

Using a Higher-Level Spell Slot. The damage increases by 1d8 for each spell slot above 4.

OBLIVION CLAW

Level 6 Evocation (Dark Mage)

Casting Time: 1 Action

Range: Self (15-foot cone)

Components: V, S, M (a claw from a creature slain with Dark Magic)

Duration: Instantaneous

A spectral claw sweeps through a 15-foot cone in front of you. Each creature in the area must make a Constitution saving throw, taking 8d10 Necrotic damage on a failed save or half as much on a successful one. Creatures who fail their saving throw have their speed reduced to 0 until the end of their next turn.

Using a Higher-Level Spell Slot. The damage increases by 1d10 for each spell slot above 6.

REALITY FLUX

Level 3 Transmutation (Arcanomancer)

Casting Time: 1 Action

Range: 60 feet

Components: S, M (a crystal lens worth 5 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You twist the fabric of reality in a 10-foot radius at a point you can see within range. Movement within the radius costs twice the normal movement.

Creatures in the radius must succeed on a Wisdom saving throw or have Disadvantage on attack rolls until the start of their next turn.

Using a Higher-Level Spell Slot. The radius increases by 5 feet for each spell slot above 3.

REFLECT SPELL

Level 4 Abjuration (Arcanomancer, Weaver)

Casting Time: 1 Reaction (taken when you or an ally within range is targeted by a spell)

Range: 60 feet

Components: V, S

Duration: Instantaneous

You bend a Level 3 or lower spell targeting you or an ally within range. You reflect the spell to the caster, which makes the saving throw as if you cast it instead.

Using a Higher-Level Spell Slot. The spell level you can reflect increases by 1 for each spell slot above 4.

REPULSOR FIELD

Level 3 Abjuration (Arcanomancer, Weaver, Wizard)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You focus on yourself and create an invisible spherical field with a 10-foot radius that is centered on yourself. Any ranged attack with a metal projectile such as arrows and bullets against creatures within the area have Disadvantage.

Using a Higher-Level Spell Slot. Spherical area radius increases by 5 feet for each spell slot above 3.

SHADOW ARMOR

Level 2 Illusion (Dark Mage)

Casting Time: 1 Bonus Action

Range: Self

Components: V, S, M (a shred of black cloth)

Duration: Concentration, up to 1 minute

Creatures who have Passive Perception lower than your spell saving DC have Disadvantage on attacks against you while the spell is active.

SHADOW LASH

Evocation Cantrip (Dark Mage)

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You conjure a whip made of pure shadow, striking a target within range. Make a melee spell attack against a creature. On a hit, the target takes 1d8 Necrotic damage, and you can pull the target up to 10 feet closer to you.

Cantrip Upgrade. The damage increases by 1d8 when you reach levels 5 (2d8), 11 (3d8), and 17 (4d8).

SHADOWBURN

Level 3 Evocation (Dark Mage, Sorcerer, Wizard)

Casting Time: 1 Bonus Action

Range: 60 feet

Components: V, S, M (a mixture of onyx dust and sulfur inside a leather pouch)

Duration: Instantaneous

You quickly lash out with a shadowy flames. You make a ranged spell attack against a target. On a hit, the target takes 4d6 Fire damage, and 2d6 Fire damage end of its next turn.

SHADOWSTRUCK BLADE

Level 4 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: Self

Components: V, S, M (XXX)

Duration: Concentration, up to 1 minute

You imbue a weapon with Necrotic energy. For the spell's duration, your weapon deals an additional 2d6 Necrotic damage on a hit. When a creature is reduced to 0 Hit Points by your weapon, you regain Hit Points equal to the target's Hit Dice.

SHADOWGLYPH

Level 1 Transmutation (Dark Mage)

Casting Time: 1 Action or Ritual

Range: Touch

Components: V, S, M (a piece of paper)

Duration: 48 hours

You put an encrypted message on a piece of paper that you touch, which lasts for 48 hours or until it is read. You can put up to a 50 words in the message.

If the creature that reads the message don't know the language that is written, the message disappears automatically.

Creatures immune to mind effects do not trigger the effect, yet the message still vanishes after the paper or the scroll unfolds.

SHROUD OF DESPAIR

Level 1 Enchantment (Dark Mage)

Casting Time: 1 Action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

You emit an aura of despair. Creatures of your choice within the sphere must succeed on a Wisdom saving throw at the start of their turns or take 1d6 Psychic damage and have Disadvantage on their next attack roll or saving throw.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot above 1.

SOUL SIPHON

Level 2 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You target a creature within range that you can see, draining part of its life force. The target must make a Constitution saving throw. On a failed save, the target takes 2d6 Necrotic damage, and you regain Hit Points equal to half the damage dealt. On a successful save, the target takes half as much damage and you gain no Hit Points.

Using a Higher-Level Spell Slot. The damage increases by 1d6 for each spell slot above 2.

SWORD OF MALPHOR

Level 8 Conjuration (Dark Mage)

Casting Time: 1 Bonus Action

Range: Touch

Components: V, S, M (a soul, which the spell consumes)

Duration: 1 hour

You touch a weapon and imbue it with dark magic. The touched weapon is covered with a black shroud. For the duration, it gains +3 bonus to attack and damage rolls and deals an additional 4d8 Necrotic damage with each attack. The damage dealt by the weapon is always Tainted damage.

VEIL OF MIDNIGHT

Level 5 Illusion (Dark Mage)

Casting Time: 1 Action

Range: 60 feet

Components: V, S, M (a black silk cloth)

Duration: Concentration, up to 10 minutes

You shroud an area in impenetrable magical darkness and silence, forming a 20-foot-radius sphere. Creatures inside the sphere are Blinded and Deafened. You can see through the veil as if it were illuminated.

Using a Higher-Level Spell Slot. Increase the radius by 10 feet for each spell slot above 5.

VEILSTRIKE

Level 7 Necromancy (Dark Mage)

Casting Time: 1 Action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call upon the Veil to strike with despair. Choose a creature within range. The target must succeed on a Charisma saving throw or take 8d12 Necrotic damage and become Frightened for the duration.

MONSTERS

Mythiras is home to many horrors, which the people must endure and persevere. Some of these are the creatures of Sorrow, while others have alchemical, arcanotech or magical origins.

A.C.E.

Arcanotech Companion Eye, or also known as simple the A.C.E., is an arcanotech wonder that is created to accompany Arcanomancers. They are smart, loyal minions that resemble unique golems. However, as arcanoroids, Eyes are sentient creatures with intelligence comparable to canines.

ACE is your everyday arcanotech companion to satisfy your recon and observation needs. This vigilant companion will provide you with a second set of eyes to ensure your survival!

Arcanotech. A.C.E. is made using Arcanotech and it cannot be replicated with arcane magic. While its design is widespread in Denzian Arcanocracy, its exact origin remains unknown.

Eye's Bond. These arcanoroids search for a master to bond, and protect them with all they have when they find one. In order to bond, one must wear the Gift of the Eye that is attuned to the construct. They seek acknowledgment and attention from their masters, and zealously guard them when they are most vulnerable.

Scouts & Spies. A.C.E. is a construct that is designed for reconnaissance. They can scout ahead for Arcanomancers, guard against dangers and even help out in combat.

GIFT OF THE EYE

Arcanotech Ring, Rare (Requires Attunement)

This simple iron bands allows controlling of the attuned Eye. While attuned to this ring, you can communicate with the Eye, and can understand the sounds it makes. Furthermore, The Eye can activate the ring for up to 1 mile away with an encoded message. Similarly, you can give pre-determined commands to your Eye using the ring while within range.

If your Eye is destroyed, the ring powers down permanently and cannot be activated.

A.C.E.

Tiny Construct (Arcanoroid), Unaligned

AC 16 **Initiative** +3 (13)

HP 15 (6d4)

Speed 0 ft., Fly 30 ft. (hover)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	3	-4	-4	DEX	16	+3	+3	CON	10	+0	+0
INT	5	-3	-3	WIS	14	+2	+2	CHA	6	-2	-2

Skills Perception +6, Stealth +5

Resistances Bludgeoning, Piercing, and Slashing from nonmagical weapons

Immunities Poison, Psychic; Exhaustion, Frightened, Poisoned

Senses Darkvision 120 ft., Passive Perception 16

Languages Understands the languages of its creator but cannot speak. Instead, Eye makes a series of simple sounds to communicate.

Challenge Rating 2 (XP 450; PB +2)

Aerial Suspension. When an construct hovers in a place, its wings move silently, and faster than the eye can see. Creatures have Disadvantage on Wisdom (Perception) checks to detect a hovering construct.

Detonation. Construct detonates upon dropping to 0 Hit Points. *Dexterity Saving Throw:* DC 14, all creatures within 20 feet. *Failure:* Target takes 35 (10d6) Fire damage. *Success:* Half damage only.

Threat Recognition. Whenever the construct detects a threat or a creature that it cannot recognize, it immediately notifies its arcanomancer master as long as the master is within a mile.

Immutable Form. The construct is immune to any spell or effect that would alter its form.

ACTIONS

Eye Beam. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 5 (2d4) Force damage.

REACTIONS

Quick Dive. The construct can use its Reaction to increase its AC by 5 against a single attack.



SORROW BUTCHER

Medium Undead, Chaotic Evil

AC 15

Initiative +4 (14)

HP 52 (8d8 + 16)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	18	+4	+4	CON	15	+2	+2
INT	5	-3	-3	WIS	8	-1	-1	CHA	6	-2	-2

Skills Perception +1, Stealth +6

Senses Darkvision 120 ft., Passive Perception 11

Languages Understands Common

Challenge Rating 3 (XP 700; PB +2)

Shadow Stalker. The butcher has Advantage on Dexterity (Stealth) checks to stalk his victims at night.

Sorrow Sense. The butcher knows the Sorrow rating of any creature that it can see. Furthermore, butcher will not attack a creature with a Sorrow rating of 3 or higher, unless provoked.

Sunlight Vulnerability. The butcher has Disadvantage on all attack rolls and skill checks while under sunlight. Spells such as *Daylight* can mimic the effects of sunlight.

ACTIONS

Shadow Slash. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage, **and the target has the Stunned condition until the end of its next turn if the attack is a Surprise attack.**

Desecrate Corpse. After killing a target, the butcher uses his twisted, animal-like teeth to mangle with its target's corpse to make it seem like an animal attack. A creature must succeed on a DC 14 Intelligence (Medicine) check to distinguish the true cause of death.

Shadow Form. The butcher can use *Gaseous Form* spell to turn itself into shadow when it is in total Darkness.

REACTIONS

Shadow Shift. Shadow can negate a single weapon attack by partially turning into shadow while it remains in total Darkness.

SORROW BUTCHER

These malignant creatures are twisted souls of murderers who are empowered by the sorrow they inflict on others. They seek to murder innocents to spread the sorrow. As these creatures were once murderers themselves, they follow their own habits to maximize fear they instill in the honest folks' hearts.

Ritual Spawned. Sorrow butchers cannot form naturally. They must be spawned through unholy rituals that are only known to the Cult of Sorrow. It is speculated that they can be commanded by these cultists to do their bidding, as long as it serves furthering the Curse and its grip.

Sorrow Affinity. Sorrow butchers can detect the Sorrow rating of creatures around them. Their ultimate goal is to spread sorrow, therefore they don't attack creatures that has higher Sorrow ratings. Butchers always pursue creatures of innocence and select them as their victims instead.

Sorrow Focused. While butchers don't have an instinct for self-preservation or survival, they are focused on their duty to spread sorrow. While making a decision, they seek the path that benefits the Curse of Sorrow.



WEeping MOTHER

The Weeping Mother is a grotesque and sorrowful entity, her form a twisted amalgamation of humanoid features and otherworldly deformities. Her presence fills the air with a chilling wail that echoes despair, leaving none who hear it unaffected. Her spawnlings skitter around her, small, malformed creatures that resemble infantile versions of herself, both pitiful and horrifying. Now these creatures wander around the dark, punishing those who they believe to be a threat to their spawns.

Origin Legend. Legends speak of these creatures as a cursed figures, tragic soul who succumbed to despair and rage. Driven mad by loss, and forever transformed into this monstrosity, endlessly mourning its stolen children. Her spawnlings are not true offspring but extensions of her cursed essence, mindlessly devoted to their mother and bound to her will. Wherever she roams, she spreads a trail of grief and suffering, drawing in those unlucky enough to cross her path.

Sorrow's Omen. These creatures, while rare, are not unique. They were discovered in the eastern Sethra before the Curse of Sorrow was recognized, and is seen as the first omens of its coming. No one knows how they exactly came into being, or who created them, but slayers are rewarded handsomely for eliminating these monstrosities.

Humane Tactics. A Weeping Mother is a monster by all means, but it preserves a portion of its sentience and understanding. It can disguise itself, deceive others or lure them through telepathy to feed its spawn.

Targeted Aggression. Weeping Mother is not inherently a hostile creature. However, it becomes hostile with trivial matters. Staring it for more than a few seconds, attempting to observe, touch or come near its spawn is enough to invoke its wrath. However, legends claim that a Weeping Mother would never hurt a pure soul.



WEeping MOTHER

Medium Aberration, Chaotic Evil

AC 15 (natural armor) **Initiative** +4 (14)

HP 136 (16d10 + 48)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	18	+4	+4	DEX	12	+1	+1	CON	16	+3	+6
INT	10	+0	+0	WIS	14	+2	+5	CHA	18	+4	+7

Skills Intimidation +7, Perception +5

Resistances Psychic, Necrotic

Immunities Charmed, Exhaustion, Frightened

Senses Darkvision 120 ft., Passive Perception 15

Languages Telepathy 60 ft. (understands all languages but cannot speak)

Challenge Rating 8 (XP 3,900; PB +3)

Aura of Despair. Creatures within 30 feet of the Weeping Mother must make a DC 15 Wisdom saving throw at the start of their turn or have Disadvantage on attack rolls and saving throws until the start of their next turn. Creatures who succeed on this saving throw are immune to this aura for 24 hours.

Spawning Curse. When a creature kills one of the Weeping Mother's spawnlings, it must succeed on a DC 14 Charisma saving throw or be cursed. While cursed, the creature has Disadvantage on all attack rolls, ability checks, and saving throws. The curse lasts until removed by a Remove Curse spell or similar magic. The DC increases by one for each spawn killed after first.

Empowered by Grief. The Weeping Mother draws strength from the death of her spawnlings. Each time a Weeping Spawnling is slain, She regains 10 Hit Points And her Lament of the Lost ability recharges immediately.

Spawn Call. At the start of its turn, the Weeping Mother can summon 1d4 Weeping Spawnlings in empty spaces 10 feet of her. The maximum number of spawnlings she can control at once is 6.

ACTIONS

Claws. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 5 (2d6 + 2) Necrotic damage.

Psychic Pulse. *Ranged Attack Roll:* +5 to hit, range 30 ft. *Hit:* 10 (4d4) Psychic damage.

Lament of the Lost (Recharge 5–6). The Weeping Mother lets out a haunting wail. Each creature of her choice within 60 feet that can hear her must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 27 (6d8) Psychic damage and is Stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't Stunned.

ARCANGEL

The Arcangel is a marvel of ancient arcanotech, a relic of a forgotten age powered by glowing crystals embedded in its body. It serves as an unyielding sentinel, protecting long-lost secrets with unwavering loyalty. Its bladed weapon hums with magical energy, and its jet-like propulsion systems allow it to dominate the battlefield from the skies. When cornered, it can unleash devastating bursts of arcane energy, laying waste to all in its path.

Ancient Arcanotech. These war machines are created through ancient protocols, still undiscovered by even the brightest of Denzian Arcanomancers. As a testament of what Arcanotech can achieve, these creatures are sentient arcane machines that can combat threats in any terrain. Effectively, they can eliminate threats in any environment, even if the threat is much larger than a single Arcangel.

Combat Network. An Arcangel is a fearsome sight, but by design Arcangels are designed to act as one without any verbal communication. Together, they swarm large war machines and blitz in and out, seemingly gaining momentum as they progress through the battle.

Sentient Creatures. While it is easy to be frightened by these hulking arcanotech wonders and mistake them with monstrosities, Arcangels are fully sentient creatures with personality. They serve as soldiers, but those who are lucky enough to delve into the cities created with arcanotech can encounter Arcangels as smiths, inn keepers, or even scholars of arcanotech.

WEeping SPAWNLING

Tiny Aberration, Chaotic Good

AC 11 **Initiative** +4 (14)

HP 10

Speed 20 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	6	-2	-2	DEX	12	+1	+1	CON	6	-2	-2
INT	4	-3	-3	WIS	4	-3	-3	CHA	6	-2	-2

Senses Darkvision 120 ft., Passive Perception 15

Languages —

Challenge Rating ½ (XP 50; PB +2)

Curseful Death. When killed, the Weeping Spawnling triggers the Spawning Curse of the Weeping Mother.

ACTIONS

Bite. *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 1 (1d6 - 2) Piercing damage.

ARCANGEL

Large Construct (Arcanoroid), Lawful Neutral

AC 19 **Initiative** +4 (14)

HP 100 + 190 (20d10 + 80)

Speed 40 ft., Fly 50 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	22	+6	+11	DEX	18	+4	+9	CON	18	+4	+9
INT	12	+1	+1	WIS	16	+3	+3	CHA	14	+2	+2

Skills Athletics +7, Persuasion +7

Resistances Poison, Psychic; Bludgeoning, Piercing, and Slashing from nonmagical weapons that aren't adamantine

Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Darkvision 120 ft., Passive Perception 12

Languages Can understand and speak all languages

Challenge Rating 16 (XP 15,000; PB +5)

Arcane Rupture. When Arcanoroid drops to 0 Hit Points, all creatures within 30 feet must make a DC 19 Dexterity saving throw or take 44 (8d10) Lightning damage. On a success, they take half damage.

Arcanoroid Link. Arcangels can act as one with other Arcanoroids when required. They act as a single body, knowing the exact intent, status and location of other connected Arcanoroids within a 500 feet radius.

Immutable Form. The Arcanoroid is immune to any spell or effect that would alter its form.

Layered Body. The Arcanoroid is surrounded by a protective layer around it like an armor. The layer has 100 Hit Points. Any spell that damages Arcanoroid must first break the outer shell. Any excess damage is not transferred to the Arcanoroid.

Regenerative Core. At the start of its turn, Arcanoroid regains 10 Hit Points unless it is at 0 HP.

ACTIONS

Multiattack. The Arcanoroid makes three melee attacks.

Pulse Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) Slashing damage plus 16 (3d10) Force damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) Slashing damage.

Phase Step (Recharge 5–6). The Arcanoroid teleports up to 60 feet to an unoccupied space it can see. Upon reappearing, it emits a pulse of energy; creatures within 10 feet of its destination must succeed on a DC 18 Constitution saving throw or be Stunned until the end of their next turn.

Hyper Catapult (Recharge 6). *Melee Weapon Attack:* +13 to hit, reach 500 ft., One Gargantuan or larger target. *Hit:* 85 (10d8 + 40) Bludgeoning damage. The Arcanoroid charges its wings with energy for 3 turns, launching itself to a Gargantuan or larger object or a creature at a distance. If the attack is made against an object such as a ship or airship, Arcanoroid can penetrate the hull and enter the vehicle. Once Arcanoroid uses this feature, it cannot use Arcane Jets or Force Blitz for 1 hour.

BONUS ACTIONS

Arcane Jets. The Arcanoroid can Dash or Disengage action.

Force Blitz. The Arcanoroid moves up to its Fly speed in a straight line. Each creature in its path takes 17 (2d10 + 6) Bludgeoning damage and makes a DC 21 Strength saving throw or they are knocked Prone.

REACTIONS

Deflective Barrier. The Arcanoroid can use its Reaction to increase its AC by 4 against a single attack. If the attack still hits, the attacker takes 9 (2d8) Lightning damage.



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