

# WELCOME TO THE WORLD OF DEMA!

Treasured Heroes,

This book you are holding is the result of years of work and passion by our team. We owe lifetimes of inspiration to our experiences with exciting art. We rolled D20s, tweaked our decks, swore our oaths, journeyed with the Fellowship, sailed across Earthsea, used the Force, awoke in Tamriel (again), tossed coins to our Witchers, ended the Blight, endorsed our favorite stores on the Citadel, and so much more.

Speculative fiction can certainly be entertaining. It can also be a great source of meaning and shared experience that bridges divides and enriches one's time. After all, new worlds carry new perspectives. They give us a way to see through a different lens after going there and back again.

The world of Redsky is our love letter to the genre in all its forms. Our way to celebrate the tales worth telling, and history that can be even more compelling than the fiction it inspires. In the pages that follow, we have provided plenty of lore and immersive mechanics to familiarize you with the world of Dema, its inhabitants, and the ideas that drive them. We hope that our imaginations are on display here. We also know the value of empowering all good perspectives and welcome your additions to this joint adventure of ours. Be it the fate of just one person or an entire species, we know that you have a story to tell, and we can't wait to hear it.

For all its merit, compared to the settings we cherish, our creation is currently a humble seed. We like to think this means there is room for Redsky and its community to grow beyond what we have imagined. Consider these pages the grand start of our universe. We are determined to bring you many more original Redsky experiences in the days to come.

In the meantime, we hope you kick back and have the same fun immersing yourself in Redsky as we enjoyed in building it. One more page, one more turn, one more roll. From fellow travelers on this journey with an unknown end comes a new path full of potential. It begins for you here.

Avala, and may the Elements guide you!

*Alex, Brandon, Ken, Matt, and Tyler*

## WHAT TO EXPECT FROM REDSKY

*Redsky* is an original science fantasy universe created by Solar Studios, where a mysterious spaceship holds within itself the vast landscape known as Dema. The inhabitants of Dema are an unwitting experiment by the Overseers of the ship – an experiment that lasts for thousands of years as civilizations rise and fall within the hull, until the microcosmic world is erased as the Overseers begin again.

*Redsky* takes the rules of the most popular tabletop role-playing game and adapts them to gaming in a magicless, dangerous world. There are some changes to the rules that will be noted in the following section, but just as important are the philosophical changes to design.

**Limited healing.** Gone are the days when an ally can snap their fingers and reverse the damage you have taken. There are ways to temporarily boost your HP, but you should be wary of putting yourself in front of a dangerous creature, especially if you're playing a class with less health and armor. Bring a healer's kit.

**There's more than combat.** The rules for exploration and social interaction have been expanded significantly, and you should give those chapters a look. Of course, your group is always free to ignore mechanics that you don't find appealing, though we encourage you to give it a try!

**Classes are not equal.** This is an important one: classes such as the wordsmith and the sage are simply not as strong in combat as the fighter or emissary, and may even spend more time lending support (or trying to hide) than they do damaging enemies. Of course, during social interactions, the emissary and wordsmith may have a much more active role than the hunter. This inequality is intentional.

**Combat is dangerous.** Larger and more ferocious creatures tend to hit pretty hard, and charging in headfirst may not be the best move. Combined with the less generally available healing, this can make for some risky situations when trying to use direct combat to fix all problems.

## CHANGES TO THE SRD

Our rules are based on the System Reference Document (SRD 5.1), and you may see some familiar pieces if you've played a lot of 5e. However, we've made a number of tweaks to the underlying system to enhance gameplay in worlds without magic. As a whole, our changes are intended to add a measure of complexity and tactical thinking without becoming cumbersome. For your convenience, noteworthy changes are listed here.

### OVERALL

- ♦ The terms "species" or "sentient" are used instead of race
- ♦ Character Alignment has been replaced by the Element system
- ♦ Magic and spells do not exist. Magic items are replaced with Eldertech
- ♦ Languages are determined by background instead of species

### CONDITIONS

- ♦ The Petrified and Invisible conditions no longer exist, and Flustered has been introduced
- ♦ Surprised is now a condition instead of a specific combat situation, and affects some saving throws
- ♦ Exhaustion has been overhauled to be less immediately punishing

### CLASSES

- ♦ Class level progression continues up to 10
- ♦ Fighters get their second extra attack at level 10

- ◆ Rogues get an archetype feature at level 6, and Reliable Talent at level 10

## COMBAT

- ◆ Grappling creatures have disadvantage on attacks with melee weapons, unless the weapon is light
- ◆ Two-weapon fighting no longer requires a light weapon in your main hand
- ◆ Touch Armor Class (Touch AC) has been introduced
- ◆ “Surprised” is now a condition
- ◆ “Parry” reactions have been introduced
- ◆ Creatures with four legs have additional rules about turning and tight spaces
- ◆ The “Bypass” and “Sprint” actions have been added
- ◆ The Disarm special attack has been added
- ◆ Radiant damage has been removed
- ◆ Stable creatures regain 1 hit point after 1d4 minutes instead of hours

## EQUIPMENT

- ◆ Different types of shields have been introduced
- ◆ Exotic weapons have been introduced
- ◆ Worn armor only contributes half its weight to your carry total
- ◆ The armor and weapons available have been overhauled
- ◆ Weapons and armor now have additional properties that can affect combat performance
- ◆ Armors can now be strong or weak against certain weapons or damage types
- ◆ Some weapons can deal more than one type of damage
- ◆ Some armors can have treatment oils applied to enhance their benefits
- ◆ Some armors can be layered for additional benefits
- ◆ Additional types of arrows are available
- ◆ A few small changes to various pieces of gear such as chains and manacles

## GENERAL RULES

- ◆ A small tweak has been made to how advantage and disadvantage handle features that reroll or replace a d20
- ◆ A “Character Properties” section has been introduced as a quick reference for everything on a character sheet
- ◆ “Encumbrance” is a main rule instead of a variant
- ◆ Non-encumbered play is now a variant rule
- ◆ Adjustments have been made to carrying capacity to make it more realistic
- ◆ Armor and clothing currently worn only contribute half their weight to your amount carried
- ◆ Rules for Throwing Distance have been introduced
- ◆ “Sprinting” has been introduced
- ◆ The rules for jumping and falling have been overhauled

- ◆ Low-Light Vision has been introduced, and Darkvision automatically includes it
- ◆ “Resting in Poor Conditions” can interfere with your Long Rest
- ◆ Food and water requirements have been reworked (Exploration and Weather chapter)

## SKILLS

- ◆ Medicine is now an Intelligence-based skill instead of Wisdom
- ◆ The Intelligence-based Eldertech, Materials, and Politics skills have been added (and Arcana removed)
- ◆ “Skills with Different Abilities” is a main rule instead of a variant

# NEW CONTENT

## ELEMENTS

One of the core features of *Redsky*, the Element system replaces traditional Alignment, and is designed to have a larger role in both character creation and roleplay.

## SENTIENTS

The sentient species of *Redsky*. These 6 types of creatures are the inhabitants of the worldship Dema.

## CLASSES

*Redsky* has 6 classes for you to choose from. Two of them you know already: the fighter and the rogue, though with some new subclasses that should offer a new twist on your play style. The other four (hunter, emissary, wordsmith, and sage) are new to our system, and inspired by pieces and themes from traditional classes. You may still see some familiar mechanics among them.

## EXPLORATION

Extensive adventuring rules have been introduced in the Exploration and Weather chapter. Within you’ll find rules for:

- ◆ Planning journeys and getting lost
- ◆ Camping and other activities while resting, such as hunting
- ◆ Maintaining a dash or a sprint over long distances
- ◆ Line of sight to distant landmarks

## INJURIES AND DISEASES

A new section on lingering injuries has been added to the Combat chapter, while information about constructing diseases can be found in the General Rules chapter.

## SOCIAL INTERACTION

The Social Interaction chapter has a lot of information that is useful for creating and enhancing NPC interaction. There are multiple levels of rules, so you can pick a level of complexity that your group feels comfortable with.

## ELDERTECH

Instead of magic items, you can enhance your equipment with highly advanced and mysterious technology known as Eldertech.



Redsky Preview

# CHAPTER I: ELEMENTS

*What is it to be?  
It is the storm and the sea,  
The sculptor and the stone,  
The many and the one.*

*- Midis' Al*

The world of Dema is filled with a diverse range of kingdoms, peoples, and monsters. Their varying personalities and identities are symbolized by six characteristic archetypes: the six Elements. **The Elements replace and vastly expand upon the alignment system, and help provide roleplaying traits for your character.**

The six Elements are Fire, Water, Air, Earth, Aether, and Void. These are not kinds of magic. Instead they each represent a unique set of values, with each Element opposed to another.

**Fire** represents emotional passion, which is opposite to **Water**, which represents emotional control.

**Air** represents intellectual creativity, which is opposite to **Earth**, which represents intellectual diligence.

Finally, **Void** represents societal individuality, which is opposite to **Aether**, which represents societal community.

Your choice of Elements should be the first – and one of the most important – aspects of your character. It is the rough guideline for your character's emotions, problem-solving, and values. One or more of your Elements can even change as your character learns and grows while adventuring.

## CHOOSING YOUR ELEMENTS

To select your character's Elements, pick one of the sides of each spectrum:

**Fire or Water**  
**Air or Earth**  
**Void or Aether**

You should end up with three, such as Fire, Air, and Aether. You can pick based on your preferences – skip ahead and read some of the details and characteristics of the Elements to get an idea of how they would shape your character. Alternatively, you can flip a coin for each spectrum.

From among those three, you then pick

- ♦ 1 Ability Score Modifier
- ♦ 1 Feature
- ♦ 3 Virtues
- ♦ 1 Vice

For example, from among Fire-Air-Aether, you can pick the Ability Score modifiers from Fire (Strength and Charisma), and the Adaptable feature from Air. Following that, pick 3 Virtues (they can be from one of your Elements, or multiple) and a Vice. Then you're ready to go!

## ELEMENTS AND YOUR CHARACTER

Later on, alongside your choice of Species and Class, your choice of Element will help you develop your character's backstory. Your choice of Elements also confers an Ability Score modifier to your character, as well as a unique feature and some personality characteristics.

### ABILITY SCORE MODIFIER

Pick an Ability Score Modifier from one of the three Elements chosen for your character. This choice is permanent. If you chose the +1 to Strength and +1 to Charisma from Fire, those increases remain even if your character switches to Water due to a traumatic event midway through an adventure.

### FEATURE

Each Element has a unique feature that enhances your character's abilities. You can pick one feature from among the three Elements chosen for your character. If you choose the Frenzy ability from Fire, and your character switches to Water due to deep meditation midway through an adventure, your feature becomes Stability instead.

### CHARACTERISTICS

Each Element comes with lists of personality traits that match. You should pick 3 Virtues and 1 Vice for your character. The Virtues can be chosen from a single Element, 1 from each Element, or any combination. The Vice can also be picked from any of your Elements.

Similar to your Feature, if your Element changes during a game, your Virtues and Vices that originate from it should also be replaced with ones from the new Element.

## CHANGING YOUR ELEMENTS

Don't forget that your character is capable of growth and change. There may come a time when your character undergoes a personality change, and one of their Elements might flip from one side of a spectrum to the other. Such a change should be discussed with your gamemaster. In the event that it happens, you can change your Element feature and characteristics to match your new Element with your GM's approval (if the feature/characteristics belonged to the old Element). However, you will always have the Ability Score modifiers that you chose at character creation. Those are set in stone.

# FIRE

“Problem? Meet my axe!”

Representing chaotic emotion, Fire is an explosive and energetic Element. It’s the Element of powerful desires and exhilarating feelings. Owing to its passion, Fire can be single-minded and obsessive at times. At its most extreme, Fire has the tendency to metaphorically and sometimes literally self-destruct.

## ABILITY SCORE MODIFIERS

Your Strength score increases by 1, and your Charisma score increases by 1.

## FEATURE: FRENZY

Fire-aligned characters can enter a frenzied state where their powerful emotions fuel their actions. As a bonus action, you may gain one of the following bonuses for 1 minute:

- ♦ Advantage on Strength ability checks and resistance to bludgeoning, slashing, fire, cold, and poison damage
- ♦ Immunity to the effects of exhaustion and the poisoned condition
- ♦ Advantage on Charisma (Intimidation), Charisma (Persuasion), and Charisma (Performance) checks.

After using this feature, you cannot use it again until you finish a short or long rest.

## CHAOTIC EMOTION

Fire represents a character’s most primal emotions, impulses, and motivations. A musician captivating their audience, an explorer braving uncharted shores, and a berserker launching themselves onto the battlefield are all Fire. It is the Element of passionate, new, and often extreme experiences.

Fire is opposed by Water, which represents ordered emotion. This opposition represents the tension between a character’s motivations to act. While Water encourages characters to be responsible and to consciously take control of their destiny, Fire entices them with the promise of pleasure and adventure. For example, imagine someone eating dinner. They’re past full, then out comes dessert. Water reminds them that because they’re more than full, they really shouldn’t have any. Not even a little bit. Fire, on the other hand, makes a pretty compelling case to eat the whole damn thing.

Of the two emotional Elements, Fire is the chaotic one. It sends characters careening on the stormy waves of their emotions, bumping into all kinds of sharp and scaly things in the process. As a chaotic Element, Fire is more individualistic than communal. Fire’s specific desires, fears, and euphoric highs are subjective and personal. Although characters can share their favorite things with others, they can’t make others love them like they do. Similarly, while many fun activities involve socializing with other people, nobody at the same social event has the exact same experience. Each person has their own unique set of emotions, interests, and preferences. Fire’s energy and enthusiasm begins and ends in each individual.



Although everyone has a bit of Fire in them, Fire-aligned characters embrace it with open arms. They chase their dreams and ambitions without regret or shame. They live loudly and proudly, often with an infectious energy. When it's time to celebrate victory, or a completed quest, or maybe just surviving another day, find your party a Fire-aligned character, and you'll laugh and sing until the morning comes.

## BURNING THROUGH TIME

Fire-aligned characters have a complicated relationship with time. They treat time a bit like fuel. People can burn their time low and slow, or fast and bright. Fire-aligned characters wholeheartedly endorse the 'fast and bright' approach. People only have so much time to live, and Fire urges them to enjoy it while they can.

Even so, there are two very different ways that Fire-aligned characters interact with time. Sometimes, they go all-in on the present. They choose to live life to the fullest, even if it means risking their lives and their future well-being. Other times, Fire-aligned characters become obsessed chasing some enormous, all-consuming desire. Whether these characters desire riches, beauty, fame, or something else, they choose to live for the future. They sacrifice the present, working hard and risking it all in order to have a chance to satisfy their life's ambition. Either way, Fire-aligned characters live for life's truly epic moments.

## CULTIVATING FIRE

As one of Redsky's three chaotic Elements, Fire is not an Element that characters can adopt at will or directly engage. Desires, impulses, and passions can change over time, but they aren't things characters can just decide. For instance, if someone is disgusted by fish, they cannot just decide one day that they love the taste of fish. A person's tastes can change, but not instantly, and not just because they wish them to.

Even so, with a little luck people can slowly become more Fire by doing all sorts of things. Whenever a character opens up to trying something new, or bravely explores outside of their comfort zone, they become just a little bit more Fire. Living a carefree, **low-stress** life is another way for people to give their Fire a chance to bloom. Pursuing and getting closer to ambitious personal goals is a powerful way for characters to fuel the Fire in their hearts. Last but not least, characters can cultivate more Fire by spending more time doing activities that kindle their joy, infect them with laughter, and bring them to tears.

*Of tooth and bone,  
In heart and home,  
Like a flame in the night,  
Burn bold and bright.*

- 'Midis Al

# VIRTUES AND VICES

## FIRE VIRTUES

### D8 Virtues

- 1 I live in the present and cherish life's simple pleasures.
- 2 I love to travel and explore new places and new ways of living.
- 3 I am ambitious and have big plans for my life. My role models are extremely successful.
- 4 I have a good sense of humor and know how to laugh at myself.
- 5 I am inspired by new things and different perspectives. When I'm excited or inspired, I'm unstoppable.
- 6 I have a deep sense of empathy, am warm and kind to strangers, and have many friends.
- 7 I love fully and completely.
- 8 I'm not afraid to take risks and try new things. By trying new things, I have grown as a person and developed a more selective, experienced sense of what I like.

## FIRE VICES

### D8 Vices

- 1 I overindulge in pleasures and find it difficult to delay gratification.
- 2 I lack a deep connection to my family and local community.
- 3 In the pursuit of personal success, I sometimes compromise my values and indirectly harm others.
- 4 I sometimes disrespect others when I find it amusing or funny to do so.
- 5 I can't focus on anything that I don't enjoy doing for very long. I am not a consistent or hard worker.
- 6 Most of my friendships are shallow. I treat most of my friendships as mere sources of pleasure, or as opportunities for personal gain.
- 7 I find it hard to commit to a single partner, and place too much importance on good looks.
- 8 I struggle with self-control and have an addictive personality. I will often continue doing things I know are bad for me.



## ARCHIVIST

**Speed:** 30 feet

**Size:** Medium

**Height:** Archivists tend to be close in height to each other, and range from 6 to 6 and a half feet tall

**Weight:** Between 140 and 180 pounds

**Age:** From 70 to 120 years

Graceful, withdrawn, disciplined to a fault. The Archivists are the ancient guardians of the Athenaeum. They are proud and deeply spiritual. It is very common to see Archivists in foreign regions, with many seeking to claim the powerful relics known as Eldertech. They worship these artifacts and treat them as their cultural inheritance.

Archivist warriors are acclaimed for their mastery of hand-to-hand combat. The Archivists' extraordinary ability to change their metabolisms at will allows them to increase the force of strikes and to hibernate long stretches of time without needing food or water.

There are three Archivist city-states in the Athenaeum. The city-state of Ethera is the most pious and has the highest population. Luminos studies Eldertech with advanced methods and strives to understand how the world works. The stalwart Archivists of Aegis wield one of the most powerful and highly trained militaries in all the world.

### DISCIPLINED AND STOIC

The Archivists call themselves Eltayans. On average, they stand between 6'2" - 6'5" tall, with a natural lifespan from

70-120 years. They are famous for their ability to consciously speed up and slow down their metabolism to enter the flow state and the ebb state, respectively. In the flow state, an Archivist's movements become extremely swift. Their ordinarily blue skin turns bright orange with heat. In the most extreme cases, Archivists in the flow state leave behind a trail of steam. In the ebb state, Archivists dramatically slow down. They can use it to conserve energy and hibernate for long periods of time, even in the freezing cold.

Archivist children are notoriously hard to control. Their natural curiosity about their flow states tests the patience of even the most serene Archivist parents. In the Athenaeum, strict religious schooling is usually introduced the moment an Archivist child can recite mantras. Adolescents are considered fully mature when they reach their full height around age twenty. Given their long lifespans, however, Archivists even in their thirties and forties are considered "youthful" by their elders. In the stoic culture of the Athenaeum, these young adults are often cautioned not to let the extreme passions of youth distract them from their path to self-mastery.

*Example Names:* Dekna Wigeny, Ilya Morov, Avan Viradi, Vladac Zdrosa, Niri Provac, Avas Torpan, Evgeni Zdarsa, Shiran Imyaliv, Volodymr Arak, Miknal Blishin, Hescel Rosci

## ABILITY SCORE MODIFIERS

Your Dexterity score increases by 1, and your Intelligence score increases by 1.

## FEATURES

### ADAPTED FOR ICE

You have resistance to cold damage.

### MASTERY OF THE SELF

As an action, you may adjust your metabolic state. If your metabolism is normal, you can enter the flow state or the ebb state. Otherwise, you can return to normal from the flow state or the ebb state.

### FLOW STATE

You gain the following traits:

- ◆ You have a +2 bonus to your Armor Class if you are not wearing medium or heavy armor and not using a shield, and a +1 bonus otherwise.
- ◆ You may take two reactions every round in combat.
- ◆ Whenever you take damage, you must succeed on a Constitution saving throw (DC 10 or half the damage you take, whichever is greater) to maintain concentration or gain a level of exhaustion and automatically leave the flow state.

- ◆ Whenever you are knocked unconscious, you gain a level of exhaustion and automatically leave the flow state.
- ◆ You require an extra day's worth of food if you spend more than 1 minute total in the flow state per day.
- ◆ Your base walking speed is 40 feet.

### EBB STATE

You gain the following traits:

- ◆ Levels of exhaustion do not affect your ability checks or speed.
- ◆ You have resistance to poison damage.
- ◆ You have advantage on Constitution saving throws against the effects of poison.
- ◆ Whenever you take damage, you must succeed on a Constitution saving throw (DC 5 or half the damage you take, whichever is greater) to maintain concentration or automatically leave the ebb state.
- ◆ You require only half as much food and water per day, and only require 4 hours of sleep.
- ◆ Your base walking speed is 25 feet.

### DEEP HIBERNATION

From the ebb state, you can bring yourself in and out of a sleep so deep that it resembles death. It takes 10 minutes to enter this state fully, and it can be maintained for up to 1 week. You have enough awareness of your surroundings that you are capable of waking at a time of your choosing, when a creature touches you, or if you hear your name or distressing sounds.

You require no food or water while in this hibernation, and you are not affected by cold weather conditions. If you are under the ongoing effects of a disease, poison, or drug, its effects are slowed to a standstill until you wake.

When you wake from hibernation, you enter the ebb state and can't leave it until at least 10 minutes have passed. During those 10 minutes, your Strength and Dexterity scores drop to 5, if they aren't 5 or lower already.

### WATER SYNCHRONIZE – IMMENSE WILLPOWER

*Archivist characters aligned with the Water Element get this additional feature.*

You are immune to being charmed. Additionally, the poisoned condition does not affect your ability checks.

### FIRE SYNTHESIS – INSPIRED STRIKE

*Archivist characters aligned with the Fire Element get this additional feature.*

You may automatically succeed on an attack, as long as it is possible to do so. You must decide before making the attack roll. After using this feature, you cannot use it again until you finish a long rest.



## SAGE

A sage is critical to patch up the surviving members of a rough encounter with Dema's jaws and blades. At least well enough that they can then find their way back to the nearest clinic. A sage can come from any walk of life, from Luminosi monks to the Mindmasters of Hollowfalls. What matters is the path going forward when they begin their travels with the party.

Sages are dedicated to their areas of study, crafting nature or science into an art form. This makes them deadly effective when the situation calls for someone learned in medicine or Eldertech usage. Most sages can craft a variety of mixtures and tinctures to aid in almost any situation. A few sages follow a different path: with legendary weapons and miracle tools always falling out of abandoned ruins, some scholars practice to become adept wielders of all Eldertech, from hardlight arrows to boots that walk on water.

## CLASS SETUP

### HIT POINTS

**Hit Die:** 1d6

**Hit Points:** 6 + your Constitution modifier at 1st level, add 1d6 + your Constitution modifier at higher levels

### PROFICIENCIES

**Armor:** Light armor

**Weapons:** Simple weapons

**Tools:** Herbalism kit, glassblower's tools, poisoner's kit

**Saving Throws:** Intelligence and Wisdom

**Skills:** Insight, Choose four Intelligence-based skills

### EQUIPMENT

You start with 5d8 gp and the following equipment:

- ◆ (a) a quarterstaff or (b) a dagger
- ◆ (a) a scholar's pack or (b) a priest's pack
- ◆ Ten empty glass vials and five empty flasks in a pouch
- ◆ An herbalism kit, a poisoner's kit, and a healer's kit
- ◆ Common clothes
- ◆ Additional equipment from Education choice

### SAGE ADVANCEMENT

Level	Prof. Bonus	Features
1st	+2	Intellectual, Dabbling Linguist, Apothecary, Education
2nd	+2	Expert Inspiration, Practiced Healer
3rd	+2	Poisons
4th	+2	Ability Score Improvement
5th	+3	Font of Inspiration, Education feature
6th	+3	Salve Dust, Dust Throw
7th	+3	Advanced Intellect
8th	+3	Ability Score Improvement
9th	+4	Education feature
10th	+4	Aura of Safety

# CLASS FEATURES

## INTELLECTUAL

Your social score is half your Intelligence modifier.

$$\text{SOCIAL SCORE} = (\text{your Intelligence modifier}) / 2$$

During a social encounter, you may use a Bonus Action to Push for Information (see the Social Interaction chapter).

Additionally, when trying to make an argument using logic and reason, you may use Intelligence instead of Charisma for your Persuasion skill checks. This also applies to Appeals to Reason in social encounters.

## DABBLING LINGUIST

You know the basic alphabets and some phrases in all major languages. You cannot pass as a native speaker unless you are proficient in a language, but you know enough to know the meaning of a document, understand the gist of an overheard conversation, or offer basic greetings. However, nuances of speech (such as sarcasm) will usually be lost on you.

## APOTHECARY

You have the ability to make salves, poultices, and other mixtures. During a short rest, you can create 2 mixtures. During a long rest, you can create 2 mixtures every hour that you don't spend sleeping. Creating a mixture requires access to the local flora and/or fauna (or the pickings from previous excursions); a kit determined by the category of mixture; and a vial, flask, small jar, or other container to store the substance in.

Each mixture you can create falls into one of several categories, as detailed in the Types of Sage Mixtures Table. The category of the mixture determines how it is applied. If a mixture has multiple categories listed, it can be created in either form. At 1st level, you can create the following mixtures:

- ◆ **PROTECTANT.** *Salve.* Grants a creature 1d4 + (your Intelligence modifier) temporary HP. The dice rolled increases to 2d4 at 5th level, and 3d4 at 9th level.
- ◆ **FORTIFIER.** *Salve.* Grant a creature advantage on their next Strength, Dexterity, or Constitution saving throw. The type of saving throw is specified when you create the salve.
- ◆ **DEMULCENT.** *Salve.* Prevent the next 1d6 + (your Intelligence modifier) damage of a specific damage type that isn't bludgeoning, piercing or slashing. The type of damage is specified when you create the salve. The dice rolled increases to 2d6 at 5th level, and 3d6 at 9th level.
- ◆ **NUMBING OINTMENT.** *Poultice.* The creature may immediately roll one of their Hit Dice. They add their Constitution modifier to the roll and regain that many hit points.

Applying a salve or poultice to yourself or another creature takes a free hand, direct access to the skin, and at least 1 minute. Other types of mixtures can be applied in different ways, as detailed in the Types of Sage Mixtures table.

Dice rolls related to a mixture's effects should be made at the time of application. Any lasting effects granted from a mixture wear off at the end of the creature's next long rest.

The effects of dusts, potions, poultices, and salves cannot be stacked, and applying a new one will cause the previous one's effects to fade.

If a mixture requires the target to make a saving throw, the following formula is used:

$$\text{MIXTURE SAVE DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

## EDUCATION

All sages are called such because of their educated background, either from an institution, being apprenticed to a master, or years of intense study. At 1st level, choose an Education that reflects your particular sage's field of study. Your choice grants you features as you level.

## EXPERT INSPIRATION

Starting at 2nd level, you can inspire others with your deep knowledge and lore. You can use a bonus action on your turn to choose one creature other than yourself within 60 feet who can hear you. That creature gains one Expert Inspiration die, a d6.

Once during the next 10 minutes, the creature can roll the die and add the number rolled to one ability check it makes. The creature can wait until after it rolls the d20 before deciding to use the Expert Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Expert Inspiration die is rolled, it is lost. A creature can only have one Expert Inspiration die at a time.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest. Your Expert Inspiration die changes when you reach certain levels in this class. The die becomes a d8 at 5th level and a d10 at 10th level.

## PRACTICED HEALER

Starting at 2nd level, you may expend 1 use of a healer's kit during a short rest to help revitalize your wounded allies. A creature you choose sharing in your short rest regains 1d6 hit points, in addition to any hit points they regained from rolling their Hit Dice. You may expend more uses of the healer's kit to treat additional creatures in the same fashion.

The hit points regained increases to 1d8 at 5th level, and 1d10 at 9th level.

Additionally, when you use a healer's kit to stabilize a creature, the creature also regains 1 hit point.

## POISONS

Familiarity with how to heal and enhance a body comes with knowledge of how to poison and harm it as well. Starting at 3rd level, you can create poison mixtures. Some poisons require saving throws. When you apply such a poison from this class, the DC equals your Mixture save DC.

You can still utilize your poisoner's kit to make different and more advanced poisons, but the following recipes have proven quick, cheap, and easy to make:

- ♦ **PARALYTIC.** *Poison.* The target takes poison damage equal to 1d4 + (your Intelligence modifier) and makes a Constitution saving throw. On a failed save, the target gains the poisoned condition, is paralyzed for 1d4 rounds, and has disadvantage on Dexterity saving throws until they complete a long rest. If ingested, the paralysis begins in 1d4 minutes and lasts for 1d4 hours instead. The creature can also attempt a Constitution saving throw during a short rest; on a success, the poisoned condition and additional effects end.
- ♦ **NECROTOXIN.** *Poison.* The target takes necrotic damage equal to 2d6 + (your Intelligence modifier) as the toxin eats their flesh. This may result in additional injuries to the affected area, as determined by your GM.
- ♦ **BLOOD POISON.** *Poison.* The target takes poison damage equal to 1d4 + (your Intelligence modifier) and makes a Constitution saving throw. On a failed save, the target gains the poisoned condition and their Constitution score drops by 2 until their next long rest. The creature can also attempt a Constitution saving throw during a short rest; on a success, the poisoned condition and additional effects end.

These poisons can be applied to a weapon that deals piercing or slashing damage, and will crystallize instead of drying (the application process takes 1 minute). They will remain active until the weapon is wiped down or it hits a target with a successful attack roll, at which point the poison's effects are applied to the target. Poisons may also be mixed with a benign liquid, such as water, and drunk. Any poisons you create that are consumed in this fashion do not have a noticeable taste.

## ABILITY SCORE IMPROVEMENT

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

## FONT OF INSPIRATION

Starting at 5th level, you regain all of your expended uses of Expert Inspiration when you finish a short or long rest.

## SALVE DUST

Starting at 6th level, you can choose to create dust from an existing salve instead of creating a new one during a long rest. Using the same amount of time you would normally spend creating a mixture, you set up a salve to dry out. This creates a concentrated powder form of the medicine that can then be inhaled or consumed as an action for the same effect as the salve's original form.

## DUST THROW

Starting at 6th level, as an action, you can wrap a dust you have created in a strip of cloth and toss the bundle up to 20 feet, landing in an area covering a 5-foot square. A creature occupying that space must succeed on a Dexterity saving throw against your Poison save DC or suffer the effect of

the dust. Creatures can choose to willingly fail this saving throw.

## ADVANCED INTELLECT

Starting at 7th level, you can add half your proficiency bonus, rounded down, to any Intelligence or Wisdom check you make that doesn't already include your proficiency bonus.

## AURA OF SAFETY

Starting at 10th level, as long as you are not unconscious, you and all creatures within 10 feet of you have a bonus to Constitution saving throws equal to your Intelligence modifier.

## EDUCATIONS

### KEEPER OF MEDICINE

Knowledge of healing in Dema is as precious as silks and ingots of silver. Sages trained in the medicinal arts can stave off grievous infections, mend wounds, and nurse those on the brink of death back to full strength. The most useful care can be quick to learn, but only perfected by those active in the practice of their craft.

### BONUS PROFICIENCIES

Choosing to be a Keeper of Medicine grants you proficiency in the Medicine skill and the brewer's kit. You include a brewer's kit with your starting equipment.

Additionally, you have advantage on all Intelligence (Medicine) checks to stabilize a creature or diagnose an illness or condition.

### SALVES AND POTIONS



## TYPES OF SAGE MIXTURES

Type	Created with	Application and Notes
Dust	Herbalism Kit	Can be inhaled or consumed as an action, or thrown up to 5 feet as an action to be inhaled by a target. If thrown, the target makes a Dexterity saving throw against your Mixture save DC, and avoids the effect on a success
Poison	Poisoner's Kit	Applied to a weapon (takes 1 minute) that is used to strike the target, or mixed with a liquid and drunk as an action
Potion	Brewer's Kit	Drunk as an action
Poultice	Herbalism Kit	Applied to body of target over 1 minute
Salve	Herbalism Kit	Applied to body of target over 1 minute, can be dried into a Dust

### ADVANCED ELIXIRS

As a Keeper of Medicine, you can create more specialized healing mixtures during your curative-making time. Potions are made using your Brewer's kit instead of an Herbalism kit and can be drunk as an action rather than taking 1 minute to apply. The other requirements are the same as making traditional curatives.

- ◆ **ANTIDOTE.** *Potion.* A creature can drink this solution to cure themselves of the poisoned condition. However, it will not cure additional effects that may have been applied by the poisoning.
- ◆ **SLEEP AID.** *Potion.* A mild sedative and restorative that allows a creature to recover from an additional level of exhaustion during their next long rest.
- ◆ **HEALING OINTMENT.** *Poultice.* When a creature rolls Hit Dice to regain hit points during a short rest, an application of this ointment allows them to add a bonus equal to your sage level + your Intelligence modifier to the total amount of hit points regained. This benefit only applies once, regardless of the number of Hit Dice rolled.
- ◆ **MEDICAL SALTS.** *Dust.* These salts can be inhaled or ingested to remove the paralyzed or unconscious condition from a creature.

### TOUCH OF A HEALER

Starting at 5th level, you can use your knowledge of medicine to quickly relieve pain and restore confidence in those you treat. As an action, you can touch a creature and gift them one Hit Die of their class's type, even if they are already at their maximum Hit Dice. They may use this Hit Die immediately to regain hit points. If they don't use it, the Hit Die is lost.

You can use this feature a number of times equal to half your sage level. When you take a long rest, you regain all uses of this feature.

### ANATOMICAL WISDOM

Starting at 5th level, your expert advice can help your allies avoid serious damage in combat. When an allied creature with an Expert Inspiration die from you is hit by an attack, they may expend the Expert Inspiration die to reduce the attack's damage. They roll the Expert Inspiration die and subtract the number rolled from the damage roll of the attack (to a minimum of zero). The ally can choose to use this feature after the creature succeeds on its attack and

after the damage dice have been rolled, but before damage is applied.

### GENIUS DOCTOR

Starting at 9th level, you can craft mixtures to cure all known diseases or poisons, and automatically succeed on ability checks to diagnose a disease or poison affecting a creature. You know the regions where the necessary ingredients to make these cures can be found.

Additionally, whenever a friendly creature within 30 feet of you rolls a Hit Die to recover hit points, the creature can add your Intelligence modifier to the roll.

### KEEPER OF MIGHT

Concoctions carefully crafted from the natural world can work wonders. The Keepers of Might know just the right proportions to go into each specialized brew. Having the right potions can be the difference between victory and defeat.

### BONUS PROFICIENCIES

Choosing to be a Keeper of Might grants you proficiency in the Athletics skill and the brewer's kit. You include a brewer's kit with your starting equipment.

### PERFORMANCE ENHANCERS

As a Keeper of Might, you can make mixtures that temporarily boost the abilities of creatures during your curative-making time. Potions are made using your brewer's kit instead of an herbalism kit and can be drunk as an action rather than taking 1 minute to apply. The other requirements are the same as making traditional curatives.

- ◆ **STIMULANT.** *Potion.* Relieves a creature of the effects of one level of exhaustion for 6 hours. For example: if they have two levels of exhaustion, they will only be subject to the effects of the first level.
- ◆ **STEROID.** *Potion.* Increases a creature's Strength score by 2 for 4 hours. However, they will gain a level of exhaustion when it wears off.
- ◆ **ANALEPTIC.** *Potion.* Grants a creature advantage on Perception checks for 4 hours. However, they also have disadvantage on Perception checks for 4 hours after the effects wear off.
- ◆ **EXCITANT.** *Dust.* Increases a creature's Dexterity score by 2 and decreases their Wisdom score by 1 for 4 hours.

any information that would lead to the lost city of Croto. The legends about Croto describe a strange, fishlike people that supposedly lived in the city's lakes of liquid gold channeled directly from the sun.

### THE ENCROACHING RED DESERT

The lost city of Croto has been rumored to be almost everywhere along the hundreds of miles of the Warm Shores. Pessimistic locals say it's hidden in the center of the hellish Red Desert to the far north. In the Red Desert, flying monsters called strigoi chase shiseli sandships attempting the infamous Ka'bar Run. This most direct route spans from a minor settlement south of the red sands, through the Red Desert, all the way north to the Human-dominated port of Ka'bar. The waystation settlements in the Red Desert are treacherous even by the grim standard of the Wastes.

A thriving economy nevertheless sprouted up across the Warm Shores during the Uprising and Exodus Eras. Thousands found employment servicing the exploration and tomb raiding of the Red Desert and the wider Wastes. Many more found jobs in the dozens of minor desert towns across the Warm Shores. Some of these were settled by indigent colonists from The Auric hoping to raise themselves out of crushing poverty. Others were founded by sages from Hollowfalls who derived a sense of meaning from living in extreme conditions.

**Downfall of Sunbleak.** The creeping perils of the Red Desert contributed heavily to the downfall of Sunbleak. Decades of worsening security came to a climax with the deaths of most of the Resource Barons in 97 LS. A savage war called the Forever Noon saw four-way house-to-house fighting between Bleaker mercenaries, Hollowfalls's army of Undominated, rebelling indentured workers, and the Solar Hegemony's Krypteia special forces. An apocalyptic flock of strigoi monsters arrived just after rebels

stormed the last fortified sarai of the Zenith Roads. A bloodbath ensued.

Overwhelming the region's defenses, the strigoi

slaughtered tens of thousands. These victims nourished the great brood that laid waste to the great port of Deonar five years later in 102 LS.

As Sunbleak fell, refugees carried out as many artifacts and survivors as possible, fending off strigoi as they went. Like thousands of other refugees, the few Bleakers who survived found refuge in the cosmopolitan city of Mundi. For many Bleakers, the challenge of surviving the end of days presented the greatest adventure of all.

The Featherfolk who add *toe Sunbleak* to their full names do so knowing that their homeland is known almost only for its wealth and danger. Whether your character is one of the first Heroic Era entrepreneurs settling down in the oasis of Sunbleak's canyon, or part of a multispecies party of Exodus Era explorers unearthing secrets from millennia past, Sunbleak is the gateway to bold undertakings. Chase the arrow of destiny beyond the far horizon!

## PANACEANS

The vast rainforest of the eastern Midlands has been many things to many people. A refuge. A challenge. A final place for colonists to express freedom and dignity in a world sorely lacking both. But none could have expected what awaited the descendants of those first downtrodden Featherfolk colonists who landed on Panacea's bright shores late in 76 EM. They hacked away at the teeming jungle to build lives free from the cutthroat oppression of The Auric. They chose to live dangerously and meaningfully instead of safely and obediently. Panaceans believe those who have a why to live can bear almost any how. The inhabitants of Panacea are loyal to the nightmare of their choice.

### AN OUTPOST AND REFUGE

Panacea was named for the cure-all of sickness and poverty that some of its founders strove for. What began as a small outpost on the banks of the Azta River swelled with fleeing Asset servants, religious exiles, and intellectual radicals during the last decades of the *Epoko de Mallumo*. Arriving

WARRIOR OF THE  
UNDOMINATED





FRIED LIZARDS

from across the Daylands, these refugees united in the pursuit of a better life. Initially, few had the proper skills to survive alone in the jungle. Everything tries to eat everything else in Panacea. Even after forming like-minded communes, the deaths among the first colonists infamously outnumbered the births. Only the most adaptive and open-minded survived.

The opportunities in Panacea grew exponentially as colonists from across the Daylands arrived to stake their legacies. Hundreds of small followings professing countless beliefs and doctrines have used Panacea as a staging point to establish their communes deeper into the jungle, returning only to trade for necessities.

This is not to say that Panacea's population is small. At its height in the late Uprising Era, Panacea had become more vibrant and chaotic than most cities' seedy underbellies. This was hardly surprising, given that the highest authority in Panacea is a group of local officials called the Panthera that mainly collects taxes for The Auric. So long as The Auric receives regular shipments of the jungle's abundant natural resources, the Hatin largely steers clear of Panacea, preferring not to become entangled in an ungovernable quagmire. When tribute is met, Panacea's mercenary companies, trade guilds, and criminal cartels largely have free rein to stir up as much trouble as they like, and to stash their fortunes wherever they choose, be it deeper in the jungle or in the bank houses of Mundi.

The constellation of settlements that extends beyond Panacea proper and deep into the surrounding jungle are known as the Panacean communes. Most communes are nestled in wooden huts suspended hundreds of feet up in the canopy, far above the fanged and poisonous predators lurking on the jungle floor. Entire villages are known to spring up on a single mighty baobab tree. Winding spiral staircases ascend to great branches where families carve homes into the canopy.

**Sisters of Kinziha.** One Featherfolk commune adventurers might encounter are the Sisters of Kinziha. These peace-loving animists spend their days categorizing insects in the belief that it brings them closer to the jungle's spirits. Their neighbors are the Sishuun'zar, death cultists who coat themselves in the sacred ashes of their cremated kin. Both have briefly allied to make war on the painted

Cegroti skulltakers paddling the tributary rivers that lead deeper into the Panacean Jungle's unmapped interior.

**Riches and Resources.** Explorers who return from the Jungle's far fringes tell tales of vine-covered palaces and ancient temples. They are rumored to hide Eldertech relics and treasure left behind by forgotten jungle kingdoms. Many of these abandoned halls are guarded by beasts like feathered serpents dozens of feet long called venachar, and the torna' cai, many-eyed carnivorous plants. Even farther into the jungle lie the treacherous Silverleaf Wilds, a nightmarish place which has consumed the lives of almost everyone who dares enter. For the lucky few adventurers who survive, just one expedition can secure a long and prosperous retirement.

Yet for many of Panacea's merchants and tradespeople, the riches that the jungle's ruins promise in Eldertech and loot pale in comparison to the natural resources growing all around them. The exotic food markets of Panacea are legendary. All manner of rare, painstakingly hunted meats, herbs, candied fruits, and ultra-nutritious vegetables are extracted from the jungle. These are savored in the dining halls of tastemakers and aristocrats throughout the world. Wealthy outsiders enjoying a razortail fillet flavored with honey mango likely have little clue how many Panacean hunters and gatherers had to suffer and die for that meal to reach the table. Yet the blood price for these luxuries is accepted, if not celebrated, throughout Dema.

**The Apothicants.** Panacea's thousands of species of plant and animal life have also been studied and used to produce countless cures, tonics, potions, poultices, and salves. The order of doctors, surgeons, and researchers responsible are known as the Apothicants. To accomplish their missions, Apothicants are known to brave sentient-eating plants and pit tigers, and endure hundreds of poisonous insects and nettles. The number of lives saved throughout Dema's plague-infested cities by the medicines Apothicants have produced is immeasurable.

Life as an Apothicant is as respected as it is exhausting. Even world-class Featherfolk medics and researchers spend most of their time swatting mosquitoes and cutting through the jungle to isolated settlements. They endure this and much more in order to treat the disfigured, diseased, and damned. The warrior-branch of the Apothicants is organized around a ranked system of sergeants-at-arms.

## Jungle Communes

I am not afraid to speak frankly as an adult. Ever since I was a child, something has been unwell about my mind. The Hollowfalls Mindmasters write scrolls of Melancholia. Some Nightrider tribes talk of Abjection savaging family members until old age. Whatever name it goes by, there are times when I withdraw and feel sadness and despair for no good reason, yes? I wish to hide from the world. No matter my accomplishments, I felt that the people who thought kindly of me were clearly mistaken. I knew all too well who was at the helm of this particular shipwreck named Kamuss' Nich.

When I was young, I would have traded my racing thoughts to fit in with the normal people around me, yes? I have a pet theory that those who feel alienated by the regular mood of the crowds are drawn to art and song and schools of the mind. When the usual answers do not satisfy that nagging feeling something is off, it is natural to look elsewhere.

I remember when my fateful day arrived on 12 Remumona 34 LS. I finally exhausted all the easy ways of living in this world of guildmasters and taxes and running harder just to stay in the same place. Counting coins, impressing others, and drinking too much hard orange juice no longer numbed my feelings, yes? But, look. You do not have to stay anywhere forever. There is a place where people can forge their own path. Panacea.

The jungle is dangerous, but in that danger there is opportunity. The locals know this. Many live in remote treetop communities they call 'communes.' As an overthinker, I had bet that I would not feel content and at peace until I had tried living among all of the Panacean communes. Well, I never saw them all. But I came close, even though new villages are founded every year. I cataloged butterflies for a hundred days with the nature-worshipping Sisters of Kinziha. I mapped new river routes deep into the Midlands with the Gren'wahld and Chuf. We paddled under chirping canopies so thick that the roaring white currents were darker than the Midnight Sea. I spent a year protecting Light Plains pilgrims from painted headhunters as one of the Knights of Li. I learned that even I deserved to love and be loved unconditionally with the Hundred Heartbeats. I invented new musical ballads with the traveling poets of the Kings of Twixt and Twayne. I swam with the Makyuwen. Cooked with the Mihlurs. Meditated on life and death with the monks of Saunters.

Some communes I simply observed. The Anumeric do not teach their children numbers. They say counting leads to desire, and desire is suffering. What different minds! And then there were the Filistynes. They are, well, let us just say all communities have people who try to ruin things for everyone else, yes? The communes deal with their ilk as needed. You cannot always expect everyone to like you. You can expect to find enough who will, and enough is all you need.

Lately, I have been helping one of the new communes establish themselves here at the far south of the continent. The Winnowing Rods. We do not have a gimmick. Except, most of us here have also lived with deep sadness in our thoughts. The plan is to build a small castle on top of Mount Ekur-Sumera. We will exist simply by catching the scores of orange and pink and green fish in the large lake that bubbles here on our vine-wrapped peak.

Castles are made of stone. We push the boulders we need up the slopes. Sometimes they roll back down. Other times we can get them to stick. It brings us that much closer to a home. I have never felt a stronger sense of meaning. To join us is simple. Walk to the bottom of the Midlands with a fishing rod on your shoulder until you come to a place where people do not ask you what it is for. Here you can live peacefully the rest of your days. Or at the very least, freely. I may still go stretch my legs elsewhere. That is the joy of Panacea, no?

I know I started off a little strong with the mind suffering. Do not worry. One must imagine Kamuss happy. Come to Panacea if you have ever felt like me. You are welcome here. You are not alone. You never were.

-Kamuss' Nich, A Torn Flier Pinned to a Notice Board in Deonar, 61 LS.

These sergeants from across Dema ensure the sage-branch's urgent work is protected. Few have ever seen an Apothicant sergeant without their trusty flanged mace. They are as ready to take life as to save it.

### ARRIVAL OF THE SCOURGE

A nightmare ripped from the slumbering continent itself would ultimately spell Panacea's doom. After a century of freedom, exploration, and trade, an apocalyptic plague called the Scourge swept through Panacea beginning in 94 LS. It spread by the bites, gouges, and vomited bile of those already corrupted by its feral madness. The black-veined infected possessed enhanced speed and resistance to wounds that would ordinarily kill a Featherfolk. Nothing short of decapitation was able to put a stop to their murderous rage.

Although initially immune, the Scourge soon jumped species. It infected the thousands of Human and Nightrider slaves and thralls that arrived in Panacea after the Solar Hegemony conquered the city during the Sunward Conquest in 95 LS. Although the city's initial garrison was overrun, reinforcing legions fought successfully in formation against the tide. After five days of bloody and sleepless battle, a chilling quiet descended on the city, now littered with the rotting dead. The defense was ultimately a pyrrhic victory, costing two legions and a significant portion of the city's population.

While the horde had been met in the city, the Scourge had not been contained. Hundreds of the infected had already slipped out into the surrounding jungle. Hundreds became thousands as the nearby communes met bloody and sudden ends. Cults dwelling in the canopy fared better, but found themselves cut off and facing starvation as supplies dwindled. Warlords rose to power over the precious few resources that remained, and pitched battles were fought for control of the bridges which connected the largest holdouts. Desperate for salvation, many cults turned to rituals and blood sacrifices. Their chants and pleas fell on deaf ears as the Redsky Era intensified.

Featherfolk swordmasters called bladeweavers led heroic charges against the Scourge infected. Despite their efforts, the Scourge's exponentially growing number soon overwhelmed even the most skilled blademasters. Isolated, starving, and exhausted, the last factions attempting to liberate the Panacean communes crumbled by the end of the decade.

***Overtaken by the Scourge.*** Stretched thin and faced with ruin, Panacea's survivors declared a state of quarantine. They reinforced the city's walls of vines, known as the Graean Palisade, and did what they could to keep out the hordes and the endless stream of refugees seeking sanctuary. For two years, the walls of the Graean Palisade held. Yet when it became clear that the city would soon fall, Emperor Sicarius gave the order for the garrisoned legions to withdraw and abandon the city to its fate. The last ships to flee for the open seas in 100 LS reported that a few bands of adventurers, city guards, and Apothicant sergeants waged a desperate last stand. Researchers worked feverishly towards a cure for the Scourge right up until the infected hordes climbed over one another to breach Panacea's defenses.

DARI' TATH



Will you live in the late Heroic Era among Panacea's trailblazers, and explore the jungle's wild interior? Or do you hail from one of Panacea's unique communes, accustomed to life hundreds of feet in the air? Perhaps you're an Apothicant healer hellbent on finding a cure to the Scourge in Panacea's final hours. What secrets and cure-alls will you discover behind the jungle's tangled branches? Dema's destiny hinges on the mysteries of cycles past.

## LEADERS

### DARI' TATH



Whether his madness was mistaken for genius, or if facing the starkest calamities broke his steeled resolve, none who knew Dari' Tath in his youth suspected the fate that awaited him. From low origins, Dari' Tath was born in 51 LS, only a few years after the Hegemony's war with the Gilded States from 46-48 LS. Spanning the Exodus and Redsky Eras, Tath's life would be defined by conflict and the end of his world.

In his youth, Tath was passionate, ferociously eloquent, but lacked direction in life. At 15 he carried out the ritual shared by all Hollowfell youth. He sailed a homemade pulk canoe northwest to the Tutor Islands. There, with the option to study under every great Mindmaster of his time, Tath chose Seki' Nin, the military master at the head of the School of the Undominated Typhoon.

Tath studied diligently with Seki' Nin for the next seven years of his life. A veteran of the War of the Unloved Son,



## FILO' YA AND TALLA KALAZAR

Seki' Nin taught Dari' Tath everything he could. Tath learned fighting styles and leadership skills passed down from visiting Aegic Eremites. Tath's talons became resilience, his mind a shifting game of Enthroned. Dari' Tath eventually became one of Seki' Nin's greatest students, with a fine eye for strategy and a growing mistrust of the Solar Hegemony far across the Gilded Sea. Just before he graduated in 73 LS, Tath even proved himself in combat during the brief war between Hollowfalls and The Auric known as the Astrictions.

Tath spent most of the time between 76-81 LS traversing the many lands of the Gilded States on his Yondering, the great roaming trek of the Featherfolk to as many diverse lands and peoples as possible. He made enough coin on treasure hunts in the Sunbleak Wastes to secure his travels farther afield. Cutthroat mercenary work for House Trahno in The Auric gave him a pragmatic view on the application of violence to solve social ills. He dined with Featherfolk emissaries on several sailing expeditions to Mundi before making his way to the Panacean Jungle.

***A Plague in the Jungle.*** Tath had the most traumatic experience of his life deep in the Panacean Jungle. An adventure in 80 LS ended in disaster, resulting in the deaths of almost every member of his community of travelers, including his clutchmate Ica' Wirn. Shaken to his core, Tath's ideal of inner balance was forever tainted by whatever happened deep in that jungle. Some say he was forced to kill his clutchmate after an otherworldly force took hold of her mind. The symptoms he described were of

feral madness, incredible strength, and an impossible resistance to wounds that would slay lesser Featherfolk. Scholars later considered this to be one of the first recorded instances of the Scourge that would overcome Panacea in the Redsky Era. With Ica' Wirn's death, Tath's passion for the defense of Hollowfalls was replaced by obsession. He quickly came to believe that this affliction would be the downfall of his homeland.

For much of the next decade, Dari' Tath rose through the ranks of Hollowfalls's army of the Undominated Typhoon. This left him in exactly the right position to command a third of the army in 95 LS at the onset of the lightning war between the Solar Hegemony and the Gilded States known as the Sunward Conquest. The war began when Emperor Sicarius surprised everyone by sending a massive invasion force into the Panacean Jungle. The Undominated were sent to assist. Tath's early victories quickly promoted him to the top of the Undominated, earning him the title once held by Seki' Nin himself. Tath won more engagements than he lost against the Solar Hegemony, excelling in attacking supply lines and waging guerilla warfare.

The string of successes was not meant to last. Dari' Tath was confounded by an ambush of Scourge infected. The Undominated was decimated while investigating the disappearance of the entire population of a devastated jungle village. The infected hordes overtook Tath's soldiers in the ruins, surrounding the Undominated between a mountain range and a lake. As one of only a few hundred survivors, Tath returned to Hollowfalls to learn the news

that the leaders of Hollowfalls's two other armies had been killed at the Battle of The Auric by Sicarius's victorious imperial fleet. Charged with the sole responsibility of maintaining the defense of Hollowfalls, Dari' Tath ascended to the rank of Elder Guardian in 96 LS.

## GUARDIAN OF THE FALL

The apocalyptic cataclysms destroying the Gilded States eventually drove Tath to paranoia and despair. In his rage, Tath's speaking abilities had only grown more potent. Few could describe the horrors of the Scourge, or the reddening of the sky to the Hollowfell as passionately as Tath. The end of days was clearly upon all Featherfolk, and Tath would prepare his people to face annihilation.

From the public forums in the Deck of the Growing Mind, Tath preached of the Reckoning, the obliteration of the world by vengeful nature. In stark defiance of the principle of balance that Hollowfalls was founded on, Tath warned that the end was coming. There was no surviving the coming storm. There was no balance to be struck with the apocalypse. Balance was a lie, and if all that remained was destruction, converts known as Reckoners were prepared to meet it. By force if necessary. Against all of Seki' Nin's moral teachings, Tath developed a doomsday cult in Hollowfalls with him at the head, and he assumed the title the Sunfather.

Signs of The Reckoning were obvious to Tath as the final years approached. With the Scourge plague devastating Panacea since 94 LS, The Auric under Hegemony occupation since 95 LS, and Sunbleak wiped off the map by strigoi in 97 LS, it seemed clear that all Featherfolk were doomed to destruction. Despite spending years counteracting the Reckoners in the forums and in fields afar, the Mindmasters steadily lost influence in what they labeled the Betrayal of Reason. Passionate debate in the streets of Hollowfalls became politically polarized. Finally, violence broke out on the streets as the city's ancient civil order gradually broke down.

**The Sunfather Takes Power.** In 98 LS, Dari' Tath seized power from the Council of Elders while they were away in the Tutor Islands. When they returned to confront him, Tath's cultists scorched the Elders' ships in the harbor using the Eye of Jola. To complement the reddening of the skies above them, Dari' Tath had all of his political opponents and their families slain on the cliffs of Hollowfalls. Their blood ran down the rock until its white stone turned crimson. Some residents fled on trading ships outbound to the safety of the Hominid Dominion, where they spread word of the Reckoning. Little manpower could be spared to overthrow fanatics at the end of the world, however. The hundreds of thousands of remaining Hollowfell were left to the Reckoners.

More and more citizens were executed in Dari' Tath's final days of madness. With some of Hollowfalls's greatest minds murdered, nobody was left to repair the cracks that began to form in the city's foundations from the growing intensity of the sun. Dari' Tath's reign of terror was only ended when Hollowfalls collapsed into the Gilded Sea in 99 LS, killing him, his cultists, and all remaining Hollowfell instantly. Of all the figures of Dema's history, the trajectory of Tath's life serves as a warning. It takes the strongest of

Suggestions about conditions in the settlements of The Auric, Panacea, and Hollowfalls by Maguses Krombi, Roanhurs, Meyvil, Kard, Opcinsen, and Jolen are attached. Maguses Rumairo, Bruks, and Irkmin's dissemination of Reanimation Virus 4 in Midlands jungles will scale up to the final epoch, leaving time for rainforest wildlife to be archived by Maguses Kamerun and Boroos. Magus Kamerun is especially intrigued by bioluminescence. Maguses Paolin and Mkafri's proposal for additional draconian life outside of Parime was appreciated, but not implementable on this cycle's accelerated time frame.

Factoring in these doomed territorial models, this committee's recommended course of action to continue monitoring and limited intervention remains the same. As Begetter Myurs reiterates in the Simulacrum, Sentient Species "Usundi" civilization's struggles before [REDACTED] of the hull are just as meaningful as whatever Prospero believes their kind's ultimate destination may be.

wills to tear the world apart, but doing so almost never brings salvation.

## FILO' YA

When the children of Dema are told stories of the wondrous Auric's wealth and exotic folk, each telling usually ends with fanciful stories of The Great Hatin, Filo' Ya. His Vastness, Ruler of The Auric Hatin in Perpetuity, Deliverer of the Seeds. Filo' Ya inherited these honorifics and control of the Gilded States' most prosperous polity from his grandparents. He ran his nation with such brilliant deviousness that his court's sinister antics are the subject of lavish plays and great painted tapestries. A reviled icon scorned by countless Indigent commoners and Assets who labored beneath him, many observers still found it hard not to feel a tiny parcel of affection for Filo' Ya compared to more boring despots. His unique brand of orderly chaos overflowed from his deep laughs and irreversibly left their mark on the richest realm of the Featherfolk.

Immensely girthy and hedonistic, Filo' Ya went to great expense to prove he was as cunning and mercantile as the generations of the Filo family before him. He was known even as a child to echo the largest words he heard elsewhere, almost always mispronounced and badly misused. It is likely he continued the practice as an adult to lull more educated visitors to the sprawling court of the Hatin into underestimating him. As a young royal, most in Ya's court could easily see through his garish gifts of silk and closely rehearsed wine toasts at dinner. They still paid deference to his whims, as he kept a close circle of advisors around him to make up for his lack of business sense.

Nevertheless a brilliant social schemer and manipulator, Filo' Ya established himself as a dependable, if erratic, trade partner in a city otherwise consumed in backhanded



# CHAPTER 14: EXPLORATION AND WEATHER

In our core rules, we are proud to introduce new traveling and survival gameplay features to add to the experience of interacting within the world of Dema. These rules focus on how players move and survive while adventuring in these fantastical locales. What follows are features concerning navigation, weather, foraging, camping, and new movement rules. These can be incorporated into a campaign at the discretion of the GM. The end goal is to provide as many new and exciting optional layers of nuance to your gaming experience as possible.

## TRAVELLING

At the core of any adventure lies a simple truth: the adventurers need to get from one location to another, and that journey can be just as important as the destination. The simple steps described here should cover most situations, whether you are following a road, moving off-trail through a forest, or trudging through a desert.

## TRAVELLING STEPS

The starting point for these steps can vary. For example, the characters can be safe in a town, setting out from a campsite, or trying to rediscover a trail they lost minutes ago after being ambushed by bandits.

- 1. Declare Direction and Details of Journey.** The party begins by declaring the direction of travel, or the marker or road to be followed. They also declare their travel pace, ranks, for how much time they expect to travel in this direction, and whether somebody is tracking or navigating.  
If the marker or trail is clear the whole time (such as when following a road) then there is no risk of getting lost, and the next step can be skipped. Otherwise:
- 2. Navigate Successfully or Become Lost.** If somebody is tracking or navigating, they roll a Wisdom (Survival) check against a DC determined by the GM to see if they navigate or track correctly (if nobody is tracking or navigating the GM rolls a Survival check for them to see if they stick to the direction). If the character fails the check, they and their companions end up travelling slightly to the left or right of the intended direction and become lost.  
During this step the GM may also determine if the party has any encounters and can describe what they see along the way. The Wisdom (Survival) check must be repeated if the party takes a long rest before reaching their destination - or any other time the GM decides it is necessary, such as after an encounter.
- 3. Spot the Destination.** If the party is looking for something large, obvious, or easily seen, the characters automatically succeed at finding it. Otherwise, the characters' passive Perception scores are compared to a DC to spot the destination (as determined by the GM). If any of the characters succeed, the destination is found. Otherwise, they will continue on in the same direction and become lost.

## BECOMING LOST

A party of characters can become lost by either travelling slightly off-course while attempting to navigate or by not spotting their destination and travelling past it. The players may know that they are lost before their characters do, and the GM can prompt for another Survival check every 1d4 in-game hours to see if the characters realize they are lost.

Even if they repeatedly fail Survival checks, characters can realize they are lost in other ways. If they reach the total intended travel time they declared in step 1, and the destination is nowhere in sight, most adventurers will suspect that something is wrong. They may also realize they became lost by encountering a major unexpected landmark, road signs, or NPCs who are helpful enough to give directions.

In either case, the party starts over again from step 1 and declares their direction, even though they may not know exactly where they are. The characters may be able to intuit the correct direction by using landmarks, the amount of time already travelled, or other information (the GM may prompt for additional checks). Ultimately, the party can decide to continue in the same direction or change strategies.

### HELPING A LOST PARTY

If the party fails the Survival check, they end up off course to either the left or right by X miles, where X is the number of hours travelled before realizing they are lost. If they fail by 5 or more, they end up off course by twice that distance.

Of course, it is possible the party was not travelling in the correct direction to begin with. For example, they may have been provided with false information, or they might be working off a poor-quality map (see the section Using a Map).

If the party is struggling, you may want to allow other kinds of checks to allow the party to realize they are lost, or to help them discern the correct direction. Wisdom (Perception), Intelligence (Nature), or other kind of Intelligence checks may work better for a party that does not include a survivalist.

### ENCOUNTERS

Most adventure modules will include prewritten tables of encounters to use while the characters are adventuring. During step 2 of travelling, you can roll a die to pick a result from the table, and the selected encounter will interrupt the travel. Of course, you can always design your own encounter tables, or pick whichever option you like best.

One charge will keep the orb active for up to 8 hours. The *orb of heat* will regain a charge if left in a campfire for 4 hours or a forge for 1 hour, and will retain a maximum of 3 charges.

## PENDANT OF INOCULATION

*Rare artifact, 1/4 lb.*

A bronze-colored pendant shaped like an inverted tear drop. The pendant's properties can be activated by touching it to a drop of blood from a person with a disease.

When activated and worn around the neck, the pendant will protect you from being infected with that specific disease. If you are already infected with said disease, all symptoms vanish and the progression of the disease will stop. The symptoms will return and progression will continue if you remove the pendant unless you have been cured.

The pendant can offer protection from a different disease if it is given a new drop of blood, though it can only offer protection from one disease at a time. If the source of the blood has multiple diseases, the pendant chooses the most severe or debilitating, or selects randomly from among the most severe options. You may use your own blood to activate the pendant. It will deactivate if it is dealt at least 10 lightning damage from a single attack or goes 5d10 years without sunlight.

## PERIAPT OF RESISTANCE

*Uncommon artifact, <1/4 lb.*

A small charm necklace in the shape of a heater shield, with many variants of different colors. When worn, the periapt of resistance grants you resistance to a damage type, with the specific type determined by its color.

You may only wear one periapt at a time. Wearing multiple periapts at once causes them all to cease working until all but one are removed.

TABLE - PERIAPT OF RESISTANCE VARIANTS

Damage Resistance	Color
Acid	Green
Cold	Dark blue
Fire	Red
Force	White
Lightning	Light blue
Necrotic	Black
Poison	Violet
Psychic	Lavender
Thunder	Yellow

## POCKET COMPENDIUM OF BEASTS

*Rare artifact, 1 lb.*

This item appears to be a small tome bound in Eldertech alloy with an onyx-colored eye on the back cover. It only

opens to the middle of the tome, revealing two polished and blank white "pages" made of metal.

When you point the *pocket compendium's* eye at a non-sentient creature, it displays all your knowledge about that type of creature on the pages inside. You can bring up this information later as well by holding the compendium and focusing on a mental image of the creature in question. As you learn more about the creature, the additional information will be added to the creature's entry. The information remains on the pages of the *pocket compendium* until the eye is pointed at a different non-sentient creature or a different entry is summoned mentally.

If the *pocket compendium* is used by another sentient, it will retain all information added to it by you. Conversely, you may use a compendium with entries populated by another sentient. A compendium will lose all its entries and information if it is dealt at least 10 lightning damage from a single attack or goes 5d4 years without sunlight.

If two or more *pocket compendiums* are stacked on top of each other, each will "learn" the knowledge stored in the other compendium. This feature makes the artifacts highly desired by organizations like the Scholasta.

## POCKET HANDHOLD

*Common artifact, 1/2 lb.*

A small, light blue stone-shaped blob that deforms slightly when squeezed. They are commonly found and sold in pairs. When placed against a surface and squeezed, the *pocket handhold* will stick to that surface. It can hold up to 500 lbs. before failing and requires a DC 18 Strength check to separate by force. As soon as the squeezing pressure is removed, the *pocket handhold* will detach from the surface. The handhold will not stick to flesh or especially slick surfaces like ice.

## POLEARM OF DECAY

*Uncommon weapon (any polearm), flesh-bane, weight varies*

A robust pole weapon made of gleaming black metal with a thick wood-textured grip. It has the flesh-bane property, making it particularly effective against lightly armored and unarmored targets. Strikes with this weapon have the unusual ability to cause flesh to dry out and wither slightly. When you hit a target with this weapon, it takes an additional 1d4 necrotic damage.

## PURELIGHT LANTERN

*Common artifact, 2 lbs., 10 charges*

A heavy steel cylinder about 12 inches long, with one bulbous end that contains a reflective inward-facing dome. The other end has a crank that folds against the side when not in use.

As a bonus action, the *purelight lantern* may be activated by expending a charge, causing it to emit a very bright white light from the reflective dome. The dome emits bright light in a 120-foot cone, and dim light for an additional 120 feet. The light will last for 10 minutes, though it can be deactivated at any time.

The light is bright enough to cause temporary blindness to those whose eyes are adjusted to darkness. If you are in

darkness, activating the lantern will force any creatures within a 30-foot cone who are looking in your direction to make a DC 12 Constitution saving throw. On a failure, a creature is blinded until the start of its next turn.

The lantern can hold a maximum of 10 charges. Turning the crank for 10 minutes causes the lantern to regain a charge.

## QUICKSILVER DISC

*Uncommon artifact, 10 lbs.*

When deactivated, this artifact is a smooth silver rod about 18 inches in length. Throwing the rod at the ground as a bonus action activates the *quicksilver disc*, with the rod sweeping out into a 3-foot diameter ring with a mirror finish and a 1-inch hole at the center. It hovers about 6 inches above the ground.

While deployed, the hovering disc can be pushed and pulled effortlessly, and will move up and down gentle slopes without issue. It can bear up to 500 pounds with no impact to its function, though it will deactivate if a greater weight is placed on it. If it is moved over an empty space, such as off a cliff, it will descend at a rate of 30 feet per round (about 5 feet per second) until it reaches 6 inches above ground level again. The disc treats water as if it were the ground, allowing it to cross rivers, lakes, and oceans.

A creature may climb onto the *quicksilver disc* and move it by tilting their weight in the desired direction. While riding the disc in this fashion, you have a movement speed of 60 feet and are not affected by difficult terrain. Enemy creatures that succeed on a grapple check against you may grab the disc instead, preventing it from moving. If you are hit by an attack while atop the disc, you must succeed on a Dexterity saving throw (DC 8 or the amount of damage

received, whichever is higher) or fall from the disc, landing prone next to it.

If more than one creature is on top of the disc, any attempts to move it can be contested as a reaction, causing the disc to move in a random direction determined by the GM.

## QUILL OF INFINITE INK

*Common artifact, <1/4 lb.*

A simple quill pen that closely resembles a white feather, though closer inspection reveals it to be artificial. This quill does not need to be dipped; despite the lack of any ink on the tip, it leaves clear and smooth black lines when used to write. The ink never runs out, and the pen can leave its marks on almost any solid surface that isn't wet or coated in oil.

## QUIVER OF ARROW CHARGING

*Rare artifact, 2 lbs.*

This small indigo quiver is usually found empty, and it has room for up to 5 arrows. When inert Eldertech arrows that have been used (such as expended *elemental ammunition*) are placed in the *quiver of arrow charging*, a *charge battery* may be applied to restore the properties of all the arrows at once. Similar Eldertech can be found in forms to accommodate other ammunition, such as a case for crossbow bolts or a bag for sling bullets.



QUIVER OF  
ARROW CHARGING



# TENAYBRE SNOWLION, ARMORED

**Location** Tenaybre

Tamed snowlions are known to be overprotective of their owners and handlers. As war mounts, snowlions are equipped with metal or leather armor for protection. Each of the Cairnkeepers' various Houses decorates their snowlions' armor differently. Unlike most animals in Cairnkeepers society, snowlions are allowed to have names.

## TENAYBRE SNOWLION, ARMORED

*Large beast*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	3 (-4)	14 (+2)	8 (-1)

**AC** 15 (snowlion armor)    **Touch AC** 12  
**HP** 75 (10d10+20)    **Speed** 40 ft., climb 20 ft.  
**Skills** Stealth +4, Perception +4  
**Damage Resistances** cold  
**Senses** passive Perception 15, Darkvision 120 ft.  
**CR** 4 (1100 XP)    **Proficiency** 2  
**Languages** N/A

**Keen Senses.** The Tenaybre snowlion has advantage on Wisdom (Perception) checks.

**Pounce.** If the Tenaybre snowlion moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the snowlion can make one bite attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one creature. Hit: 10 (1d12+4) piercing damage.

**Claw.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) slashing damage.

## TOVUS

**Location** Light Plains

**Harvest**

- ◆ DC 10: 1 tovus hide
- ◆ DC 15: 1d2 tovus horns

Tovuses are large mammals, similar to oxen and bison. They can grow up to seven feet tall. Tovuses graze in herds in the Light Plains. For hundreds of years, farmers have fitted toveses with plows to till farmland and used them as pack animals.

### TOVUS

*Large beast*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	13 (+1)	2 (-4)	11 (0)	7 (-2)

**AC** 13 (natural armor)    **Touch AC** 11

**HP** 17 (2d10+6)    **Speed** 35 ft.

**Skills** Athletics +6

**Senses** passive Perception 10

**CR** 1/2 (100 XP)

**Languages** N/A

**Charge.** If the tovus moves at least 20 feet in a straight line towards a target and then hits it with a gore attack on the same turn, the target takes an additional 7 (2d6) piercing damage.

**Herd Creature.** When within 10 feet of at least 2 other tovus, the tovus makes Wisdom (Perception) checks with advantage.

### ACTIONS

**Gore.** *Melee Weapon Attack.* +5 to hit, reach 5 ft, one target. Hit: 7 (1d6+4) piercing damage.

## THRENNEX

**Location** Thalkast

**Harvest**

- ◆ DC 10: 1 lb. cave horror chitin
- ◆ DC 20: 1d4 oz. thrennex poison

Thrennex are the most common type of huge tunnel monstrosity, or cave horror. They are massive carnivorous centipedes that can grow up to a hundred feet long, and have up to a hundred skittering legs. The horrifying maws of Thrennex contain more than a dozen separate mandibles. They also have three pairs of deadly claw arms located just behind their head.

### THRENNEX

*Huge insectoid (cave horror)*

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

**AC** 16 (natural armor)    **Touch AC** 14

**HP** 168 (18d12+51)    **Speed** 40 ft., climb 40 ft.

**Saving Throws** Dexterity +7, Constitution +6

**Skills** Stealth +7, Perception +5

**Damage Resistances** slashing from non-eldertech weapons

**Damage Immunities** poison

**Condition Immunities** poisoned, prone

**Senses** passive Perception 15, Darkvision 120 ft., Tremorsense 60 ft.

**CR** 8 (3900 XP)

**Proficiency** 3

**Languages** N/A

**Keen Senses.** The thrennex has advantage on Wisdom (Perception) checks.

**Light Sensitivity.** While in bright light, the thrennex has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Monstrous Speed (Recharge on Long Rest).** The thrennex may Dash as a bonus action on its turn.

### ACTIONS

**Multiattack.** The thrennex makes three attacks: one with its bite, and two with its claws.

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 10 ft., one target. Hit: 8 (1d8+4) piercing damage. The target must make a DC 16 Constitution saving throw, taking 9 (3d6) poison damage and becoming poisoned for 1 minute on a failed save, or taking half damage on a successful one.

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 10 ft., one creature. Hit: 8 (2d6+2) slashing damage.

**Venom Spray.** *Ranged Weapon Attack.* The thrennex sprays its venom on creatures in a 15-foot cube in front of it. Creatures in this cube must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage and becoming poisoned for 1 minute on a failed save, or taking half damage on a successful one.

## URSAN

**Location** Athenaeum

### Harvest

- ◆ DC 10: 1 ursan hide
- ◆ DC 15: 1d4 oz. ursan saliva

Ursans are powerful white bears adapted to the cold of the Athenaeum. They can stand on their hind legs and swipe with shaggy paws powerful enough to bend tree trunks. Ursan spit rapidly causes frostbite. Tamed ursans can be used as mounts.

## URSAN

*Large beast*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (0)	16 (+3)	4 (-3)	13 (+1)	7 (-2)

**AC** 12 (natural armor) **Touch AC** 10

**HP** 56 (4d10+34) **Speed** 40 ft., climb 30 ft.

**Skills** Athletics +6, Perception +3

**Senses** passive Perception 13

**CR** 1 (200 XP)

**Proficiency** 2

**Languages** N/A

**Ice Walk.** The ursan can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost any additional movement.

**Keen Senses.** The ursan has advantage on Wisdom (Perception) checks that rely on either one or a combination of sound and smell.

### ACTIONS

**Multiattack.** The Ursan makes two attacks: one with its bite, and one with its claw.

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 2 (1d4) cold damage. When in a bitterly cold environment, the target must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion as the frigid saliva causes the target's wound to freeze solid.

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

THRENNEX

