

# TIR AVALON

TĀLAMH NĀ DTRI RONTĀ DEĀG



## 5e D&D House Rules

V3.1

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## Version & Document Control

VERSION	DATE	DETAILS
1~	--/--/2017	These were online initially, so I have just referenced them here. For Tir Avalon, this officially starts the documentation phase.
2.1	03/02/2020	First draft in PDF form of these rules.
2.2	05/02/2020	First Draft Release.
2.3	09/02/2020	Added racial feats option, and updated bows.
2.4	12/02/2020	Added Aarakocra, sling staffs and checked feats.
3.1	03/06/2020	Added more backgrounds, new design with new final logo.
3.2	11/06/2020	Corrected elemental opposite chart, added Death Roll and Parry rule updates.



## Introduction

This document will be updated, until the full Tir Avalon world is fully developed, and documented in its own campaign guide. At that time, these rules will be then added to the campaign book, so they can be easily referenced.

During the process of making this document, I have also updated several rules; and added and removed some entries also. I have also re-ordered it, to be more streamlined in use, more in line with the PHB for D&D, with race, then class before gear and magic.

These rules are a combination of rules from the very beginnings of D&D. In fact, one set of rules comes from the Blackmoor Supplement, the second ever produced by TSR.

So how did I come up with these rules? I have been playing D&D (and many other games) since 1983 at the table top; before that it was small board games, the fabulous “*Choose Your Own Adventure*” books. I started in the Red Box, and my first character is still going. Over the years, rules have changed, some for the better, some not...

These house rules are the amalgam of all of those generations, and rules I have implemented through them all, to modifying new ones.

If you have a suggestion, let me know.

-WarbearPrime

-The Fractured Bear

-February 2020.



## Chapter 1 - General Rules

The following rules are designed for general play, and are house rules that are as much outside of the game as inside the game.

### Table Etiquette

In my games, I have a couple of rules that are specific to my games, and designed to make the game play experience as consistent and as good as possible. As a result, the following rules are in force:

#### 1. Table Invitations and Testing

- 1.1. Any person invited to my game, has a two-week trial period. At the end of that, unless it's obvious to everyone, we will have a group discussion and then from that chat, determine what happens next. If everyone likes you, and you us; and you also like our style of play, and us yours; then you will be offered a permanent seat at the table.

#### 2. GM Decisions

- 2.1. If you have an issue with any decision I make, you are able to argue your point, but within these restrictions:
  - 2.1.1. You have a total of 3 mins to make your argument.
  - 2.1.2. You may make ONE argument only:
    - 2.1.2.1. If I agree with you, I change the rule, and it becomes game canon.
    - 2.1.2.2. If I do NOT agree, then the ruling stands, and it becomes or remains game canon.
    - 2.1.2.3. If you argue after your point, and I have looked at it, then I will dock your PC a level.
    - 2.1.2.4. Continue, and I will remove you from the table for a game.
    - 2.1.2.5. Do it again after that will be instant removal from the game permanently.

#### 3. Talking

- 3.1. If someone is already talking, let them finish.
- 3.2. If you have issues hearing others, let them know.
- 3.3. If I ask a question of the group, and nobody answers right away, then I will use the order in Discord, or left around the table from the GM; and go accordingly.





## Chapter 2 – RACES

### Stat Generation

For stats in Tir Avalon, you have a choice, you may use one of either:

1. Point buy (31 points)
2. Modified Stat Array (15, 14, 13, 13, 11, 9)
3. Roll\*
  - 4d6 six times
  - Reroll any value of 1 once, if you get a 1 again on that dice it is then counted
  - Drop the lowest
  - Place where you want

Once you have rolled your stats (above) you then need to roll for the starting level of your character. I will let you know what tier of play we are playing, and you roll a 1d6 to determine actual starting level in the group. In Roll20, the macro for character generation will ask you for the tier.

Tier	1	2	3	4
D6 Result				
1 - 2	1	6	10	15
3 - 4	2	7	11	16
5 - 6	3	8	12	17

After you have your level and stats, as I use XP for level calculation, you will then need to roll how far through the level you are.

Roll 1d100

- If the value is **LOWER** than 50, then that is how far through the level your character is in XP
- If the value is **HIGHER** than 50, then take 50 from the value, and the result is how far through the level your character is in XP.

*\*All rolls MUST either be done in front of the GM, or on a Roll20 table I have access to, preferably on the game table in Roll20 itself.*





## Racial Availability

The following rules apply to generating player characters in Tir Avalon. The basic guidelines are that it should come from any WotC published product. UA / HB races **MAY** be available upon request and review:

### 1. Non-Available Races

- 1.1. Gnomes<sup>1</sup> of any subrace
- 1.2. Drow<sup>2</sup>

### 2. Available Published Races

- 2.1. Aarakocra
- 2.2. Aasimar
- 2.3. Bugbear (ERftLW)
- 2.4. Changelings (ERftLW)
- 2.5. Dwarf<sup>3</sup>
  - 2.5.1. Hill
  - 2.5.2. Mountain
- 2.6. Dragonborn (including Faerie Dragonborn<sup>4</sup>)
- 2.7. Elf
  - 2.7.1. High
  - 2.7.2. Wood
- 2.8. Firbolg
- 2.9. Genasi
- 2.10. Goblins (ERftLW)
- 2.11. Goliath
- 2.12. Halfling
- 2.13. Human
- 2.14. Half-Elf
- 2.15. Half-Orc
- 2.16. Hobgoblin (ERftLW)
- 2.17. Kenku
- 2.18. Lizardfolk
- 2.19. Orc (the one from Eberron (ERftLW) is also available)
- 2.20. Shifters (ERftLW)
- 2.21. Tabaxi
- 2.22. Tiefling (including all MToF subraces)
- 2.23. Triton
- 2.24. Warforged (ERftLW)
- 2.25. Yuan-Ti Pureblood

### 3. Approved UA / HB Races

- 3.1. Faerie Dragonborn (see appendix)
- 3.2. Minotaur<sup>5</sup>
- 3.3. Ursine

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<sup>1</sup> Gnomes as found in the PHB (and other sources) are NOT native to Tir Avalon. After a player has played 3 characters, they may then select a Gnome as a Race. In Tir Avalon, these Gnomes are called "*Ouphen*" which derives from an old saying about them; "*D'Ouphen ix N'tqarm*" which loosely translated to "*the lost big noses*". A player may only play a Gnome once during any campaign.

<sup>2</sup> Drow are available, in the same manner as Gnomes (see above), in that after 3 other PCs, they may choose to play a Drow.

<sup>3</sup> Dwarves are not into stonework in Tir Avalon, instead they are wood workers, mastering the building of war ships specifically.

<sup>4</sup> Faerie Dragonborn are a homebrewed race; Check Appendix – B below for more details.

<sup>5</sup> Minotaurs are a custom race for Tir Avalon, based on several sources and are a homebrewed race; ask me for the details.



## Racial Adjustments

When selecting a player race, the following are changes to the racial abilities.

1. Dragonborn
  - a. Dragonborn now have Darkvision 60'.
  - b. Breath Weapon is now base 2d8, the damage increases to 4d8 at 6<sup>th</sup> level, 6d8 at 11th level, and 8d8 at 16th level. It uses a bonus action instead of an action.

## Racial Feats

When generating a character, you also gain a (free) racial feat for your character as well. The following list is available:

RACE	RACIAL FEAT(S) AVAILABLE
Aarakocra	Adept Aviator
Dragonborn	Dragon Fear Dragon Hide
Dwarf	Dwarven Fortitude Squat Nimbleness
Elf	Elven Accuracy Sharpshooter
Elf (Drow)	Drow High Magic
Elf (High)	Fey Teleportation
Elf (Wood)	Wood Elf Magic
Half-elf	Elven Accuracy Prodigy
Half-orc	Orcish Fury Prodigy
Halfling	Bountiful Luck Second Chance Squat Nimbleness
Human	Prodigy Skilled
Tiefling	Flames of Phlegethos Infernal Constitution
Aasimar	Elemental Adept
Firbolg	Grappler
Goliath	Tavern Brawler
Kenku	Alert
Lizardfolk	Dragon Hide
Shifters	Actor
Tabaxi	Mobile
Triton	Resilient
Orc	Orcish Fury
Orc	Savage Attacker
Yuan-Ti	Dragon Hide
Minotaur	Durable

**NOTE:** If you have a suggestion for another racial feat, talk to me and we can see how it fits.



## Chapter 3 – CLASSES

### Available Classes

The following list is of classes available in the Tir Avalon campaign setting; in the same way that the racial options have some limits, so do does the class availabilities. The basic guidelines are that it should come from any WotC published product. UA / HB classes **MAY** be available upon request and review:

1. Barbarian
2. Bard
3. Cleric
4. Druid
5. Fighter
6. Monk
7. Paladin
8. Ranger (Modified)
9. Rogue
10. Sorcerer
11. Warlock
12. Wizard
13. King's Ranger (see appendix)

### Multi-Classing

Multi-classing is available to all players. Some modifications are detailed below, to go back to something more balanced. Well I think it is. In the old systems, there were some limitations on multi-classing and DUAL classing, and they are important to define. Multi-classing is when you level multiple classes together. Dual classing is when you have 2 (two) or more classes, but do NOT level them together. I use that distinction here.

Both multi-classing and dual-classing use the Multiclassing Prerequisites in the PHB<sup>6</sup>

Here are the changes:

#### 1. Multi-classing

To multi-class a character you must use the following rules:

1. The class of the multi-class MUST stay within a total of 2 levels each, of your average level:
  - 1.1. Example: if your PC was level 10 multiclass, you could be a level 3/7, 4/6. or 5/5 for the classes
2. A multi-class character can also cast spells from one spell list, using the slots from the other class.
3. Multi-classing allows for more than 2 classes.

#### 2. Dual-classing

To Dual-class, you have a primary class, and a secondary class.

1. You may NOT have a third class.
2. Your class levels may be any distance from each other.
3. Your primary class (when rolling a higher than level 1 character) determines starting funds and equipment<sup>7</sup>
4. When noting your character classes, always reference the PRIMARY class first.
5. Take ONE of the saving throws of your secondary class, and add it as a save you are proficient with:
  - 5.1. A fighter / cleric would have Strength, Constitution and one of either Wisdom or Charisma as proficient saves

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<sup>6</sup> Players Handbook, Chapter 6: Customization Options, pg 163.

<sup>7</sup> See the equipment section below for more details on starting funds and equipment.



## Weapon Proficiency Modifications

In Tir Avalon, characters and NPCs don't learn EVERY weapon. No one that does not dedicate everything to it could, and considering the wide range of skills, it seems unlikely that a fighter, would be able to master every type of ranged weapon, mounted weapons, footmen (polearms) as well as the use of a shield, and close quarter combat. Especially a 16 or 17-year-old rookie.

As a result, the following are the changes to each class for selection of weapon proficiencies.

1. **Barbarian:**
  - 1.1. Any three weapons from any list
  - 1.2. 1 (one) cultural weapon, depending where the barbarian's background has them coming from.
2. **Bard:**
  - 2.1. Any two weapons from:
    - 2.1.1. Any 2 (two)
      - 2.1.1.1. Hand Crossbows, Longswords, Rapiers, Shortswords.
  - 2.2. Some bardic colleges do teach weapons training, and they provide an additional weapon.
3. **Cleric:**
  - 3.1. Any three from simple weapons
  - 3.2. Some faiths also have specific requirements for their faith to wield specific weapons, clerics of that faith are also trained in that weapon, and may be expected to use it as their primary as per their faith's doctrines.
4. **Druid:**
  - 4.1. Any two from Clubs, Daggers, Darts, Javelins, Maces, Quarterstaves, Scimitars, Slings and Spears.
  - 4.2. Sickles are also learned.
5. **Fighter:**
  - 5.1. Any four weapons.
  - 5.2. See Specilisation below.
6. **Monk:**
  - 6.1. Any three weapons from the simple list and Shortsword.
7. **Paladin:**
  - 7.1. Any three weapons.
  - 7.2. Some faiths also have specific requirements for their faith to wield specific weapons, paladins of that faith are also trained in that weapon, and are expected to use it as their primary as per their faith's doctrines.
8. **Ranger:**
  - 8.1. Any two melee weapons and one ranged weapon.
  - 8.2. Some rangers are restricted depending upon their background to specific weapons they are trained and identified as using, as well as regional options and changes too (see druid above).
9. **Rogue:**
  - 9.1. Any three weapons from Simple Weapons, Hand Crossbows, Longswords, Rapiers and Shortswords.
10. **Sorcerer:**
  - 10.1. Any two from Daggers, darts, slings, Quarterstaves, Light Crossbows.
11. **Warlock**
  - 11.1. Any two from Simple Weapons.
12. **Wizard**
  - 12.1. Any two from Daggers, darts, slings, Quarterstaves, Light Crossbows.
13. **King's Ranger**
  - 13.1. See the King's Ranger entry in the Appendix.



## Specialisation

At any time, a character gets an option to increase their stats, or take a feat, they may instead specialise in a weapon with which they are proficient. This gives the character a +1 to hit with that weapon as well as a +2 to damage.

## Class Modifications

Due to the feel and style of Tir Avalon, some classes have been modified, and HOW is detailed below. Also check a class for sub class modifications also, and availability options. If a class is NOT listed here, then it is as per the source material.

Classes and subclasses will change over time as the world evolves, and the game does too. It should be noted some changes are minor (like the Bard class), or fairly vigorous like the Ranger.

### 1. Bard

- 1.1. Bards MUST declare for a college at level 1, or the PC could have had a private tutor (background choice will determine availability, check with your GM). Thematically this is aimed at the feeling that the first couple of levels are part of your training, and you graduate when you hit level 3.

### 2. Cleric

- 2.1. Clerics when choosing where they come from will be given options for which gods can be worshiped openly, or hidden, in your native lands; and which gods have influence there.
- 2.2. Clerics from foreign lands have limited access to powers:
  - 2.2.1. In the country of origin for the religion, all spell levels are available.
  - 2.2.2. On the same continent, but a region where your god(s) are worshipped but not the main religion, clerics lose 9<sup>th</sup> level spells.
  - 2.2.3. On the same continent, but in a land where your religion is banned, not worshiped as a major religion (has no temples), or must operate hidden; clerics lose 7<sup>th</sup> to 9<sup>th</sup> spells.
  - 2.2.4. On a different continent, but the faith is allowed, and or worshipped in a minor way; clerics lose 5<sup>th</sup> to 9<sup>th</sup> level spells.
  - 2.2.5. In any other location; clerics lose access to 4<sup>th</sup> level and above.
- 2.3. Clerics have access to all domains, including the *Death Domain* from the DMG.

### 3. Paladin

- 3.1. Paladins have access to all domains, including the *Oathbreaker* from the DMG.

### 4. Ranger

Rangers in Tir Avalon are modified to try and capture the mystique of the class, lost in 5e. TA's are more in line with fictional and old school rangers.

- 4.1. Rangers now have a new archetype called a "*Crown's Ranger*". This sub class is based on the characters and order from the "*Ranger's Apprentice*" series of books (and all the related books to it as well). I recommend the read if you have not already. Check Appendix – C below for more details.
- 4.2. Beast Masters have been modified as such:
  - 4.2.1. Beast Masters do not sacrifice an attack to command a companion<sup>8</sup>
  - 4.2.2. Animal companions are slightly more intelligent than normal relatives of theirs. As a result, roll 4d6, reroll any one, and keep the highest three:
    - 4.2.2.1. If the roll is HIGHER than the normal Intelligence of the animal, then half the difference, and add that to the animal's score

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<sup>8</sup> The example in the PHB cites telling it where to go, and then to attack (using your action). This is ludicrous. Trained animals are trained with simple easy commands to allow for that kind of specific targeting quickly, and in a way easy for the animal to understand; look at sheep dog trials one day, or police dogs. So, it is assumed that you have a system worked out with your animals, through your bonding with the animal, or a shortcut to instructions to allow you to tell the dog to attack or whatever command succinctly.



- 4.2.2.2. EXAMPLE: Your ranger has an Int 10 animal, the player rolls and ends up with a score of 14. Half the difference is 2, so the animal now has an Int score of 12.
- 4.3. Beast Masters now get their first animal companion at 1<sup>st</sup> level, not 3<sup>rd</sup>, but if the ranger decides to change paths, the companions leave, unless the new path includes them, then they will remain.
- 4.3.1. The ranger gets NO benefit from the companion, that comes from training together and working together. As the Beast Master levels, they gain access to the benefits of the companion as such:
- 4.3.1.1. 1<sup>st</sup> level
- 4.3.1.1.1. No bonus'
- 4.3.1.1.2. The companion is NOT under the control of the player and will be directed by the GM during encounters.
- 4.3.1.2. 2<sup>nd</sup> level
- 4.3.1.2.1. Companion gains +1 bonus to the animal's AC, attack rolls, and damage rolls, as well as to any saving throws and skills it is proficient in.
- 4.3.1.2.2. The companion is NOT under the control of the player and will be directed by the GM during combat encounters, but is under the control of the player in other situations.
- 4.3.1.3. 3<sup>rd</sup> level
- 4.3.1.3.1. The Ranger now has completely bonded with the animal, and is under the control of the player in all situation.
- 4.3.1.3.2. All benefits are also conveyed.
- 4.3.1.4. 5<sup>th</sup> level
- 4.3.1.4.1. The Beast Master can have up to 3 (three) animals as companions at any time, so long as the TOTAL of all the animals is no greater than ¼ CR.
- 4.3.1.5. 13<sup>th</sup> level
- 4.3.1.5.1. The beast master now can have up to 5 (five) animals, whose TOTAL CR does not exceed ½ CR.
- 4.3.1.6. 20<sup>th</sup> level
- 4.3.1.6.1. The Beast Master now can have up to 5 (five) animals, whose TOTAL CR does not exceed 1 CR.

## 5. Sorcerer

- 5.1. Sorcerers are able to replace spells during a long rest rather than at every level
- 5.2. As a result, Sorcerers must keep and maintain a spell book

## 6. Warlock

- 6.1. Warlocks are able to replace spells during a long rest rather than at every level
- 6.2. As a result, Sorcerers must keep and maintain a spell book

## 7. Wizard

Wizards are made more logical, which ironically, I don't feel they are RAW.

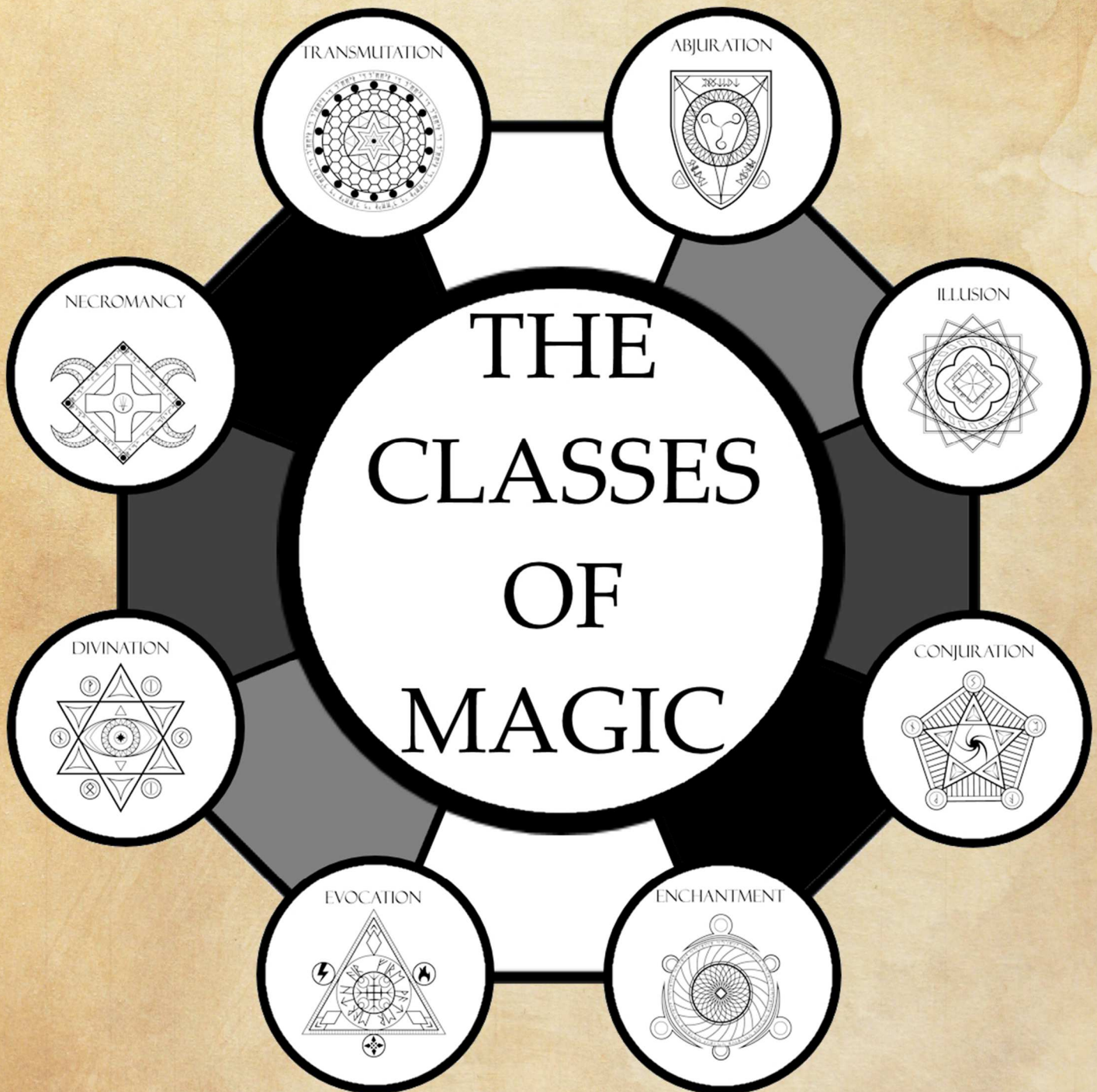
- 7.1. Wizards must declare their Arcane Tradition at 1<sup>st</sup> (first) level.
- 7.2. When chosen, the wizard gains the benefit of the "Savant" option of the school.
- 7.3. When chosen, the wizard gains the benefit of the 2<sup>nd</sup> level feature of the school of magic:
- 7.3.1. Abjurers gain the *Arcane Wind* feature for example
- 7.4. All other features of the school occur as per the default description



## New Subclasses

### 1. Specialist Wizard

Specialist wizard is the same as a normal wizard, only they gain a bonus to damage or effect when casting spells of their speciality, however to gain this, they are incapable of learning a spell from an opposite spell sphere, in accordance to the image right:



Specialist Evoker for example, could not learn abjuration magic. An enchanter empowers or engages something adding without changing, where the Transmuter changes something from one thing or item, into another thing or item.



Specialist wizards have the following benefits and restrictions.

- 1.1. If they cast a spell from their school, they add one to each die of damage rolled.
- 1.2. Your save DC is increased by 2 for spells you cast of your school.
- 1.3. Your save DC vs magic of your opposite school is at a -2 penalty to the roll.
- 1.4. You take one extra point of damage per die from magic of the opposite school.
- 1.5. You must have ONE cantrip in your spell book, of your school.
  - 1.5.1. If there are none of your school, then you may pick another cantrip, and convert its damage type to your own and your school.
  - 1.5.2. You may NOT convert a spell from the opposite school to your own.

## 2. Elementalist Wizard

An Elementalist wizard is a type of specialist wizard following all the standard rules (above), however instead of schools of magic, the elements of nature are the factor. They are unable to cast magic from the opposite element. Fire mages cannot cast water spells, and air mages cannot cast from the earth spells.

- 2.1. All specialist wizard rules above apply to an elementalist, but instead of school of magic, it is the element instead.
- 2.2. They can learn one extra spell of any level; but it must be of their elemental spell.
- 2.3. Genasi elementalists add one effective caster level for spells of their natural element.
- 2.4. Genasi can also NOT be an elementalist of an element inverse to their nature.

The main elements with their opposites are:





## Backgrounds

The normal rules apply for sources of backgrounds as for race and class. The basic guidelines are that it should come from any WotC published product. UA / HB classes **MAY** be available upon request and review. The following are only those backgrounds that require clarification, or modification.

### 1. Criminal

1.1. When this background asks to set a speciality, they come with a skill modifier:

SPECIALITY	BENEFIT	SPECIALITY	BENEFIT
<b>Blackmailer</b>	Investigation +1	<b>Highway Robber</b>	Persuasion +1
<b>Burglar</b>	Acrobatics or Athletics +1	<b>Hired Killer</b>	Stealth +1
<b>Enforcer</b>	Intimidation +1	<b>Pickpocket</b>	Sleight of Hand +1
<b>Fence</b>	Insight +1	<b>Smuggler</b>	Deception +1

### 2. Entertainer

- 2.1. Gladiators as arena style gladiators are only found in some location, when looking at this option, talk with the GM to work with your character to make it work thematically.
- 2.2. Entertainers may also choose any 2 (two) of the following proficiencies (depending upon the style of entertainer, and what your character did):
- 2.2.1. Acrobatics
  - 2.2.2. Performance
  - 2.2.3. Persuasion
  - 2.2.4. Intuition

### 3. Soldier

3.1. When this background asks to set a speciality, they come with a skill modifier:

SPECIALITY	BENEFIT	SPECIALITY	BENEFIT
<b>Officer</b>	Insight +1	<b>Healer</b>	Medicine +1
<b>Scout</b>	Stealth +1	<b>Quartermaster</b>	Perception +1
<b>Infantry</b>	Survival +1	<b>Standard Bearer</b>	Performance +1
<b>Cavalry</b>	Animal Handling +1	<b>Support Staff</b>	Survival +1

### 4. Faction Agent (SCAG)

4.1. Factions in Tir Avalon are being developed as of version 2.1 of this document. If you decide to use this, we will make up the faction as we go, and it will become canon.

### 5. Far Traveller (SCAG)

5.1. As per the Faction Agent above, work with the GM to determine where you come from. Any new details will become canon for the world.

### 6. Knight of the Order (SCAG)

6.1. Knightly orders are the same as the Faction Agent and Far Traveller backgrounds. Knightly orders will be developed with the player and become canon.



## 7. Mercenary Veteran

7.1. Mercenary companies at this time also fall into the same area as the above three backgrounds; work with the GM to make the mercenary companies.

## 8. Uthgardt Tribe Member

8.1. At this time, it is not available. The Tir Avalon campaign guide will have details on the various tribes of "barbarians" available in the world.

## 9. Waterdhavian Noble

9.1. This is renamed to High Noble and they can come from any CAPITOL city from any land.

## Approved UA / HB Backgrounds

### SAVAGE LAND

From the moment of your birth, the Savage Land wanted you dead. Monsters and beasts lurked at the village's edge, eager to devour you like a delicious meat snack. The land conjured up blizzards, floods, drought, and tempests to flatten, drown, and otherwise destroy you and your folk.

For all its murderous intent, however, you give thanks to your homeland. As the harshest place in the world, it taught you to survive. It forced you to grow strong. You have learned the value of helping others and enduring together, even if it meant sharing the last of your food.

**Skill Proficiencies:** Nature, Survival

**Tool Proficiencies:** One set of artisan's tools

**Languages:** One of your choice

**Equipment:** A knife, a talisman or token of strength from your clan, tinderbox, a set of traveller's clothes, and a belt pouch containing 10gp.

### Feature: Hunter's Instinct

When you travel in the wilderness, you sense when someone—or something—has caught your trail or scent. Although you lack the details, you instinctively recognize when your pursuers are within an hour or less of your position and from which direction they approach.

### Suggested Characteristics

The people of the Savage Land retain a mystical link to their homeland, even when they travel beyond its borders. Infused with a love of danger, they often show bravery and fierce determination no matter the odds. At the same time, they understand that—sooner rather than later—the spirit of the homeland will hunt them and kill them.

### d4 Personality Trait

- 1 I do not seek death, but I do not flee its embrace.
- 2 I dislike spending time in civilization; it weakens me and dampens my instincts. Possessions and wealth are temptations luring you to an unmarked grave.
- 3 Life tastes sweetest when something tries to kill me.
- 4

### d4 Ideal

- 1 Might. Only the strongest deserve to live. (Evil)
- 2 Wanderlust. I go where I want to, when I want to. (Chaotic)
- 3 The Land. The spirit of the land guides my actions, even as it tests me. (Neutral)
- 4 Hunter. When I see my prey, it's as good as dead. (Neutral)

### d4 Bond

- 1 My family, by choice or by blood, are all I have left. I will not fail them.
- 2 The thrill of danger is more addictive than any civilized vice.
- 3 My clan banished me, and now I must earn my way back.
- 4 I collect songs, stories, and folklore to bring back to my people.

### d4 Flaw

- 1 I live every day as if it were my last, and to hell with the consequences!
- 2 My kindness to strangers makes me an easy mark.
- 3 My entire village perished thanks to my cowardice.
- 4 I dislike trusting gods or their priests.



## BODYGUARD

Whether you hide in the shadows and watch those whom you protect, or boldly be at their side as their shield, clashing against those who would do them harm, you have devoted your life to servitude for the individuals who you have deemed in need of protection. And in service, you would gladly lay down your life for theirs.

**Skill Proficiencies:** Perception and Insight, or Investigation and Survival

**Tools:** Musical Instrument, Gaming set of your choice

**Languages:** You are equipped with knowledge to better help you communicate with your companion. You know the language of their native land.

**Equipment:** 2 hand crossbows or 1 heavy crossbow, leather armour, thieves' tools, a hooded cloak, a set of common clothes, and a belt pouch with 15 gold.

**Feature:** Stalwart Guardian

You may elect to place yourself in the path of danger in order to protect your charge. Any time that you are within 5 feet of your charge, and your charge suffers an attack, you may switch places with your charge and receive the attack in their place. You must declare this before the attack roll is made.

### Suggested Characteristics

There are many reasons as to why you may be guarding someone. It could be that you and your family are in the service of a powerful individual, or that you owe a friend a life debt after they rescued you from some perilous encounter. You may be friends with the ones you protect: You may not. But in any case, your loyalties are unwavering, and your courage speaks for itself.

### Personality Trait (d8)

1. I am overly cautious of all food and drink that either my companion or I consume
2. I find it hard to leave my designated companion to themselves.
3. I try to take the safest routes through cities, roads, or passes: I am not a fan of dark alley shortcuts.
4. If my companion's legs were weary in the Nine Hells, I would carry them every step of the way.

5. Even though I am constantly by my companion's side, I cannot help but feel alone sometimes.
6. I often try to make situations sound better than they are to make my companion feel more comfortable.
7. I may be a stick in the mud while I am sober, but I am wilder than an owlbear when I am intoxicated.
8. I form attachments to those I care about, and often find myself going above and beyond to make them happy.

### Ideal (d6)

1. Guardian: I dedicate my life to defending those who cannot defend themselves (Good)
2. Indifferent: I do not have personal connections with my charge. They are merely part of the job. (Neutral)
3. Determined: I will protect those who I must... by any means necessary. (Chaotic)
4. Underhanded: I will learn what the weaknesses of my companion are so that I may take them down in the long run. (Evil)
5. Resolute: I follow the law laid down for me to protect those whom I am ordered to. (Lawful)
6. Flexible: I take into account my past experiences to help prepare for the future endeavours.

### Bond

1. I have a home I love somewhere, though I may not often see it.
2. I am part of an order dedicated to protecting those in need.
3. The one who I look after saved me from something horrible once: I owe them everything.
4. I have other friends in this business who don't perform their duties exactly how I do.



## Flaw

1. I have lost companions before. I now detach myself from my new companions to prevent that same heartache from returning.
2. I am often times forgetful, and find this is much to my companion's dismay.
3. Due to my experience and law, I am very stubborn in my ways. It is very nearly impossible to sway my opinions on how things should be handled.
4. Trust is a rare commodity in my line of work. As such, it is not something I often give to others.
5. My companion and I don't get along in the slightest. It makes it quite difficult to want to look after them.
6. Although I am sworn to protect my companion first and foremost, I will abandon them in the face of certain death. No pay is worth the trouble.

## STUDENT OF MAGIC

You were identified as a potential magic user at a very young age and were taken in as an apprentice. You were taken from your home to be trained either by the Master who found you, or were enrolled in a school for magic users. You seldom to never see your biological family, and were raised and educated surrounded by the trappings of magic. Now, you have set out into the greater world, seeking to use what you have learned. Who taught you, and how do you feel about them? Are you still in contact with your Master(s) or fellow students? What led you from being a student to a life of adventure? Did you graduate? Get Expelled? Or are you still a student, and adventuring is just another assignment?

**Skill Proficiencies:** Arcana and either History or Religion

**Tool Proficiencies:** Potion maker's Lab

**Languages:** one of your choice, including Exotic languages

**Equipment:** A bottle of black ink, a quill, 3 rolls of blank parchment, Potion maker's Lab, 1d4 Books (about Arcana), a letter from your Master, a set of apprentice robes, and a belt pouch containing 20gp

## Feature: The Master's Name

You were formally trained in Magic, and the name of those that trained you can open doors. You can usually gain an audience with another magic user, simply by dropping the name of your Master or School. Furthermore, you can usually find a place to stay among scholars or magic users, unless you show yourself to be a danger to them. You may also have access to resources from those who taught you, whether that is access to your school's libraries and facilities, or simply the ability to correspond with your Master and ask him or her for advice.

Alternatively, instead of a master, you may select a school. Specifically; it will be a prestige level of school, that is very hard to get into.

## Suggested Characteristics

A student of magic is largely defined by their apprenticeship and training. They have spent most of their life surrounded by magic, and in the presence of more experienced magic users. Magic is central to this person's life, whether it be merely a means to another goal, or mastering magic is the goal itself.

## Personality Trait

1. I tend to talk about magic as if everyone understands it, and cannot comprehend the ignorance of those who do not.
2. I consider my Master to have been a font of wisdom, and have a quote from him for almost every situation
3. My Master taught me the value of secrets, I keep them very well and have a few of my own.
4. I have a grand magical theory that I can't wait to tell other people about
5. I am seldom seen without my nose stuck firmly in a book or scroll
6. When exposed to some new piece of magic, I can't help but try to figure out what it does and how it works
7. I am extremely proud of the school I attended, and will boast of it often
8. I have no patience for ridiculous superstitions about magic.

## Ideal

1. Magic For Magic's Sake I seek to study and improve Magic, simply for the betterment of Magic (Neutral)



2. Greater Good Magic should be used to protect and improve the lives of the common people (Good)
3. Power Through my Power, I will conquer and gain victory (Evil)
4. Tradition I will uphold the standards of Magic that were taught to me by my Master (Lawful)
5. Independence I have cast off the shackles of my tutelage and will seek my own path (Chaotic)
6. Spirit I will make my Master proud (Any)

#### Bond

1. I often think of the family I left behind when I became an apprentice, I would like to find them some day.
2. I had a romantic relationship with a fellow student, I still love them.
3. I am utterly loyal to my Master, everything else comes second.

4. I am hunting the one who is responsible for the end of my apprenticeship.
5. I had a rival all throughout my training, we still compete.
6. I idolize a historical magic user, and measure my accomplishments against theirs

#### Flaw

1. People who are superstitious about Magic are idiots, and not worth my time.
2. I look down on anyone who was not properly trained in the Magic they wield.
3. If my Master calls me, I'll abandon what I'm doing to go to him.
4. I can get so distracted by the mystery and wonder of magic, that I can forget I'm supposed to be fighting that other Wizard
5. A scandal prevents me from returning to my place of education, I'm trying to stay ahead of the rumours.
6. I believe that the world would be better off if Magic-users ran everything





## ADVENTURER

Adventuring is nothing new to you. Due to the circumstances of how you were raised, you have been involved with wandering heroes for most of your life. Maybe you were part of an adventuring band previously, but split with them after a disagreement or tragedy. Or, perhaps you worked around heroes in a lesser role for most of your young life, and you are now ready to graduate to the front lines.

**Skill Proficiencies:** Athletics, Survival

**Tool Proficiencies:** Choose one from herbalism kit, navigator's tools, or thieves' tools

**Languages:** One of your choice

**Equipment:** 50 feet of rope, a small knife, a common monster part (such as an orc tusk or kobold claw) engraved with the name of a fellow adventurer, a set of traveller's clothes, and a belt pouch containing 10gp.

### Adventuring Origin

You have been part of the adventuring life since a very young age. Choose your history, or roll on the table below.

#### Origin

1. My parents are famous adventurers who trained me to follow in their footsteps.
2. I was an apprentice at an adventurer's guild.
3. A group of adventurers found me when I was a lost, abandoned child and they raised me as their own.
4. I was trained to be a professional monster hunter.
5. An adventuring party saved my life, so I swore my loyalty to them and followed them as a servant.
6. I set out in search of adventure when I was a bright-eyed, optimistic youngster and never looked back.

### Feature: Guild Membership

You are an established and respected member of an adventurer's guild, allowing you to rely on certain benefits that membership provides. If you are in a town with a headquarters for your adventurer's guild and you are in good standing with the guild, you will

be allowed to look at the job postings and find adventuring work to earn money.

Guilds often wield tremendous political power. If you are accused of a crime, your guild will support you if a good case can be made for your innocence or the crime is justifiable. You can also gain access to powerful political figures through the guild, if you are a member in good standing. Such connections might require the donation of money or magic items to the guild's coffers.

You must pay dues of 5gp per month to the guild. If you miss payments, you must make up back dues to remain in the guild's good graces.

### Alternate Feature: Local Hero

Thanks to actions of you or your former adventuring party in the past, you are considered a local hero in a certain town, city, or region. While in this settlement, the locals will be willing to support you and your friends at a modest lifestyle, unless you have shown yourself to be a danger to them. They will help you in reasonable ways, but will not risk their lives for you.

### Suggested Characteristics

Adventurers are well adjusted to life on the road. They are often comfortable doing dangerous things, such as dungeoneering and fighting. They can stay level-headed in the face of danger, but may not be well adjusted to other parts of life.

#### Personality Trait

1. I can't bring myself to ignore a cry for help.
2. I hold onto every mildly interesting item I find, in case it comes in handy someday.
3. After all the strange things I've seen in my travels, nothing can surprise me.
4. I spit and laugh in the face of danger.
5. Giving up is never an option for me.
6. I feel more at home in monster-infested dungeons than in civilized society.
7. I fill silence with wacky stories about my past misadventures, which may or may not be exaggerated.
8. My sense of humour is as dark and grim as the dungeons I explore.



## Ideal

1. Adventure. All I want is to travel the world and see amazing things. (Any)
2. Heroism. I am dedicated to helping people in need. (Good)
3. Order. I use my power to save the world from the forces of chaos and create a better one in its place. (Lawful)
4. Excitement. An ordinary life is boring; I'd rather travel around and find trouble. (Chaotic)
5. Power. The more powerful enemies I defeat, the stronger I become. (Neutral)
6. 6 Legacy. I want to go down in history as a brave, powerful hero. (Any)

## Bond

1. I have sworn to hunt down the monster or villain who killed my former adventuring party.
2. My adventuring party means the world to me.
3. I carry with me a strange artifact that I found in a dungeon, but I don't know what it's for.
4. I adventure in order to bring honour (or money) to my family.
5. There is a faraway place I've always wanted to visit, and I won't stop until I make it there.
6. All I want is to make the ones who trained me in the way of adventuring proud.

## Flaw

1. I default to solving problems with violence even when it's unwise or immoral.
2. I expect to be lavished with praise and attention whenever I do my job, and I become irate when no one acknowledges my heroism.
3. I could never trust a member of the evil races.
4. Waiting around makes me antsy. I'd rather do something stupid than do nothing at all.
5. My habit of looting dungeons makes me swipe things I shouldn't.
6. A monstrous enemy I faced in the past still leaves me quivering with fear.

## BARKEEP

Sometimes you want to go where everybody knows your name and they're always glad you came. As a barkeep, you're a charismatic fellow that knows how to deal with people. Whether you're the life of the party or simply an ear for someone who needs advice,

people from all walks of life are drawn to your trustworthy nature.

**Skill Proficiencies:** Insight, Persuasion

**Tool Proficiencies:** Brewer's supplies

**Languages:** One of your choice

**Equipment:** Common clothes, brewer's supplies, and a belt pouch containing 15gp.

**Feature: Social Lubricant**

You have no trouble finding and getting into places that serve drinks. While drinking in a social establishment, strangers take a liking to you and feel comfortable enough to share gossip.

**Suggested Characteristics**

A barkeep's demeanour ranges from jovial to downright rude. Regardless, all barkeepers know how to take care of business — they break up fights, kick out drunk patrons, and offer honest counsel to people down on their luck.

**Personality Trait**

1. I am always looking for a good time with good company.
2. I earnestly enjoy offering advice.
3. Even in a social atmosphere, I always feel alone.
4. I live vicariously through the people I meet and the stories I hear.
5. I'm everyone's outlet but sometimes I just want to punch them in their thoughtless faces.
6. If you're looking for a fight, I'll give you one.
7. I know how to calm down people just as much as I know how to rile them up.
8. It's not all fun and games. Business needs to run smoothly, whatever that might be.

## Ideal

1. Cheer. Spreading joy is my passion. (Good)
2. Guidance. It's our duty to help others. (Lawful)
3. Legacy. We have only one chance to write our story. Do what you will and make it count. (Chaotic)
4. Manipulation. Drunk people are the most vulnerable and can easily be taken advantage of. (Evil)



5. People. It's always good to meet and connect with new people. (Any)
6. Honesty. If I call you an asshole, it means I like you. (Any)

#### **Bond**

1. My tavern means everything to me. It brings back important memories from my past.
2. Brewing is my craft. My art brings people together.
3. The regular patrons of my tavern are like family to me.
4. I want to be successful. Whatever it takes.
5. Alcohol is all I need, and sometimes all I want.
6. I've met so many people while staying in the same place. I need my own story to tell.

#### **Flaw**

1. I can always go for another round. The gutter is my second home.
2. I judge people that don't drink to be antisocial and untrustworthy.
3. Party animals and depressed people make me feel bitter about my life.
4. Whenever life gets hard, I drink my problems away.
5. I need to know everyone's story.
6. I curse more than a fucking sailor.

### **CARTOGRAPHER**

Governments, rebel groups, and merchant empires – all need maps to exert control and influence. You bring order to uncharted lands by transcribing their details with quill and parchment, thus offering creating a measure of power where there once was none. Perhaps you are drawn by the unfound, or you simply seek to bring order from chaos. Whatever your aims, a cartographer is an agent of discovery and control.

**Skill Proficiencies:** Investigation, Perception

**Tool Proficiencies:** Cartographer's tools

**Languages:** One of your choice

**Equipment:** A set of traveller's clothes, cartographer's tools, a scrap of a map to a place you have never been, and a coin purse containing 10gp.

### **Feature: Surveyor's Eye**

You have an excellent memory for maps and geography, and you can always recall the general layout of terrain, settlements, and other features around you. In addition, your eye can immediately determine with great accuracy a question of quantity, distance, or rate in your immediate environment.

### **Suggested Characteristics**

Cartographers are defined by their life of travel and discovery.

### **Personality Trait**

1. I don't feel that I've truly understood something until I make a record of it.
2. I take great artistic pride in my work, often times preferring style and beauty over substance.
3. I'm driven by a wanderlust that led me away from my native land.
4. I am very passionate about my work - I once stabbed a man over an argument about proper map projection.
5. I've gained much perspective from my travels in faraway lands, and sometimes my native culture scarcely feels like home.
6. I like thorough definitions, sure things, and exacting clarity.
7. I'm not lost - I am exploring.
8. Discovery and the use of resources for my people is of higher concern than people or creatures native to that land.

### **Ideal**

1. Awe. The wide world holds many incredible and beautiful places, and I'm happy to share these places with others. (Good)
2. Adventure. I am driven to discovery by a desire for new experience and excitement. (Chaos)
3. Greed. With discovery comes resources, and I stand to gain more than anybody. (Evil)
4. Civilization. Civilization and innovation propels us forward, and barbarism only holds us back. (Lawful)
5. Excellence. In all things, I take a certain pride in a job well done and mastery of one's work. (Any)



6. Truth. Things must be represented the way they truly are, with no room for embellishment or obfuscation. (Neutral)

#### Bond

1. My entire life has been spent looking for a place now lost to antiquity.
2. I once completed a set of maps which I will never give to the client who commissioned them.
3. I have a special love for the lands which I have surveyed, and I would fight for their preservation.
4. I am an established and respected member of my guild, and I value the esteem of my peers very highly.
5. I am obsessed with finding a new passage through the mountains or seas, and I have a few ideas about how to do it.
6. The marking of one location is absent from every map I make, because no one must learn of that place's true whereabouts.

#### Flaw

1. I tend to look at the bigger picture, and often overlook the small details.
2. I am easily distracted by the promise of information.
3. I am much more concerned with my legacy and prestige than the accuracy or quality of my work.
4. If I don't deem something important, I ignore it entirely.
5. I can't seem to put down roots, and I get anxious about being in one place for long.
6. I look down on people who have never travelled more than a few miles from where they were born.

#### CULTIST

Once, perhaps not too long ago, you served alongside your fellow neophytes. You worshiped a dark creature or eldritch god, performed sacraments, and adorned yourself with the suitable tattoos or ceremonial scars. You basked in this dark glory with your fellows, feeling the clarity of purpose that comes with service to a higher power.

You may still serve your cult, or you left them behind in your search for other things. In either case, you have been marked by your connection to dark cults.

**Skill Proficiencies:** Deception, Religion

**Tool Proficiencies:** Poisoner's kit

**Languages:** One of your choice

**Equipment:** Lightly tattered robes, a symbol of devotion, a blasphemous holy text, a curved ritual dagger, a poisoner's kit, and a small pouch containing 5gp.

#### Change Of Heart

Many adventurers used to be cultists, leaving behind that life in search of new or different things. Work with your DM to determine what caused you to break from your cult, or roll on the table below.

#### Change of Heart

1. I witnessed a particularly gruesome rite and ran for my life.
2. I botched a ritual which slaughtered other members of my circle. Only I survived.
3. I asked the wrong kind of questions. The others planned to sacrifice me, but I escaped.
4. Adventurers hunted down my brethren, and only I was able to escape.
5. The other cultists disappeared through a portal to a land of unspeakable horrors. Terrified, I stayed behind.
6. The others took their own lives to ascend. I could not.
7. I no longer believed in what we were doing. It seemed wrong, somehow.
8. A friend or family member rescued me, taking me away by force.

#### Feature: Secret Signs

You know the secret symbology of your cult, which is used by members to identify themselves to fellow adherents. Some influential persons or townsfolk may be members of your cult, and with a subtle gesture or hand sign you can discern who follows the ways of your dark patron.

Cloisters of your cult may be hidden in different towns. These signs can identify such cloisters, and if they are still active the adherents there may feel obliged to provide you and your companions with food and lodging.



## Suggested Characteristics

A cult washes away doubt and instills faith; this simple fact reverberates all throughout a cultist's life. Even if a cultist has forsworn their service, they are still deeply affected by their old life.

### Personality Trait

1. Everything is a sign of coming doom. Every. Single. Thing.
2. The world outside is so exciting! Now I can do everything the dark lord forbid, like drinking wine, or wearing shoes!
3. If I'm not stopped, I will openly reminisce about my old days in the cult all day long.
4. I can't help but check my cult's holy scriptures for advice about any given situation.
5. It's no big deal, it's not the end of the world. That's not for another five years, three months, ten days, twelve hours...
6. I'll happily inform those I meet of the many ways in which they are being heretical.
7. I hate my cult for what they made me do and what they made me become.
8. The dark lord used to order us to do everything, and it's a little hard for me to live without that structure.

### Ideal

1. Loyalty. One must commit themselves to their beliefs unwaveringly. (Lawful)
2. Redemption. I believe that evil deeds can be repented. I must believe. (Good)
3. Independence. I'll never be bound in servitude again. (Chaotic)
4. Power. My dark patron holds power, but I plan to be stronger than they'll ever be. (Evil)
5. Secrets. The lore of my cult is historically important, and I must preserve it. (Neutral)
6. Revision. My cult's holy book is wrong. I must learn about the outside world, and fix the book's errors. (Chaotic)

### Bond

1. I must discover the truth behind the entity I worshipped, even if it kills me.
2. I yearn to reconnect with the people from my life before the cult.

3. I must free other people from unwitting service to dark masters.
4. A monstrous, immortal guardian of the cult is hunting me. I pray it never finds its prey.
5. I sold my soul in service to dark powers, and now I seek to reclaim it.
6. The day of reckoning is coming, and my knowledge is the key to stopping it.

### Flaw

1. If ever had the chance, I'd definitely re-join my cult.
2. I'm a little too into blood sacrifice.
3. Knowledge is more important than sanity.
4. I'm often more interested in than frightened of abominable eldritch monsters.
5. I'm too willing to follow orders without thinking.
6. Murder was significantly less frowned upon by the cult than it is in the outside world.

## FARMER

You are the most vital citizen in any land, the producer and grower of food. From a young age you learned to care for the land and do chores until dusk. From these humble origins you venture out into the world.

**Skill Proficiencies:** Animal Handling, Nature

**Tool Proficiencies:** One musical instrument of your choice and vehicles (land)

**Equipment:** A set of common clothes, a token given to you by your family when you left home, and a small pouch containing 5gp.

### Simple Folk

Farmers of all types work across the land. Work with your DM to determine the type of land and work you specialized in, or roll on the table below.

D10	Farming Type
1	Grain
2	Rice
3	Vineyard
4	Cattle
5	Poultry

D10	Farming Type
6	Fruit
7	Vegetable
8	Horses
9	Sheep
10	Fisherman



## Feature: Farmer's Almanac

Thanks to a lifetime growing food, you are able to discern simple information for your companions. You can accurately predict the weather in your area for the next week. You know what food is worth, and you can haggle for a better price for produce.

Additionally, when looking for shelter in farmlands, common folk are always willing to host you so long as you offer aid around the property. Your hosts will not shelter you from the law if it would bring harm to themselves.

## Suggested Characteristics

Farmers are humble and hardy folk with simple values. They hold to a strong work ethic and emphasize communal ties.

### Personality Trait

1. The wisdom of my ancestors gives me a unique outlook on life.
2. As a child, I played hero. Now that I'm of age, I'm determined to become one.
3. Nothing is more important than a job well done.
4. I've never backed down from a barnyard brawl.
5. I may not be the best thinker, but there's a simple solution to everything.
6. I celebrate the little things in life because I don't know when the hard times will hit.
7. I couldn't wait to get out of my small life in the farmlands and into the broader world.
8. I'm hard to bore. There's always something I can do to improve myself.

### Ideal

1. Diligence. Don't put off to tomorrow work that can be done today. Laziness is a vice. (Lawful)
2. Preparation. Like the seasons, life changes frequently. Prepare for change and you'll come out on top. (Any)
3. Generous Pride. Watching another enjoy the fruits of your labour is one of life's luxuries. (Good)
4. Freedom. The landlord can't see everything that goes down in the stables. Enjoy life's little opportunities to let loose and have fun. (Chaotic)

5. Pecking Order. Every animal has a social hierarchy. I'm the strongest, so what I say goes. (Evil)
6. Fairness. Everyone helps around the farm from a young age, favourite child or not. All people must do their part. (Lawful)

### Bond

1. I set out to earn riches for my family so they don't have to live harvest to harvest.
2. I've worked the land, I love the land, and I will protect the land at any cost.
3. Bandits attacked and pillaged my hometown. I will destroy those bandits one day.
4. My landlord is kind to his people. I will pay back that kindness and make him proud to be my liege.
5. I was born in bondage but earned my freedom. I will become rich enough to free my family.
6. I am in love with a friend. I will do anything to protect their perfect smile.

### Flaw

1. I distrust and dislike new people. Most people just weren't raised right.
2. I only know country manners, and I don't know proper behaviour in civilized settings. I ain't no cosmopolitan!
3. I'm a gullible and naive country person. It's easy for people to con me.
4. I was born and raised a servant to my betters. I find it hard to stand up to authority figures.
5. I'm a bit too fond of alcohol, and I don't hold my liquor well.
6. I got a girl pregnant, and ran from the wedding – a decision I regret. I'm prone to simply running from difficult situations instead of dealing with them.



## SHAMAN

You live your life as a mediator, diviner, storyteller, healer, and psychopomp. Among your people you serve as a carrier of traditions and conduit of archaic wisdom. A shaman performs spiritual services for their community, paying obeisance to those spirits that will provide boons, and doing combat with spirits that would cause harm.

**Skill Proficiencies:** Choose two from Arcana, Nature, Medicine, and Religion

**Tool Proficiencies:** Herbalism kit, poisoner's kit

**Equipment:** Herbalism kit, poisoner's kit, two sacred ritual items, and a belt pouch containing 5gp.

### Simple Folk

As a Shaman, you have learned to revere all spirits, but your learning is typically characterised by one type.

D10	Spirit
1	Ancestral
2	Fey
3	Plant
4	Animal
5	Archtype

D10	Spirit
6	Elemental
7	Undead
8	Astral
9	Fiend
10	Celestial

### Feature: Parley with Spirits

Your knowledge of a variety of spirits increases your ability to interact with them. If confronted by any intelligent spirit (as listed above), you can invoke the ancient ways of communion between your kind and theirs. You make a great display of respect and tradition, and the entity is inclined to be more favourable to you and your party. Communing gives an opening: an intelligent spirit may give a chance to talk, a friendly spirit may be more helpful, and a hostile spirit may rethink a violent act.

### Suggested Characteristics

Shamanistic practices are employed to preserve social order and benefit individuals in your society.

#### Personality Trait

1. I am slow to trust people that are not members of my social group.
2. I am deeply reverent of the spiritual world - people and cities are not important in comparison.

3. The spirit world is a terrible and brutal place, and so am I.
4. I have faced oppression for my beliefs, and I am reticent to express them.
5. Tradition is the backbone of any society, and following it gives much benefit.
6. The spirits are in control of our fate and we only act out the part.
7. The spirits have taught me to be tolerant and understanding of all creatures.
8. Mortal life is less real and important than the world of the spirits.

#### Ideal

1. Tradition. The ancient traditions of my ancestors must be honoured and upheld. (Lawful)
2. Wild. Nature abhors a wall. (Chaotic)
3. Wisdom. The path to power and improvement is through the understanding of ancient wisdom. (Any)
4. Power. Communion with the spirits can offer the path toward power and domination. (Evil)
5. Balance. Both the mundane and spiritual world seek balance in all things. (Neutral)
6. Greater Good. It is my duty to use my abilities to help people and assist the ailing. (Good)

#### Bond

1. I must always protect my homeland and my people.
2. Protection of the spirits and the natural order is paramount.
3. I sold my soul for greater deeds and power. I hope to do great deeds and win it back.
4. My life is my devotion to my people and their traditions.
5. I have been searching my whole life for the answer to a certain question.
6. I have been entrusted with a powerful secret, and I must not let it fall into the wrong hands.

#### Flaw

1. I find it hard to take worldly matters seriously.
2. I only value the needs of my tribe and I do not care for other civilizations.
3. The spirits often interfere with my life and request things of me.



4. I am in awe of the spirits and am afraid to act against them.
5. I am flighty and prone to distraction.
6. I am deeply mistrustful of members of other faiths.



## SQUIRE

You are a squire to a knight, be it as footman, page or knightly squire. Your order places you in the hands of a knight of rank, to learn from to either be a knight, or work as some other part of the order where your skills are best suited.

You mix in the higher circles of the order, as well as having access to lords of the realm. Most squires come from noble families, and titles and rank are inherited. Some families with more than two sons, will send the third or more sons off to either join an order the family is associated with, or some other school. Often the youngest are sent off to a temple.

As a sure you are taught the basics of combat, as well as the courtly manners needed to be the best in your order that you can be. As such squires are taught the necessary skills required to perform their roles as squires.

While squires work for a knight in an order, many knights can be assigned too many to serve them and learn from them. When a squire has learned enough, they are often released to do what they want, but must answer any summons from the order. Some squires ask for it to go and put their skills to the test. Others are sent, as the squire you will have to determine if you are released or not, and if not, who and where your knight teacher.

Once you reach the point of having the skills to progress in the order, you are sent on a quest to prove yourself. Once done, you are granted the title "Knight Errant". You are now no longer a squire.

**Skill Proficiencies:** History, and either Persuasion or Perception.

**Tool Proficiencies:** Smith's Tools

**Languages:** None

**Equipment:** A chainmail shirt, a small shield and cap. A set of Smith's Tools, Order Insignia, a scroll of the order showing your completion of your training & 25gp.

## Feature: Boon of the Order

As a Squire, you are afforded a good deal of comfort much of the time, and most of your equipment is provided for you. As a result, when purchasing from the Order you only pay half price for the base swords and armour, and a slight reduction of cost for rare materials. (15%)

You may also request accommodation for you and your allies from a house of the Order, and it will be provided if possible, including meals and minor wound treatment. All for free, though donations are always welcome by the order, in actual valuables and cash, to doing some work for the order.

## Suggested Characteristics

A squire is above all things, usually very loyal to their knight trainer and lord. As such they have a very rule of law kind of people. Most squires are of the alignment of the order, however most are lawful as well, as rules save lives. Many are young and in awe of all the knights around them, but they soon come in to learn the rhythm of the Order and start to learn quickly.



### Personality Trait

1. I am quick to pick up new things, and tend to learn quite quickly.
2. I am very loyal to my Order, and especially my Teaching Knight.
3. I come from a Noble family, and being a Knight in the Order is a huge thing for me, and my family.
4. I take extra care when doing work for my Knight Teacher so that I learn as much as I can to help my order.
5. I do not take abuse lightly, in any form, and as a knight one day I me being able to better help people.
6. I will not accept any kind of slur against my Order, my Knight Teacher, or my family in that order.
7. While I am Noble born, my place is always in the Order, and I am happy for it to be that way.
8. I do my best to honour my Order, and especially my Teacher Knight, so that I do nothing to hurt the name of them both.

### Ideal

- 1 Respect. Respect is due to all, and I strive to show how respect can be gained, and given. (Neutral)
- 2 Responsibility. I am responsible for my actions, and if I err, then I believe I should be treated fairly. {Lawful}
- 3 Order is Family. I am part of an Order, and they are now my brothers and sisters, teachers and friends. (Good)
- 4 Power. Power is corruptible, but not Will Power if you are strong, be resolute. (Lawful).
- 5 The Code. The code of a Knight, the oath of the Order, these are things to live by.
- 6 Noble Obligation. It is my duty to protect those less fortunate than myself.

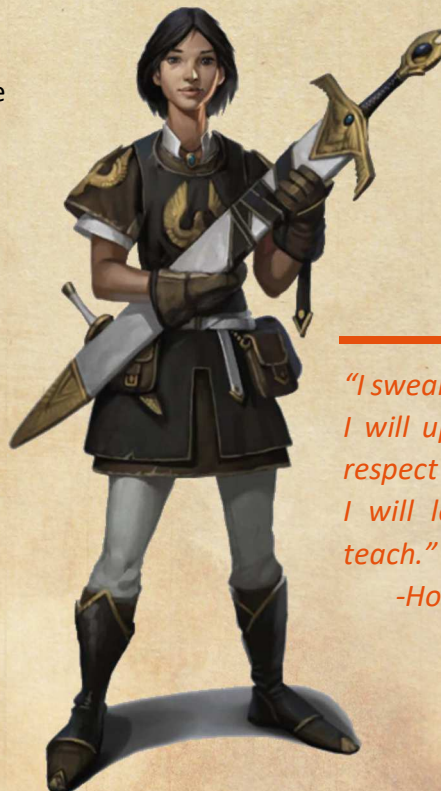
### Bond

- 1 I am totally loyal to my Knight Teacher, and always strive to aid them as often as I can.
- 2 The reputation of the Order is sacrosanct, and I am determined to never let my actions tarnish its name by my actions, or inactions.

- 3 Nothing is more important to me than the members of the Order.
- 4 I have a very close friend, who is in a Different Order, and while not hostile, neither side is happy about the friendship.
- 5 Once gained, my loyalty is almost impossible to break.
- 6 As a member of the Order, many people look up to me, and I try to honour that.

### Flaw

- 1 I run off to try and impress my Knight Teacher and Order, sometimes against common logic.
- 2 I have a secret, that could ruin me within the Order, and I do everything I can to prevent it being found out.
- 3 If I see someone giving me a look I don't like, I sometimes get headstrong.
- 4 While on official business, or any business I am professional, but I have a party side to me too, and I am always looking for company to share my bed.
- 5 The world would be a better place if someone took charge more, like the Order.
- 6 I joined the order against the wishes of my family, and they feel I bring them shame for joining, but I feel they bring me shame, so I often try to avoid talking of them.



*"I swear, as a Squire in the Order, I will uphold the traditions and respect expected of all members, I will learn, I will obey, I will teach."*

*-Horace, Squire of the Order.*



## Chapter 4 – CUSTOMIZATION

### Feats

The following feats are allowed in Tir Avalon, some are copied from various sources online, and some of my

#### Acrobatic

You are skilled at leaping, jumping and flying.

**Prerequisites:** Dex 13+, Acrobatics proficiency.

- Your Strength or Dexterity score (choose one) increases by +1.
- You gain expertise with the Acrobatics proficiency.
- You can stand from prone by only expending 5' of your total movement.
- Once per short rest you can gain advantage on any Dexterity based skill check.

#### Animal Affinity

You are skilled at working with animals and mounts.

**Prerequisite:** Animal Handling proficiency.

- You gain expertise with all Animal Handling skill checks.
- You can verbally command any of your beast companions or mounts to take the Attack, Dash, Disengage, Dodge, Help or Move as a free action during your turn. Your beast companion must be able to see or hear you in order to use this ability.

#### Athletic

You possess inherent physical prowess.

**Prerequisites:** Str and Con 13+, Athletics proficiency.

- You gain expertise with the Athletics skill.
- You can climb at your full movement rate instead of halved.
- You can perform a running long jump or running high jump after moving 5' instead of the usual 10'.
- Once per short rest you can gain advantage on any Strength or Constitution based skill check.

#### Extra Fighting Style

Your versatility training in combat allows you to gain an additional fighting style.

**Prerequisite:** Fighting Style class feature.

- You may choose an extra combat style from your class.

#### Improved Critical

Attacks made with your chosen weapon are quite deadly.

**Prerequisite:** Weapon Specialization.

- When using the weapon you selected for Weapon Specialization, your threat range is increased by +1.

#### Physician

You are a capable healer, able to mend wounds and treat ailments.

**Prerequisites:** Int or Wis 13+, Medicine proficiency.

own, as well as a few from online I modified to suit Tir Avalon.

- When you use a healer's kit and stabilize a dying target, they become conscious with 1d4 hit points.
- You can use a healer's kit to tend to a character's wounds. The character regains a recovery die, and this recovery die does not count against their daily total. A character may only benefit from this bonus recovery die once per long rest.
- Under your care, characters expending recovery dice during rest gain a bonus amount of additional hit points equal to your Intelligence or Wisdom modifier (choose one) for each recovery die they spend.

#### Spell Focus

Spells you cast of a particular school are more difficult to resist.

**Prerequisite:** Ability to cast spells.

- Choose a school of magic. You add half your proficiency bonus as an additional bonus to the DC of saving throws against spells from the school of magic you select.
- You gain advantage on all saves against that school of magic.

#### Adept Aviator

**Prerequisites:** a permanent flying speed

You have honed your ability to fly to the point of near perfection. You gain the following benefits:

- Your Dexterity score increases by 1.
- Your flying speed increases by 10 feet.
- While falling, you can make your rate of descent slow as you land, allowing you to land without taking any falling damage (as if you were under the effect of the feather fall spell).

#### Spell Mastery

You have mastered a small handful of spells, and can prepare these spells without referencing your spell books at all.

**Prerequisite:** 1st-level wizard.

- Your Intelligence score increases by +1.
- Each time you take this feat, choose a number of spells that you already know equal to your 3 + your Intelligence modifier. From that point on, you can prepare these spells without referring to a spell book.



### Unarmed Fighting

You are skilled at fighting while unarmed.

**Prerequisites:** Str and Con 15+

- Increase your Strength or Constitution score by +1.
- You gain proficiency with improvised weapons and unarmed strikes. Your unarmed strikes deal 1d4 damage (1d3 for small creatures and 1d6 for large). You are treated as armed when unarmed fighting.
- If you hit a target with an unarmed strike on your turn, as a bonus action you can make a grapple attack.

### Weapon Specialization

You are especially skilled with one type of weapon.

**Prerequisite:** Proficiency with selected weapon.

- Choose one weapon. You gain a +1 bonus on all attack rolls you make using the selected weapon.
- With your chosen weapon, you also gain a +2 bonus to damage rolls.
- Once per short rest you can gain advantage on an attack roll made with your chosen weapon.

### Whip Master

You have practiced extensively with a whip.

**Prerequisite:** Proficiency with whips.

- Increase your Dexterity score by 1, to a max. of 20.
- When you hit a creature with a whip on your turn, you can use a bonus action to attempt to Grapple, Trip or Disarm the target. If you do so, the attack does not cause any damage. Target makes a Strength saving throw DC 8 + your proficiency bonus + your STR or DEX modifier (the same one you used to make the attack roll).
- Alternatively, you can use your action to interact with objects within whip reach. E.g., you can pull small items to you, flip switches, hit buttons, grasp onto an object like a grappling hook. As a bonus action, you can release the object the whip is grasping.





## Chapter 5 – EQUIPMENT

### Equipment Sources

Apart from the equipment in the PHB, the following sources are also available, with some modifications.

1. Aurora's Whole Realms Catalogue
2. D&D 3/3.5 Arms and Equipment Guide
3. Online sources (UA / HB etc)
  - 3.1. D&D Wiki

### Exception List

The following list details those items that are NOT allowed in the game:

1. Any equipment on the D&D Wiki page that is
  - 1.1. required for a class that is not allowed in the game as per above.
  - 1.2. The mechanic's pack and equivalents
  - 1.3. Modern Weapons and equipment (guns, land mines and hand grenades etc.)
  - 1.4. The following specific items:
    - 1.4.1. Miner's Mate
    - 1.4.2. Parachute
    - 1.4.3. Personal Glider
    - 1.4.4. Saddle of Haste
    - 1.4.5. Smouldering Paste
    - 1.4.6. Alchemical Reagent Set
    - 1.4.7. ANYTHING in the following sections:
      - 1.4.7.1. Renaissance
      - 1.4.7.2. Modern
      - 1.4.7.3. Futuristic
      - 1.4.7.4. Clockwork Items (except where reasonable for an Artificer to build).

This list can be adjusted as it is required. If you are wondering about something, ask, we'll go from there.

### Starting Funds

When rolling a character, your level impacts your starting funds and equipment.

Instead of the equipment packs, you instead get starting funds. The following table shows the starting funds for the classes (grouped in tiers) by level. All values are in GOLD (gp).

This is calculated at a 50% PCPI (Player Character Price Indicator, which is a play on the CPI or Consumer Price Index). I have a spreadsheet with the full table, and I can adjust these values if it fits better.

TIER\LEVEL	1	2	3	6	7	8	11	12	13	16	17	18
1- Monk	20	30	45	152	228	342	1,153	1,730	2,595	8,758	13,137	19,705
2- Barbarian, Bard	80	120	180	608	911	1,367	4,613	6,920	10,380	35,032	52,547	78,821
3- Sorcerer	120	180	270	911	1,367	2,050	6,920	10,380	15,570	52,547	78,821	118,231
4- Artificer, Rogue, Warlock, Wizard	160	240	360	1,215	1,823	2,734	9,226	13,840	20,759	70,063	105,095	157,642
5- Bard, Cleric, Fighter, Ranger, Paladin	200	300	450	1,519	2,278	3,417	11,533	17,300	25,949	87,579	131,368	197,052



\* This does not include background funds, only the class starting funds. So; add any background items and money to your equipment.

## Purchasing Magic Items

### Character Creation

When rolling a character, if you have the gold, you may purchase magic items out of your funds.

The magic item rarity table in the DMG (pg. 135) outlines the values of magic items by rarity instead. It also includes the ranges for said tiers for levels and value. Using that, the value of an item is the min to max value for the range, and a % of that scale. I ignore the level requirements.

Example:

Rare items are between 501gp and 5,000gp. To get the value, I use Excel (though any spreadsheet program should work.) and the following formula:

=RANDBETWEEN(low value,high value)

If you would like an item, ask me, I will tell you the value.

### Post Character Creation

At times through the game sessions opportunities will come up to purchase magic items. Items are calculated on two factors:

1. The above formula for starting out, modified by;
2. The relationship between the seller and the buyer.
  - 2.1. The more they like you, the cheaper the cost when buying
  - 2.2. The more they like you, the higher your return for selling
  - 2.3. And the reverse as well....

## Magic Item Attuning

### General Attunement Rule

The ONLY time attunement is a requirement to use the full abilities of the item, unless it is intelligent. Your attunement is the only way to bond to an intelligent weapon. Other items don't need to be attuned.

### Magic Item Limits

You may have any number of magic items in your possession, with the exception of intelligent items, some of them will not tolerate other weapons than them being used.

However; you can only use a limited number of items at any given time. The following lists the total number of active items you can have on your character at once:

- 1 x Head wear (helmet, hat, glasses, goggles, masks, etc.)
- 1 x Necklace
- 1x Set clothing, robes or armour (not including shields, footwear or gloves)
- 1 x Set of boots
- 2 x rings (one per hand)
- 1 x Belt
- 1 x Cloak
- 1 x Bracers

You may wear more than one ring, but the other rings will not work at the same time.

It takes an action to switch rings.





## Crafting Materials

Tir Avalon makes use of special materials, and crafting. This allows for improvements in equipment, without massive cost, still SOME cost, but not magical enchantment levels. Though this is dependant upon the materials being used.

The following section discusses alternate materials for making equipment of differing types, and the information for each different alternate material.

### 1. Adamantine

This ultra-hard metal adds to the quality of a weapon or armour.

Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

Armour made from adamantine grants its wearer damage reduction of 1/- if it's light armour, 2/- if it's medium armour, and 3/- if it's heavy armour.

Adamantine is so costly that weapons and armour made from it are always of masterwork quality; the masterwork cost is included in the prices given below. Thus, adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, and the armour check penalty of adamantine armour is lessened by 1 compared to ordinary armour of its type. Items without metal parts cannot be made from adamantine. An arrow head could be made of adamantine, but a shaft could not.

Only weapons, armour, and shields normally made of metal can be fashioned from adamantine. Weapons, armour and shields normally made of steel that are made of adamantine have one-third more hit points than normal.

*Adamantine has 40 hit points per inch of thickness and hardness 20.*

EQUIPMENT TYPE	COST INCREASE	EQUIPMENT TYPE	COST INCREASE
Ammo	+60gp ea.	Light Armour	+5000gp ea. set
Weapons	+3000gp ea.	Medium Armour	+10000gp ea. set
Shield	+2000gp ea.	Heavy Armour	+15000gp ea. set

### 2. Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item and weighs only half as much as a normal wooden item of that type.

Items not normally made of wood or only partially of wood (such as a battle-axe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armour check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type.

To determine the price of a darkwood item, use the original weight but add 10gp per pound to the price of a masterwork version of that item.

*Darkwood has 10 hit points per inch of thickness and hardness 5.*



### 3. Iron, Cold

This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Also, any magical enhancements cost an additional 2,000gp.

Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not. A double weapon that has only half of it made of cold iron increases its cost by 50%.

Fey creatures need to make a DC14 Dexterity check or take 1d2 damage. Cold Iron weapons do +1 damage to Fey creatures.

*Cold iron has 30 hit points per inch of thickness and hardness 10.*

### 4. Mithral

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armour and is occasionally used for other items as well. Most mithral armours are one category lighter than normal for purposes of movement and other limitations. Heavy armours are treated as medium, and medium armours are treated as light, but light armours are still treated as light. Spell failure chances for armours and shields made from mithral are decreased by 10%, maximum Dexterity bonus is increased by 2, and armour check penalties are lessened by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armours fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

*Mithral has 30 hit points per inch of thickness and hardness 15.*

EQUIPMENT TYPE	COST INCREASE	EQUIPMENT TYPE	COST INCREASE
Ammo	+50gp ea.	Light Armour	+1000gp ea. set
Weapons	+3000gp ea.	Medium Armour	+40000gp ea. set
Shield	+1000gp ea.	Heavy Armour	+9000gp ea. set



## 5. Silver, Alchemical

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage). The alchemical silvering process can't be applied to non-metal items, and it doesn't work on rare metals such as adamantite, cold iron, and mithral.

*Alchemical silver has 10 hit points per inch of thickness and hardness 8.*

EQUIPMENT TYPE	COST INCREASE	EQUIPMENT TYPE	COST INCREASE
Ammo	+2gp ea.	Light Armour	
Weapons	+100gp ea.	Medium Armour	
Shield		Heavy Armour	

## 6. Baatorian Green Steel

Deep in the mines of the Nine Hells of Baator, veins of green-flecked iron run through the rock. This rare metal, when alloyed into steel, can be used to create weapons of amazing sharpness.

Any slashing or piercing weapon created with Baatorian green steel has a natural enhancement bonus of +1 to damage. This bonus does not stack with any other enhancement bonus. Thus, a green steel (+1 to damage) longsword with a +4 enhancement bonus effectively has a +4 enhancement bonus on both attacks and damage. In an area where magic does not function, it still retains its natural +1 enhancement bonus on damage.

A masterwork green steel slashing or piercing weapon would have a +1 bonus on both attack and damage rolls (from a combination of masterwork and the green steel). Though green steel is a common component of keen weapons produced in the Lower Planes, it grants no other special ability to such weapons. The market price modifier for such a weapon is +2,000gp.

*Baatorian green steel has a hardness of 12 and 30 hit points per inch of thickness.*

## 7. Gehennan Morghuth-Iron

This volcanic mineral is unique to the steep mountains of the Bleak Eternity of Gehenna, where it is occasionally mined by neutral evil fiends called yugoloths and other creatures on that forbidding plane. It forges poorly, making weapons that appear pocked and pitted and have a -1 attack and damage penalty. However, morghuth-iron is extremely toxic, rapidly poisoning the blood. A slashing or piercing weapon made of Gehennan morghuth-iron is naturally poisonous. The weapon delivers its poison (Fortitude save DC 12) with each successful attack. The initial damage is 1 point of temporary Dexterity; the secondary damage is 1d4 points of temporary Dexterity.

The market price modifier for a weapon made of morghuth-iron is +4,000gp.

*Gehennan Morghuth-Iron has a hardness of 9 and 20 hit points per inch of thickness.*

## 8. Solanian Truesteel

Mined on the fourth layer of the Seven Mounting Heavens of Celestia, this fine iron needs no alloy and shines with a silvery gleam.

When forged into a weapon, it gives the wielder a +1 bonus on the confirmation roll for a critical hit.

The market price modifier for such a weapon is +1,000 gp.

*Solanian truesteel has a hardness of 11 and 25 hit points per inch of thickness.*

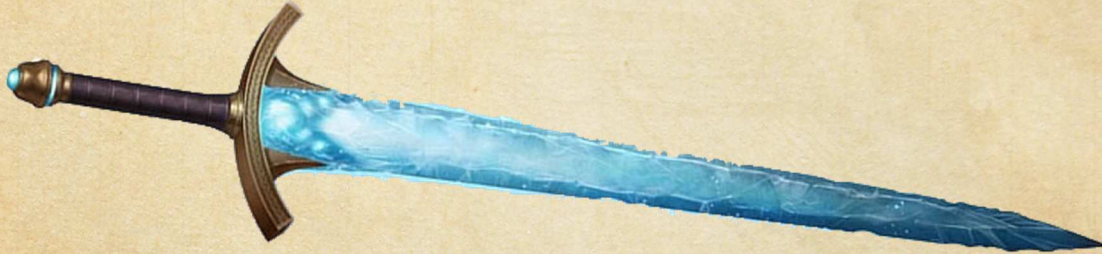


## 9. Hyperion Steel

Hyperion steel is an alloy from a secret recipe, when crafted the steel is very difficult to sharpen, but retains its edge once it is quenched for the final time, and once finally forged and tempered, the Hyperion steel is impervious to rust and decay, and cannot be dulled.

This is particularly prized amongst those that encounter or deal with Rust Monsters.

*Cost modifier for a Hyperion blade is +1000gp. It has a hardness of 11 and 30 hit points per inch of thickness.*



## 10. Umbrite

Umbrite is a dark, dense green metal of surprising hardness. While Umbrite is no match for the hardness of mithral or adamantite, it is stronger than steel and easily among the most durable metals known. Beyond its capable performance as a metal, Umbrite is remarkable for its light-absorbing qualities. Umbrite seemingly absorbs light at a slow rate, causing shadows around it to deepen considerably.

Umbrite forged items are immensely expensive. A forged Umbrite item weighing 1 pound or more retains much of its light-absorbing properties. While wielding any Umbrite item of 1 pound or more, the character gains a +3 circumstance bonus to all Hide checks. Shadows around them seem to be deeper and darker. This affects a 5-foot area around the wielder and does not extend to others. However, it must be fully unsheathed for the effect to work if a weapon, or some unexposed armour.

Cost is 300x the base value of the item.

*Hardness is 12, with 18 hp per inch of steel.*

## Craftsmanship

The quality of a weapon in the base game is that of a well forged but average quality. There are masters who can craft ... well better than that. These rules apply for the crafting of weapons or armour as appropriate.

### 1. Masterwork

The masterwork needs to be crafted by a mid-level or higher guild craftsman, or master armourer. It takes three times as long to finish the item, and five times the original cost, but it gives it a keener edge, granting a natural +1 bonus to attack, that does not stack with magical bonus.

When a masterwork suit of armour (metal only, not studded leather) it gains the following:

- DEX bonus limitations are raised by one for heavy suits of armour granting a +3 to AC if the DEX is high enough.
- Donning and Doffing the armour now takes 2 rounds less to complete.

### 2. Exceptional Masterwork

Exceptional Masterwork items have all the same benefits of a Masterwork item, with the following. The time for completion is 10 times the base, and 100 times the cost.

- Weapons gain +1 to damage, that does stack with magical bonus (resulting in a +2/+2 bonus to attack and damage).
- Armour now allows for a further +1 max DEX bonus (to +4)



## New & Modified Equipment

Here you will find any new, modified, or updated items.

### 1. Melee Weapons

#### 1.1. Longsword

- 1.1.1. Longswords are actually Arming Swords.
- 1.1.2. They are 1-handed, but you can add a second hand, however it only adds 1 to the damage of the sword.
- 1.1.3. They lose the two-handed property.

#### 1.2. Bastard Sword (*Versatile*)

- 1.2.1. This sword is more like a real Long Sword; however, I have updated it from 2<sup>nd</sup> and 3<sup>rd</sup> editions to 5<sup>th</sup>.

**Cost:** 25GP • **Damage:** 1H=1d8, 2H = 2d4 • **Weight:** 10lbs

#### 1.3. Broadsword

- 1.3.1. The broadsword is a basket hilted weapon with the following stats:

**Cost:** 15GP • **Damage:** 2d4 • **Weight:** 4lbs

#### 1.4. Flail

- 1.4.1. A flail is a weapon consisting of a striking head attached to a handle by a flexible rope, strap, or chain.

**Cost:** 15GP • **Damage:** 1d6 • **Weight:** 5lbs

#### 1.5. Harpoon (*Thrown (range 20/60)*)

- 1.5.1. A harpoon is a weapon used for hunting whales, with a large arrow like head to hook into flesh. If the target is hit with a critical hit with a harpoon, they must make a Dexterity saving throw, with the DC being the value of 8 + damage dealt to target. If they fail the roll, the harpoon is embedded in them, and they take 2d4 damage to remove it; unless a successful medicine check against that same DC is done.

**Cost:** 12GP • **Damage:** 2d4 • **Weight:** 4lbs

#### 1.6. Knife (*Finesse, light, thrown (range 20/60)*)

- 1.6.1. Where most daggers have two edges, this small knife is a single sided smaller edged weapon.
- 1.6.2. Folding knives are x3 cost.

**Cost:** 1GP • **Damage:** 1d3 • **Weight:** .5lbs

#### 1.7. Morning Star

- 1.7.1. The morning star is a medium length handle, usually one large piece with a round weight on the end, often covered in spikes.

**Cost:** 25GP • **Damage:** 2d4 • **Weight:** 10lbs

#### 1.8. Pick

- 1.8.1. The horseman's pick was a weapon of Middle Eastern origin used by cavalry during the Middle Ages in Europe and the Middle East. This was a type of war hammer that had a very long spike on the reverse of the hammer head.

**Cost:** 15GP • **Damage:** 1d6 • **Weight:** 3lbs

#### 1.9. Scimitar (*two-handed, reach*)

- 1.9.1. The scimitar is modified to increase the damage to 1d8.

**Cost:** 15GP • **Damage:** 1d8 • **Weight:** 4lbs



### 1.1. Trident *(two-handed, reach)*

- 1.1.1. 8' steel trident, used for fishing as well as combat, +1 to Nature when fishing.

**Cost:** 15GP • **Damage:** 1d8 • **Weight:** 4lbs

### 1.10. Sling Staff *(two-handed, ammunition, range 60/180)*

- 1.10.1. 5' Staff with sling attached to one end.

- 1.10.2. Can use different ammunition types.

**Cost:** 15GP • **Damage:** 1d8 • **Weight:** 4lbs

## 2. Ranged Weapons

Ranged weapons, especially the bow, in 5e are not represented accurately. Bows specifically are factored by draw weight in lbs, not in dexterity. Using a bow, and mastering a bow require strength, not agility. As a result, the following constitute the changes in ranged weapons.

Also, note that the bow's damage is if you hit with the bow itself, not ammunition fired from it. Check the next section for details on ammunition.

### 2.1. Bows in General

- 2.1.1. Bows are attack and damage rolls are calculated on strength NOT dexterity.

- 2.1.2. The draw weight of the bow determines its power, and the strength needed to fire it at its maximum.

- 2.1.2.1. If your strength is higher than the draw weight, you can use the bow's maximum strength modifier.

- 2.1.2.2. If your strength is lower, then you can only draw the bow to YOUR strength, and not its maximum, so your maximum bonus is lower than the bow can produce.

- 2.1.2.3. Shortbows do not have the same draw weight as a longbow.

- 2.1.2.4. Bows use a base 12 for a common draw weight bow.

- 2.1.2.5. Bows are costed by draw weight also. See table below for details.

### 2.2. Longbow

- 2.2.1. Longbows are calculated on strength, and the weight being tied to a poundage of draw weight

### 2.3. Composite Longbow

- 2.3.1. Composite longbows are a mix of materials, designed to aid power for distance, range increased by 10/20 for close, and long-distance shots respectively

### 2.4. Shortbow

- 2.4.1. Shortbows are not as powerful as longbows

### 2.5. Composite Shortbow

- 2.5.1. Composite shortbows are a mix of materials, designed to aid power for distance, range increased by 10/20 for close, and long-distance shots respectively





## Bow Cost and Draw Weight Table

When you find or buy a bow, it will be measured in lbs of draw weight. The following chart shows the strength required to be able to use a bow to it's maximum, or the characters max usable bonus'.

Examples:

1. An archer has a strength of 14. He finds a long bow, and he goes to draw it to feel its draw weight. In this case the bow is higher than his strength, so he can still use it for the +2 bonus of a 14 Str, and NOT the full bonus.
2. Same archer with a strength of 14. He finds a long bow, and he goes to draw it to feel its draw weight. In this case the bow is WAY weaker than his normal bow, and is lower than his strength, so he can't still use it for the +2 bonus of a 14 Str, and NOT the full bonus. Instead he uses the maximum draw weight of the bow, in this case a 10, so as the bow is weaker, it does less damage, and if lower might have ended up with a reduced range also.

STRENGTH	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Longbow	60	75	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	-	-	-	-	-	-
Composite <sup>9</sup> Longbow	90	105	120	135	150	165	180	195	210	225	240	255	270	285	300	315	330	345	360	375	390	405	420	435	450
Range Modifier	-15		-10				0				+10				+15				+20						
Cost (gp)	10	15	20	25	33	42	50	83	116	149	182	215	250	300	350	400	475	550	650	750	900	1.2k	2k	3k	5k

STRENGTH	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Shortbow	60	75	90	105	120	135	150	165	180	195	210	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Composite <sup>10</sup> Shortbow	90	105	120	135	150	165	180	195	210	225	240	255	270	-	-	-	-	-	-	-	-	-	-	-	-
Range Modifier	-15		-10				0				+10	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cost (gp)	2	5	7	10	15	20	25	33	42	50	83	116	149	182	215	250	300	350	400	475	550	650	750	900	1.2k

<sup>9</sup> Composite bows cost x4 value in the cost rows.

<sup>10</sup> Composite bows cost x4 value in the cost rows.



### 3. Ammunition

Ammunition for weapons (arrows for bows etc.) are the objects that do the damage, not the bow, and there were different arrows used for different purposes historically. So; these items replace the damage in the Bow entry.

#### 3.1. Arrows

##### 3.1.1. Flight Arrow

- 3.1.1.1. The flight arrow, as its name implies, is built for distance. These are lightweight arrows and are often used for hunting. Most of these arrows are made of ash or birch and are 30 to 40 inches long.
- 3.1.1.2. **Damage:** 1d6
- 3.1.1.3. **Range:** +30'

##### 3.1.2. Incendiary Arrow

- 3.1.2.1. An incendiary arrow is any arrow type (except bone or stone) with a wad of hemp soaked in a bituminous substance (such as tar) placed just beneath the head. The hemp is lit before the arrow is fired. In addition to its normal damage, the arrow causes one additional hit point of fire damage on the round of impact; unless the target makes a saving throw Dexterity DC13.
- 3.1.2.2. At the DM's option, flaming arrows may ignite combustible materials contacting it.

##### 3.1.3. War Arrow

- 3.1.3.1. Sheaf arrows, also known as war arrows, are heavier arrows with less range than flight arrows, but cause more damage. The arrowheads are steel and quite sharp. Sheaf arrows are used in warfare and can be fired only by long bows. These arrows range in length from 20 to 27 inches.
- 3.1.3.2. **Damage** 1d8+1
- 3.1.3.3. **Range:** -30'

##### 3.1.4. Blunt Arrow

- 3.1.4.1. These arrows have wooden tips specially crafted to deal subdual damage instead of normal damage.
- 3.1.4.2. **Damage:** 1d6
- 3.1.4.3. **Range:** -30'

##### 3.1.5. Armour Piercing Arrow

- 3.1.5.1. These arrows have metal flanged tips specially crafted to pierce heavier armours.
- 3.1.5.2. **Damage:** 1d8+2 against targets in all medium and heavy armours with the exception of Hide armour.
- 3.1.5.3. **Range:** -30'

#### 3.2. Sling Ammunition

##### 3.2.1. Sling Stone

- 3.2.1.1. This is a rounded, or naturally round rock used as basic ammunition.
- 3.2.1.2. **Damage:** 1d4

##### 3.2.2. Sling Bullet

- 3.2.2.1. This is a lead ball designed just for slings.
- 3.2.2.2. **Damage:** 1d6

##### 3.2.3. Large Sling Bullet

- 3.2.3.1. This is a lead ball coated in a hardened clay shell, designed just for sling staffs..
- 3.2.3.2. **Damage:** 1d8
- 3.2.3.3. **Range:** -20' / -40'



## 4. Armour

### Piecemeal Armour

Piecemeal armour is when you wear different parts of armour, but maybe not all of the suit. The rules allow for that still offer protection to the wearer, and allow for characterization of the character to be taken further. The gladiator with a ring mail arm, the Barbarian in the large fish head style helmets etc...

The basic premise is that certain parts of a suit of armour are worth certain AC values. For a piece to be effective it needs to be worn in full. If not, then it has no effect for the AC at all. The following table breaks down the parts of the armour suits, and the value of each part for AC.

Part	Chest	Left Arm	Right Arm	Left Leg	Right Leg	Complete
Armour	AC	AC	AC	AC	AC	AC
Padded	1					1
Leather	1					1
Studded Leather	1	1				2
Hide	1	1				2
Chain Shirt	1	1	1			3
Cuir-bouilli	2	1				3
Lamellar	2	1		1		4
Scale Mail	1	1	1	1		4
Half Plate	1	1	1	1	1	5
Chain Mail	2 <sup>11</sup>	1	1	1	1	6
Splint	2	2	2	1		7
Plate	2	2	2	1	1	8
Cuir-bouilli	2	1				3

### Magic Armour and Piecemeal

For the magic of armour to work, the entire suit must be worn. If only part of a suit is worn, none of the magic works. However, it is not broken, just not working. Putting the entire suit on restores the full magic effect.

### How to Calculate your Piecemeal AC

You start with the base of 10AC, then add the total sum of the armour pieces, and finally add any other modifiers that apply.

10 + PM AC + Magic + Dex etc.

Add the armour you want to wear, calculate the values and add them to 10 for your base AC.

If ANY part of the ensemble is part of a suit that imposes disadvantage on stealth, the wearer as it -4 to stealth checks.

<sup>11</sup> Chain Mail without the hood reduces this to a AC of 1 instead.



Here are examples:

Example 1: your character has been woken up, and you need to throw some armour on, you take a few seconds to get your chain shirt over your head, and rush into combat. You get your chest piece on, but not the arms, and as you run put the coif on your head. The result is you get the full Chest AC of 2. So; you have a base AC of 12 plus any modifiers.

Example 2: your character is a gladiator, a showy flashy fighter of the pits, you wear chain sleeve on your right arm and a set of Lamellar upper leggings and oil on everything else.

Example 3: to get your character through a tight opening, you take off the chest of your plate armour to squeeze through, but on the other side, before you can get it back on you are attacked. The Plate arms are 2 each (4 AC) and each leg 1 (2 AC) the total is 6 AC. This is a magical suit, but without the chest piece it does not count. Total AC is 10 + 6 + bonus'.

## 5. Tools & Other Equipment

EQUIPMENT FRAME: A well hung pack can make the difference between stamina and fatigue. The equipment frame (10gp) is a light (5 lb) steel harness that centres weight upon the hips more than the shoulders. It also has several points where other objects can be hung on the outside of the frame. For an added 5sp, a canvas fly cover that drapes over the frame, protecting equipment and body alike from even torrential rains.

LEASHES: Though a trained bear might make a fine companion in the wilds, it would doubtless cause a panic if brought unleashed into a city. Chain leash and collar assemblies in various sizes:

- common cat (2sp);
- small dog (4sp);
- common dog (5sp);
- wolf (6gp),
- dire wolf (8sp).

These sets are not meant for use on sapient creatures.

A properly sized leash provides + 1 to Animal Training.



## Chapter 7 – RULES MODIFICATIONS & NEW RULES

### General Rules

The following are general rules that can be in (and possibly out) of combat.

### Resting

For the context of storytelling, and a touch of realism, the following changes are applied to resting.

- SHORT rests only allow you to roll 1 (one) HD to recover HPs
- LONG rests allow you to roll HD equal to your CON Modifier, with a minimum of 1 (one)
- You may have 1 (one) long rest per 24 hour period
- You may have 3 (three) short rests per 24 hour period

### Skill / Proficiency Checks

Proficiency checks cannot critically succeed, but they can critically fail on a natural 1 on the DC check.

Instead, on a natural 20, you gain exploding dice, meaning every 20 allows another roll, and you add that value to the DC check. Here is an example:

First roll is a natural 20, so you roll again, then you get a second natural 20, and roll again, this time it was a 5. So the final check result is 45 + PB (if applicable) + MODS for the final result.

### New & Modified Skills and Proficiencies

Several of the skill sin 5e are missing, so the following is in place instead:

1. Arcana, Medicine, History, Nature and Religion are all part of the **Knowledge Group** of skills.
2. The following areas are not ALL available, but some. Each of these is a specialist subject matter.
  - 2.1. Agriculture (Wis +1)
  - 2.2. Ancient History (Int +1)
  - 2.3. Appraising (Int +1)
  - 2.4. Astrology (Int 0)
  - 2.5. Bowyer / Fletcher (Dex +1)
  - 2.6. Cobbling (Dex 0)
  - 2.7. Cooking (Wis +1)
  - 2.8. Engineering (Wis +2)
  - 2.9. Etiquette (Cha +2)
  - 2.10. Heraldry (Int +1)
  - 2.11. Religion (Wis +2)
  - 2.12. Rope Use (Dex +1)
  - 2.13. Seamanship / Sailing (Wis +1)
  - 2.14. Seamstress / Tailor (Dex +1)
3. These skills are noted as (Knowledge) skill.

### Death & Exhaustion

1. Saving throws of 10 or lower count as a fail, 11 and up is a success.
2. Every failed death roll, incurs a level of exhaustion.
3. If a character is reduced to 0 hp, they instantly gain a level of exhaustion.
4. If you roll a critical success on your save check, you may take a bonus action **ONLY** to drink a potion.



## Combat Rules

The following are rules modified, added or removed when combat is occurring.

### Called Shots

I use a called shots system. If you want to hit a specific target, i.e. the eye of a creature, then the following happens.

Target modifiers are based upon the size of the target, and the part you want to hit. hitting a leg is easier than hitting an eye for example. So with that in mind, here is the basic premise.

- To hit a limb on a creature, is a -4 attack roll if the creature is the same size as the player. This is reduced by one for every two size categories the creature increases in size, and the opposite if it is smaller.
- To attack a hand, head, foot for example is -6 to the attack roll, with the same modifiers for size.
- To go for an eye, is a -8 penalty, again modified by size.
- The speed of the target effect the attack roll when the target is making a dash action (not disengage etc),  
If the target is just flat out running (x2 movement) they are slightly harder to hit, so they attract a -1 penalty to attack as well.
- Targets at long range, also gain a -2 penalty on a called shot if moving at x2 movement.

#### Examples:

- Elf shooting an arrow at a Frost Giant's eye. The start of the attack gains a -8 to hit, however the size reduces that down to -7.
- Human Ranger shooting at an imp to wing it (literally). Wings count as limbs, so a tiny creature's wing would calculate as -4 to hit, as well as another -1 for the size, making it a total -5 modifier to attack.
- Dwarf crossbowman shoots his bolt to hit the knee of a running Hill Giant in the distance to drop him, modifiers calculate as: -4 for called shot, Huge creature reduces the penalty by 1 to -3. Going for the knee makes it -5 to attack, the target is also moving fast, so the attack is now at -6, and it's also long range, giving a final -8 penalty to hit a running Hill Giant in the distance, and unless they have Sharpshooter or some class action to remove the penalty, the long range shot is at disadvantage as well.

### Holding Actions

If you wish to, you can hold your action till a certain trigger. In Tir Avalon you get ALL your normal action options when the trigger occurs. Also, if your target falls before you get a chance to, you can roll a Wisdom check DC13 to be able to switch the held action to another target.

### XP / Milestone Levelling

I use XP. I will not use milestones. XP is added to character sheets by me when the session is over.

### Combat XP

Encounters where they result in combat, even if they are a fight that can not be avoided, it's half XP for combat.

### Roleplaying XP

This is where most XP is generated.

### Inspiration

There is ONE inspiration point for the whole game session. Anyone can use it, to re-roll one dice roll of their choice. Once used, nobody can use it again till the next session.



## Hit Locations

If you do not make a called shot, then when you hit, a roll is made on the following table to determine where you got to hit the target, or them you. These are modified rules found in TSR02004 – Supplement 2 – Blackmoor written in 1974.

The following chart has the area locations.

D100	Location Hit	D100	Location Hit
1 - 4	head	77 - 80	left leg
5 - 36	chest	81 - 84	right leg
37 - 56	stomach	85 - 88	left hand
57 - 68	torso	89 - 92	right hand
69 - 72	left arm	93 - 96	left foot
73 - 76	right arm	97 - 100	right foot

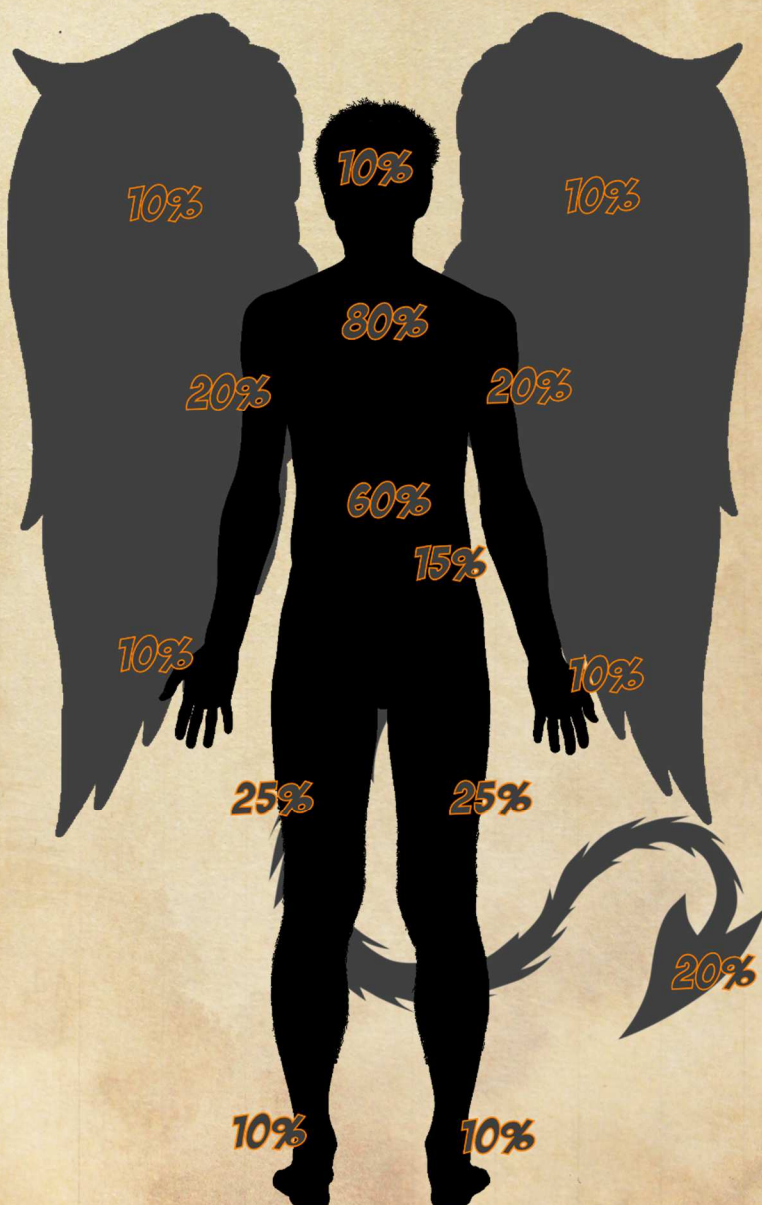
## Location Injuries

When an area of a target is struck, roll damage as normal. Apply that damage to the over all HP pool. Each part of your character has a certain amount of HP in damage it can take before becoming unusable. These values are represented as a % of the total HP of the character.

The chart on the right shows the amount of HP each area has as a % of the total. These values clearly go over 100%, remember each has a value set as a % of the total. These are not real HP; they are just how the value is set.

The following rules govern the results of injuries:

1. If a target area receives more damage than the value for that location, it becomes useless
2. If a target area receives more than 3x damage than the value for that location, it is destroyed
3. If the target area is a leg or part of it (feet included), then
  - a. movement is halved (effecting all movement)
  - b. All Dex save checks are at -4
  - c. Carrying weight is halved
4. If the target area is an arm or part of it (hands included), then
  - a. Manual checks using your hands (sleight of hand as an example) are at -4





5. If the target area is the head (including the neck) and takes damage to the value for that location, the target is knocked senseless and dazed.
6. If the target area is the head (including the neck) and takes 2x damage to the value for that location, the target is knocked unconscious.
7. If the target area is the head (including the neck) and takes 3x damage above the value for that location, the target is dead. Either through direct trauma to the head, or by removing it completely.

Example: A creature has 50hp total. They have no tail or wings, and are struck in the left arm for 4 damage. Nothing serious. Then he gets struck by an arrow to the left leg; this time doing 15 damage, as it enters his left knee (😄). Since the creature's value for his leg (based on 25% of the total) is 13. So now that leg has stopped working at the moment, and movement is halved. Then as he stumbles back, a barbarian with a large sword comes in and does a mighty 18 damage to the creature, more than 3x the total for the head, and in one swing, decapitates the creature.

Tails have 20% of the total as a value for that area.

Wings have 10% of the total as a value for that area. If a wing is wounded, then flight is no longer possible.

### Critical Hits and Misses

During combat if an attack roll is a natural 20 or 1, then the *critical hit and miss* system comes into play.

#### Critical Hits

To determine if the hit was a critical hit or not, the target rolls a DC Dex save against 8 + damage rolled. If the roll is a success, they take x2 damage, otherwise roll on the critical hit table that matches the type of weapon (slashing, piercing or bludgeoning) to determine the final results of the strike.

#### Critical Misses

To determine if the hit was a critical fail or not, the attacker must make a Dex save against a DC of the difference between the target AC, and the natural 1. If they succeed the attacker loses any movement left, their bonus action and reaction. If they FAIL the DC check, then roll on the critical fumble table to determine the final results.

### Parrying

During combat you may forgo your action to try and parry a blow. This is not your AC, and does not count in regards to calculating a hit.

#### How

When you are attacked by someone or something, you may use your action to parry it. This is done by rolling as if to attack the target. With the following results.

1. If the attackers roll successfully strikes the target, the target then rolls an attack back against the attacker. However the DC is the attack roll of the attacker.
  - a. ...for example; if the attacker rolls a 15 to hit, the parry DC is 15.
2. If the defenders attack roll if it exceeds the DC, it then blocks the attack completely.
3. If the defenders attack roll is between 10 and the above attack roll, the difference is taken from the damage rolled, and the rest is applied to the defender.
  - a. ...for example; using the example above (15), the defender rolls a 12. They have blocked 3 points of damage, but the rest gets through.
4. If the defenders attack roll is under DC10, then they take the damage as normal.



## Chapter 6 – MAGIC

### Modified or New Spells

The following are spells that are modified or additional, and part of the Tir Avalon world.

#### Find Familiar

Find Familiar in Tir Avalon is like the earlier versions of it, where you have to go FIND a familiar. And you both get something from it. It also changes from a spell to a ritual. It is also an actual animal, rather than some summoned thing.

The PHB Find Familiar spell is renamed to “Lesser Find Familiar”.

#### Find Familiar

*1<sup>st</sup> level conjuring (ritual).*

**Casting Time:** 2d12 hours

**Range:** 1 mile/level

**Components:** V, S, M

**Duration:** Special

**Area of Effect:** 1 familiar

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, however, and he has no control over what sort of creature answers the summoning, if any at all come.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard receives the heightened senses of his familiar, which grants the wizard a +1 bonus to all surprise die rolls.

The wizard has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic--while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. Thus, a ferret familiar spying on a band of orcs in the woods might lose its train of thought upon sighting a mouse. Certainly, its communications to its master would be tinged with fear of the "big ones" it was spying on! The caster can see through the familiar's eyes.

If separated from the caster by more than a mile, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks. If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed. If the familiar dies, the wizard must successfully roll an immediate DC17 Constitution save; or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar dies.

The power of the conjuration is such that it can be attempted but once per year. When the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, he adds 1,000gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished.

The DM secretly determines all results. Note that most familiars are not inherently magical, nor does a *dispel magic* spell send them away. Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master.

Purposely arranging the death of one's own familiar incurs great disfavour from certain powerful entities, with dire results.

The player determines the type of familiar they are after, and if they spend a further 1000gp to gain special materials to summon that type of animal. If the player does not take this option, then they roll on the following table, and see what (if anything) is around to be a familiar. The table below represents the animals available, though your GM can change this list, and also the benefits of having this kind of familiar. Because animals are location based, and not all animals are everywhere, the GM will determine if your new familiar is within range.



D%	FAMILIAR	BONUS'
1-3	Badger	+1 Constitution Saves
4-6	Bat	+1 Perception for sound based checks.
7-9	Cat	+1 Stealth
10-12	Cat	30' Darkvision. If the PC has Darkvision, this extends the range.
13-15	Chameleon	+1 Disguise
16-18	Chipmunk	+1 Dexterity Saves
19-21	Crow	+1 Perception for sight based checks.
22-24	Dog	+1 Perception
25-27	Eagle	+1 Perception for sight based checks.
28-30	Ferret	+1 Dexterity Saves
31-33	Fox	+1 Dexterity Saves
34-36	Hawk	+1 Perception for sight based checks.
37-39	Iguana	+1 Athletics for climbing.
40-42	Lemming	+1 Perception
43-45	Leopard	+1 Stealth
46-48	Lizard	+1 Athletics when climbing.
49-51	Monkey	+1 Sleight of Hand
52-54	Monkey	+1 Athletics when climbing.
55-57	Mouse	+1 Stealth
58-60	Owl	+1 Perception for sight based checks.
61-63	Owl	30' Darkvision. If the PC has Darkvision, this extends the range.
64-69	Parrot	+1 Animal Handling
67-71	Rabbit	+1 Perception for sound based checks.
70-74	Raccoon	+1 Sleight of Hand
73-77	Rat	+1 Constitution Saves
76-80	Raven	+1 Perception for sight based checks.
79-83	Spider	+1 Athletics when climbing.
82-86	Squirrel	+1 Dexterity Saves
85-89	Toad	Can not be flanked.
88-92	Viper	+1 Save vs Poison
91-95	Weasel	+1 Dexterity Saves
96-97	Nothing in range.	--
98	Blink Dog	+1 Perception, +1 Dexterity saving throws.
99	Imp	+1 Deception, +1 Intelligence saves.
100	Pseudodragon	+1 Save against spells, spell effects, and spell-like abilities.

For the effects of the bonus' to work, the familiar MUST be within 10' of the caster!

Ask me if you would like other options.

### Casting from Spell books

Casters are able to cast a spell directly from their spellbooks directly, however this erases the spell from the book, in the same way as casting a scroll works, with the exception only the wizard that wrote it, can cast it.



## Appendix A – Definitions

The following terms are used in this document, or added just for reference.

TERM	DEFINITION
ERftLW	<i>Eberron: Rise from the Last War</i>
UA	<i>Unearthed Arcana (WotC source for test material and unofficial releases)</i>
WotC	<i>Wizards of the Coast (just in case)</i>
RAW	<i>Rules As Written</i>
RAI	<i>Rules As Intended</i>
SCAG	<i>Sword Coast Adventurer's Guide</i>





## Appendix B – Tir Avalon Custom Races

The following custom races(es) are available for play in Tir Avalon.

### Faerie Dragonborn

The race following is an optional race for a D&D 5th Edition version of the game, and for any campaign world. It can also only be considered a requirement to have a house rule to have it.

#### Just As Proud

Dragonborn normally are over 6 feet in height, and often make imposing figures. Faerie Dragonborn do not instill this level of intimidation however. But they are none the less proud of who they are. While theory holds that some form of natural evolution caused the Chromatic and Metallic dragons to develop offspring like the humans and elves they have encountered. Meanwhile the Faerie Dragon had the same response, only with the race it found more often...*Halflings*.

Faerie Dragonborn keep many of the specialities of the Faerie Dragon, but their proudest part kept is their breath weapon, and while not overly offensive, it is as powerful as their winged kin. Unlike other Dragonborn who lose some of the potency.

#### Clans

Faerie Dragonborn are just the same as normal sized Dragonborn in how important the clan is to them. Small clans of Faerie Dragonborn live near settlements of the Halfling folk, and often interact with them both in business and entertainment, and have many of the same inclinations as their Halfling friends.

#### Faerie Dragonborn Traits

**Ability Score Increase:** Your Dexterity is increased by one (1), and your Charisma increases by two (2).

**Age.** Young Faerie Dragonborn age at the same rate as other Dragonborn.

**Alignment.** Faerie Dragonborn often have a more chaotic bent than their full-sized brothers and sisters, however they almost never evil.

**Size.** Faerie Dragonborn are on average the same as a Halfling in size but weigh slightly more. Averaging 3' tall, but weighing closer to 55lbs, including their tail. Use following:

Base Height	Height Mod	Base Weight	Weight Mod
2' 7"	+2d4	60lbs	+2d4

**Speed.** Your base walking speed is 25.

#### Draconic Ancestry

Instead of the traditional breath weapons of their kin, Faerie Dragonborn maintain the original breath weapon ability. See page 133 of the Monster Manual for 5th Edition for details with a note changing the saving throw below.

**Breath Weapon.** You can use an action to breath your Euphoria breath weapon in the 5' space in front, or beside your character. The saving throw for the breath is 8 + your Constitution modifier + your proficiency bonus.

**Damage Resistance.** You have advantage to saves on sleep-based spells or effects, and illusions.

**Languages.** You can speak, read and write *Common* and *Draconic*.





## Roleplaying Faerie Dragonborn

Faerie Dragonborn resemble their friends the Halflings in a lot of ways, as well as maintaining a good firm grip of their Draconic heritage.

Faerie Dragonborn are fond of jokes. Faerie Dragons and Halflings agree on many of the same things so as a result, they often have a taste for good food and good drink, especially with a good joke or two added in. Many Faerie Dragonborn will find one food that particularly appeals to them, and they will get them at ANY opportunity.

PIE!





## Appendix C – Tir Avalon Custom Classes

The following custom class(es) are available for play in Tir Avalon.

### Crown's Ranger

This character class is designed with D&D 5E in mind. It is a bit of old school Rangers into 5E, and those of the books of the Ranger's Apprentice series by John Flannagan. It is recommended that the Crown's Ranger is played by Tir Avalon rules, but not required.

Rather than just be a sub breed of normal Ranger, this is an entire step away from the RAW version of the class; and remade for Tir Avalon.

### To Be A Crown's Ranger

A Crown's Ranger is a member of the standing army of the Crowndom. They work more often alone than not, but will team up with others if the work they do requires it.

Crown's Rangers are enigmatically viewed as being sorcerers or warlocks, but the truth is they are heavily dedicated to their craft, and virtually never deviate. Rangers are thought to have powers, when in fact high skills and good equipment serves them just as well.

### Peace Officers

Crown's Rangers act as remote enforcers of the peace. They are charged with stopping anything that threatens the lands or it's peoples. They are talented hunters, investigators, and have the skills to back up when wrong doers fight back.

But it must be made clear, the Crown's Ranger works for the Crown, in every act they do, so they are men of honour and skill, matched with tenacity and patience.

### Creating A Crown's Ranger

When creating a Crown's Ranger, there are a couple of things to note that mark the character as special, and as such choosing this class has a few caveats. You don't have hated enemies, instead you have an oath to a Crown and his lands.

The Crown's Ranger is unlike other classes in the skill selection element. Crown's Rangers are all taught the same thing, and they master those skills. While some Crown's Rangers are better at stealth than others, some might know how to wield a sword, or some other weapon. But either way, the following is how you build a Crown's Ranger.

Please note there is no really Quick way to build a Crown's Ranger, it is a very detailed class.

### Class Features

As a Crown's Ranger you receive the following class features:

#### Hit Points

**Hit Dice:** 1d10 per level.

**Hit Points at 1st level:** 10 + Constitution Bonus

**Average HD / level:** 6

#### Proficiencies

Unlike other classes, Crown's Rangers don't get a huge choice in skills, they all learn the same, however they do get to pick one skill as their speciality, and add their Proficiency Bonus a second time to rolls. Crown's Rangers start with:

**Armor:** Light armor, Medium Armor

**Weapons:** Longbow, Ranger's Knife, Ranger's Sting, Staff.

**Tools:** Bowyer's Kit

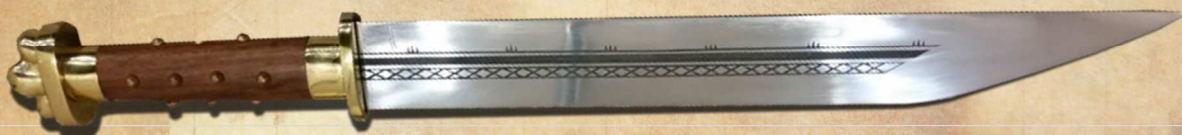
**Saving Throws:** Dexterity, Wisdom

**Skills:** Stealth, Investigation, Survival

#### Equipment

Crown's Rangers have some interesting equipment, specifically just for them. Crown's Rangers train to use very specific weapons, but they become masters of these weapons over time.

Each Ranger before even becoming a full Ranger, will be given a set of Knives, and a Longbow to practice with. These they study with day and night till like their skills, they are honed to near perfection.





## Class Features Table

Level	PB	Features	Spell's Known	1st	2nd	3rd	4 <sup>th</sup>
1	+2	Crown's Rangers Proficiencies, Equipment, Natural Explorer	-	-	-	-	-
2	+2	Fighting Style	-	-	-	-	-
3	+2	Bonded Mount	-	-	-	-	-
4	+2	Ability Score Improvement	-	-	-	-	-
5	+3	Extra Attack	-	-	-	-	-
6	+3	Spellcasting	2	2	-	-	-
7	+3	Skill Increases	2	2	-	-	-
8	+3	Ability Score Improvement	3	2	-	-	-
9	+4	Fighting Style Improvement	3	3	-	-	-
10	+4	Natural Explorer Improvement, Rank Ceremony	4	3	-	-	-
11	+4	Bounded Mount Improvement	4	3	1	-	-
12	+4	Ability Score Improvement	5	3	1	-	-
13	+5	Extra Attack	5	3	1	-	-
14	+5	Martial Training	6	4	2	-	-
15	+5	Crown's Agent	6	4	2	1	-
16	+5	Ability Score Improvement	7	4	2	1	-
17	+6		7	4	2	1	-
18	+6	Bounded Mount Improvement	8	4	2	2	-
19	+6	Ability Score Improvement	8	5	3	2	1
20	+6		9	5	3	2	1

**Ranger's Apprentice Bow:** First up; the *Ranger's Apprentice Bow* is a *quality master work* weapon, gaining a +1 bonus to Attack rolls. This is also a modified recurve short bow. Meaning it also applies strength to the bow's damage rolls, and each bow is made just for the ranger using it, by same said ranger.

**Ranger's Long Bow:** First up; the *Ranger Long Bow* is a *quality master work* weapon, gaining a +1 bonus to Attack rolls. This is also a modified recurve long bow. Meaning it also applies strength to the bow's damage rolls, and each bow is made just for the ranger using it, by same said ranger.

**Ranger Knife:** This is a slightly larger than a dagger, but it has a thickened back side of the blade, giving the edge extra weight, capable of being used offensively and defensively. It is the same stats as a Short Sword but cannot be purchased legally.

This knife is modelled off those of the Northmen raiders who visit the Crown's shores from time to time. Specifically the Saxe knife they use.



**Ranger's Sting:** This is a balanced throwing knife designed for use by the Crown's Ranger. It has the same stats as the Dart in the PHB.



*Ranger's Sting*

**Insignia:** You also have a pendant with a small oak leaf on it, its color denoting rank. Copper, Silver and Gold. Copper are for Rangers that have been accepted into the Crown's Rangers, but do not yet have a permanent position in one of the baronies of the Crowndom, there is only one posted to a region, however many operate without a specific barony to work in, and roam all over. Silver are for those with a post, and Gold is for a retired Ranger.

**Ranger Cloak:** this is a non-magical cloak, made with a special pattern, and techniques that provide the Ranger with advantage to stealth checks when moving through the terrain. Cloaks are matched by landscape. And so, there are desert cloaks, rain forest ones, temperate ones etc.

**Crown's Rangers Armor:** A suit of leather or studded leather armour, with a small oak leaf embossed inside above the heart.

### Natural Explorer

You are particularly familiar with two types of natural environment and are adept at traveling and surviving in such regions. Choose one type of favoured terrain from your homeland, where you trained, and one within Tir Avalon of a country nearby, with different environments: arctic, coast, desert, forest, grassland, mountain or swamp. When you make an Intelligence or Wisdom check related to your favoured terrains, your proficiency bonus is doubled if you are using a skill that you're proficient in.

While traveling for an hour or more in your favoured terrain, you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- Your group can't become lost except by magical means.

- Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger.
- If you are traveling alone, you can move stealthily at a normal pace.
- When you forage, you find twice as much food as you normally would.
- While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

You choose additional favoured terrain types at 10th level.

### Fighting Style

Crown's Rangers at level 2 have had some intensive combat training; and have the following.

Choose one of your given weapons, you are considered specialised with that weapon. You choose another weapon at level 9. See Appendix B for more information on weapon proficiencies used in Tir Avalon.

Crown's Rangers can use two weapons as if they have the Two Weapon Feat, but ONLY when wielding their Ranger Knife and Ranger's Sting together.

### Bonded Mount

Crown's Rangers are as easily known for their cloaks, and their almost inhuman abilities of stealth and investigation, but they are less well known as very experienced and skilful riders as well.

When you reach level 3 as a Ranger, you are taken to a special horse farm, where Ranger Horses are bred. They are usually small, barely bigger than a pony, but they have insane stamina, and speed mixed with a lot of intelligence and training. But the most important part of this is the connection between rider and mount.

The Crown's Ranger and his mount share a bond that is at a telepathic level. The Crown's Ranger can only hear their horse, but the horses can hear each other. And ONLY the Crown's Ranger can hear their horse. While not actually communications, they are often more like images, or feelings, and messages cannot be sent from ranger to ranger through their horses, the horse often laugh at attempts to do so.

At 11th level you have no disadvantages for shooting from horse back. At 18th level you are able to give



verbal commands to your mount and it will follow them to the best of its ability and training.

Bonded mounts are also more special than stamina or agility, they also can be trained, and most are trained for a few tricks, and others learn many, each horse is different. See Appendix A below for details on Ranger horses.

### Ability Score Improvement

Starting at 4th level, and also at levels 8, 12, 16 and 19 a Crown's Ranger may select one of the following options:

- Increase one ability score by 1 to a max of 20; or
- Increase two ability score by 1 to a max of 20; or
- Select a Feat; or
- Gain Expertise in one skill of those learned as a Ranger, adding your Proficiency Bonus twice to any rolls on that skill.

### Extra Attack

At 5th level, and again later at 13th level, you can take one extra attack when performing an attack option on your turn.

### Spellcasting

While most of a Crown's Ranger's training is more at the physical side of their work, they also encounter magic in the world, and learn spells on a limited basis to help when needed.

### Spell Slots

The Crown's Ranger table shows how many spells your ranger knows, and how many can be cast per day per level. To cast a spell, you must expend a spell slot of the level of the spell or higher.

### Spells Known

You know two spells at level 6. The Crown's Ranger class table also shows the number of spells known. You are unable to modify the spells you know.

### Spellcasting Ability

Wisdom is your spellcasting ability for your ranger spells; since your magic draws on your attunement to nature and your kingdom. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a ranger spell you cast and when making an attack roll with one.

You gain all the benefits of the feat.

### Spell Save DC:

8 + your PB + your Wisdom modifier

### Spell Attack Modifier

your PB + your Wisdom modifier

### Skill Increases

A Ranger's work is never done. A Ranger studies all the time, and when not working, or socialising, you will find a Ranger at practice. As a result of this, at level 7 you gain the following:

- You gain the following skills:
  - Medicine
  - History
  - Nature
- Select one skill your character knows, including those just above, and consider it mastered, so you add your Proficiency Bonus twice to any result on that skill.
- Skill in an easily portable musical instrument.

### Rank Ceremony

When a Crown's Ranger has reached level 10, he is offered (through a ceremony held in secret, attended to only be parents, the Crown (and family) and the immediate family of the ranger) his commission to a holding if one is available, if none is

available then the ranger is offered to go and become a Horizon Ranger, and is free to go where the Crown, and his duties lead him, but he will never be given an area to work within, and this is where most adventuring Crown's Rangers fall.

At the end of the Ceremony, you are presented with a gift of some sort, useful for your work, but often of high craftsmanship, or rarely something enchanted.

### Martial Training

You have returned to the Ranger's training camp, a secluded hidden place that moves from year to year, and never the same place twice. While there you gained further skills and training and may select one (1) feat from the following list to learn:

- Alert
- Defensive Duellist
- Dual Wielder
- Martial Adept
- Sharpshooter



## Crown's Agent

While you are in the service of the Crown, you gain the privilege of being a Crown's Agent, meaning that in times of war, you take command of units to defend the land, you can if needed dispense Crown's Justice where needed, but following the laws of the land in doing so.

You also gain the right to arrange meetings; and negotiate deals in defence of the kingdom. These arrangements are valid only till the Crown approves them formally, and some may be altered before being realised fully. Work with your GM on how this works from campaign to campaign, and what limits are in place.

## Ranger's Mount

The King's Rangers have a special bond and affinity with their mounts. While they are a true horse, their size hides their speed and power, and their intelligence sometimes makes them even seem smarter than their bonded Rangers!

Following is the stat block for a King's Ranger's horse:

King's Ranger's Mount						
Large beast, lawful good						
Armor Class 16						
Hit Points 19 (3d10)						
Speed 70 ft., swim 15 ft.						
STR	DEX	CON	INT	WIS	CHA	
12 (+1)	16 (+3)	16 (+3)	8 (-1)	9 (-1)	8 (-1)	
Saving Throws Dex +2, Cha +2						
Skills Stealth +7						
Senses passive Perception 9						
Languages -						
Challenge 1/2 (100 XP)						
<b>Limited Telepathy.</b> The King's Rangers Pony/Horse can often send images or feelings to it's rider, and often Ranger's have now and then been caught having a conversation with their horse. This ability is very limited, and can not be used for anything more than giving commands to your horse.						
<b>Tricks.</b> King's Ranger's horses are capable of a lot of learning, and are adept at learning a lot of skills. ALL King's Ranger's mounts have						
the same training to start them off, and the Ranger will typically add more skills as time rolls on.						
A Ranger's Horse always knows these tricks:						
• Approved Rider. Only someone who knows the correct pass phrase can mount a King's Ranger's horse. While it IS possible to get on, it takes an animal handling, or dexterity saving throw to stay on the horse, rolled every round. The horse will not stop till the rider is off, or the phrase is spoken. Once said, the mount will accept that person when ever.						
• Directed with Knees.						
• Responds to call.						
• Keeps silent on command.						
• Alerts Ranger of danger.						
Other tricks can be taught as time progresses.						
<b>ACTIONS</b>						
<b>Hooves.</b> Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 6 (2d4+1) bludgeoning damage.						



Bronze oakleaf pendant of an apprentice Ranger.

quirks to them, the following table is a list of possible traits for the horse.

Ever horse has 1d4-1 traits, either select or roll on the table following. Modify the list however you wish to (add entries or exclude some). This is just more to start you off.



## Ranger Mount Stats

**Age:** 3-6 years (1d4+2)

**Height:** 14-16 hands (1d3+13, 1 hand = 4")

## Ranger's Horse Traits

King's Ranger's horses stand out from the other horses for a few reasons, and one is they all have personality



1d100	Trait	Notes
01-03	Bites	The horse is 20% likely to attempt to take a chunk out of anyone within biting range.
04-06	Ricks	The horse is nervous and kicks out at anyone who is too near to its hindquarters.
07-08	Steps On Feet	If the person leading the horse stops, or if anyone is within range, the horse deliberately steps on that person's foot 20% of the time, causing 1-2 hp damage.
09-10	Refuses To Gallop	Unless beaten with a riding crop, spurred, or otherwise encouraged, this horse never attempts to reach its full galloping speed.
11-13	Chews Fences	This may be just an annoying habit, but it can be an indicator of parasites in the horse's stomach or simply a poor diet.
14-16	Stops Unexpectedly	<p>This horse just isn't into exerting itself and simply takes random "breaks" during any journey. Check each hour to see if this has happened.</p> <p>If encumbered normally, the chance is 25%; if encumbered to half speed, 50%; and if encumbered to one-third speed, the chance is 90%.</p> <p>The horse delays its rider for a full turn at a time, snorting angrily and adamantly refusing any attempts to get it to continue moving.</p>

1d100	Trait	Notes
17-19	Rubs Against Fences	This horse lives for pleasure and probably is just dying for a good grooming as well. Other than this and the possibility the animal is infested with fleas, ticks, mites or lice, it is not a particularly detrimental trait.
20-21	Bucks Unexpectedly	There is a 10% chance per hour that this horse bucks for no particular reason. The rider must make a Dexterity Check to remain in his seat and keep the animal under control.
22-23	Rears Unexpectedly	This trait is handled the same as "Bucks unexpectedly," above.
24-25	Bone-Jarring Gait	Poor alignment of the shoulders causes this animal to be particularly uncomfortable to ride. The rider must stop for a full turn each hour to rest and stretch and give himself a break from this torture; failure to do this puts the rider at -1 to hit for 10 minutes after dismounting.
26-28	Single Rider Only	<p>This horse refuses to be overburdened and simply won't take a second passenger, fighting and protesting if this is attempted.</p> <p>Similarly, it won't allow itself to be encumbered to the point of affecting its normal movement rate.</p>



1d100	Trait	Notes
29-31	Headstrong	There is a 25% chance each hour of being ridden that this horse either attempts to head in a direction different than the rider desires, or that it pauses to either eat or drink for a full turn, ignoring all attempts to make it do otherwise.  Increase this chance by 50% for passengers who are not proficient in Land-Based Riding. Those who are proficient can make a proficiency check too.
32-34	Exceptional Leaper	When determining the maximum heights and lengths this animal can clear, add 1' to the former and 2' to the latter. When an animal makes its maximum leap in either case, the rider should make a proficiency check to determine whether he has kept his seat or fallen off upon landing.
35-36	Accepts Master Only	Unless the master is in the saddle, this horse accepts no other rider or passenger.
37-39	Robust	This horse has a powerful constitution and can move at great speeds longer than an average animal might. The horse receives advantage on saving throws for endurance when being forced to double or triple his normal overland speed.
40-42	Exceptionally Fleet	Add 1-6 points to this horse's normal speeds for walking, trotting, cantering, and galloping.

1d100	Trait	Notes
43-45	Fearless	A fearless horse is not frightened by small frights, or surprises so remains calm. It also has advantage on any saving throws that have a fear effect.
46-48	Skittish	This horse has an exceptionally low morale and tends to balk at the first sign of danger, loud noise, sudden movement, etc. and will then either buck, rear, flee, or freeze. It has disadvantage on Fear saving throws.
49-51	Strong	This animal is powerful and gets to add 10-100 lbs to his normal carrying capacity.
52-56	Stable	Not quite fearless, this animal is still confident and not often frightened by loud noises and sudden movements, and it receives advantage on any checks to not be frightened by smaller frights.
67-60	Gentle	The animal has a kind and tolerant temperament, making it a good horse for new or inexperienced riders, as well as children and ladies of gentle birth.
61-64	Sure-Footed	A good animal to have when traveling through mountainous areas, this horse receives advantage to all Dexterity checks or saving throws when footing is precipitous or unstable.
65-68	Loves Particular Food	The animal is fond of a particular type of food—sweet grass, apples, carrots, etc. It can sometimes be easily coaxed with such offerings.



1d100	Trait	Notes
69-71	Intolerant Of Poor Handling	These high-bred types won't put up with an inexperienced rider or handler and are quite likely to bite, kick, buck, or rear at the indignation of being subjected to such a situation.  There is a 75% chance of this each turn the horse suffers abuse.
72-75	Affectionate	This animal is particularly fond of its master or any other individual with whom it normally comes into contact.  Advantage should be applied to any checks this person needs to make when working with this animal.
76-78	Vengeful	This animal does not easily forget wrongs that have been done to it and seeks to strike back at those who have abused it when it has the opportunity.
79-80	Exceptional Intelligence	This animal has advantage on Intelligence based checks.
81-83	Freezes When Frightened	The majority of horses tend to flee if they experience a failed morale check or something causing fear, but this type freezes on the spot, refusing to move. You have disadvantage on Animal Handling checks to get him moving again.
84-85	Desires Freedom	This animal wishes to return to the pasture it was born, either from age, or loss of a Ranger in the past.

1d100	Trait	Notes
86-87	Dislikes Certain Individual	For no particular reason, this animal takes an instant disliking to a particular individual, possibly another member of the adventuring party. The animal is openly hostile and uncooperative to this individual—biting, kicking, nudging, and otherwise being a nuisance at every opportunity.
88-89	Dislikes Certain Sex	This animal won't tolerate being handled or ridden by a particular sex of human, humanoid, or demi-human. It is uncooperative with such a handler and has a 75% chance per turn of bucking or rearing to dislodge such an individual from its back, forcing the character to make a Dexterity check to remain seated.
90-91	Dislikes Certain Animal	The horse is either hostile to or fearful of a certain type of creature, usually one that is really no threat to its well-being. Dogs, sheep, pigs, birds, and cows are some likely possibilities. The horse acts completely out of character when encountering such creatures, requiring a DC13 Wisdom check to keep it from either bolting, rearing up in fear, or attacking the creature.
92	Dislikes Certain Race	Similar to "Dislikes certain sex" above, the fear or hostility in this case is applied to a particular race; dwarves, orcs, goblins, humans, etc.



1d100	Trait	Notes
93	Strong Swimmer	This animal is adept at swimming and may well enjoy it as well. The horse has advantage on any swimming checks.
94-95	Fear Of Water	Horses of this persuasion are terrified of water and neither leap over nor attempt to swim across it. Characters have disadvantage on checks to move the horse over said water with Animal Handling checks.
96-100	Won't Jump	The animal will not jump, no matter how low or short the obstacle is. It frequently stops just before an obstacle, forcing the rider to make an Animal Handling check to remain in his seat or be unceremoniously dumped over the horse's head (for 1d3 HP damage). Characters with proficiency in animal handling may role without disadvantage.

### Ranger's Horse Tricks

The following table represents a sample list of twenty (20) common tricks that can be taught to Ranger horses.

If using this table for Ranger horses or any other animal, roll 1d[Insert Creature's INT score]. So, for a normal riding horse, it can be taught one or two tricks (1d2). A ranger horse can learn 1d8 tricks. These can be chosen from the list below, or rolled, at the agreement of GM and Player.

1d20	Trait	Notes
1	Kicks/bites in battle	The horse assists the rider in combat by lashing out with its front hooves and biting during each combat round.
2	Tramples enemy	When charging into combat, the horse deliberately rams into enemies and attempts to trample them beneath its hooves. Enemies under attack must make a Dexterity check or suffer double the damage a normal hoof attack (i.e., both hooves) would do. The horse may trample only one man-sized or smaller enemy per round. This attack form cannot be used in the same round that the horse is using its kick/bite attack mode.
3	Directed with knees	All war horses must be trained to respond to knee pressure, which allows the rider to use both a weapon and a shield while manoeuvring the animal.
4	Alerts master of danger	The horse neighs, snorts, and generally makes a ruckus to alert its master to the approach of enemies, a spreading fire, etc.
5	Responds to call	The horse comes to its master when its name is called, when it's whistled for, or when summoned in any other manner, as long as it is within hearing distance.
6	Stops on command	The horse comes to an immediate halt when commanded to do so.



1d20	Trait	Notes
7	Climbs stairs/steep incline	The horse is capable of climbing up stairs or steep inclines as long as there is adequate footing. The Ranger needs to make an Animal Handling check with advantage to stay mounted.
8	Walks backward	This trick is useful on narrow mountain paths and the like.
9	Walks sideways/reverse	This trick can be employed in crowd control to sweep compact groups of people out of the way, using the horse's bulk.
10	Knows way home	At night, or when carrying a weary or injured rider, this horse can take its passenger home if given control of the reigns.
11	Fetches on command	The horse guards a fallen or injured rider until help arrives, and it attacks all enemies who threaten its charge.
12	Counts	The horse can be sent to fetch a particular item it is familiar with.
13	Rears on command	The animal can accurately count, using its hoofs to stamp out answers to simple addition and subtraction problems that are given to it.
14	Lies down when ordered	This is a very impressive trick to be used when leading armies or just before riding out of town.

1d20	Trait	Notes
15	Protects master	This trick is useful for injured characters trying to reach equipment or climb back into the saddle after a fall.
16	Keeps silent on command	The horse uses as much stealth as possible when ordered to remain quiet, walking slowly and voiding any vocalization for a full turn.
17	Jumps	A horse trained to jump properly adds 1' to the maximum height and 2' to the maximum length it is normally allowed to jump.
18	Pirouettes	The horse can turn in place in a circular motion that is useful to a character caught in a tight place or who wishes to whirl the animal about to face an approaching enemy.
19	Piaffes	This is the ability to perform a spectacular elevated trot in place. Impressive to behold.
20	Finds water	The horse can lead its master to fresh water if there is any to be found nearby.



## Crown's Ranger Footnote

This alternate ranger class is designed with the original source in mind, as well as the earlier iterations of a ranger in D&D, as well as locations and settings wise for my own game world, which has a bit of it inspired by the same books the class comes from.







RESERVED FOR  
VASTARI CLASS



## Appendix D – CRITICAL HIT AND MISS TABLES

### SLASHING

ROLL	RESULT
1-35	Double Damage
36-62	Triple Damage
63	Shield Destroyed (no effect if no shield)
64	Shield Destroyed (roll again if no shield)
65	Helm removed (lose ear; stunned 1D6 melees if not helmed)
66	Hem removed (lose ear; stunned 1D6 melees)
67	Voice box punctured; no talking (no effect if helmed)
68-69	Ear removed (no effect if helmed)
70	Ear removed (helm removed if helmed)
71-72	Eye removed (no effect if helmed)
73	Eye removed
74	Knee split; reduce Speed by half
75	Knee split; no movement
76	Fingers removed; Disadvantage on Sleight of Hand
77	Leg removed at ankle
78	Leg removed at knee
79	Leg removed at hip
80	shield arm removed at wrist (no effect if shield)
81	Shield arm removed at elbow (no effect if shield)
82	Shield arm removed at elbow (no effect if shield)
83	Shield arm removed at wrist
84	Shield arm removed at elbow
85	Shield arm removed at shoulder
86	Weapon arm removed at wrist
87	Weapon arm removed at elbow
88	Weapon arm removed at shoulder
89	Abdominal injuries; carrying capacity halved
90	Chest injuries; carrying capacity halved
91	Abdominal injuries; death in 1D6 days
92	Chest injuries; death in 1D4 days
93	Abdominal injuries; death in 2D6X10 minutes
94	Chest injuries; death in 2D8X10 minutes
95	Abdominal injuries; immediate death
96	Chest injuries; immediate death
97	Throat cut; immediate death (no effect if helmed)
98	Throat cut; immediate death
99	Decapitated; immediate death (no effect if helmed)
100	Decapitated; immediate death





## PIERCING

ROLL	RESULT
1-35	Double damage
36-70	Triple damage
71-72	Shield arm struck (no effect if shield)
73-74	Shield arm struck
75-76	Weapon arm struck; Disadvantage to Attack for 1D4 rounds
77-78	Weapon arm struck; Disadvantage to Attack for 1D4 hours
79-80	Weapon arm struck; no attacks until healed
81-82	Struck in abdomen; death in 1D6 days
83-84	Struck in chest; death in 1D4 days
85-86	Struck in abdomen; death in 2D6X10 minutes
87-88	Struck in chest; death in 2D8X10 minutes
89-90	Struck in abdomen; immediate death
91-92	Struck in chest; immediate death
93	Blinded in eye; Disadvantage on attacks, ranged attack distance halved (no effect if helmed)
94	Blinded in eye; Disadvantage on attacks, ranged attack distance halved.
95	Larynx punctured; no talking (no effect if helmed)
96	Larynx punctured; no talking
97	Struck in head; lose 1D3 points of Intelligence (no effect if helmed)
98	Struck in head; lose 1D4 points of Intelligence
99	Struck in head; immediate death (no effect if helmed)
100	Struck in head; immediate death





## BLUDGEONING

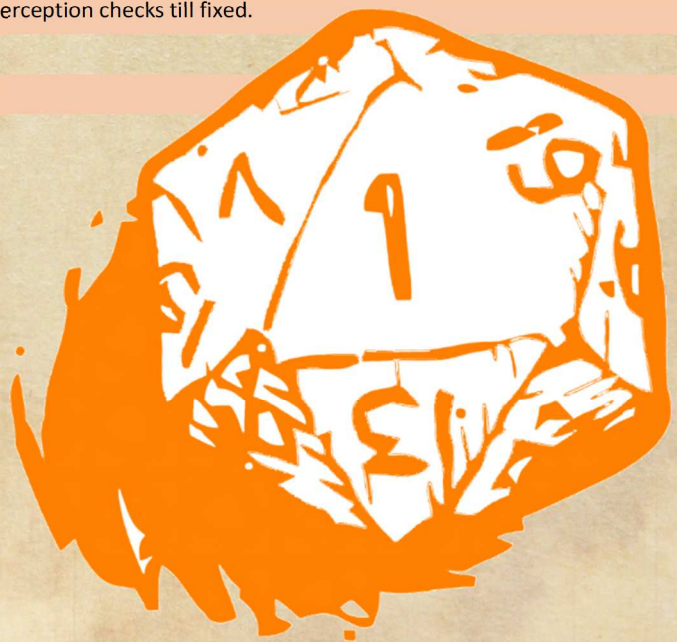
ROLL	RESULT
1-35	Double Damage
36-58	Triple Damage
59-60	Shield broken (no effect if no shield)
61-62	Shield broken (roll again if no shield)
63-64	Shield arm struck (no shield defence for 1D6 Rounds)
65-66	Shield arm broken; lose shield
67-68	Weapon arm struck; -2 penalty to strike
69-70	Weapon arm struck; -4 penalty to strike
71-72	Weapon arm broken; no attacks with that arm
73-74	Hand struck; Sleight of Hand penalty 1D3 points until healed
75-76	Hand struck; Sleight of Hand penalty 1D3 points
77-78	Chest struck; stunned 1d6 Rounds
79-80	Chest struck; ribs broken, lungs punctured; no movement
81-82	Chest struck; ribs broken, heart punctured; death
83-84	Leg struck; fall to the ground
85-86	Leg struck; Movement speed halved
87-88	Leg broken; no movement
89-90	Head struck; lose 1D3 points of Intelligence (no effect if helmed)
91-92	Head struck; lose 1D3 points of Intelligence
93-94	Head struck; lose 1D3 points of Wisdom (no effect if helmed)
95-96	Head struck; lose 1D3 points of Wisdom
97-98	Skull crushed; immediate death (no effect if helmed).
99-100	Skull crushed; immediate death.





## FUMBLES

ROLL	RESULT
1-20	Slip; roll Dex DC 12 or fall and be stunned for 1D4 rounds
21-35	Stumble; roll Dex DC 14 or fall and be stunned for 1D6 rounds.
36-42	Trip and fall; stunned for 1D6 rounds
43-48	Off balance; roll Dex DC 13 or lose next action
49-52	Lose grip on weapon; roll Dex DC 13 or no attack next action
53-56	Lose grip; roll Dex DC 14 or drop weapon
57-60	Lose grip; drop weapon
61-62	Shield entangled with opponent (no effect if no shield)
63-64	Shield entangled with opponent; neither character attacks next action
65-66	Weapon entangled with opponent; no attack next action
67-70	Weapon knocked away 1d10 feet in random direction.
71-74	Weapon Break Chance; 75% for normal weapons, 100% for low quality weapons, 75% for Dwarven / Elven weapons, 50% for Masterwork weapons 25% for magical weapons
75-79	Hit self; half damage
80-81	Hit self; normal damage
82	Hit self; double damage (not a critical strike)
83-84	Hit friend; half damage
85-86	Hit friend; half damage
87	Hit friend; double damage (not a critical strike)
88-89	Critical strike, self
90-91	Critical strike, friend
92-93	Twist ankle; Movement Speed halved 10 minutes
94-95	Helm slips; roll Dex DC 14 to fix, or Disadvantage on attack rolls and Perception checks till fixed.
96-97	Helm slips; roll Dex DC 15 to fix, or no attack or perception checks till fixed.
98	Distracted; opponent's next attack at advantage.
99	Roll twice, ignoring rolls of 99 or 00
100	Roll three times, ignoring rolls of 99 or 00



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