

SHOTGUN FANTASY



AN ISEKAI & FANTASY PLAY EXPANSION FOR
EVERYDAY HEROES™
A ROLEPLAYING GAME FOR THE MODERN WORLD

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SHOTGUN FANTASY

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Isekai & Fantasy Play Expansion for

EVERYDAY HEROES

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PREFACE

Ever since *Everyday Heroes* was announced as the spiritual successor to d20 Modern, fans have been asking for the spiritual successor to *Urban Arcana*, the groundbreaking urban fantasy expansion for d20 Modern. At the time, we had a whole series of movie-based books to write, but Goober and I were already discussing how we could bring urban fantasy to *Everyday Heroes*, which culminated in our vision for *Everyday Arcana*.

One of the pillars of SigTrent Games is listening to our fans and trying to give them what they ask for. While I didn't want to get in the way of *Everyday Arcana's* eventual arrival, I felt I could bring Spell casting, Magic Items, and other classic fantasy elements to *Everyday Heroes* in a different package, letting the players mix magical fantasy with their modern adventures. This idea of genre mixing was what led me to make this an isekai-themed book. Isekai is a subgenre of fantasy and science fiction that I have enjoyed since I was a kid, and its surge in popularity over the past few years made it seem like the right way to mix the chocolate with the peanut butter for maximum gaming deliciousness.

Inspired by one of my favorite cross-genre films, *Army of Darkness*, I decided to call this book, "*Shotgun Fantasy*," to evoke both the modern and the magical elements. I hope that you find it to be a worthy platform on which I can create further games and adventures and a satisfying meal that prepares you for the full feast that is yet to come.

Sigfried Trent





INTRODUCTION

Welcome to *Shotgun Fantasy*, where heroes from our modern world find themselves to be strangers in a strange land, and where heroes from the world of fantasy find themselves trapped in ours. This sourcebook seeks to be a bridge between the worlds and game systems of *Everyday Heroes* and 5e fantasy.

This supplement assumes you have access to the *Everyday Heroes* Core Rulebook, which has a rich set of options for playing in a modern-day setting. You can also use *Shotgun Fantasy* with just the *Everyday Heroes* Quickstart Guide, which has all the rules that you need, but fewer options for making modern heroes and fewer world-building elements. When combined with *Shotgun Fantasy*, you will have everything that you need for grand isekai adventures.

Inside this supplement you will find three different sections.

Part 1: Isekai Adventures

Inspiration and ideas for isekai and portal fantasy adventures.

Part 2: Fantasy Heroes

Everything you need to create and play classic fantasy heroes, including backgrounds, professions, classes, Feats, equipment, Spells, and more.

Part 3: Conversion and Cross Play

Mechanical conversion and compatibility Guides for *Everyday Heroes* and 5e so you can use them to assemble and play characters from one system in the other.

New Mechanics Language

Shotgun Fantasy features some new rules language for *Everyday Heroes* that make the rules a bit easier to read. These changes should mostly be intuitive, but let's take a quick look at them anyway.

Name Skill Checks

"Name Skill Check" is a term that refers to an Ability Check that calls out a specific Skill. These checks are normally expressed like this: "Make a Strength (Athletics) check." However, *Shotgun Fantasy* will sometimes use this phrasing: "Make an Athletics check." This language assumes that

you will use the default Ability score, an alternate that is appropriate for the situation, or one granted by your Talents.

Resist and Recover

"Resist" and "Recover" are used when calling for Saving Throws. "Resisting" an effect means the creature will not be affected. "Recovering" from an effect or condition means the effect or condition ends. Saving Throws made to Recover from an effect happen at the end of the affected character's turn.





ISEKAI ADVENTURES

Isekai is a Japanese word that means “another world,” and it has become the most common term among genre fans for stories in which a character from our own world finds themselves in another, more fantastical one. Such stories are also known as “portal fantasies” and include famous stories such as *Alice in Wonderland*, *A Connecticut Yankee in King Arthur’s Court*, and *The Lion, the Witch, and the Wardrobe*. Going back even further, many fantastical stories from mythology and religion feature heroes who journey to the lands of the gods and other spiritual realms. In recent years, isekai stories in anime, manga, and light novels have become increasingly popular and abundant.

The key element to all isekai stories is that the main character is a “stranger in a strange land”; that is, one who is transported not just to an unfamiliar location but to an *unfamiliar reality*. The hero must try to learn the rules of the new

world, find a place and purpose for themselves within it, and eventually decide if they will stay in the new world or seek to return to their own.

Moreover, these reality-traveling heroes possess knowledge, powers, and abilities that make them unique and important in the new world to which they travel. As the hero grows, due to the challenges that they face, the new world through which they now journey is shaped by their actions and sometimes even by their mere presence.

These dual elements, namely, the hero experiencing being a unique fish out of water in a new world, and then facing the challenges of the new world with their special knowledge and abilities, are what make the isekai genre such rich soil for imaginative adventure stories. And where there are great stories, full of imagination, there is abundant opportunity for roleplaying!

❁ About this Section ❁

Most of Part 1 of *Shotgun Fantasy* contains inspiration for running isekai-themed adventures and help for GMs to tell these types of stories. It is also a solid introduction to isekai and Portal Fantasy if you are not familiar with the genres and their rich history. Each section includes a bit of inspiration in the form of recommendations for media productions that are both entertaining and full of great ideas that you could use in your games. You won’t find a lot of rules in Part 1, but there are some recommendations for handling some of the trickier elements of cross-genre play.

❁ Types of Worlds ❁

Isekai play will almost always involve at least two worlds. The first world is the one with which the hero is familiar, and the second is the unfamiliar world to which the hero is transported. Since we are most familiar with our own world, the list below focuses on other possible realities to explore.

❧ Afterlife Worlds ❧

From ancient Egyptian instructions in the *Book of the Dead* to contemporary anime like *Bleach*, stories of a mortal's journey beyond death have fascinated readers for all of human history and have remained important elements of living faiths. Stories of the “afterlife” offer an incredibly rich range of possibilities.

A common theme in afterlife stories is the hero coming to terms with what they have done in this life, being rewarded for their good deeds or punished for their bad ones. Often, through suffering and struggle, they can find some kind of redemption and move on to a better and higher state of being. Nearly as common are stories of the hero struggling to return from the Land of the Dead back to the realm of the living because the hero is neither ready nor willing to accept their present circumstances as their ultimate fate.

Afterlife worlds can vary from the mundane to the absolutely surreal. Typically, the world of the afterlife operates under entirely different rules, usually far more spiritual and magical, than our mundane reality does. Heroes in the afterlife may face astonishing divine powers that are utterly

implacable, but they may also find themselves inheriting extraordinary powers as they move beyond the mortal veil.

GM Tips. Hero backstories can be important for afterlife-themed adventures. Have your players come up with some significant life traumas, triumphs, and regrets for their heroes and share them with you and perhaps each other. You should incorporate these into afterlife events, giving the heroes a chance to reconcile with the key people, moments, or turning points in their lives.

Inspiration

❧ *The Epic of Gilgamesh* (Epic poem, Ancient Mesopotamian, c. 2100-1200 BCE). King Gilgamesh embarks on a quest for immortality after the death of his friend, Enkidu, and journeys to the underworld, where he encounters the flood survivor, Utnapishtim, in an heroic attempt to escape death and to understand the nature of mortality.

❧ *The Sandman* (Comic book series, Neil Gaiman, 1989-1996). Dream of the Endless rules over the realm of dreams and nightmares. But when he is captured and imprisoned for decades, his eventual escape sets in motion events that take him through various mythological afterlives and supernatural realms as he confronts his role in the cosmic order.

❧ *What Dreams May Come* (Movie, directed by Vincent Ward, based on Richard Matheson's novel, 1998). Chris Nielsen dies in a car accident and enters a personalized afterlife realm created by his own consciousness. But when his wife commits suicide and becomes trapped in a hellish landscape, he must journey through various levels of the afterlife to find and save her soul.



✿ Celestial Worlds ✿

Celestial worlds are out among the stars. They are planets or other celestial bodies far beyond the world that the hero is from. While they may be in the same universe and have the same natural laws as their own, they are far removed and may feature technology so advanced or alien as to appear to be magic.

Stories about space travelers are not strictly isekai stories, but they often are functionally identical. Being effectively trapped in a spaceship or space station a trillion miles from home is essentially another world that the human mind has never experienced. And once a traveler lands on an alien planet, they are firmly in an isekai-type story.

Celestial stories feature themes of survival and enlightenment. The hero must figure out how to survive in a new world so far from home and learn new technology or ideas from an alien civilization in order to overcome its challenges. There can also be grim and cosmic revelations

that humble a hero like those of *Cthulhu Mythos* or the *Three Body Problem*, where the revelation is that mankind is both insignificant and ultimately doomed.

GM Tips. Exploration and discovery are key elements to build into an isekai story set in space. You can think of the adventure like an onion in which the heroes are at the center, trying to figure out where and who they are. With each discovery, the heroes can peel back a layer to reveal and understand a larger context. With space adventures, there are effectively infinite layers, which can make for a truly epic story.

Inspiration

✿ *A Princess of Mars* (Novel, Edgar Rice Burroughs, 1917). Confederate veteran John Carter is mysteriously transported from Earth to the dying world of Mars (Barsoom), where he gains superhuman abilities due to the planet's lower gravity and becomes embroiled in Martian wars while romancing the beautiful princess Dejah Thoris.

✿ *The Hitchhiker's Guide to the Galaxy series* (Novel series, Douglas Adams, 1979-1992). Arthur Dent is swept away from Earth's destruction and travels through the galaxy with his alien friend Ford Prefect, encountering bizarre civilizations, improbable coincidences, and the ultimate answer to life, the universe, and everything.

✿ *Farscape* (TV show, created by Rockne S. O'Bannon, 1999-2003). Astronaut John Crichton is accidentally shot through a wormhole to a distant part of the galaxy, where he joins the crew of escaped prisoners aboard the living ship Moya while being pursued by the militaristic Peacekeepers and struggling to find a way home.



✿ Divine Worlds ✿

Divine worlds are realms ruled or inhabited by supernatural or divine beings. These are places where mortals dare not tread without special permission. Divine realms may take on nearly any form and can have very bizarre properties and rules. They are typically places of the spirit, and the laws that govern these places may be totally unfamiliar. Moreover, the divine rulers of these realms may have complete control over truth and meaning, and the ability to shift reality on a whim.

Heroes in a divine realm are often at a serious disadvantage compared to the local residents. They don't know the rules of the land, and the inhabitants are divine beings of incomparable power. However, despite their limits, heroes may still find themselves at the center of a story due to their uniqueness and independent perspective. And they may find ways to wield the power of the divine or even ascend to some form of godhood.

At the core of many stories of journeys to divine realms is how this experience transforms the hero. In some cases, it humbles the hero, who grows in wisdom, while in other cases it empowers them to become more powerful than they had ever imagined possible. Such experiences are most meaningful for heroes whose strong religious beliefs are either confirmed or deeply challenged by the experience.

GM Tips. Your first step in creating a Divine world is to decide which divine powers govern the world and what their motivations are. Also, you will get more drama out of the setting if you can set up tensions between the divine characters. These tensions create the core conflicts in which the heroes find themselves embroiled.

Inspiration

☉ *The Divine Comedy* (Narrative Poem, Dante Alighieri, 1321). The mortal Dante experiences the full range of a soul's journey through the afterlife according to Christian traditions of the time, beginning in Hell, then Purgatory, and finally leading to Heaven.

☉ *The Chronicles of Amber series* (Novel series, Roger Zelazny, 1970-1991). Prince Corwin of Amber discovers that he is part of a royal family that can walk through The Shadows to reach infinite variations of reality. The princes of Amber struggle for the throne while defending their realm against the forces of the Courts of Chaos.

☉ *Bleach* (Anime, Directed by Noriuki Abe, 2004) High school student Ichigo Kurosaki is recruited to become a Soul Reaper and becomes involved in the endless conflicts between supernatural entities from the world of spirits and the divine.



❁ Fantasy Worlds ❁

Fantasy worlds are the bread and butter of modern isekai stories, especially in anime. Everyone who roleplays has probably imagined what they would do if they suddenly found themselves in the world of *D&D* or *Middle Earth*. With magic, all things are possible, so magic is often the ultimate expression of our fantasies for what could be possible without the limitations of our own lives.

Fantasy world stories are rooted in various historical contexts, but as a genre, “fantasy” is a fairly modern creation. This is not because fiction from the past didn’t include fantastical elements (just read *Homer’s Odyssey*), but because the genre is so tightly associated with the roots laid down by Tolkien in *The Hobbit* and his subsequent works. So, when someone says “fantasy,” they tend to mean a very specific sort of world where there are magic spells, swords, and dragons.

A common theme in isekai fantasy stories is the modern hero finding their true purpose in the fantasy world after feeling meaningless in their own time. This theme naturally leads into the

general fantasy story trope that the hero is a figure of prophecy who will save the land from evil. While perhaps overused, it remains a very satisfying story for roleplaying adventures.

GM Tips. If your players are into the idea, fantasy isekai is a great setting for making “self-characters.” The players make an in-game version of themselves to start with, which is then dropped into a fantasy setting and must take on one of the archetypal roles of fantasy. It can be a fun bridge to cross in that the players are portraying characters like themselves, but ones that can explore new avenues of personal expression.

Inspiration

❁ *The Chronicles of Narnia series* (Novel series, C.S. Lewis, 1950-1956). Children from our world discover the magical realm of Narnia through various portals, where they encounter talking animals, mythical creatures, and the great lion Aslan in seven interconnected adventures that explore themes of good versus evil and spiritual transformation.

❁ *Labyrinth* (Movie, Jim Henson, 1986). When fifteen-year-old Sarah wishes for the Goblin King to take her baby brother, Toby, away, he does exactly that. She must then navigate a magical labyrinth within thirteen hours to rescue Toby from the otherworldly realm ruled by the charismatic and dangerous Goblin King, Jareth.

❁ *Spirited Away*. (Anime movie, directed by Hayao Miyazaki, 2001) Ten-year-old Chihiro becomes trapped in a supernatural bathhouse for spirits after her parents are transformed into pigs, forcing her to work for the witch, Yubaba, while calling upon hidden courage to save her family and navigate a world ruled by gods and ancient spirits.



❁ Future Worlds ❁

Future worlds into which characters are sent are common in modern science fiction, but can also be found in ancient stories among religious traditions. These tales often explore ideas of social, biological, and spiritual change and growth, or the overall decay of human civilization. Great attention is paid to the future state of the world and how this state came to be (sometimes to the detriment of exploring the main character's development).

These stories can get especially interesting when the heroes can travel back and forth from the

future and their own past, exploring variations in the future that they may have intentionally or inadvertently shaped and reshaped.

Depending on how much time has passed, the future world could be mostly familiar to the heroes or wildly alien to them. There is often an expectation that the future is a world in which technological progress has advanced human potential, but many stories of traveling into the future are warnings about a world in which everything has gone horribly wrong for humanity.

GM Tips. Try to come up with an understanding of how temporal causality is going to work in your game. Ideally, you want there to be a way for the heroes to change things in meaningful ways. This is one of the first things that your players will think about, and discovering how temporal causality works in your story will be a large part of the fun and a key to using everyone's imagination to explore wild narrative possibilities.

Inspiration

- ❁ *The Time Machine* (Novel, H.G. Wells, 1895). A Time Traveller invents a machine that propels him to 802,701 AD, where he encounters the Eloi and Morlocks in a dystopian future.
- ❁ *Planet of the Apes* (Movie, directed by Franklin J. Schaffner, 1968). Astronaut George Taylor crash-lands on an ape-ruled planet, revealed to be Earth thousands of years in the future.
- ❁ *Back to the Future part II* (Film, directed by Robert Zemeckis, 1989). Marty McFly and Doc Brown travel into the future of 2015 to prevent Marty's son from making a life-altering mistake, only to have Marty's rival, Biff, steal the time machine and take control of history.



❁ Hidden Worlds ❁

Hidden worlds are worlds that have always been close at hand here in our reality, but are out of sight and just out of reach of most people. A recent and popular example would be *The Wizarding World* and *Harry Potter*, but these kinds of worlds have a long history, such as in stories of heroes captured by the Fae, traveling to lost Atlantis, or going to a literal underworld like in *Journey to the Center of the Earth*.

One feature of hidden worlds is that it is often easy for heroes to travel back and forth, especially if the world is hidden under the facade

of everyday life. Hidden worlds are a staple of urban fantasy stories, as they can be used to explain why magic has always been with us but remained out of our sight.

These types of isekai stories often put less focus on the heroes having unique advantages in the new world and more on the discovery of truth and how the characters will adapt to this new information and challenge. The heroes may discover hidden potential within themselves after contact with this new world, as if it were the missing piece of their destiny.

GM Tips. A hidden world is a great way to root a story in the real world, but then take the adventure in a new and unexpected direction. These kinds of stories are especially good for people who are new to roleplaying. Fantasy and science fiction can be overwhelming to people not already immersed in those areas. Players without that experience can start in the familiar and then move into the fantastical elements a little at a time until they are ready to dive all the way in.

Inspiration

- ❁ *Journey to the Center of the Earth* (Novel, Jules Verne, 1864). Professor Lidenbrock and his nephew Axel descend through an Icelandic volcano into a subterranean world filled with prehistoric creatures and ancient oceans.
- ❁ *Neverwhere* (Novel, Neil Gaiman, 1996). Richard Mayhew is drawn into London Below, a secret, magical underworld existing beneath the streets of London, populated by forgotten people and strange beings.
- ❁ *Pan's Labyrinth* (Movie, directed by Guillermo del Toro, 2006). Ofelia discovers a magical and dangerous faerie world beneath Francoist Spain, accessible through an ancient labyrinth in her backyard.



❁ Historical Worlds ❁

A lot of time-travel stories focus on changing the past to alter the present, and this is both an exciting idea for storytelling and a nightmare of potential plot holes. It is absolutely fertile ground for adventure, but it is not the only way to approach journeys into the past. *A Connecticut Yankee in King Arthur's Court* is a great example of a time-travel story in which the hero uses modern ideas to upset the balance of power in the past without any consideration or exploration of future consequences.

Travelers from the future often have numerous advantages, such as their knowledge of historical events and technology. That said, they may also have significant gaps in their knowledge, have mistaken beliefs due to the imperfect lens of history, or be unprepared for the daily hardships of life without modern tools and conveniences. It's a great setting to allow players to feel powerful, but there should always be challenges that can potentially humble them.

GM Tips. Do your homework! Reading and studying history is going to give you awesome adventure ideas—more than you know what to do with—and scores of crazy details that will delight your players. If you like doing a bit

of game design, such settings also provide rich opportunities to write up new equipment, skills, and other game elements that the heroes can learn.

Inspiration

❁ *A Connecticut Yankee in King Arthur's Court* (Novel, Mark Twain, 1889). A 19th-century American engineer is accidentally transported to 6th-century England, where he attempts to modernize King Arthur's court with his modern knowledge.

❁ *Kindred* (Novel, Octavia E. Butler, 1979). Dana, a 1976 modern Black woman, is involuntarily pulled back to antebellum Maryland, circa 1815, and a hidden past world tied to her ancestors that is accessible through unexplained temporal shifts.

❁ *Erased* (Anime, produced by A-1 Pictures, 2016). Satoru Fujinuma involuntarily travels back to his childhood in the 1980s to prevent tragedies, accessing a hidden past version of his hometown that shapes his present.



❖ Parallel Dimensions ❖

The idea of multiple dimensions is a popular idea in modern science fiction, but it can also be found in traditional stories of ghosts and fairies who are always present with us but can only be seen under the right circumstances. The core idea is that there are parallel worlds that surround us but which we cannot see or interact with normally, but which can be accessed or witnessed under special circumstances, such as a full moon, an equinox, or with the aid of magic or technology. Sometimes the creatures in the other dimension are well aware of our existence, and sometimes we are as alien to them as they are to us.

One of the more consistent elements of parallel dimension stories is that the other dimension is a reflection of our own, so that important landmarks in our world are also present in the parallel dimension. In darker stories, they are horrific versions of our own world, while in faerie stories, they might be more idyllic. In yet other stories, the other world contains an alternate version of the hero, and the two heroes mirror each other in the same way as their worlds do.



Many modern stories involve a “multiverse,” where there are infinite variations of our world, each with some specific differences and each containing some variation of every living being. These stories are often used to explore causality without the paradoxical entanglements found in linear time-travel tales.

GM Tips. One of the big traps of a multiverse adventure is that it is easy to lose a sense of purpose and meaning. For example, if there are infinite versions of your heroes, why should it matter to them what they do or even if they live or die? It is probably not a good idea to throw this into the player’s faces during the story; instead, try to make their actions feel significant both to their own lives and to the broader multiverse.

Inspiration

- ❖ *Sliders* (TV show, created by Tracy Tormé and Robert K. Weiss, 1995–2000). A group of travelers uses a wormhole device to “slide” between parallel versions of Earth, searching for their way back to their home dimension while encountering alternate histories and realities.
- ❖ *The Ten Thousand Doors of January* (Novel, Alix E. Harrow, 2019). January Scaller discovers magical doors leading to parallel worlds and must navigate between realities while uncovering the truth about her own identity and the forces trying to control interdimensional travel.
- ❖ *Everything Everywhere All at Once* (Movie, directed by Daniel Kwan and Daniel Scheinert, 2022). A Chinese-American laundromat owner must connect with parallel universe versions of herself to prevent a powerful being from destroying the multiverse.



❁ Video Game Worlds ❁

The most recent type of isekai story involves heroes being transported to worlds that are based on video games. *Tron* is one of the earliest examples, but video game worlds have become a popular sub-genre among isekai stories thanks to anime series such as *Sword Art Online*.

A common element of video-game-based isekai stories is that the heroes have special meta-knowledge about the game world that its inhabitants are unaware of. They can access the hidden statistics and mechanical elements that are simply taken for granted by the inhabitants and use them to the hero's advantage. Another common plot point is that the hero can cheat at the game in some fashion, giving them powers unheard of in that world.

GM Tips. One challenge of a video-game-based isekai setting is that the mechanics of the game world are part of the plot, while you are playing an overarching game system that can represent any world. To create a strong feeling of this very “meta” situation, you can create a special set of rules that apply only in the game world, or even use a separate game system to represent it.

Inspiration

- ❁ *Tron* (Movie, directed by Steven Lisberger, 1982). A brilliant computer programmer is digitally transported into the mainframe of a hostile software company, where he must battle programs and escape the virtual world before his real-world existence is erased.
- ❁ *Ready Player One* (Novel, Ernest Cline, 2011). Wade Watts escapes his dreary dystopian world by entering the OASIS, a virtual-reality MMORPG in which players compete for the ultimate prize of inheriting the OASIS from its legendary and eccentric creator.
- ❁ *Sword Art Online* (Anime, directed by Tomohiko Itō, 2012). Kirito and thousands of players are trapped in *Sword Art Online*, a VRMMORPG world where death in the game means death in real life.



Moving Between Worlds

Another key element of isekai adventures is how the heroes ended up in the other world and how they might return home. The only limit to what could happen is your imagination, but here are a few of many concepts that you can find in existing isekai stories.

❁ Death ❁

Death is one of the more drastic ways by which a hero can find themselves in another world. Typically, the hero “awakens” after death to find themselves in a new and unfamiliar world. Depending on the cultural context, the hero could travel to the afterlife, reincarnate into a new body, or discover their prior life was only an illusion.

Death is typically understood as a one-way journey, but in the world of fiction, that’s not necessarily the case. Haunting, reincarnation, and even resurrection are ways that the hero could return to their old life. It could be that what the hero thought was a final death was only a near-death experience and that their life in that other world was just a fleeting moment in the “real” one.

GM Tips. Roleplaying death is something that can be challenging for players, who are typically trying their best to avoid it. This can make setting up the death of the characters in the game a bit awkward and even traumatic. It might be easier to tell the players ahead of time that this is an afterlife-oriented game rather than springing their characters’ demise on them unexpectedly. This way, the players know what is coming and can more easily accept it. You may even find it helpful to allow them to collaborate with you about how their heroes die, much like any other element of a character’s backstory.

Inspiration

- ❁ *Beetlejuice* (Movie, directed by Tim Burton, 1988). Recently deceased couple Barbara and Adam Maitland become ghosts trapped in their home and hire the chaotic bio-exorcist Beetlejuice to help them scare away the new living occupants, leading to supernatural chaos between the worlds of the living and the dead.
- ❁ *Planescape: Torment* (Video game, Black Isle Studios, 1999). The Nameless One awakens in a mortuary with no memory of his countless past lives and must explore the multiverse of Sigil and the Planes to uncover the truth behind his Curse of eternal resurrection and fragmented identity.
- ❁ *That Time I Got Reincarnated as a Slime* (Anime/light novel, Fuse, 2014-ongoing). Thirty-seven-year-old Satoru Mikami is murdered and reincarnated in a fantasy world as a slime monster named Rimuru Tempest. He uses his newfound abilities and his knowledge from his previous life to build a diverse monster nation while navigating political intrigue and facing increasingly powerful divine beings.



❁ Dramatic Events ❁

Taking a page from stories such as *The Wizard of Oz*, you can create a cataclysmic event that triggers a transition between worlds. Exactly how this happens might need to remain a mystery, but it makes for dramatic storytelling and gives you a good reason to bring a whole group of heroes into another world. It also creates drama, wondering what happened to their home in the midst of this calamity, giving them a strong motivation to try to return.

GM Tips. Actually, roleplaying the crazy event that takes place at the beginning of such stories is too good an opportunity to pass up. Cataclysm is an exciting way to kick off an adventure, even if the conclusion to the event is inevitable in your story. Be sure to give the heroes some minor goals at which they can succeed or fail during the event itself so that the inevitable transport to another world doesn't feel like an overblown narration.

Inspiration

❁ *The Wizard of Oz* (Movie, directed by Victor Fleming and King Vidor, 1939). Dorothy Gale is swept away by a tornado from her Kansas farm to the magical Land of Oz, where she embarks on a journey along the Yellow Brick Road with three companions to find the Wizard who can help her return home.

❁ *Rifts* (Role Playing Game, created by Kevin Siembieda, 1990). A cosmic alignment causes numerous dimensional rifts to open along Earth's ley lines, creating a world where magic, technology, and spiritual realms collide.

❁ *Stranger Things* (TV show, created by the Duffer Brothers, 2016). A government experiment into psychic phenomena opens a gateway to "the Upside Down," which leads to a series of adventures and terrors for a group of adolescent friends.



❖ Dreaming ❖

Wandering in another world through dreams is a great way to launch an isekai adventure. The heroes can find themselves in a world of dreams or use dreams as a way to transit to other realities. Dream travel can give heroes a lower sense of stakes and danger, but you can always introduce the idea that what happens in the world of dreams can impact waking life. The kinds of worlds that the heroes may discover and what new powers they may learn are broad. The fluidity and mercurial nature of dreams give you a lot of latitude as to how things might work, and you can play with logic, causality, and other ideas without breaking verisimilitude.

GM Tips. You should start a dreaming adventure in the waking world so that the transition to the dream world provides a stark contrast. Over time, the experience of dreaming can become an increasingly significant part of the story until it leads to a full transition into the other world.

Inspiration

❖ *The Dream-Quest of Unknown Kadath* (Novela, H.P. Lovecraft, 1943). Randolph Carter sees a majestic city in his dreams and sets out on a grand adventure through the realm of dreams to reach it while the dark god Nyarlathotep tries to stop him.

❖ *Paprika* (Anime movie, directed by Satoshi Kon, 2006). Dr. Atsuko Chiba uses an experimental dream-sharing device called the “DC Mini” to enter patients’ subconscious minds as her alter ego Paprika. But when the technology is stolen, the boundary between dreams and reality begins to collapse, threatening both the dream world and waking life.

❖ *Inception* (Movie, directed by Christopher Nolan, 2010). Dom Cobb leads a team of specialists who enter people’s dreams through shared dreaming technology to perform “extraction” (stealing secrets) or “inception” (planting ideas), navigating multiple-layered dream levels where time moves differently and reality becomes increasingly unstable.



❁ Drugs ❁

The ability to expand one's consciousness to experience other planes of existence has historically been ascribed to certain kinds of hallucinogenic drugs. This type of transition between worlds typically precipitates a spiritual or psychological (rather than a physical) journey, since the hero's body is usually helpless while their spirit roams freely, unhindered by limitations of the material world. In some stories, the drugs involved are those used in traditional medicine or initiation rituals; in other stories, the drugs are new and being used in dangerous experiments that have unforeseen and unintended consequences. A common theme in any hallucinatory experience is to question what is real and what is imagination, or even if there is a difference between the two.

GM Tips. This is a topic you should discuss with players before you commit to it. Drug addiction and dependency can be sensitive topics that some players would rather not face in their fantasy play. It could even be dangerous to people who are fighting real-life addictions.

Inspiration

❁ *The Doors of Perception* (Non-fiction book, Aldous Huxley, 1954). Huxley chronicles his experience taking mescaline under clinical supervision, describing how the hallucinogenic drug dissolves the barriers of ordinary perception and reveals what he believes to be a more authentic reality of heightened awareness and mystical insight.

❁ *Pure Trance* (Manga, Junko Mizuno, 2005). In a post-apocalyptic underground city, nurse Keiko navigates a surreal world where the government distributes hallucinogenic "Pure Trance" food pills that induce dream-like states. Keiko's experiences take her through bizarre adventures involving alien creatures, pop idol dreams, and government experimentation.

❁ *Synchronic* (Movie, directed by Justin Benson and Aaron Moorhead, 2019). Two New Orleans paramedics discover a new designer drug that causes bizarre and deadly accidents by allowing users to travel to different points in time.



❁ Portals ❁

Portals include any kind of doorway, passage, or location by which characters can slip from one world into the next. All you need to do is pass through the portal to reach the other world. Portals offer a convenient mechanism for both people and objects to travel between worlds and are great for routine travel and exchange between worlds. This type of story gave rise to the genre term, “portal fantasy.”

The most traditional portals are doorways and arches, but they can be nearly anything and found nearly anywhere. Some portals only allow travel in one direction, while others allow travelers to pass from either world to the other. Portals may remain open at all times, or they may be open only at certain times or in certain circumstances. Portals may also require some type of key, which transforms them from an ordinary doorway to one that allows passage to another world. In short, they are one of the most versatile means of otherworldly travel.

GM Tips. By and large, portals are easy to work with as a GM. They are very flexible and can be used for nearly any kind of story. You should spend some time thinking about exactly how your portals work, because these rules will help you define plot elements and conflicts in your story. You don’t need to explain the rules to players, of course, as it is better if their characters have to discover the rules for themselves.

Inspiration

- ❁ *The Subtle Knife* (Novel, Philip Pullman, 1997). Will Parry discovers a knife that can cut windows between parallel worlds and teams up with Lyra Belacqua to search for Dust (particles associated with consciousness) and Will’s father, while being pursued by the Church’s agents and angels from multiple universes.
- ❁ *Gate: Jieitai Kanochi nite, Kaku Tatakaeri* (“Gate - Thus the JSDF Fought There,” Light novel series, Takumi Yanai, 2010-2015). When a mysterious gate opens in Tokyo’s Ginza district and unleashes medieval fantasy creatures, JSDF officer Youji Itami leads a reconnaissance team through the portal to establish diplomatic relations with the Special Region while defending both worlds from various threats.
- ❁ *Doctor Strange in the Multiverse of Madness* (Movie, Sam Raimi, 2022). Doctor Strange must protect a multiversal-traveling teenager from a corrupted Wanda Maximoff, who seeks to harness the girl’s power to reunite with her children across alternate realities.



❁ Possession ❁

Possession includes all the different ways that one person's consciousness can come to be housed in a body that is not originally their own. In the case of isekai stories, this host body is generally in another reality, time, or far-flung location. In most stories, the transfer of consciousness comes as a surprise or revelation, but there are also stories of demons, ghosts, or cybernetic technology that allows an entity to forcibly possess others.

What happens to the consciousness of the person who is possessed is a unique element to this kind of travel. Both the practical implications and the moral ones are great areas for exploration in this kind of adventure story.

GM Tips. Be sure to check out the Transformations sub-section at the end of this chapter. There are fun and sometimes challenging rules and considerations for gameplay where you are mixing minds, souls, and bodies. Also, use some discretion as to what kinds of situations you put players into. Ideally, players are in control of defining who their heroes are, but this type of story can lead to the GM taking over part of their character's identity and forcing them into a role that the player doesn't enjoy. That is not always a bad thing, but you should check to see how your players feel about it.

Inspiration

- ❁ *The Shadow Out of Time* (Novella, H.P. Lovecraft, 1936). A Miskatonic University professor, Nathaniel Wingate Peaslee, experiences five years of amnesia, during which his mind is swapped with that of an alien being from the distant past, who uses his body to study humanity while Peaslee's consciousness is transported to the alien's ancient, advanced civilization.
- ❁ *Quantum Leap* (TV Series, by Donald P. Bellisario, 1989) American Scientist Sam Beckett becomes a disembodied time traveler inhabiting the bodies of people in other times, trying to set events on the proper course to return himself to his own time.
- ❁ *Altered Carbon* (Novel, Richard K. Morgan, 2002) In a future where human consciousness can be digitized and transferred between bodies (sleeves), a former elite soldier and convict, Takeshi Kovacs, is re-sleeved to investigate the apparent suicide of a powerful, centuries-old billionaire, who believes he was murdered.



❁ Summoning ❁

In worlds where magic is common, magical practitioners can often bring creatures from other worlds into their own through spells and rituals. They can also bring heroes. The heroes themselves could be summoned by such a spell and brought to a fantasy world by accident or to serve a specific purpose.

Whether the effects of the summoning are permanent or not is one of the choices that the GM has to make, as is the choice of by what means the heroes could return. By and large, summoning is a one-way ticket, but that doesn't mean that there are no other means to return. Where magic is at play, nearly anything is possible.

GM Tips. Summoning is a convenient way to create isekai stories because it requires very little explanation or lead-up. Nevertheless, challenge yourself to make the reasons why the heroes were chosen by the magic interesting and exactly how that magic works have some depth. Doing this will help inspire your plot and can create an engaging mystery that the heroes can investigate and come to understand.

Inspiration

- ❁ *The Fionavar Tapestry* (Novel series, Guy Gavriel Kay, 1984-1986). Five university students from Toronto are summoned by the mage Loren Silvercloak to Fionavar, the first and most real of all worlds, where they become entangled in an ancient prophecy and must help battle the return of the Dark Lord Rakoth Maugrim.
- ❁ *Fushigi Yūgi* (Manga, Yuu Watase, 1992-1996). Junior-high school student Miaka Yuki is pulled into an ancient Chinese book called “The Universe of the Four Gods,” where she becomes the Priestess of Suzaku and must gather seven Celestial Warriors to summon the god Suzaku and save the country of Konan.
- ❁ *Drifters* (Anime, directed by Kenichi Suzuki, 2016). Historical warriors, including samurai Shimazu Toyohisa, are transported to a fantasy world where they become “Drifters” who must battle against the “Ends” (other displaced historical figures) in a brutal war that will determine the fate of this new realm.



❁ Virtual Reality ❁

The most modern incarnations of isekai stories are those where the other world is a computer simulation rather than a physical world. In most cases, this type of world travel is intentional, and the travelers are well aware they are in a virtual world, but there are some famous examples of heroes coming to realize the world they thought was real is only an illusion, and they must come to terms with the fact that everything they thought they knew was a lie. While the exact means are unclear, there are also stories of heroes being bodily transported into an electronic world rather than simply experiencing it through sensory equipment.

GM Tips. A common philosophical question that presents itself during a virtual-reality game is, “What does it mean to be ‘real’?” Ultimately, that is a question that each of the heroes will need to wrestle with and come up with their own answer to. But it is also one that you, as the GM, need to think about because your significant NPCs will need to have a view that informs their motivations.

Inspiration

- ❁ *The Matrix* (Movie, Lana Wachowski and Lilly Wachowski, 1999). Neo, a computer hacker, discovers that reality is actually a simulated world controlled by machines and joins a rebellion to free humanity from the Matrix while learning to manipulate the virtual environment through his mind.
- ❁ *.hack//SIGN* (Anime, Kōichi Mashimo, 2002). Player Tsukasa becomes trapped in the MMORPG “The World” and cannot log out, leading to an existential journey of self-discovery as the line between his virtual identity and real-world consciousness blurs.
- ❁ *Soma* (Video Game, Frictional Games, 2015). Simon Jarrett awakens in an abandoned underwater research facility after undergoing an experimental brain scan, only to discover that he exists as a digital consciousness. Simon must confront questions about identity, consciousness, and what it means to be human in a world where the line between mind and machine has dissolved.



The Hero's Challenges

Perhaps the most important theme of an isekai story is the unique challenges the hero will face in the new and unfamiliar world. Some challenges will be obvious and some hidden, but in each case, these challenges will help drive the plot forward and make the story feel like a true adventure.

Cultural Challenges

It is unlikely that the hero's home world culture will be the same as the culture of the new world to which they have traveled. The differences can cause significant misunderstandings between the hero and the locals, making social interactions more difficult and even perilous. Even upon coming to understand the new culture, it may be so alien—and even repulsive—to the hero that they find it almost impossible to adapt to. And it may not only be the hero that cannot adapt: the locals may have xenophobic attitudes and be initially very hostile to any outsider.

Equipment Challenges

Magical and technological items may or may not work well when brought to a new world. It could be that the fundamental laws of reality have changed in a way that makes these items inoperable, or it may be that there simply aren't appropriate resources to keep them working. For example, modern heroes in a fantasy world will find it challenging to use a smartphone when there is neither public electricity nor a cellular signal.

However, when a hero's class is technology-dependent, such as the Hacker or Engineer, you may want to get creative in allowing for their talents and gear to operate in new ways. A solar battery might get them enough power for limited use of their gadgets, or some cosmic force may enable their devices to be used regardless of circumstances.

A good compromise can be to put some resources and time limits on equipment. Limited ammunition for a gun is a good example. The hero would start with a reasonable supply, but be aware that they will need to find an alternative weapon or some way to make their own ammunition in the future. The goal should be to create challenges rather than uncrossable barriers.

Language Challenges

You have two main options when heroes travel between worlds. You can make language an initial barrier that they need to overcome, or you can largely ignore language barriers. Both approaches have their advantages and disadvantages.

Making language a barrier will give the campaign a more realistic feel and create some interesting challenges for the players. Not only will the rules of the world be strange to them, but they will also have a hard time getting information from the locals. This can help preserve the mystery of an unknown world a little longer in a game. If you go this route, you should have a plan for how quickly the heroes can overcome this obstacle and the means by which they would do it.

Ignoring the language barrier only calls on the GM to come up with an explanation as to how this happens. Most players won't question it, but if it's never addressed, it can break immersion somewhat. You don't need to make this explanation front and center, as the language barrier may be largely unimportant, but it is good to have an answer ready should the question be asked.



Knowledge Challenges

Beyond language and culture, there are many other areas where the hero's lack of knowledge can provide challenges. Every person spends their entire life learning about their home world and the places they visit. And when they are dropped into an unfamiliar world, literally everything they know could be useless to them, and they must start over, knowing less than a child does. It is only natural that their first order of business will be to try to learn about their new environment through observation, interaction, and communicating with any locals that they can find. This is a great driver for the action in an isekai story.

In addition, this kind of ignorance can be fun to roleplay. It is a fun kind of challenge to portray someone who is utterly surprised and confused by a world (and especially if you, as the player, have a pretty good notion about what kinds of surprises you might encounter). The most common way of filling in knowledge gaps is to find a local who can explain things, and these

interactions can be fun to roleplay. However, if the players already have a good idea of what is going on, it is fine for the GM to just assume that downtime is spent learning from the NPC about the new world and then summarize the knowledge that the heroes have gained.

Wealth Challenges

When a Hero enters another world, they typically only have what they are carrying on their person, so they would be effectively broke. Of course, it is possible that something they carry has significant value in the new world if they can find someone to buy it. Magic swords could command quite a lot of interest in the modern world, and a firearm would be seen as highly valuable in a fantasy realm, at least until it runs out of ammunition. World travelers also likely have some skills and knowledge that make them uniquely valuable as a worker or advisor, giving them a way to earn their keep or even become wealthy in their new world.



The Hero's Advantages

In the isekai genre, power fantasies are center stage. The heroes of these stories often have powers that verge on god-like in their new world. Not every story focuses on power fantasy, but at a minimum, a protagonist's unique knowledge and origin make them special.

Players tend to enjoy it when their heroes feel powerful, so long as their characters still have challenges to deal with and meaningful decisions to make. GMs should consider what type of unique qualities the heroes will have that make them stand out in this new world. The more subtle approach is to have innate qualities that the heroes bring from their own world provide special advantages in the new one; another is to create unique powers granted to them by virtue of their outsider status.

Keep in mind that these advantages don't always require game mechanics to be attached to them. If everyone in the other world thinks that the heroes are the greatest things in the universe, the heroes will feel pretty special from that alone. If you go the route of giving the heroes really potent game advantages, just remember to throw them some equally potent challenges after they've had a chance to enjoy flexing their newfound muscles.

Cultural Advantages

People often underestimate the power of culture to overcome challenges. Many of the great shifts in our own world come from cultural trends that drive societies to new heights or towards total collapse. Heroes from another world can introduce cultural ideas that can spread rapidly, leading to dramatic change in their new home. Naturally, such heroes might be seen as saviors, enemies of the people, or both. This kind of social power puts the heroes at the center of a grand narrative and makes them the principal agents of change in a story.

Destiny

While not unique to isekai stories, having the heroes be agents of destiny is a classic fantasy trope. Typically, the mantle of destiny will come with unique powers or privileges, but sometimes it is nothing more than a self-fulfilling prophecy as the inhabitants of the new world choose to make the hero their champion. Even though some consider the "child of destiny" a worn-out

trope, it is nevertheless one that lovers of fantasy continue to embrace, and which players are probably going to enjoy.

One reason destiny is both loved and hated is that it is not an earned privilege. The heroes of destiny are often otherwise ordinary people granted powers and privileges for no reason beyond the circumstances of their birth or arrival into the story. But it's one thing to read about such a character, and quite another to get to play one.

Knowledge Advantages

Special knowledge is one of the most common advantages in isekai stories. Very often, this advantage comes in the form of a modern character having scientific knowledge that is not present in a more primitive world, but it could also be knowledge of magic in a mundane world or knowledge of the future. For example, the story of a player getting sucked into a video game usually comes with the player having a lot of meta-knowledge about the game and possibly even ways to exploit the rules of that world.



Knowledge alone doesn't do much for a hero unless they can put it into action. GMs should make sure that players who try to leverage their character's knowledge to do something practical have a good chance of succeeding. The more impactful the knowledge can be, the more exciting the story is going to be. Of course, players should know that new knowledge, once demonstrated, can travel fast, even in a "primitive" world.

Technology Advantages

The title of this book, *Shotgun Fantasy*, hints at a technological advantage. Having a shotgun in a fantasy world, while not game-breaking, might be mind-blowing for the people of that game world. And even if that one weapon isn't going to change the game world, the knowledge of how it works might. Something like a functional smartphone or computer tablet is likewise going to be seen as an incredible superpower to any society that doesn't have anything like it. Likewise, a wand that can animate the dead is going to be revolutionary in a world that has never seen anything like that.

Try not to think of technology strictly as a measure of the technical progress in our own world. Another world could have incredibly advanced medicine and incredibly primitive transportation options. Take a page from science-fiction writing and create a unique blend of what is and isn't possible in a given world, and then contrast that blend with the one that the heroes are originally from to find what makes them unique and powerful. It can be good fun to take an idea that might be taken for granted in our world, but that inhabitants of another world might find miraculous, and use this as the heroes' advantage.

Unique Powers

Some heroes might have superpowers that truly go beyond the norms of either world. These

powers can be either grandiose or quirky and strange. Whatever the case, they should feature prominently in the story of a campaign and be a central focus of the action much of the time.

Typically, the GM will need to decide beforehand exactly how these powers interface with the game rules. However, it is not always necessary to reveal all the mechanical details to the players—that can be a fun puzzle for them to work out by putting these powers to the test—but it is still essential that, as the GM, you have a solid understanding of how the powers work so that you can adjudicate the situations in which they are used.

An effective approach to try with Unique Powers is to begin with the heroes slowly discovering that they have them. Once the heroes get a handle on their powers, let them grow in mastery of these powers until they reach what feels like an untouchable degree of power. Then, reveal new opponents that have similar or even greater powers, which now pose the ultimate challenge to the heroes.

Also, keep in mind that power is relative in game worlds. If heroes enter a world where their greatest champions are effectively 3rd level, then any heroes that can attain levels well beyond 3rd level would seem like godlike combatants.



Transformation

One of the more unique aspects of isekai storytelling is the different ways in which a hero can be physically or metaphysically transformed when traveling to another world. While the hero's mind and memories usually remain intact, their physical form and appearance can change dramatically.

Possession

What makes possession stories unique is that the hero's mind and spirit are inhabiting the body of a person who has their own history and place in the world. The hero must not only come to grips with the new world, but also try to figure out the place of the person that they have become in this new world, and what they want to do as that person.

Possession can come as a complete surprise or happen intentionally. It can be permanent, temporary, or intermittent. Whatever the case, possession stories must also confront the practical and ethical questions that arise with regard to the mind, soul, and body of the person who has been possessed. These questions and tensions can become important plot points as the story progresses.

Reincarnation

Modern reincarnation stories are often different from traditional ideas of reincarnation in philosophy or religion. In traditional reincarnation, the person's soul is born into a new body, but without a complete memory of their prior life. In most isekai stories of reincarnation, the hero is reborn with a full memory of their prior life into a body that is effectively that of a full-grown adult. Sometimes this is explained, but often it is just ignored for the sake of the story.

Reincarnation stories often provide the hero with a very different body than the one they had previously, sometimes an entirely different

species. A big part of this sub-genre is the fantasy of becoming a different sex, species, or social class and seeing how this plays out and changes the hero. Some stories take these ideas to extremes and have the hero reincarnated into absurd forms. These can make for fun one-night adventures, but the premise can be hard to sustain for a full RPG campaign.

Spiritual or Virtual Bodies

This category covers a wide range of ideas that are effectively the same central concept, in which the spirit and mind of the hero inhabits a body that is neither their own nor someone else's, but that is created specifically for their spirit to inhabit. A primary example is a hero taking on the role of a character in a video game. The body is represented by the code of the game, but the hero's mind and spirit remain their own. Other examples are a hero inhabiting a robotic avatar on a foreign planet, an astral manifestation of themselves on another plane, or some representation in the afterlife.

Functionally, this isn't a lot different from reincarnation except that, in most cases, the hero in these stories is aware of the nature of their new body and how they came to inhabit it, whereas reincarnation generally comes as a surprise to the hero, and they must discover the nature of their new circumstances. Spiritual or Virtual Bodies have a story form that works well if you want the style of an out-of-body story, but you also want the heroes to be able to easily return to their normal life and world.



Transformation Game Mechanics

Most of the themes of isekai games are about mixing together existing game elements from different genres, such as a hero from one genre facing the challenges of a different genre. In terms of gameplay, however, hero transformation can be challenging, especially when it comes to players creating their heroes. And so, we provide some guidance below. However, these rules should be seen as default recommendations rather than hard and fast requirements. If you are running an isekai-themed game and have specific mechanics in mind for transformation, then go for it! Just be sure to make it clear to your players how things work and what they need to do to make things happen.

Considerations

There are two game mechanic approaches to hero transformation: Planned Transformation and Unplanned Transformation. Which you choose really depends on the way that the GM wants the isekai story to unfold. Unplanned transformations make the most sense when the play will involve the heroes before and after their transformation, but are generally more involved to pull off. Planned transformations are generally easier, less complicated, and assume that play will only take place after the heroes have transformed.

Planned Transformation

In a planned transformation, the players (or a GM making pre-gens) know that they are playing characters that have already transformed into isekai-style heroes and that all of the gameplay (but possibly not all of the role play) takes place within the world into which their heroes have been transported. The players will be making the heroes in their transformed state using the usual rules for making heroes, but drawing from two or more sets of genre character options.

For the most part, this kind of hero building

involves the player creating two personas: their original self and their transformed self. The player then chooses game mechanics from each of the two worlds as they make the most sense for the campaign.

Origin. The player should choose an Origin for both their original and transformed personas and note both Origins on their character sheet. Their original Origin is strictly for role play. Use the game mechanics for their transformed Origin, including the appropriate Ability Score generation.

Background. The player should choose a Background based on their original persona, but only include iconic equipment if the GM indicates that they would have been able to bring it to their new world.

Profession. The player should consult with the GM about their Profession. If the story involves the hero being transformed into a brand new being in the new world, then the hero should choose a Profession from their original world.

If the hero is transformed through some kind of possession into a pre-existing person with a pre-existing life, then the player should pick one Profession from each world and take select mechanics from each as follows.

⚙️ **Original Profession:** Ability Score Adjustments, Proficiencies, Languages

⚙️ **Transformed Profession:** Wealth level, Iconic equipment



Players should only get one profession Talent, sometimes called a Special Feature, which they should choose from the two professions based on which makes the most sense, given the nature of the Talents. Talents based on social standing should come from the transformed profession, while Talents based on knowledge and skill should come from the original profession.

Archetype and Class. The player and GM should work together to make an appropriate selection for the hero's Archetype and Class for the game. The selection really depends on the nature of the campaign and what kinds of Archetypes and Classes are available in each genre. The player should be thinking about what kind of hero they want to play, and the GM should be ensuring that it fits into the story and world lore. It is more common to choose a Class and Archetype from the Origin world, but in some cases, it may be more fun to choose them from the transformed world, so that the player's hero finds themselves possessed of new powers and abilities that are foreign to their original persona.

Equipment. The player should work with the GM to determine whether they will have equipment from their past life, or from their new life, or a mix of the two.

Level. If players are making heroes that are higher than first level, they should talk to the GM about what levels their heroes were when they were transformed. Then they can pick Feats and other level-up options based on the world in which the heroes acquired them.

Unplanned Transformation

In an unplanned transformation, the players create heroes with the normal choices that they would make for the given genre. From there, play begins, and the heroes gain levels and do what normal heroes do up until the moment of transformation. Then, at that later point in the story when the transformation takes place, the players will modify their heroes or create other-world versions of them.

Make a Branch. With hero transformation, it is a good idea to keep the hero's original character sheet for reference or in case you want to return to play with that incarnation. Use a new character sheet to make the transformed version of the hero.

Origin. Heroes take on the Origin talents of their new Origin and lose the Origin talents of their former Origin. The Player should create a new set of Ability Scores based on their new Origin's rules. These scores are modified as usual by Background, Profession, Feats, and so on. Players can change any discretionary Ability score increases from Backgrounds, Professions, or Feats as they like, as part of their hero's transformation.

Background. Heroes should keep their existing Background. Whether they keep their iconic equipment is at the GM's discretion.

Profession. Heroes should keep their existing Profession.

Archetype and Class. Heroes keep their existing Archetype and Class. It should be possible for heroes to multiclass into Archetypes and Classes from their new world as they learn and grow there.

Feats. Heroes keep their existing Feats but can later learn new Feats from their new world. GMs may want to grant heroes Bonus Feats so they can organically learn new Talents, Proficiencies, and Languages from their new world.

Equipment and Wealth. Whether heroes keep their existing equipment and wealth is at the discretion of the GM and will depend on the nature and circumstances of the hero's transformation.

Level. By default, the hero's level should not change. However, if the GM decides that the story calls for the level to change, these adjustments should be made after all other adjustments are complete. Transformed heroes would lose any Hit Dice, Hit Points, Talents, and Feats that they are no longer entitled to once they become a lower-level hero in transformation.





EVERYDAY FANTASY

This section of *Shotgun Fantasy* is dedicated to a set of *Everyday Heroes* rules for playing core fantasy characters and running a core fantasy world. It is meant to be combined with the *Everyday Heroes* core rule set and modern setting content to create glorious cross-genre adventures. You can also use these rules to create a pure fantasy adventure or an urban-fantasy-style game in which modern technology and mystic Spellcasting exist side by side.



The World of Aeron



The content of *Shotgun Fantasy* is meant to be generic enough that you can easily plug it into any classic fantasy world. The purpose of doing this is so that you can use this content to create adventures in worlds of your own making or in those created by others.

That said, some fantasy elements (such as religions, magic colleges, and fantasy species) make more sense when you ground them in specific world lore. Such elements in *Shotgun Fantasy* are accordingly drawn from my own fantasy world, known as “Aeron.”

Rather than create a full picture of this world, I have sprinkled lore from it throughout *Shotgun Fantasy*. Please feel free to adopt elements of it for your own games and adventures with my blessing.



Fantasy Heroes



Shotgun Fantasy uses the same essential system for making Heroes as the core *Everyday Heroes* system.

1. Choose an **Origin** and determine your **Ability Scores**
2. Choose a **Background** and two **Languages**
3. Choose a **Profession**
4. Choose an **Archetype** and **Class**
5. Add finishing touches like **equipment**, your personality, and backstory

Note about Talents. Talents are the generic term used to describe all the specific and special things a hero can do or can learn in *Everyday Heroes*. Origins, Backgrounds, Professions,

Archetypes, Classes, and Feats can all grant a hero one or more Talents.

Fantasy Origins

Origins are the biological heritage of a hero's ancestry. Origins are meant to represent intrinsic physical and hereditary characteristics rather than cultural and personal ones. Among every Origin species, you can find diverse individuals who may vary significantly from the descriptions below. It is common for people of different species to live in the same kingdom or society in Aeron. It is also common for political enclaves to be primarily inhabited by a given species. There are far more than four species and Origins in Aeron, but these are the four most common and populous species of the Aeron world.



Dwarf

Dwarves, when compared to humans, are shorter and stouter. Their faces are very similar to humans, though they are almost always bearded, even as children. The Dwarves of Aeron have a mystical and religious connection to minerals and stone, though they are living creatures of flesh and blood. They are renowned for their vast underground cities and mines, as well as their unmatched craftsmanship with steel, gemstones, alchemy, and clockwork creations. This is often the basis of trade between Dwarven civilizations and those of other peoples that value their creations.

By and large, Dwarves are very long-lived and hearty people. It is not known if they have an upper limit to their natural age, but they are not immortal and eventually succumb to illness or violence. It can take as many as fifty years for Dwarven children to come to full maturity, and so Dwarves are not prone to raising more than one or two offspring at a time. As a result, their populations tend to grow slowly, even in prosperous times.

Dwarves have exceptional senses that allow them to effectively navigate underground. They

are also physically resilient, able to resist diseases and toxins with little long-term harm.

While Dwarves are as diverse in personality and character as any other people, they have a general reputation for being secretive and guarded with strangers while being warm and intimate with proven friends. They also have a reputation for being both blunt and earnest in conversation.

DWARVEN ABILITY SCORES

Starting Array: 15, 14, 12, 11, 10, 8

Point Buy: 25 points (15 maximum score)

Rolling: 4d6 (drop the lowest) on 5 rolls, 3d6 on 1 roll.

Ability Score Limits: 22 for Constitution, 20 for all other Ability Scores

DWARVEN TALENTS

Dwarven Senses. Dwarves have natural Nightvision. Furthermore, they can effectively navigate in complete darkness using a combination of their keen hearing, smell, and tactile sensations to “see” up to 30 feet from where they stand. Nevertheless, they still suffer the penalties for Poor Visibility.

Robust Health. Dwarves have advantage on Saving Throws made to resist or recover from Disease and Poison. They also have Damage Reduction 10 (Poison).

Stonesense. Dwarves have a mystic connection to stone and minerals, which enables them to sense what minerals are close at hand and to evaluate their condition. This gives them Advantage on any Ability Check made to identify the composition, qualities, and physical integrity of any stone, metal, or mineral-based object or material within 20 feet. They also have Advantage on Ability Checks made to find secret doors or mechanical traps made primarily from similar materials within 20 feet.



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Elf



Elves are very similar in stature and appearance to humans, though on average their builds and features tend to be more slender. They do not grow facial or body hair normally, and their ears are larger, tapering up to a point. Elves are biological creatures, but they have a natural aptitude for Spell casting surpassed by no other people of Aeron. While far from the only talent that they pursue, nearly every elf has an inborn affinity for magic.

While not exactly immortal, elves do not age naturally in the way Humans do. Once they come of age, elves remain in perfect health provided that they do not become sick or suffer violence. The appearance of a given elf may change in subtle ways over time, but it is not due to a lack of health; rather, it is more due to the state of their mental and spiritual attitude. Elves may have many offspring, but they rarely raise more than one child at a time, and it can take a century or more for an elf to reach a state of full maturity. Thus, their populations grow slowly.

In addition to their innate ability to channel magic, Elves have keen senses and agile bodies

when compared to most humans. These qualities and their nearly limitless life spans are often a source of jealousy and irritation among other people of Aeron.

Elves are highly diverse in looks, due to their practice of using magic to personalize their appearance, and are also diverse in their personality, due to their long lives. They are often perceived as aloof and guarded by other peoples but also have a reputation for being wise and skilled.

ELVEN ABILITY SCORES

Starting Array: 15, 13, 13, 11, 10, 9

Point Buy: 25 points (15 maximum score)

Rolling: 4d6 (drop the lowest) on 4 rolls, 2d6+3 on two rolls

Ability Score Limits: 22 for Dexterity, 20 for all other Ability Scores

ELVEN TALENTS

Ageless. Elves are immune to magical effects that are described as aging the victim. In addition, they have Advantage on Saving Throws made to resist and recover from Disease.

Elven Senses. Elves have Advantage on Wisdom (Perception) checks.

Magical Nature. Elves can select a Rank 0 Spell during character creation with which they have a natural affinity. They can cast this Spell without any preparation, but they cannot Enhance the Spell unless they have a Talent that lets them cast at a higher Rank, and the Mana needed to cast them.

Nimble. Elves treat climbing and moving through difficult terrain as Normal Movement.





Human



The humans of Aeron are, in most respects, identical to humans of our own world and possess no special innate qualities that they do not, even though the humans of Aeron live in a world where magic is very much a real part of everyday life, and creatures like Dragons and Doppelgangers pose real existential threats.

Compared to the other peoples of Aeron, humans live short and painful lives, cursed to waste away in less than a century and to have only a short time in the prime of their health and prowess. They seem to make up for this by raising large families of children that mature quickly and by being especially vigorous, dynamic, and motivated people.

Compared with the other peoples of Aeron, Humans are considered to have poor senses of smell, vision, and hearing. It is often speculated that this lack of sensitivity is what allows

humans to tolerate living in dense populations without being driven mad by the noises, smells, and visual chaos of their communities.

The other people of Aeron often see humans as being ambitious, curious, and constantly in motion. The speed at which their populations can rise and their civilizations adapt, is often astonishing to other peoples of Aeron. They are easily the most populous and widespread of the four peoples of the world and are often seen by the others as both a potential threat and an important ally.

HUMAN ABILITY SCORES

Starting Array: 15, 14, 13, 12, 10, 8

Point Buy: 27 points (15 maximum score)

Rolling: 4d6 (drop the lowest) on 6 rolls

Ability Score Limits: 20 for all Ability Scores



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PART 2: EVERYDAY FANTASY

Orc

Orcs are typically somewhat larger and more physically powerful than the average Human. They have shorter noses and more powerful jaws, featuring sharper teeth and tusk-like canines. Their skin tone is typically some shade of greenish hue, varying from a bright floral-green to a dark, almost purple/black tone. Their eyes are highly reflective, like those of a cat.

Orcish lifespans are naturally around two to three times that of humans, although it is unusual for an Orc to die of old age. They typically succumb to violence or some accident before then. Orcish children grow up quickly, often spending only ten or so years fully dependent on their parents for protection, though they don't reach their full stature until nearly one hundred years into their lifespan, at which point they would be seen by their society as fully mature.

Orcs have a natural affinity for and spiritual connection to the plants and animals of Aeron. They possess strong survival instincts, even as children. While they eat both meat and vegetables daily, they can subsist on only sunlight and water for long periods of time. They have exceptional senses, which let them hunt at night as well as during the day.

Orcish civilizations often come into conflict with other peoples when Orcs feel that the natural world is being over-exploited. Elves

using magic to reshape reality, humans building vast cities and farmlands, and dwarves digging up the roots of the earth beyond their needs. This enmity has led to Orcs having a reputation for violence and intolerance.

ORCISH ABILITY SCORES

Starting Array: 15, 14, 12, 12, 9, 8

Point Buy: 25 points (15 maximum score)

Rolling: 2d6+5 on 1 roll, 4d6 (drop the lowest) on 4 rolls, 3d6 on 1 roll.

Ability Score Limits: 22 for Strength, 20 for all other Ability Scores

ORCISH TALENTS

Orcish Senses. Orcs have Advantage on Wisdom (Perception) checks when in a natural environment and have natural Nightvision.

Nature Affinity. Orcs have Advantage on Wisdom (Survival) checks made in a natural setting or with animals or beasts.

Solar Power. Orcs do not need food when taking a Short or Long Rest so long as they have spent at least 4 hours outdoors during the day.

Strong Bite. Orcs can make a melee Bite Attack with which they are always proficient. Their Bite deals 1d6 Piercing damage (PV 2) and has the Light and Finesse properties.



Mixed Origins

If you would like to play a hero with a mixed heritage, there is a Background option that you can select in the next step in making your hero. For now, choose the Origin that you want to determine your Ability Scores and the majority of your Origin talents.

In Aeron, relationships between people of different origins are not rare, but children born of them are. Such children are said to be "Blessings of Aeron" and can go on to sire further generations that share their heritage.

FANTASY LANGUAGES

The world of Aeron is rich with a great many languages spoken by different peoples at any given point in its long history. For convenience, the following shorthands for languages are good choices when making a hero.

Heroes start with two languages: Their native Local language and one other of their choice.

Common. Common speech is a language invented and promoted by the Wizard's College of Lords sometime after its founding. Its purpose is to better allow for communication between ruling elites and to record guild history. It is designed to be simple to learn and easily written, which gives it a reputation as a clumsy and awkward language. While it is not anyone's native tongue, it is the most widely known language in Aeron.

Draconic. Draconic is a language mostly known only to dedicated scholars, but it has some popularity among linguaphiles. It is endlessly complex, obscure, and nearly impossible for most species to correctly pronounce. It is a language all Dragons know as their own, but it has "leaked" over the millennia to become a hobby for many.

Hand Sign. Hand Sign is a visual-manual language that uses gestures rather than sounds. While not strictly universal, most versions of Hand Sign have similarities from one region to another. Hand Sign is popular among underworld groups as it allows for discreet communication.

Local Languages. Local is the speech used by the people who live where the hero lives. It's likely, but not always, their native tongue. You can give it a name or ask your GM what the local language in the setting is called. You can also just record it as "Local" and assume it is what people around where you live speak. It is very common for different species of a region to each have their own languages if they are not part of the same nation or city. Elven, Dwarvish, Orcish,

and other such languages represent non-human tongues common to a given region. So, while a language may be known as "Elven" by local humans, it is not a language universal to all Elves, only the primary language of the Elves in that area.

Magical Script. The magical script used by Wizards is not really a language because the meaning of the runes and symbols it is composed of are esoteric, having no concrete meaning. It is useless for nearly anything other than inscribing and chanting Spells. Wizards claim that it is the one true primal language of creation, but not everything that wizards claim is always true.

FANTASY PROFICIENCIES

The proficiencies used in *Shotgun Fantasy* are mostly the same as in the *Everyday Heroes* core rules, but there are some differences due to the fantasy setting.

Equipment Proficiencies

Shotgun Fantasy uses a subset of the Equipment proficiencies from *Everyday Heroes*: Basic, Historical, and Improvised. Advanced and Military equipment categories are reserved for modern and futuristic weapons with which fantasy characters would be unfamiliar.

If a fantasy hero travels to a modern world or is exposed to modern weaponry, they could learn to master the modern equipment found in the Basic Equipment category in just a matter of hours, provided they have Basic Equipment Proficiency. They would have to learn the Advanced and Military proficiencies the same way other heroes would, by leveling up and taking an Equipment Training Feat (which assumes the character has been spending some in-game time learning and practicing).

Skill Proficiencies

Skill Proficiencies in *Everyday Heroes* are intended to be flexible and change depending on the genre of the game. The core rules proficiencies represent a modern set of skills. *Shotgun Fantasy* uses a set of skills tailored to a fantasy world.



SHOTGUN FANTASY SKILLS

Acrobatics (Dex). Acrobatics involves feats of balance, coordination, and skillful movement.

Animal Handling (Wis). Animal Handling includes the skills and practices of controlling domesticated and wild animals, including monsters with animal-like intelligence and behaviors.

Arcana (Int). Arcana is the study of magical practices, forces, and artifacts, as well as any magical creatures deemed not to be of the natural order.

Athletics (Str). Athletics includes any kind of sport or physical activity that requires strength and conditioning.

Arts and Crafts (Wis). The Arts and Crafts skill is about using the hands and specialized tools to create works of art and useful everyday objects.

Deception (Cha). Deception involves any activities designed to deceive or trick another person into false beliefs.

Endurance (Con). Endurance is about having conditioned the body to perform at high levels for long periods of time and under difficult conditions.

History (Int). History entails the study of the past as well as contemporary politics and culture within the context of civilization.

Insight (Wis). Insight is about understanding other people and their feelings, motivations, and ways of thinking.

Intimidation (Cha). Intimidation includes any effort to frighten or coerce others into compliance through threats.

Investigation (Int). Investigation is the skill used to analyze and explore one's surroundings or to use reasoning to reach a conclusion from known facts.

Medicine (Wis). Medicine in a fantasy world involves a combination of understanding how the body works and how to implement traditional medicinal practices to treat ailments.

Nature (Wis). Nature indicates the skill that comes from the study of wild animals, plants, monsters, weather, and other phenomena found in the wilds.

Perception (Wis). Perception is the skill of using one's natural senses to be aware of what is in the surrounding environment.

Performance (Cha). Performance entails personal artistic actions that are used to influence and evoke the feelings of other people.

Persuasion (Cha). Persuasion is the skill used to convince other people to act or think in a certain way through both argument and pathos.

Sleight of Hand (Dex). Sleight of Hand includes any action that requires extreme physical dexterity with the hands, such as performing stage magic, picking pockets, using lockpicks, or juggling.

Religion (Wis). Religion entails the study of the gods, their personalities, their histories, and their worship. It also includes knowledge of divine beings from other realms.

Stealth (Dex). Stealth is a skill used for both sneaking about unseen and making objects difficult to find.

Streetwise (Str). Streetwise is the skill used to understand urban life and to know where to find useful people and resources in an urban setting.

Survival (Wis). Survival is the skill used to stay alive and navigate in wild lands, including the arts of hunting, foraging, and traversing harsh terrains.

MODERN SKILLS THAT ARE NOT USED

Computers, Mechanics, Natural Sciences, Security, Social Sciences, Vehicles



FANTASY SKILLS IN A MODERN SETTING

More mundane skills like History, Nature, and Animal Handling are more limited versions of Social and Natural Sciences and might be useful in the right situation. Supernatural skills like Arcana and Religion would represent very unique knowledge in a modern setting that could dramatically change the way modern people understand reality.

MODERN SKILLS IN A FANTASY SETTING

Natural Sciences and Social Sciences are modern areas of knowledge, but could, in some cases, be used by modern heroes in a fantasy world.

It is unlikely that a modern hero would truly understand any fantasy religion, but it could be possible, for example, that a hero's knowledge of classical Greek myths and beliefs would be useful in a world in which the Greek myths are real. Likewise, someone trained in modern Natural Sciences might have good insights into natural wildlife in a fantasy world.

Skills like Computers and Vehicles would not be especially useful in a fantasy world, but a clever player may find ways to leverage them. They might even introduce such modern knowledge into the new world in which they find themselves, overturning the normal order of things.





Fantasy Backgrounds



Background represents a hero's formative past. The Backgrounds presented here are broad categories common to a historically grounded fantasy world. Beyond these choices, the Appendix in this book has a list of backgrounds from the *Everyday Heroes* Core Rulebook and The Vault that work well in a fantasy setting.

AGRARIAN CULTURE

You grew up in a family working the land and raising livestock to produce food for both subsistence and sale.

Ability Adjustment. Increase your Constitution by one, up to the maximum set by your Origin.

Skill Proficiencies: Animal Handling

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A faithful pet hound, tasty sausages, fresh-baked bread

Hard Living. You have Advantage on Ability Checks and Saving Throws made to resist or recover levels of Exhaustion.

MARTIAL CULTURE

You grew up in a society where everyone is expected to learn the arts of combat and to put those skills to use for the benefit of your society.

Ability Adjustment. Increase your Strength by one, up to the maximum set by your Origin.

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: A chainmail coat, a wooden shield, a spear.

Comrades in Arms. As a Bonus action, you can give an adjacent ally a +1 bonus to their Defense until the beginning of your next turn while they remain adjacent to you.

MIXED HERITAGE

Aeron has blessed your parents or ancestors with a child of mixed bloodlines.

Ability Adjustment. Increase your Charisma by one, up to the maximum set by your Origin.

Language. Choose one additional language spoken by your parents.

Iconic Equipment: A cultural item related to your inheritance Origin.

Inheritance. Choose one Origin talent from an Origin other than your own. If you choose the Human Origin, which has no Origin talents, increase your Strength, Agility, Constitution, Intelligence, or Wisdom by one, up to the maximum set by your Origin.

Designer Note

Due to the potential strength of the *Inheritance Talent*, this background does not grant any proficiencies.

NOMADIC CULTURE

You were raised in a culture that is always on the move, following seasonal bounty and seeking new places to temporarily settle.

Ability Adjustment. Increase your Wisdom by one, up to the maximum set by your Origin.

Language. Choose one additional language.

Skill Proficiencies: Insight

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Mementos from faraway lands, sturdy boots, a sturdy walking stick

Nose for Trouble. You have Advantage on Insight checks made to determine whether someone has hostile intent or ulterior motives.

SUBSISTENCE CULTURE

You come from a people that live off the bounty of nature by hunting and gathering wild resources.

Ability Adjustment. Increase your Dexterity by one, up to the maximum set by your Origin.

Skill Proficiencies: Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A hunting bow and arrows, a skinning knife, ritual skin markings



Know Where to Look. You have advantage on Survival checks made to find food and water, or to track prey.

URBAN CULTURE

You grew up in one of the large cities of Aeron where you were exposed to culture and ideas from far-off lands and peoples.

Ability Adjustment. Increase your Intelligence

by one, up to the maximum set by your Origin.

Language. Choose one additional language.

Skill Proficiencies: Streetwise

Iconic Equipment: A token with the mark of your city, and fashionable clothing

Inoculated. Thanks to your exposure to many pathogens, you have Advantage on Saving Throws made to resist or recover from the Sickened condition.





Fantasy Professions



Aeron is a pre-industrial society where the economy centers around agriculture, trade, and magic. While large cities often dominate the political and cultural spheres, most people live in rural areas where they farm, hunt, and scavenge the necessities of life. These rural folk pay taxes or barter their labor to local authorities in return for martial and magical protection. Most people learn their trade from their family or by apprenticing to a local craftsman, trading their labor for training and a subsistence wage.

These professions were chosen to represent some of the most common types of historical work, as well as those that lend themselves to a life of adventure.

ADVENTURER

You are an adventurer making your living from bounties, rewards, and by scavenging treasures from defeated monsters and forgotten ruins. Adventuring can be lucrative but very dangerous work.

Ability Adjustments. Increase any three different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Choose two from: Acrobatics, Animal Handling, Arcana, Athletics, Endurance, Perception, Streetwise, and Survival.

Equipment Proficiencies: Basic Equipment

Iconic Equipment: A well-worn bedroll, a water flask, and some salted jerky

Wealth Level. 3

Help Wanted. You have Advantage on Wisdom (Streetwise) checks made to find work and on Charisma (Persuasion) checks made to negotiate compensation for work.

CLERGY

You are a professional member of an organized religion and have dedicated your life to your deity and its church.

Ability Adjustments. Increase your Wisdom and two other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Arts and Crafts, Religion

Iconic Equipment: A uniform of your religion and office, a holy symbol of your faith, and sacred scriptures

Wealth Level. 3

Religious Authority. You have Advantage on Social Sciences checks made regarding your religion and on Charisma (Persuasion) checks made with members of your religion.

CRAFTSPERSON

You make your living crafting useful and beautiful things. It is a trade that you spent many years honing under the tutelage of a family member or master artisan.

Ability Adjustments. Increase your Dexterity and three other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Arts and Crafts

Iconic Equipment: A set of artisans' tools, a modest workshop, a leather apron.

Wealth Level. 2

Measure Twice. You have Advantage on Arts and Crafts checks when using your own tools or when in your workshop.

FARMER

You do the hard and essential work of raising crops and livestock. Without you and your peers, civilization would not be possible.

Ability Adjustments. Increase your Strength, Constitution, and two other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Animal Handling, Nature

Iconic Equipment: Pitchfork

Wealth Level. 1

Healthy Living. You have Advantage on



Constitution (Endurance) checks and on Constitution Saving Throws made to resist or recover from the Sickened condition.

HUNTER

You hunt game animals for food and essential crafting materials. You know the wildlands better than anyone.

Ability Adjustments. Increase your Dexterity, Wisdom, and one other different Ability score of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Perception, Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Hunting bow, hunter's cap, bone-handle knife

Wealth Level. 2

Kill Shot. When making your first attack targeting an opponent who is unaware of your presence and who has not taken a turn in combat, an Attack Roll of 15 or higher that also hits your opponent is considered a Critical Hit.

NOBILITY

You are from a noble family, but are not currently in line to inherit a title. While your family often calls on your service, you still have some time for a few escapades.

Language: Choose one additional language.

Ability Adjustments. Increase your Charisma and one other different Ability score of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: History, Persuasion

Iconic Equipment: Family signet ring, fine clothes

Wealth Level. 4

Privilege. You have Advantage on Charisma (Persuasion) and Charisma (Intimidation) checks made against fellow citizens of a lower social class.

OUTLAW

You are an outlaw in society, making your living through theft and robbery, and have no place to call home but the wilderness.

Ability Adjustments. Increase your Constitution and two other different Ability

Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Sleight of Hand, Stealth, Streetwise, Survival

Equipment Proficiencies: Basic Equipment

Iconic Equipment: An old longsword, a bedroll, and a cloth mask

Wealth Level. 1

Skulking. You have Advantage on Dexterity (Stealth) checks made to hide from and escape pursuers.

SAILOR

You are an experienced sailor who is more at home on the rolling deck of a ship than on solid ground. You can make a decent living if you can manage not to spend all your wages while on shore leave.

Language: Choose one additional language from a foreign land.

Ability Adjustments. Increase your Strength and two other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Athletics, Acrobatics, Nature

Equipment Proficiencies: Basic Equipment

Iconic Equipment: Sharp knife, head scarf, gold jewelry

Wealth Level. 2

Seamanship. You can add your Proficiency bonus to Ability Checks made to crew a ship effectively.

SCHOLAR

You are among an elite scholarly class that can devote its time to study, experimentation, and writing. You are likely in the employ of a wealthy family and are expected to advise and tutor them on a range of learned subjects.

Language: Choose two additional languages.

Ability Adjustments. Increase your Intelligence and Wisdom by one, up to the maximum set by your Origin.

Skill Proficiencies: Arcana, History, Religion

Iconic Equipment: Scholar's robes, a scholarly book, reading glasses

Wealth Level. 3



Ancient Writing. You know a smattering of many ancient scripts. You can decipher the rough meaning of any short ancient textual passage with a successful DC 15 Intelligence (History) check. You must complete a long rest before attempting to decipher the same text again.

SOLDIER

You are a professional soldier, trained in martial combat and expected to bravely fight for those to whom you have sworn service.

Ability Adjustments. Increase your Constitution and two other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Athletics, Endurance

Equipment Proficiencies: Basic and Historical Equipment

Iconic Equipment: Coat of arms, weapons belt, pair of dice

Wealth Level. 2

Courage. You have Advantage on Saving Throws made to resist or recover from the Frightened condition.

TRADER

You travel from place to place, bringing goods from one market to another where they can fetch a higher price.

Language: Choose one additional language.

Ability Adjustments. Increase your Wisdom and two other different Ability Scores of your choice by one, up to the maximum set by your Origin.

Skill Proficiencies: Insight, Persuasion

Iconic Equipment: Wooden travel cup, map of the land, charter of trade

Wealth Level. 3

Haggling. You have Advantage on Charisma checks made to negotiate the price of goods.





Fantasy Archetypes and Classes



In the *Everyday Heroes* system, every hero has a broad Archetype and a specialized Class, each of which contributes greatly to what the hero can do in and out of combat. Choosing an Archetype and Class are two of the most important steps in creating a hero.

Shotgun Fantasy includes four iconic adventuring Classes.

- ⚙ The divine **Cleric**
- ⚙ The brave **Fighter**
- ⚙ The resourceful **Rogue**
- ⚙ The sagely **Wizard**

Supporting these classes are three Archetypes from the *Everyday Heroes* core rules.

- ⚙ The **Strong Hero**
- ⚙ The **Agile Hero**
- ⚙ The **Tough Hero**

And, for the first time, *Shotgun Fantasy* adds a new Archetype to the game.

- ⚙ The **Spellcaster**

New Combinations

A new concept for choosing a hero's Archetype and Class in *Shotgun Fantasy* is that both the Fighter and the Rogue can be combined with any of the three physical Archetypes (Strong, Agile, or Tough).

Meanwhile, the Cleric and the Wizard exclusively pair with the new Spellcaster Archetype and use the new Spell-casting rules debuting here in *Shotgun Fantasy*.

The following are the three core physical Archetypes from the *Everyday Heroes* core rules.





Physical Archetypes and Classes



The following are the three core physical Archetypes from the *Everyday Heroes* core rules. They are unchanged but included here for convenience. Each of these Archetypes can be paired with the Fighter and Rogue Classes that follow these Archetypes.

Strong Hero (Strength Archetype)

Strong heroes use physical might to overcome challenges. They tend to be warriors or guardians who train their bodies to peak performance.

Strong hero Talents focus on offense and a reckless approach to combat, but they are also one of the more durable Archetypes and can handle fighting on the front lines.

Hit Dice: 1d10 per hero level

Starting Hit Points: 10 + Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) +

Constitution modifier per hero level after 1st

Defense (Meat Shield): 10 + Strength modifier

+ Strong Hero Defense bonus

STRONG HERO TALENTS

Reckless Attack (Level 1). At the start of your turn, you can declare that you are being

Reckless. You gain Advantage on Attack Rolls with Melee weapons until the end of your turn. Your opponents gain Advantage on Attack Rolls against you until the start of your next turn.

Power Attack (Level 2). Before making an Attack Roll with a Melee weapon (including weapons with the Thrown property) during your turn, you can take a –5 penalty on the Attack Roll to gain a +10 bonus to Damage if the Attack hits. You cannot use Power Attack if the attack was made as part of a Bonus action or when using Reckless Attack. You also cannot use Power Attack with any Attack that does not require an Attack Roll.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two Minor Feats or one Major Feat. Some Feats have prerequisites you must meet to take the Feat.



STRONG HERO LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS
1	RECKLESS ATTACK, CLASS TALENT(S)	2	1
2	POWER ATTACK, TWO MINOR FEATS OR ONE MAJOR FEAT	2	1
3	CLASS TALENT(S)	2	2
4	TWO MINOR FEATS OR ONE MAJOR FEAT	2	2
5	CLASS TALENT(S)	3	2
6	TWO MINOR FEATS OR ONE MAJOR FEAT	3	2
7	CLASS TALENT(S)	3	3
8	TWO MINOR FEATS OR ONE MAJOR FEAT	3	3
9	CLASS TALENT(S)	4	3
10	TWO MINOR FEATS OR ONE MAJOR FEAT	4	3

Agile Hero (Dexterity Archetype)

Agile heroes rely on fast reflexes and good hand-eye coordination. What they lack in toughness, they can make up for in mobility to better position themselves in a fight.

Agile heroes tend to be good at both Ranged and Melee combat thanks to their focus on Dexterity. This gives them broad offensive flexibility. Their defenses are only average, but smart mobility and positioning can keep them out of harm's way in combat.

Hit Dice: 1d8 per hero level

Starting Hit Points: 8 + Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + Constitution modifier per hero level after 1st

Defense (Agile Movement): 10 + Dexterity

modifier + Agile Hero Defense Bonus

AGILE HERO TALENTS

Fast Reflexes (Level 1). You have Advantage on Initiative Rolls.

Quickness (Level 2). You can take the Dash or Disengage action as a Bonus action.

In addition, during a foot chase, you have Advantage on **Strength (Athletics)** checks made as part of a *Gain Ground* action.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two Minor Feats or one Major Feat (see chapter 7). Some Feats have prerequisites you must meet to take the Feat.

AGILE HERO LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS
1	FAST REFLEXES, CLASS TALENT(S)	2	1
2	QUICKNESS, TWO MINOR FEATS OR ONE MAJOR FEAT	2	1
3	CLASS TALENT(S)	2	1
4	TWO MINOR FEATS OR ONE MAJOR FEAT	2	1
5	CLASS TALENT(S)	3	2
6	TWO MINOR FEATS OR ONE MAJOR FEAT	3	2
7	CLASS TALENT(S)	3	2
8	TWO MINOR FEATS OR ONE MAJOR FEAT	3	2
9	CLASS TALENT(S)	4	3
10	TWO MINOR FEATS OR ONE MAJOR FEAT	4	3



Tough Hero (Constitution Archetype)

Tough Heroes are bulwarks against any foe. Whatever kind of hardship they face, they find a way to survive and overcome it.

Tough heroes have the best defenses of all the Archetypes, but they usually can't leverage their high Constitution for offense. This usually makes these heroes well-rounded combatants who fight on the front lines to protect their allies.

Hit Dice: 1d12 per hero level

Starting Hit Points: 12 + Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + Constitution modifier per hero level after 1st

Defense (Thick Skinned): 10 + (Constitution or Dexterity) modifier + Tough Hero Defense Bonus.

TOUGH HERO TALENTS

Payback (Level 1). You gain a +2 bonus on one Attack Roll against an opponent who has damaged you since the end of your last turn. You can use this Talent once during your turn. You can decide to use Payback after making your Attack Roll, but before determining the result.

Tough as Nails (Level 2). You gain Damage Reduction (against all damage types) equal to your Proficiency bonus.

Two Minor Feats or One Major Feat (Levels 2, 4, 6, 8, 10). You can choose two Minor Feats or one Major Feat (see chapter 7). Some Feats have prerequisites you must meet to take the Feat.

TOUGH HERO LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	TOUGH AS NAILS	DEFENSE BONUS
1	PAYBACK, CLASS TALENT(S)	2	—	2
2	TOUGH AS NAILS, TWO MINOR FEATS OR ONE MAJOR FEAT	2	(DR 2)	2
3	CLASS TALENT(S)	2	(DR 2)	2
4	TWO MINOR FEATS OR ONE MAJOR FEAT	2	(DR 2)	2
5	CLASS TALENT(S)	3	(DR 3)	3
6	TWO MINOR FEATS OR ONE MAJOR FEAT	3	(DR 3)	3
7	CLASS TALENT(S)	3	(DR 3)	3
8	TWO MINOR FEATS OR ONE MAJOR FEAT	3	(DR 3)	3
9	CLASS TALENT(S)	4	(DR 4)	4
10	TWO MINOR FEATS OR ONE MAJOR FEAT	4	(DR 4)	4



Fighter (Strong, Agile, or Tough Hero)

"Give me weapons and armor of steel, and I'll get the job done, no problems, well...no problems for me at least."

—Telemvor

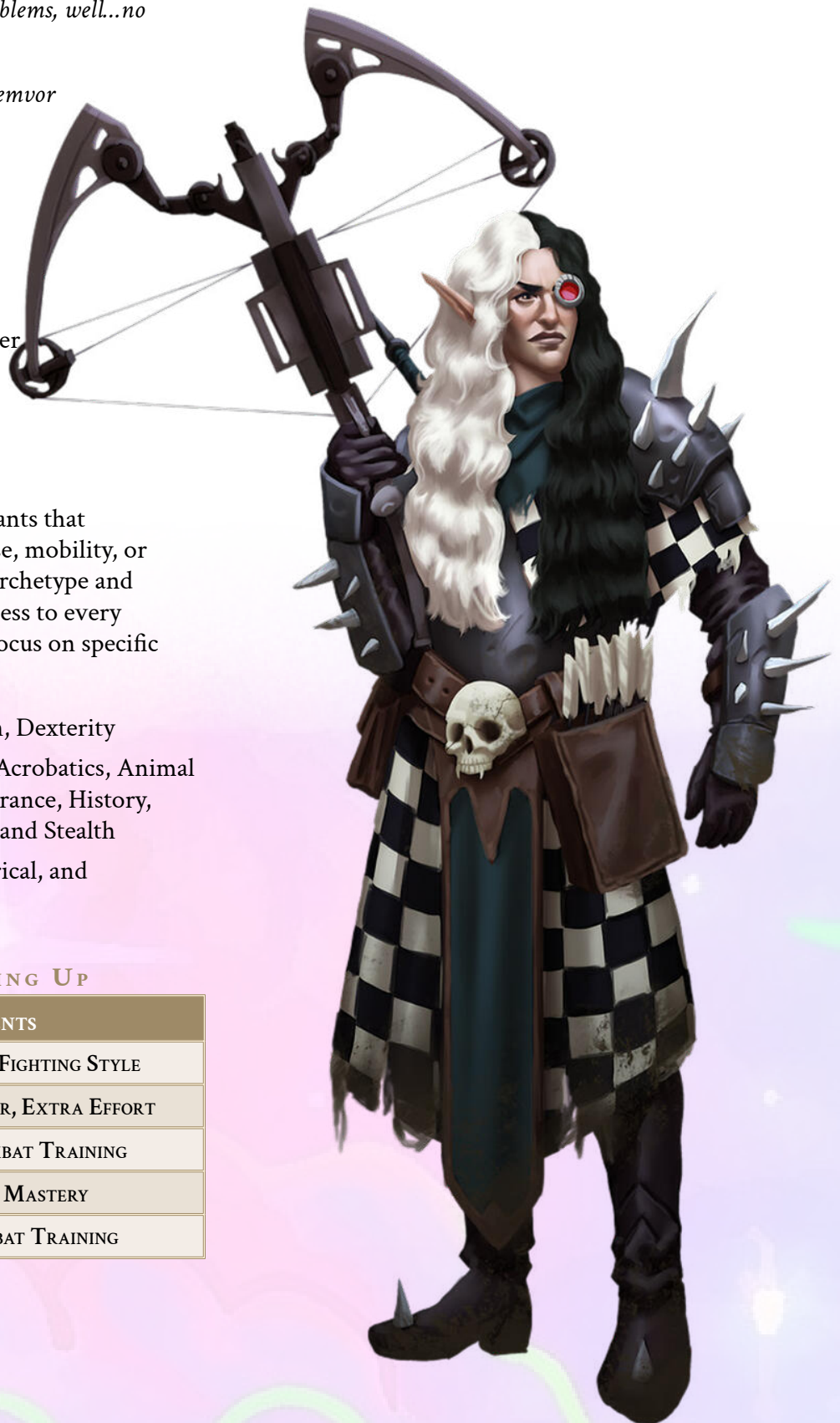
You are a master of arms, armor, and tactics on the battlefield. Your unique combination of talents and training makes you stand out among your peers and brings ruin to your enemies. Whether you are a stalwart defender, an agile skirmisher, or a wild berserker, you are eminently dangerous.

Fighters are versatile combatants that can choose to focus on defense, mobility, or offense depending on their Archetype and Talent choices. They have access to every sort of equipment but often focus on specific preferences. Proficiencies

- ✘ **Saving Throws:** Strength, Dexterity
- ✘ **Skills:** Choose two from Acrobatics, Animal Handling, Athletics, Endurance, History, Intimidation, Perception, and Stealth
- ✘ **Equipment:** Basic, Historical, and Improvised Equipment

FIGHTER CLASS LEVELING UP

LEVEL	TALENTS
1	FIGHTING SPIRIT, FIGHTING STYLE
3	COMBAT MANEUVER, EXTRA EFFORT
5	ADVANCED COMBAT TRAINING
7	EQUIPMENT MASTERY
9	SUPREME COMBAT TRAINING



FIGHTER TALENTS

Fighting Spirit (Level 1). You can take the Second Wind action as a Bonus action.

Fighting Style (Level 1). You gain one of the following Fighting Styles of your choice. Whenever you gain a Major Feat, you can select an additional Fighting Style of your choice instead of taking a Major Feat.

- ✘ **Ambidextrous.** You add your Ability Score modifier to Damage Rolls on Off-Hand attacks.
- ✘ **Accurate.** You can reroll a single missed Ranged Attack Roll during your turn.
- ✘ **Defensive.** When you are hit in combat but before Damage is rolled, you can use a Reaction to increase your Defense bonus by your Proficiency bonus until the beginning of your next turn, potentially causing the Attack to miss.
- ✘ **Focused.** Double your Proficiency bonus on Attack Rolls made during an Attack action when attacking with a single-handed Melee weapon.
- ✘ **Mighty.** You add your Proficiency bonus to Damage Rolls when using a Two-Handed Melee weapon or a Versatile Melee weapon wielded in two hands.
- ✘ **Protected.** When you are hit in combat while wearing armor capable of stopping the Damage, after Damage is rolled, you can use a Reaction to make an Armor Saving Throw against the Damage.
- ✘ **Shielded.** You can make a Shield Bash attack as a Bonus action when wielding a shield.

Combat Maneuver (Level 3). You gain one of the following Combat Maneuvers. When you gain a Minor Feat you can select an additional Combat Maneuver of your choice instead of taking a Minor Feat.

- ✘ **Aiming.** You can spend a Bonus action to steady your aim, giving you Advantage on your next ranged Attack Roll.

✘ **Bullying.** You have Advantage on Ability Checks and Saving Throws made to perform or resist the Shoving/Tripping Special attack or any other effect that would push you or knock you Prone.

✘ **Charging.** After using the Dash action and moving at least 10 feet towards an opponent, you can take a Bonus action to make a single Melee attack against that opponent.

✘ **Disarming.** You have Advantage on Ability Checks and Saving Throws made to perform or resist the Disarm Special attack or any other effect that would cause you to drop your weapon.

✘ **Evading.** You can perform the Dash, Dodge, and Disengage actions together as a single Action. This Action cost cannot be reduced by any other Talent.

✘ **Grappling.** You have Advantage on Ability Checks and Saving Throws made to perform or resist the Grapple Special attack or to escape from a Grapple.

✘ **Guarding.** After taking the Dodge action, until the beginning of your next turn, whenever an opponent misses you with a Melee attack, you can use a Reaction to make a Melee attack against that opponent.

Extra Effort (Level 3). By pushing yourself to the limit, you can take an additional Action during your turn. You can do this only once before you finish a Short or Long Rest.

Advanced Combat Training (Level 5). Once during your turn, when you take the Attack action, you can make two attacks as part of that action.

Equipment Mastery (Level 7). You gain one of the following Equipment Masteries of your choice. When you gain a Major Feat, you can choose an additional Equipment Mastery instead of a Major Feat.

- ✘ **Armor.** You ignore Disadvantage on Armor Saving Throws from wearing damaged armor and can ignore the Awkward armor property.



✂ **Bludgeoning.** When wielding a weapon that deals Bludgeoning damage, increase the weapon's damage by one dice step and opponents damaged by that weapon are Distracted until the beginning of your next turn.

✂ **Piercing.** When wielding a weapon that deals Piercing damage, increase the weapon's damage by one dice step, and your opponents cannot make Armor Saving Throws against damage from that weapon.

✂ **Shield.** Increase the cover Defense your

shield provides you by +2. (18 for Half Cover and 22 for Three-quarters Cover)

✂ **Slashing.** When wielding a weapon that deals Slashing damage, increase the weapon's damage by one dice step, and you score a Critical Hit on an Attack Rolls of 18 or higher instead of only on a roll of 20.

Supreme Combat Training (Level 9). Once during your turn, when you take the Attack action, you can make three Attacks as part of that Action. This Talent replaces Advanced Combat Training.



Rogue (Strong, Agile, or Tough Hero)

"By the time they realize I'm there, it's going to be way too late to stop me."

—Tenesha Runehand

Whether it is by traveling unseen, a well-placed whisper, or a dagger in the back, you always have the advantage over your enemies. Through speed, cunning, and well-honed skills, you can overcome any challenge and escape every danger. And that's a good thing, since you seem to have a knack for finding trouble!

Rogues have all the skills needed to be incredibly useful in exploration and in social situations while still being deadly in combat. Sneak Attack is essential for their combat success, so look for every opportunity to gain Advantage on your

Attack Rolls. Rogues are the simplest fantasy hero to create and are versatile in and out of combat.

PROFICIENCIES

- 🗡️ **Saving Throws:** Dexterity, Charisma
- 🗡️ **Skills:** Choose three from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Sleight of Hand, Stealth, and Streetwise.
- 🗡️ **Underworld Expertise:** You gain Expertise in one of the following skills: Acrobatics, Deception, Sleight of Hand, Stealth, and Streetwise.
- 🗡️ **Equipment:** Basic and Historical Equipment

ROGUE CLASS LEVELING UP

LEVEL	TALENTS	SNEAK ATTACK
1	COORDINATED ATTACK, SNEAK ATTACK	1D6
3	SKILL TRAINING, SNEAKY	2D6
5	ROLL WITH IT, VICIOUS	3D6
7	ALACRITY, SKILL TRAINING	4D6
9	ASSASSINATION	5D6



ROGUE TALENTS

Coordinated Attack (Level 1). You have Advantage on Attack Rolls when one or more of your allies, capable of taking Actions, is within 5 feet of your target.

Sneak Attack (Level 1). Once during your turn, when you hit a target with an Attack, if you had Advantage on that Attack Roll, you can deal an additional 1d6 Bonus damage.

The amount of Bonus damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue Table.

Skill Training (Level 3). You can either gain two new Skill proficiencies or one Skill expertise in a Skill you are already Proficient with.

Sneaky (Level 3). As a Bonus action, you can make a Dexterity (Sleight of Hand) check, use the Search action, use the Hide action, or use the Object Interaction action.

Roll With It (Level 5). When you take Damage from an Attack, Area of Effect, or a Trap, you can use your Reaction to reduce the Damage by half.

Viscous (Level 5). Roll double the number of dice for your Sneak Attack when you use Sneak Attack on a Critical Hit.

Alacrity (Level 7). You can perform two different Bonus actions during your turn.

Skill Training (Level 7). You can either gain two new Skill proficiencies or one Skill expertise in a Skill you are already Proficient with.

Assassination (Level 9). If you make a successful Attack Roll against an opponent who is unaware of your presence and who has not yet taken a turn in combat, the Attack is a Critical Hit.



Spellcaster Hero (Channeling Archetype)

“Know that I am no ordinary mortal. I wield the powers of the spheres as readily as you breathe air.” —Harold the Traveler

You have spent long and grueling hours studying the ways of magic. The power of creation flows through you, and reality bends to your potent command. Once you understand the cornerstones of magic, nearly anything is possible.

Spellcasting heroes rely primarily on their mastery of magic to overcome any challenges that they face. Your chosen Class will have a significant impact on what kind of magic you can use and how you can interact with it. Playing a spellcaster comes with some player responsibility to learn how your spells work and to be able to quickly choose the spell that you want to cast during play. You will have a lot of choices, so if you are new to spellcasting, focus on a few favorite spells to start with, and then branch out as you gain experience.

Hit Die: d6 per hero level

Starting Hit Points: 6 + Constitution Modifier

Hit Points at Higher Levels: 1d6 (or 4) + Constitution Modifier

Defense (Arcane Energies): 10 + Spellcasting Ability Modifier + Defense Bonus

SPELLCASTER HERO TALENTS

Arcana (Level 1). You gain proficiency in the Arcana skill.

Channeling (Level 1). You are able to channel magical energy called Mana. Your Maximum Mana is based on your level. Mana is spent to cast spells and power other magical effects. You regain all spent Mana, up to your Maximum Mana, when you complete a Long Rest.

Spellcasting (Level 1). You have learned the basics of spellcasting. You can cast spells up to the Spell Rank listed for your level.

If your class does not specify a Spellcasting Ability, choose an Ability Score from Intelli-

SPELLCASTER HERO LEVELING UP

LEVEL	TALENTS	PROFICIENCY BONUS	DEFENSE BONUS	SPELL RANK	MANA
1	ARCANA, CHANNELING, SPELLCASTING, ESSENTIAL SCHOOL	2	0	1	2
2	TWO MINOR FEATS OR ONE MAJOR FEAT	2	0	1	4
3	RANK 2 MAGIC	2	0	2	6
4	TWO MINOR FEATS OR ONE MAJOR FEAT	2	1	2	8
5	RANK 3 MAGIC	3	1	3	15
6	TWO MINOR FEATS OR ONE MAJOR FEAT	3	1	3	18
7	RANK 4 MAGIC	3	1	4	21
8	TWO MINOR FEATS OR ONE MAJOR FEAT	3	2	4	24
9	RANK 5 MAGIC	4	2	5	36
10	TWO MINOR FEATS OR ONE MAJOR FEAT	4	2	5	40



gence, Wisdom, or Charisma. This Ability score determines your Spellcasting Ability Modifier, which modifies your Spell DC and spell attacks and is your default Ability for Arcana checks.

Spell attack Bonus = Proficiency bonus + Spellcasting Ability Modifier

Spell DC = 8 + Proficiency bonus + Spellcasting Ability Modifier

Essentials School. You learn two spells from the Essentials School of Magic. You do not need to prepare these spells to cast them; they are always available to you.

ESSENTIALS SCHOOL

The Essentials School is a collection of basic but useful spells that nearly every spellcaster learns when first studying magic as an apprentice. Only those who can show the ability to cast at least one of these basic spells can go on to become true spellcasters. Spells in the Essentials School all have a base spell Rank of 0.

RANK 0

Aura Sight	Message
Counterspell	Mercy
Flourish	Phantasm
Heroism	Restoration
Light	
Magic Missile	



Cleric (Spellcaster Hero)

"I am an agent of her divine will, and nothing can withstand the will of the Golden Goddess."

—Agenta of Geldenhause

You are not only a faithful member of a religious order, but you have been chosen by divine powers as a conduit for their blessings. The power of your magic grows with your belief and service to the divine. So long as you hold to what you know to be good and true, divine power is at your beck and call.

Clerics are thematic spellcasters who are limited in which spells they have access to, but have free access to the full range of their faith's Spell List. While divine magic very often includes spells of healing and spiritual power, each religion has a unique mix of choices as well as other divine gifts. Finally, clerics are granted divine inspiration and Talents unique to their chosen faith.

PROFICIENCIES

Saving Throws: Wisdom, Charisma

Skills: Religion and choose one from Arts and Crafts, Endurance, Insight, History, and Medicine.

Equipment: Basic Equipment

Religious Expertise: You have Expertise in Religion.

EQUIPMENT RECOMMENDATIONS

Equipment Pack: Cleric Pack

Weapons: A Mace

CLERIC CLASS LEVELING UP

LEVEL	TALENTS
1	DIVINE PROTECTION, DIVINE SPELLCASTING
3	DIVINE INSPIRATION
5	PRIEST
7	DIVINE INTERVENTION
9	BISHOP



CLERIC TALENTS

Divine Protection (Level 1). The gods protect their faithful servants. Your Hit Dice are d8 instead of d6. Increase your maximum starting Hit Points by 2 and your average additional Hit Points by 1 per level.

Divine Spellcasting (Level 1). Clerics cast their spells by becoming a conduit for the divine powers that they serve. Clerics are expected to serve their religion faithfully and to follow its moral tenets.

- Wisdom is your Spellcasting Ability.
- Choose one Religion that you practice and represent.
- You can cast any spell from the spells granted by your Religion.
- You are considered an Acolyte of your Religion and gain its Acolyte Talents.

Divine Inspiration (Level 3). You automatically gain Inspiration when completing a Long Rest, so long as you offer appropriate worship and are strong in your faith.

Priest (Level 5). You are considered a Priest of your Religion and gain its Priest Talents. Adherents of your faith will look to you for leadership and guidance.

Divine Intervention (Level 7). If you don't have enough mana to cast a spell, you can spend your Inspiration to cast any spell from your Religion at a Spell Rank that you are capable of casting.

Bishop (Level 9). You are considered a Bishop of that religion and gain its Bishop Talents. You are a leader within your faith and command a great deal of respect and deference among other clerics.

✎ Religions ✎

Religions take many forms and play a significant role in nearly every culture and civilization. Aeron is no different. Generally speaking, religion in Aeron is less about which gods you believe to be real and more about which gods you choose to worship and honor. Outside of dedicated clergy, most people honor multiple gods and participate in a variety of religious practices. It is common for people to have a favored god or religion, but religious exclusivity is rare. Most religions in Aeron have a named deity or group of deities that are at the heart of their worship, but there are also religions organized around broad concepts and ideals.





BARUS: THE RESTFUL DEATH



The Cult of Barus is a faith built around the idea of acting in service to the dead. Their god, Barus, is seen as a shepherd or protector of the souls of the departed. He helps these souls sever their attachments to their former lives and find peace. Clerics of Barus tend graveyards and mausoleums where they ensure that the remains of the dead remain undisturbed by graverobbers and necromancers.

The more adventurous clerics of Barus seek out restless spirits and the undead to put an end to their corruption and suffering. Unlike most other death cults, Barus worshipers don't promote death, believing every creature should live until they can make peace with their inevitable end.

Acolyte Talents (Level 1)

Barus's Blessing. Undead creatures who are not under the direct control of another creature will not take hostile actions against you unless you have taken hostile actions against them or their allies. You can speak with undead creatures who

normally cannot speak or understand speech. Observers hear only moans, clacks, or other undead noises from the dead. These undead creatures typically remember little to nothing of their prior lives and have limited comprehension of the world around them.

Coroner. You gain proficiency in Medicine. You have Advantage on Medicine checks made to examine a corpse or an undead creature.

Priest Talents (Level 5)

Master of Spirit. You have an additional Foci that can only be used for Bonds from Spells in the Spirit sphere, and is not considered for any effect or rule that is based on the number of Foci you have.

Bishop Talents (Level 9)

Death's Servant. If you have sufficient Mana, you can cast the spell, Resurrection, targeting yourself, on your turn, even while you are dead.

BARUS GRANTED SPELLS

Barus clerics learn spells useful in shepherding the undead, caring for the living, and protecting places where the dead rest.

RANK 0

Alarm
Aura Sight
Mercy
Necrotic Touch
Restoration
Winter's Touch

RANK 1

Animate Dead
Blessing
Cure Disease
Death's Witness
Expel Poison
Fear
Heal Wounds
Mental Prowess
Rest in Peace
Sense Death
Turn Undead

RANK 2

Death Ward
Paralysis
Speak with the Dead

RANK 3

Mask of Death
Necrotic Aura
Resurrection

RANK 4

Final Rest

RANK 5

Death's Touch



◆ GELDENHAUSE: GODDESS OF GOLDEN TREASURE ◆

Geldenhause is a notorious goddess of treasure and wealth. Kings, merchants, and anyone wanting wealth will pay the goddess tribute, hoping for good fortune. The followers of Geldenhause are famous for collecting treasures and locking them away in their lavish temples. These “Golden Houses” are very well guarded and sometimes serve as banks or storage vaults for wealthy patrons.

Clerics of Geldenhause take a personal vow of poverty but live in luxury provided by their temple and religious order. Every coin and item they acquire belongs collectively to the cult, but the temple’s collective wealth is shared, as needed, with its clergy. If a Cleric ever left the cult, they would be sent from the temple naked and penniless. Clerics of Geldenhause often seek lost treasures from antiquity as professional adventurers.

Acolyte Talents (Level 1)

Geldenhause Provides. Increase your Wealth Level by 1 up to a maximum of 5, and increase your starting gold to match. You are only permitted to spend your wealth in furtherance of the church’s mission, though this can include equipping yourself for adventure.

Tools of the Trade. You gain Historical Equipment proficiency.

Priest Talents (Level 5)

Money is Power. You can sacrifice treasures and/or coins worth 100 gold as a Bonus action to give the next spell you cast +1 to its DC. You must complete a Short or Long Rest before you can do this again.

Bishop Talents (Level 9)

The Law of Attraction. Increase your Wealth Level to 5. If your Wealth Level is already 5, increase it to 6.

GELDENHAUSE GRANTED SPELLS

Clerics of Geldenhause learn spells that are ideal for a life of adventure in order to collect treasures for their temples with a mix of combat, healing, and warding spells.

RANK 0

Aura Sight
Divine Radiance
Heroism
Invisible Hand
Light
Restoration

RANK 1

Blessing
Combat Reflexes
Command
Expel Poison
Extinguish
Heal Wounds
Locate
Recovery

RANK 2

Cure Disease
Dispel
Enchantment
Enchanted Armor
Enchanted Weapon
Mirror Image

RANK 3

Circle of Recall
Dispel Curse
Lightning Bolt
Resurrection

RANK 4

Mantle of Radiance

RANK 5

Petrifying Gaze



⚙ THE LIGHT OF MERCY ⚙

There is no specific deity associated with the Light of Mercy cult. Followers refer to themselves as simply “servants of the light and of all living things.” The cult is extremely popular as its Clerics are among the best healers and ask for only as much payment as a person can afford. Their temples are rarely elaborate and most often serve as hospitals, nurseries, and asylums.

While highly valued as adventuring companions, Clerics of the Light of Mercy are sworn to avoid unnecessary violence and suffering. They tend only to work with groups that are dedicated to protecting the lives of the innocent and serving their communities, rather than with groups seeking riches and glory. Clerics of the Light of Mercy will crusade against anyone sowing rampant death and destruction, but they do not take lives unless it is the only way to save many others.

Acolyte Talents (Level 1)

Blessings of Life. Whenever an ally within your line of sight recovers Hit Points during combat, they recover an additional 1d4 Hit Points.

Mercy in Light. When dealing Damage to a creature, if you drop a living creature to 0 Hit Points, you can choose to spare their life and stabilize them.

Priest Talents (Level 5)

Armor of Faith. You are protected by a divine force that provides you with personal armor with an Armor Rating of 5. This armor cannot be damaged and is considered Basic equipment. You cannot gain Advantage on Armor Saving throws with this armor.

Bishop Talents (Level 9)

Font of Life. When casting a Life spell of Rank 2 or higher, you can reduce the Rank of the spell by 1.

LIGHT OF MERCY GRANTED SPELLS

The clerics of the Light of Mercy are granted a large number of spells that heavily focus on healing the sick and protecting the vulnerable. These clerics are not completely defenseless, however, and are especially effective at combating Undead.

RANK 0	RANK 1	RANK 2	RANK 3
Aura Sight	Blessing	Cure Disease	Dispel Curse
Divine Radiance	Clear Mind	Death Ward	Resurrection
Heroism	Command	Freedom	RANK 4
Light	Expel Poison	Paralysis	Mantle of Radiance
Mercy	Heal Wounds	Regeneration	RANK 5
Restoration	Mental Prowess		Holy Intervention
	Physical Prowess		
	Recovery		
	Sleep		
	Turn Undead		



❄️ WILDORAN: GOD OF WINTER ❄️

There are many winter cults in Aeron, but Wildoran is one of the oldest and most widely known. Wildoran is seen as a god to be appeased and respected rather than loved and served. Adherents pray to the “Old Man of Winter” by offering him his due so that he might make his visitations gentle and brief. When angered or disrespected, Wildoran’s wrath is said to be like no other. “Cold as old Wildoran’s heart” is an oft-spoken phrase.

Most temples to Wildoran are found on ice-covered peaks and in lands that see little to no break from endless winter. While his temples are remote, his priests often wander the wide world, teaching others to properly respect the power of ice and winter. Beyond that, they have few duties or obligations and often participate in adventures, trade, and other pursuits.

Acolyte Talents (Level 1)

Winter’s Favor. You are immune to Cold damage. In addition, you do not treat icy or snow-covered ground as Difficult Terrain. You gain Proficiency in Survival and have Advantage on Survival checks in winter conditions.

Priest Talents (Level 5)

Winter’s Grip. Increase the Damage Dice by one step for spells that deal Cold damage.

Bishop Talents (Level 9)

Winter’s Fury. Your Spells that deal Cold damage have the Unavoidable trait, and opponents have Disadvantage on Saving Throws made to reduce Damage or avoid the effects of these spells.

WILDORAN GRANTED SPELLS

Clerics of Wildoran are rightly feared as dangerous spellcasters who carry out their god’s wrath. While not especially known for their healing magic, they can show mercy to friends of the faith.

RANK 0

Aura Sight
Counterspell
Gust of Wind
Insulation
Light
Mercy
Shocking Grasp
Winter’s Touch

RANK 1

Blessing
Command
Heal Wounds
Icy Terrain
Mage Armor
Physical Prowess
Recovery
Speak with Animals

RANK 2

Fear
Flight
Freedom

RANK 3

Conjure Elemental
Freezing Tempest
Lightning Bolt
Resurrection

RANK 4

Storm Mantle

RANK 5

Tomb of Ice



Wizard (Spellcaster Hero)

“A wizard’s power comes from knowledge and a wizard’s knowledge comes from study.”

—Goodwin the Elder

You walk in the tradition of the world’s most brilliant and powerful practitioners of magic. Through the centuries, wizards have worked as a community to study and master magic, passing on their knowledge through the colleges of magic and the tradition of apprenticeship. There is no branch of magic you cannot master, given enough study and experience.

Wizards are the ultimate Spellcasters in that they can learn and master nearly any spell that exists. Since magic can do nearly anything, they can be incredibly versatile heroes. First-level wizards will often feel limited, but as their spellbook grows, their potential becomes nearly limitless.

PROFICIENCIES

Saving Throws: Intelligence, Wisdom

Skills: Choose two from Arts and Crafts, Insight, Investigation, History, Nature, and Religion.

Equipment: None

Magic Expertise: You have Expertise in Arcana.

EQUIPMENT RECOMMENDATIONS

Equipment Pack: Wizard Pack

Weapons: Quarterstaff or Dagger

CLERIC CLASS LEVELING UP

LEVEL	TALENTS
1	COLLEGE OF MAGIC, SPELLBOOK CASTING
3	SCHOLARSHIP
5	JOURNEYMAN
7	SCHOLARSHIP
9	MASTER



WIZARD TALENTS

College of Magic (Level 1). Choose a College of Magic you were first trained in and of which you are a member.

- ✦ You gain the Novice Talents and spells for your College.
- ✦ Scribe four initial spells of your choice from your College Library list to your Spellbook at no cost. Note that you will also receive 4 additional spells as a Novice of your College for a total of 8 starting spells.
- ✦ Scribe an additional spell from your College to your Spellbook, at no cost, each time you gain a level after joining the College.

Spellbook Casting (Level 1). Wizards have developed a specialized magical language for recording the workings of magical spells. You use this language to keep a personalized Spellbook of all the spells that you have learned.

- ✦ Intelligence is your Spellcasting Ability Score
- ✦ You can cast any spell that you currently have Prepared.

Preparing Spells: To cast a spell from your Spellbook, you must first Prepare the spell through study and meditation.

- ✦ You can only Prepare spells that are scribed in your Spellbook
- ✦ You can only Prepare a limited number of spells

The limit is equal to your
Spell Rank + Intelligence Modifier

- ✦ You can change all your Prepared spells when you complete a Long Rest.
- ✦ You can change one Prepared spell after completing a Short Rest.

Scribing Spells: You can Scribe any spell that you discover in a Spellbook or Scroll into your Spellbook unless some other rule or the GM expressly forbids it.

- ✦ It takes eight hours of study to Scribe a spell.
- ✦ You must make a successful Arcana check with a DC equal to 10 + Spell Rank. If you fail, you may try again after completing a Long Rest and another eight hours of study.
- ✦ You must invest 100gp per Spell Rank of the spell for rare inks and other materials.

Scholarship (Level 3). You can gain either Skill Training, Advanced Skill Training, or Language Expert.

Thanks to your magical research, you can also Scribe any one non-legendary spell of your choice of Spell Rank 2 or less into your Spellbook at no cost.

Journeyman (Level 5). As you gain access to Rank 3 spells, you become a Journeyman in your College of Magic. This gives you access to the Journeyman Talents from your College. Journeymen are considered “Full” members of the College.

Scholarship (Level 7). You can gain either Skill Training, Advanced Skill Training, or Language Expert.

Thanks to your magical research, you can also Scribe any one non-legendary spell of your choice of Spell Rank 4 or less into your Spellbook at no cost.

Master (Level 9). As you gain access to Rank 5 spells, you become a Master in your College of Magic. This gives you access to the Master Talents from your College. You are now seen as one of the leaders of your College and are expected to support the institution.



Wizard Colleges

The Wizards of Aeron are part of a worldwide tradition that has survived through the ages under the banner of discovering, perfecting, and preserving arcane knowledge. The most visible and organized aspect of this tradition is the many colleges of magic. Each college specializes in related areas of magic and has its own traditions and organization. A given college may have a number of physical campuses scattered all over the world. The Colleges teach newcomers, maintain a spell library, and serve as a gathering spot for wizards to socialize and study.

Wizards can study at any College if they can afford the tuition, but full membership requires mastery of their school of magic and a commitment to serve the College when needed, so a wizard can only be a member of a single College. In return for service, members of the school gain limited access to its Spell Library and tacit support from other members.



THE COLLEGE OF LORDS

Wizards are often sought out by rulers as advisors and aides. The College of Lords was created to train court wizards in the magical arts most useful to leaders. Wizards from this College are widely sought out by the powerful and often occupy influential positions. While the College of Lords is well respected, many suspect it of having an overarching political agenda and using its well-connected members to manipulate nations across Aeron.

Novice Talents (Level 1)

Court Privileges. You are considered an official of the government in the place that you live, which may entitle you to special privileges or access to state resources at the GM's discretion.

Courtly Skills. You gain Proficiency in two of the following Skills: Deception, History, Insight, Intimidation, or Persuasion. You also gain one additional Language of your choice.

Novice Spells. Add Charm, Command, Comprehend Languages, and Magic Missile to your Spellbook.

Journeyman Talents (Level 5)

Mind Games. Increase the DC of Mind Spells you cast by +2, and you have Advantage on Saving Throws made to resist the effects of Mind spells.

Master Talents (Level 9)

High Status. You have a high status in the government that you serve. Only the actual leaders of this government have authority over you and your activities. Guards and lesser officials cannot impede you or hold you accountable for your actions without serious repercussions. You can give orders to government servants within reason and in keeping with their duties.

COLLEGE OF LORDS SPELL LIBRARY

The College of Lords' spell library is primarily concerned with protecting vulnerable members of the court and providing useful magical services to the wizard's Lord. The College of Lords wizards are not known for their martial prowess, but the College library includes a few spells intended for self-defense.

RANK 0

Aura Sight
Counterspell
Magic Missile
Message
Mercy
Shocking Grasp

RANK 1

Charm
Clear Mind
Command
Comprehend
Languages
Expel Poison
Forewarning
Heal Wounds
Mage Armor
Privacy
Mystic Shield
Vision

RANK 2

Divination
Paralysis
Teleport
Zone of Truth

RANK 3

Circle of Recall
Dispel Curse

RANK 4

Earthworks

RANK 5

Wall of Force



THE COLLEGE OF SECRETS

The College of Secrets trains wizards to be spies and magical assassins. The College itself is mostly a secret and only accepts candidates recruited by other College members. Individual schools are typically disguised as some other type of mundane institution. Members typically start by taking assignments through the college and paying a portion of their earnings back to the school. Once they make their own trusted connections, they can start working independently.

Novice Talents (Level 1)

Novice Spells. Add Disguise, Psychic Assault, Sleep, and Vision to your Spellbook.

Sign Casting. You can spend a Bonus Action to make the next spell that you cast this round have the Silent property.

Sneaky Skills. You gain Proficiency in two of the following skills: Deception, Investigation, Perception, Sleight of Hand, or Stealth. You also learn the Hand Sign language.

Journeyman Talents (Level 5)

Vanishing Act. You can cast Invisibility or Blur on yourself as a Reaction after you take Damage from an Attack or Spell Effect. You must know these spells to cast them using this Talent.

Master Talents (Level 9)

Nasty Surprises. Opponents have Disadvantage on Saving Throws against spells that you cast when they are unaware of your presence or have not yet taken a turn in Combat.

COLLEGE OF SECRETS SPELL LIBRARY

The College of Secrets spell library is a veritable toolbox for investigation, espionage, and assassination.

RANK 0

Aura Sight
Disguise
Invisible Hand
Message
Phantasm
Psychic Assault

RANK 1

Charm
Combat Reflexes
Comprehend
Languages
Death's Witness
Locate
Martial Prowess
Sleep
Vision

RANK 2

Blur
Invisibility
Knock
Mirror Image
Paralysis
Speak with the Dead
Teleport

RANK 3

Haste
Nightmare Assassin

RANK 4

Shadow Mantle

RANK 5

Death's Touch



⚔ THE COLLEGE OF EXPLORERS ⚔

The College of Explorers is one of the least organized and most widespread of the major wizard Colleges, with schools operating more like wizard hostels than organized institutions of learning. Traveling wizards meet at the schools and share what they have learned of magic and the world at large. In addition to a Library of Spells, most schools also keep extensive collections of maps and curios from around the world. Prestige among members is often measured more by how widely a member has traveled than their magical acumen.

Novice Talents (Level 1)

Novice Spells. Add Insulation, Fire Javelin, Mystic Shield, and Recovery to your Spellbook.

Lore. You have Advantage on any Intelligence check made to recall knowledge about your world, its history, or its inhabitants.

Traveling Skills. You gain Proficiency in two of the following Skills: Animal Handling, Athletics, Endurance, History, Nature, Perception, Survival. You also learn one additional Language.

Journeyman Talents (Level 5)

Ready for Anything. You gain Proficiency in Strength, Dexterity, and Constitution Saving Throws.

Master Talents (Level 9)

Hard Won Experience. Gain a Major Feat or two Minor Feats.

COLLEGE OF EXPLORERS SPELL LIBRARY

The Explorer's spell library is a hodge-podge of useful magics for travelers and explorers who never quite know what they will encounter on the road or in the wild.

RANK 0

Alarm
Fire Javelin
Insulation
Light
Magic Missile
Message
Restoration
Shelter

RANK 1

Comprehend
Languages
Feather Fall
Forewarning
Martial Prowess
Mystic Shield
Physical Prowess
Recovery
Speak with Animals
Vision

RANK 2

Aquatic Adaptation
Blur
Flight
Freedom
Invisibility

RANK 3

Conjure Elemental
Freezing Tempest

RANK 4

Banishment

RANK 5

Starfall



THE COLLEGE OF WAR

The War College exists to train and support wizards who engage in military campaigns at the behest of the nations of Aeron. It is one of the only colleges of wizardry that puts any stock in physical fitness and martial skill. In addition to a selection of spells useful in combat, war wizards receive training in the use of arms and armor. They are more interested in spells that have proven to be reliable and effective rather than delving into new avenues of magical research.

Novice Talents (Level 1)

Novice Spells. Add Acid Arrow, Combat Reflexes, Heal Wounds, and Heroism to your Spellbook.

Martial Training. You gain proficiency in Basic and Historical Equipment. Your Defence Bonus is equal to your Proficiency bonus.

Journeyman Talents (Level 5)

Advanced Combat Training. Once during your turn, when you take the Attack action, you can make two Attacks as part of that Action.

Master Talents (Level 9)

Devastation. Increase the Damage Dice of spells you cast by one dice step.

COLLEGE OF WAR SPELL LIBRARY

The War spell library is entirely dedicated to spells that have proven to be the most effective in battlefield conditions. Wizards of the War College are greatly feared, but often seen as nearly useless in other arenas.

RANK 0

Acid Arrow
Counterspell
Fire Javelin
Gust of Wind
Heroism
Magic Missile
Mercy
Message

RANK 1

Awaken
Combat Reflexes
Command
Extinguish
Mystic Shield
Physical Prowess
Recovery

RANK 2

Blur
Fear
Flight
Mute
Stinking Cloud

RANK 3

Fireball
Haste
Lightning Bolt

RANK 4

Earthworks

RANK 5

Starfall



Designing a Wizard's College

For *Shotgun Fantasy*, I decided to model the wizard's Colleges after a role or job that a wizard would pursue beyond their general interest in magic. This isn't the only type of College that you can make. Any concept that would bring wizards together in shared scholarship is a good basis for a College.

Each spell library should include at least one offensive and defensive spell within the Rank 0 and Rank 1 list, and one of each should be included in the Novice Spell List. The overall spell library should contain 25 spells and should strongly reflect the theme and mission of the school. It is not essential that College spell libraries be especially well-rounded since wizards are not limited to only learning those spells.

College Talents need to be strong enough to make mages of that school feel special, but not so strong that they outshine the actual spells that the wizard can cast. Ideally, the Talents interact with the College's spell Library, but they can be nearly anything that feels right for the College's theme.





Fantasy Wealth



Compared to our modern world, wealth can be hard to come by in a fantasy setting. Most jobs are rural labor and offer little more than a subsistence living. Scattered nations and governments each have their own laws, tax systems, currencies, and political structures. Even if someone has significant wealth, it can be challenging to obtain the goods and services they desire, especially in rural areas. Likewise, trade is very localized, and prices can vary wildly from one place to another depending on what is in good supply.

Coins of precious metals are the most common forms of currency, and due to their composition, can be traded beyond the borders in which they are minted. Gold and silver coins are the most standard of these, with gold coins being worth 10 times as many silver coins. Everyday purchases may use copper coins, but these are of little interest to most adventurers.

1 GOLD = 10 SILVER = 100 COPPER

Unlike modern and science-fiction heroes, fantasy heroes need to keep track of exactly how much currency they have and what equipment and assets they own. Furthermore, they must pay for all their adventuring gear and other major purchases using their currency.

Starting Gold

Fantasy Heroes start the game with any Iconic Equipment from their background and profession and a supply of Starting Gold determined by their Wealth Level. This Starting Gold is used to buy any equipment that the hero wants to have to begin the adventure, and any unspent gold remains in their coin purse for later use during play.

A hero's Wealth Level also determines the standard of living to which they are accustomed and the type of home that they might have.

Heroes spend most of their time adventuring, but it is assumed their profession affords them enough income to maintain their homes and keep themselves fed without having to pull from their pocket money during a game.

WEALTH LEVEL 1

You are dirt poor. You likely live in a handmade shelter or communal house. Everything you own is hand-me-down or hand-made. Any metal tools that you can acquire are prized possessions.

STARTING GOLD: 10 GOLD

WEALTH LEVEL 2

Your skills have earned you an income that affords you quality goods and a more comfortable lifestyle. You either rent a modest home in the city or own a well-built but modest home in a rural area. You can afford the basic tools needed for your trade as well as the occasional luxury.

STARTING WEALTH: 100 GOLD

WEALTH LEVEL 3

You have achieved a level of real wealth that most common folk never will. You can afford quality clothing, good food, and nice lodging without too much worry. You are likely to be either a minor noble, a vested clergy, a merchant, or a competent adventurer.

STARTING WEALTH: 500 GOLD

WEALTH LEVEL 4

Your family has generational wealth that affords you an elite status in society. You either own significant land or a sizable home in the city. You likely pay others to maintain your holdings and protect your wealth. You are likely a noble, sage, or other esteemed person.

STARTING WEALTH: 2500 GOLD



WEALTH LEVEL 5

You are among the wealthiest people in the world. Generally, this means you are a ruling noble, head of a large religion, master of a vast guild, or some other powerful figure. It is likely that you not only control vast areas of land but also command large numbers of retainers and servants. It is very unlikely that such a person could go on adventures without abandoning their position.

STARTING WEALTH: 12500 GOLD

Starting Equipment

In addition to any Iconic Equipment, which is granted for free by a hero's background and profession, heroes can spend their Starting Gold to buy starting equipment using the gold prices listed. Players need to get the GM's permission to purchase Magic Items as starting equipment, if allowed they should be limited to Common and Uncommon Magic Items.

Heroes are not limited to buying items with a Price Level equal or lower than their starting Wealth Level as long as they have sufficient gold.

Buying Wealth Levels

A hero can effectively raise their Wealth Level in a fantasy world by paying five times the starting wealth for that Wealth Level to buy property and mundane items needed for that status of living. This should be done between adventures. This does not grant any additional wealth or benefits during play, but it does mean the hero will have a fitting place to call home after their adventures.





Fantasy Equipment



Classic fantasy equipment is a hodge-podge of pre-industrial weapons and armor. For the sake of complete character generation, I have included the most iconic and common fantasy weapons and armors here, which should be enough to make some meaningful choices in how you equip your hero. Descriptions of these items have not been included as most roleplayers are familiar with them already.

Prices

Prices for *Shotgun Fantasy* equipment are listed in gold, silver, and copper coins rather than by Price Level.

The gold prices listed for items are effectively “retail” prices that a typical merchant might charge when those items are readily available. Starting equipment is always bought at the listed price. During roleplay, merchants may ask for far more than the listed price when selling if they think that the buyer can afford it or is gullible enough to accept an inflated price.

Merchants will typically buy items in good condition at prices roughly half of what is listed so that they can make a good profit when re-selling them.

AVAILABILITY

The GM has discretion as to what equipment is available to buy in any given location. In a town without a blacksmith, weapons and armor may simply not be for sale. Most larger cities

would likely have most non-magical equipment available in local markets. Magical items, which are relatively rare and valuable, would be available from well-established merchants or collectors.

HAGGLING

Haggling over prices to buy and sell items is commonplace in fantasy and historical settings. If players wish to haggle during play (and the GM is willing), players make a Charisma Check (using an applicable skill) to get a better buy or sell price from a merchant. The difficulty of this check is up to the GM, as is the amount of the discount for which a player can argue successfully.

New Equipment Properties

Shotgun Fantasy has a few weapon and armor properties not found in the *Everyday Heroes* core rules. These new properties help make the historical Melee weapons more varied and interesting.

Hooking. You can use this weapon to make a Special attack challenge against a target of your size or smaller. Make a Strength (Athletics) check vs the opponent’s choice of Strength (Athletics) or Dexterity (Acrobatics). If you win the challenge, you can pull the opponent up to 5 feet towards you or pull them off of a mount.



Designers Note on Equipment

You may notice that weapons with the same or a similar name sometimes have different statistics in different *Everyday Heroes* books. This can be due to the level of detail a given book is going for, the needs of a particular list of equipment, or the version of the weapon used for reference. Players should feel free to use whichever set of statistics is most compatible with their character and appropriate for the game’s setting. It is not unrealistic for two knives to be different enough to do a little more or less damage or to have slightly different Properties.



Invulnerable. This armor covers enough of the wearer that it has very few vulnerabilities and grants Advantage on Armor Saving Throws. This property is ignored if the armor is damaged or the wearer chooses not to wear all pieces of the armor.

Lancing. If you make an attack with a weapon that has the Lancing property while on a mount that has moved at least 30 feet since the end of your last turn, increase the PV by 1 and a successful hit adds one die of Damage.

Masterwork. Masterwork weapons are made by master artisans for wealthy patrons or to demonstrate their skills. Melee attacks with Masterwork weapons deal +1 Bonus damage. Ranged attacks with Masterwork weapons can ignore Disadvantage due to attacking targets at Long Range. Masterwork armor and shields ignore the Awkward property. Multiply the coin price of masterwork items by 5 with a minimum price of 20 gold.

Polearm. This weapon has a long shaft handle, giving it reach but making it hard to strike at close range. Attacks against adjacent enemies have Disadvantage and deal 1d6 Bludgeoning (PV 1) instead of the weapon's normal Damage.

Small. A Small shield offers only Half Cover against Ranged attacks instead of the normal Three-Quarters Cover. Also, you cannot crouch behind a Small shield for Full Cover.

Variable Armor Ratings

To better model the variation in types of armor, *Shotgun Fantasy* has different armor ratings listed for different Damage types. The Damage type "(Other)" indicates that Armor Rating is for all Damage types that are not otherwise listed. If a Damage type is not listed, and there is no "(Other)" entry for Damage type, then the armor provides no protection for Damage types that are not listed. The Damage type "(All)" includes all Damage types other than for those weapons or Attacks that specifically indicate that they ignore personal armor.

Fantasy Pocket Stuff

Pocket Stuff consists of everyday items that most people in a society, including heroes, are likely to have on their person. It is assumed that every hero has Pocket Stuff with them, except in extreme circumstances.

Fantasy Pocket Stuff. A belt, one or more belt pouches, a wooden cup, a small coin purse, a handkerchief, a knife

Equipment Packs

Equipment Packs are designed to be a quick way to shop for starting equipment and to get a realistic list of things that you might be wearing or carrying for a given occupation.

ARCHER PACK (75 GOLD, BULK 5)

Clothes: Leather boots, pants, cotton shirt, arm guard, weapons belt, quiver, scabbard

Gear: Pocket Stuff, fletching tools, 20 arrows

Weapons: Recurve bow or longbow, shortsword

Armor: Chainmail coat

BANDIT PACK (10 GOLD, BULK 4)

Clothes: Canvas shoes, pants, cotton shirt, arm guard, quiver, coin purse

Gear: Pocket Stuff, 20 arrows

Weapons: Shortbow, short spear

Armor: Wooden shield

CLERIC PACK (25 GOLD, BULK 5)

Clothes: Slippers, religious vestments, religious jewelry, leather satchel, weapons belt, quiver

Gear: Pocket Stuff, quill pen, ink pot, blank Scrolls, religious texts, sacramental oils, 10 arrows

Weapons: Mace, short bow

Armor: Cloth armor, wooden shield

FIGHTER PACK (120 GOLD, BULK 6)

Clothes: Leather boots, pants, simple shirt, quiver, weapons belt

Gear: Pocket Stuff, whetstone, armor repair

tools, trail rations, waterskin, 20 arrows
Weapons: Dagger, longsword, recurve bow
Armor: Chainmail coat, small metal shield

KNIGHT PACK (1,850 GOLD, BULK 9)

Clothes: Fine boots, fine silk clothing, weapons belt, signet ring
Gear: Pocket Stuff, whetstone, armor repair tools, warhorse kit
Weapons: Broadsword, spear
Armor: Plate armor panoply, large metal shield

MERCHANT PACK (50 GOLD, BULK 1)

Clothes: Comfortable boots, fine clothing, coin purse, jewelry
Gear: Merchant's license, quill pen, ink pot, blank scrolls, small scale
Weapons: Dagger

NOBLE PACK (175 GOLD, BULK 2)

Clothes: Fine boots, fine silk clothing, a belt, a fashionable hat
Gear: Pocket Stuff, perfume, rider kit
Weapons: Rapier
Peasant Pack (4 silver, Bulk 0)
Clothes: Sandals, pants, shirt, brimmed hat, gloves
Gear: Pocket Stuff, lunch, jar of water, farming tool
Weapons: Knife

THIEF PACK (40 GOLD, BULK 3)

Clothes: Soft shoes, pants, shirt, belt, coin purse, large satchel, dark cloak
Gear: Pocket Stuff, silk rope, climbing hook, lock picks
Weapons: Shortsword, 4 knives, wooden shield
Armor: Cloth armor vest

TRAVELER PACK (25 GOLD, BULK 5)

Clothes: Sturdy boots, pants, shirt, oilskin cloak, brimmed hat, belt, gloves, large backpack
Gear: Pocket Stuff, camping kit, 5 arrows
Weapons: Quarterstaff, knife, short bow

Wizard Pack (50 gold, Bulk 3)

Clothes: Sandals, undergarments, long robe, belt
Gear: Pocket Stuff, satchel, spellbook, quill, ink pot, blank Scrolls
Weapons: Quarterstaff

Equipment Kits

Equipment kits are collections of mundane equipment commonly used by fantasy heroes.

Shotgun Fantasy includes these for quick convenience when starting play. Note that kits that come in a convenient container have reduced Bulk to represent them being easier to carry.

CAMPING KIT (15 GOLD, BULK 2)

Gear: Large backpack, oilcloth tent, sleeping bundle, foodstuffs, 2 waterskins, cook plate, wooden bowl, wooden cup, utensils, wood saw, twine, sewing needle and thread, tinder, flint and steel

HEALER KIT (5 GOLD, BULK 1)

Gear: Satchel, waterskin with boiled water, flask with strong alcohol, clean rags, small mortar and pestle, bundles of dried medicinal herbs, candle, tin cup

EXPLORER KIT (20 GOLD, BULK 2)

Gear: Large backpack, 50 feet of rope, grappling hook, 6 steel spikes, hammer, twine, oilskins, flint and steel, 6 torches, chalk, bandages.

RIDER KIT (120 GOLD, BULK NA)

Gear: Riding horse, tack (saddle, bridle, stirrups, other necessary riding equipment), saddle bags, horse treats

WARHORSE KIT (500 GOLD, BULK NA)

Gear: Warhorse, war saddle, barding (horse body armor), tack (bridle, stirrups, other necessary riding equipment), grooming kit, horse treats



BASIC MELEE WEAPONS

Basic weapons tend to be cheap to buy and simple to wield effectively. Anyone practiced at fighting is going to know how to use these.

WEAPON	DAMAGE	RANGE	PV	PROPERTIES	PRICE	BULK
CLUB	1D4 BLUDGEONING		1	LIGHT	2 COPPER	1
DAGGER	1D6 PIERCING		1	LIGHT, FINESSE	2 GOLD	0
HAND AXE	1D6 SLASHING	20/40	1	LIGHT, THROWN	8 SILVER	1
KNIFE	1D4 PIERCING	30/60	1	LIGHT, FINESSE, THROWN	2 SILVER	0
MACE	1D6 BLUDGEONING		1	LANCING	5 GOLD	1
QUARTERSTAFF	1D8 BLUDGEONING		1	TWO-HANDED	5 SILVER	2
SHORT SPEAR	1D6 PIERCING	20/40	1	LANCING, VERSATILE (1D8) THROWN	1 GOLD	1
UNARMED STRIKE	1D4 BLUDGEONING		1	LIGHT, FINESSE	—	—

BASIC RANGED WEAPONS

Basic ranged weapons are typically used more for hunting than warfare.

WEAPON	DAMAGE	RANGE	PV	PROPERTIES	PRICE	BULK
JAVELIN	1D6 PIERCING	60/120	1		5 SILVER	1/4
SHORT BOW	1D6 PIERCING	100/300	1	TWO-HANDED	1 GOLD	1
SLING	1D4 BLUDGEONING	50/150	1	SLOW-FIRING, TWO-HANDED	5 COPPER	0

BASIC ARMOR AND SHIELDS

Basic armor is both economical and reasonably effective.

ARMOR	ARMOR VALUE	PRICE	BULK	PROPERTIES
CLOTH/LEATHER ARMOR	1 (OTHER), 0 (BALLISTIC, PIERCING)	5GP	1	—
WOODEN SHIELD	2 (PIERCING, SLASHING), 1 (OTHER)	4GP	1	SMALL



HISTORICAL MELEE WEAPONS

While fantasy heroes would consider these weapons to be the standard weapons of war rather than historical relics. Anyone trained for battle and warfare would be well familiar with how best to wield these weapons

WEAPON	DAMAGE	PV	PROPERTIES	PRICE	BULK
BROADSWORD	1D8 SLASHING	1	LANCING	15 GOLD	2
GREATAXE	1D10 SLASHING	2	TWO-HANDED	10 GOLD	3
GREATSWORD	1D12 SLASHING	1	HEAVY, TWO-HANDED	50 GOLD	3
HALBERD	1D10 PIERCING, SLASHING	2	HEAVY, HOOKING, POLEARM, REACH 10, TWO-HANDED	15 GOLD	3
LONGSWORD	1D8 PIERCING, SLASHING	1	VERSATILE (1D10)	20 GOLD	2
MORNING STAR	1D6 BLUDGEONING, PIERCING	2	VERSATILE (1D10)	10 GOLD	2
PIKE	1D12 PIERCING	1	REACH 10, POLEARM, TWO-HANDED	5 GOLD	3
RAPIER	1D8 PIERCING	1	FINESSE	30 GOLD	2
SHORTSWORD	1D6 PIERCING, SLASHING	1	LIGHT, FINESSE	10 GOLD	1
SPEAR	1D8 PIERCING	1	LANCING, THROWN (20/40, VERSATILE (1D10)	4 GOLD	2
WAR HAMMER	1D10 BLUDGEONING, PIERCING	2	HOOKING, TWO HANDED	10 GOLD	2



SHIELD BASHING

Using a shield to bash an opponent, regardless of the type of shield or its equipment category, uses historical equipment proficiency. Use the following properties.

WEAPON	DAMAGE	PV	PROPERTIES
SHIELD BASH, SMALL	1D4 BLUDGEONING	1	LIGHT
SHIELD BASH, LARGE	1D6 BLUDGEONING	1	HEAVY

HISTORICAL RANGED WEAPONS

Ranged weapons in this category are serious instruments of warfare, designed to penetrate armor and fly significant distances.

WEAPON	DAMAGE	RANGE	RELOAD	PV	PROPERTIES	PRICE	BULK
CROSSBOW	1D10 PIERCING	200/600	ACTION	2	SLOW-FIRING, TWO-HANDED	25 GOLD	2
LONGBOW	1D10 PIERCING	250/750	—	2	HEAVY, TWO-HANDED	20 GOLD	3
RECURVE BOW	1D8 PIERCING	150/450	—	1	TWO-HANDED	15 GOLD	2

HISTORICAL ARMOR AND SHIELDS

Battlefield armor is typically composed of either chainmail links, metal plating, or some combination of the two.

ARMOR	ARMOR VALUE	PRICE	BULK	PROPERTIES
CHAINMAIL COAT	2 (SLASHING), 1 (OTHER)	50 GOLD	1	—
CHAINMAIL PANOPLY	2 (SLASHING), 1 (OTHER)	100 GOLD	2	INVULNERABLE
METAL SHIELD, LARGE	2 (OTHER) 1 (BALLISTIC, ELECTRICAL)	20 GOLD	3	AWKWARD
METAL SHIELD, SMALL	2 (OTHER) 1 (BALLISTIC, ELECTRICAL)	10 GOLD	1	SMALL
PLATE ARMOR	2 (OTHER), 1 (BALLISTIC, ELECTRICAL)	200 GOLD	2	AWKWARD
PLATE ARMOR, PANOPLY	2 (OTHER), 1 (BALLISTIC, ELECTRICAL)	1200 GOLD	3	AWKWARD, INVULNERABLE
SCALE ARMOR	2 (PIERCING, SLASHING), 1 (OTHER)	150 GOLD	2	—





Fantasy Feats



Heroes are granted a choice of Feats when they gain even-numbered levels. Feats are the essential way to customize and diversify a hero's Talents independent of their Class. There are 24 new Feats in *Shotgun Fantasy*, plus the Basic Feats from the *Everyday Heroes* core rules for convenience. In the Appendix you can find a list of Feats appropriate for the fantasy genre from the *Everyday Heroes* Core Rulebook and The Vault.

Basic Feats

Basic Feats can be taken multiple times and help heroes grow their abilities and proficiencies.

ABILITY SCORE TRAINING (MINOR FEAT)

You have trained your mind and/or body to increase your overall human potential.

- Each time you take this Feat, you can increase any Ability score by 1, up to the maximum set by your Origin.

ADVANCED SKILL TRAINING (MINOR FEAT)

You have put in the time to master a skill, making you a true expert.

- Each time you take this Feat, you gain Expertise in a Skill of your choice that you are already Proficient in.

EQUIPMENT TRAINING (MINOR FEAT)

You have trained in the tools of warfare and personal combat.

- You gain Basic Equipment proficiency if you don't already have it.
- You gain either Historical Equipment or Improvised Equipment proficiency.

Note. You can use this Feat to take Advanced and Military Equipment Proficiencies at your GMs discretion.

SKILL TRAINING (MINOR FEAT)

You love to acquire new skills and abilities through constant study and practice.

- Each time you take this Feat, you gain Proficiency in two Skills of your choice.



SURVIVAL TRAINING (MINOR FEAT)

You have hardened yourself against various hazards.

- Each time you take this Feat, you gain Proficiency with one type of Saving Throw of your choice.

Advanced Feats

Advanced Feats give heroes the ability to either acquire unique Talents, to acquire Talents from other Classes, and to build onto existing Class talents. Each Advanced Feat can only be taken once unless otherwise noted.

AURA READER (MINOR FEAT)

Prerequisite: Proficient in Arcana

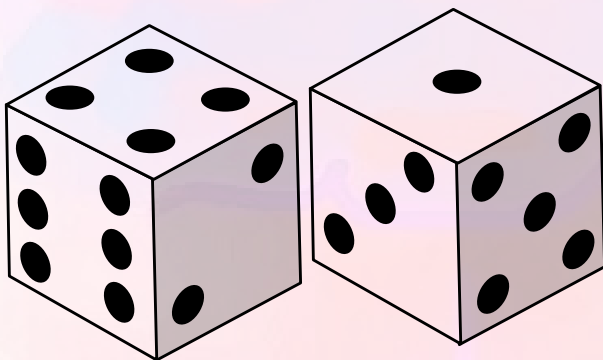
You are especially adept at reading Auras and deciphering their meaning.

- You can read an Aura as a Bonus action.
- You have Advantage on Arcana checks made to read an Aura.

CANTRIP HOBBYIST (MINOR FEAT)

You have learned to cast a simple spell.

- You learn one Rank 0 spell. You do not need to prepare this spell to cast it. You cannot enhance this spell unless you have a Talent that allows casting spells of Rank 1 or higher and the Mana needed to cast them.



CLINCH (MINOR FEAT)

You have developed techniques for holding your opponents in close quarters without having to use your hands.

- You can use the Grapple Special attack without needing a free hand.
- Opponents you have Grappled have Disadvantage on Melee Attack Rolls targeting you.

DEFENSIVE STRIKE (MINOR FEAT)

You are adept at luring enemies in close and striking when they least expect it.

- When benefiting from the Dodge action, if an opponent misses you with a Melee attack, you can make an Opportunity attack against them.

ELEMENTAL ATTUNEMENT (MAJOR FEAT)

Prerequisite: Channeler

You have attuned your magical Aura to one of the combat elements.

- Choose one Damage type from Acid, Cold, Electricity, Fire, Psychic, Necrotic, and Radiant. Increase the Damage Dice from your Spell Attacks dealing that type of Damage by one dice step.

GAMBLER (MINOR FEAT)

You have spent many hours gambling and have learned many tricks for coming out ahead.

- You gain Advantage on Ability Checks made while playing gambling games to play skillfully, to cheat, and to detect cheating.

HAGGLER

(MINOR FEAT)

You are well-versed in the art of haggling and allegedly have many adorable children who will surely starve if you don't get the best price.

- 🐾 You have Advantage on Ability checks made to haggle over prices or payment terms.
- 🐾 You have Advantage on Ability checks made to assess the market value of goods.

LOCKPICK

(MINOR FEAT)

You are especially adept at picking mechanical locks.

- 🐾 You have Advantage on Sleight of Hand checks made to pick mechanical locks of all types, as long as you have a set of lockpicks on hand.

OPEN SOUL

(MINOR FEAT)

Prerequisite: Channeling

You have opened your soul to the winds of magic.

- 🐾 Your maximum mana is increased by an amount equal to your Proficiency bonus.

QUICK STUDY

(MINOR FEAT)

Prerequisite: Spellbook Casting

You have developed a technique for preparing your spells quickly and efficiently.

- 🐾 After completing a Short Rest, you can change a number of Prepared spells equal to your Spellcasting Ability modifier.



QUICKLOADER

(MINOR FEAT)

You have mastered the art of reloading your weapon.

- 🐾 You can take a Bonus action to ignore the Slow-Firing property of weapons with which you are proficient.

SIXTH SENSE

(MINOR FEAT)

You have developed your inner eye and are able to see magical Auras.

- 🐾 You can see the Auras of creatures, objects, and places.
- 🐾 You can use Investigation or Perception when reading an Aura instead of Arcana.

SNOOP

(MINOR FEAT)

You love finding secrets and have studied various methods to find hidden doors, panels, and other hiding places.

- 🐾 You gain Advantage on Investigation checks made to find and open secret doors, hidden panels, and similar devices.

SPHERE ATTUNEMENT (MAJOR FEAT)

Prerequisite: Channeler

You have attuned your magical Aura to one of the five spheres.

- 🐾 Choose one of the five spheres of Life, Material, Mind, Primordial, and Spirit. Spells you cast with that sphere have a +1 bonus to DC and to Spell Attack Rolls.



WITH ONE EYE OPEN (MINOR FEAT)

Even in sleep, you remain acutely aware of your surroundings, awakening to any danger.

- ☞ You can use your Passive Perception while sleeping to detect anything that might be potentially dangerous or of interest to you.
- ☞ If you successfully perceive anything you think could be dangerous while naturally asleep, you can awaken immediately.

Multiclass Feats

Multiclass Feats are special Advanced Feats that allow you to customize your hero with Talents from other Classes. They are taken in a series, starting with Archetype, then Class, and finally Advanced Class Feats.

AGILE HERO TRAINING (MAJOR FEAT)

Prerequisite: Not an Agile Hero archetype, Dexterity 13+, Level 2+

You have trained your reflexes to a razor's edge. Your movements are both swift and elegant.

- ☞ You gain Basic Equipment proficiency.
- ☞ Choose one from Acrobatics, Sleight of Hand, Stealth, and Vehicles. You gain Proficiency in the chosen Skill.
- ☞ You can take the Dash or Disengage action as a Bonus action.

CLERIC TRAINING (MAJOR FEAT)

Prerequisite: Spellcaster Hero or Spellcaster Hero Training, Level 4+, Not a Cleric

You have sought out and obtained the blessings of a divine power, making you a Cleric of their faith.

- ☞ You gain Proficiency and expertise in Religion if you do not already have them.

- ☞ You gain the Divine Spellcasting Talent from the Cleric class and choose a Religion to follow.
- ☞ You are limited to a maximum Spell Rank of 2 when casting as a Cleric.

CLERIC TRAINING, ADVANCED (MAJOR FEAT)

Prerequisite: Cleric Training, Level 8+

You have grown in your faith, attaining the rank of Priest and the powers that come with it.

- ☞ You gain the rank of Priest in your Religion and gain the corresponding Priest talents.
- ☞ If you don't have enough Mana to cast a spell, you can spend your Inspiration to cast any spell from your religion at a Rank at which you are capable of casting.
- ☞ You are limited to a maximum Spell Rank of 4 when casting as a Cleric.



FIGHTER TRAINING (MAJOR FEAT)

Prerequisite: Strong, Agile, or Tough Hero, or Strong, Agile, or Tough Hero Training, Level 4+, Not a Fighter

You have trained yourself in the rigors of martial combat, increasing your will to fight and mastering useful combat maneuvers.

- ✎ Gain Basic and Historical Equipment proficiency if you do not already have them.
- ✎ You can take the Second Wind action as a Bonus action.
- ✎ Gain the Combat Maneuver talent from the Fighter class, and make a single selection of the listed combat maneuvers.

FIGHTER TRAINING, ADVANCED (MAJOR FEAT)

Prerequisite: Fighter Training, Level 8+

You have honed your combat skills to a razor's edge, allowing you to push beyond your usual limits and master the tools of warfare.

- ✎ By pushing yourself to the limit, you can take an additional Action during your turn. You can do this only once before you finish a Short or Long Rest.
- ✎ Gain the Equipment Mastery talent from the Fighter class, making a single selection of the listed masteries.

ROGUE TRAINING (MAJOR FEAT)

Prerequisite: Strong, Agile, or Tough Hero, or Strong, Agile, or Tough Hero Training, Level 4+, Not a Rogue

- ✎ You have decided to take up some unsavory pastimes and have found a place for yourself in the underworld.
- ✎ Gain one Skill proficiency from: Acrobatics, Deception, Sleight of Hand, Stealth, and Streetwise.

- ✎ Once per turn, when you hit a target with an Attack, and you had Advantage on the Attack Roll, you can deal 1d6 Bonus damage.
- ✎ As a Bonus Action, you can make a Dexterity (Sleight of Hand) check, use the Search action, use the Hide action, or use the Object Interaction action.

ROGUE TRAINING, ADVANCED (MAJOR FEAT)

Prerequisite: Rogue Training, Level 8+

Your mastery of the arts of skulduggery has earned you a significant reputation.

- ✎ Gain one Skill proficiency from: Acrobatics, Deception, Sleight of Hand, Stealth, and Streetwise.
- ✎ Gain Expertise in one Skill you are already Proficient in from: Acrobatics, Deception, Sleight of Hand, Stealth, and Streetwise.
- ✎ Once per turn, when you hit a target with an Attack, and you had Advantage on the Attack Roll, you can deal an additional 1d6 Bonus damage. (For a total of 2d6 bonus damage.)
- ✎ You can perform two different Bonus actions during your turn.

SPELLCASTER HERO TRAINING (MAJOR FEAT)

Prerequisite: Not a Spellcaster Hero, Level 2+

You have become an apprentice Spellcaster, learning the arts of Channeling.

- ✎ You gain the Arcana skill proficiency.
- ✎ You gain the Channeling Talent from the Spellcaster Archetype, but your Maximum Mana is half (rounded up) of what is listed for your Hero Level.
- ✎ You gain the Spellcasting Talent from the Spellcaster Archetype, but your Spell Rank is one less than what is listed for your Hero Level.



- ☞ You learn two spells of your choice from the Essentials School and one additional Rank 0 spell of your choice. You do not need to prepare these spells to cast them.

STRONG HERO (MAJOR FEAT) TRAINING

Prerequisite: Not a Strong Hero archetype, Strength 13+, Level 2+

You have learned how to use your strength to focus an aggressive offense.

- ☞ You gain Basic Equipment proficiency.
- ☞ You gain Proficiency in one of the following skills: Athletics, Acrobatics, or Endurance.
- ☞ Before making an Attack, you can declare that you are being Reckless. You gain Advantage on all Melee weapon Attack Rolls, but all opponents attacking you have Advantage on their Attack Rolls. This lasts until the start of your next turn.

TOUGH HERO (MAJOR FEAT) TRAINING

Prerequisite: Not a Tough Hero archetype, Constitution 13+, Level 2+

- ☞ You have toughened yourself up to where you find a little pain and exertion rather exhilarating.
- ☞ You gain Basic Equipment proficiency.
- ☞ You gain Damage reduction (against all Damage types) equal to your Proficiency bonus.
- ☞ Once during your turn, when you make an Attack an opponent that has damaged you since the end of your last turn, you gain a +2 bonus on the Attack Roll.

WIZARD TRAINING (MAJOR FEAT)

Prerequisite: Spellcaster Hero or Spellcaster Hero Training, Level 4+, Not a Wizard

You have become a novice wizard in one of the great colleges of wizardry.

- ☞ You gain expertise in Arcana if you do not already have it.
- ☞ You gain the College of Magic Talent from the Wizard class.
- ☞ You gain the Spellbook Casting Talent from the Wizard class.
- ☞ You are limited to a maximum Spell Rank of 2 when casting as a Wizard.

WIZARD TRAINING, (MAJOR FEAT) ADVANCED

Prerequisite: Wizard Training, Level 8+

You have become a journeyman wizard in one of the great colleges of wizardry.

- ☞ You gain the rank of Journeyman in your College of magic and gain the corresponding Journeyman Talent.
- ☞ You can gain either Skill Training, Advanced Skill Training, or Language Expert.
- ☞ You are limited to a maximum Spell Rank of 4 when casting as a Wizard.





Fantasy Rules



Magic is the beating heart of any fantasy world and the centerpiece of *Shotgun Fantasy* as an expansion for *Everyday Heroes*. This system is designed to evoke the feel of classic fantasy RPG play while also being a fun new option for the *Everyday Heroes* system that can be brought into other genres of play.

Auras, Foci, and Bonds

Spiritual beings and magical objects are surrounded by an Aura. Normally, Auras are invisible and intangible to the five mundane senses, but with the proper training or a spiritual awakening, creatures can open their “inner eye” or “sixth sense” in order to “see” Auras. Not only can they be beautiful to behold, but Auras can reveal a lot of information about a creature and the magical effects bound to them.

FOCI

Foci are bright points of light within an Aura to which beneficial Enchantments can be bound. The stronger a creature’s Aura and spirit, the more Foci they will have and the more they can benefit from magical Enchantments.

- ⚙️ Creatures have a number of Foci equal to their Proficiency bonus.

Harmful spells, also known as Curses, can also be seen in a creature’s Aura, but they are more like an infection. They don’t bond to Foci and there is no limit to how many Curses a creature can suffer from.

BONDS

Bonds are formed when an Enchantment or other magical effect is bound to a creature’s Foci. These Bonds look like little creatures swimming in and around the Foci that they bind to. Creatures can feel their Bonds intuitively, even if they can’t see Auras, and they can even reject Bonds if they wish to.

- ⚙️ Creatures can have a number of Bonds equal to their Foci.
- ⚙️ If a creature’s Foci are all bonded, they cannot take any more Bonds until they release an existing Bond.
- ⚙️ Characters can release a Bond at any time with no Action cost unless otherwise noted.
- ⚙️ Bonds are always released when a creature dies.
- ⚙️ When a spell or effect’s Bond is released, the spell or effect on that creature is Dispelled.

Designer’s Note. Foci serves two purposes in *Shotgun Fantasy*. The mechanical purpose is to limit how many beneficial Enchantments you can stack onto a creature. The roleplaying purpose is to provide an immersive means to observe and investigate magical and spiritual phenomena.



AURA READING

Heroes who are capable of seeing Auras can attempt to read them, gaining valuable information. Any given individual can try to read a given Aura only once until they complete a Long Rest, at which point the hero can make another attempt. Auras can be seen at nearly any distance, but they can be read only if the reader is within 30 feet of the Aura.

Reading an Aura in combat requires an Action, and takes a few seconds to comprehend. Spending a full hour analyzing an Aura grants Advantage on the Arcana check. When reading an Aura, the Hero makes a Graded **DC 10 Arcana** check, with higher results revealing additional information.

Illusions

Illusions are a type of magic that fools the senses of any creature close enough to experience the Illusion. Illusions can affect all the senses, but because they lack true substance, it is often possible for suspicious creatures to come to confirm that something is merely an Illusion. This requires a Successful **Intelligence (Investigation)** check made against the DC

of the spell. A creature that has identified an Illusion still experiences it, but they are aware of its unreality. GMs are encouraged to give Advantage/Disadvantage on these checks or even to allow them to succeed automatically, depending on the circumstances and how a player is investigating the Illusion and the nature of the Illusion.

Example. An Illusion might disguise an archway by making it appear to be nothing more than a stone wall. Everyone within sight of it would simply see a wall. Running your hand along the wall could reveal the opening, but you would still see the door.

Hallucinations

Hallucinations are similar to Illusions in that they fool a creature's senses, but are different in other respects. Hallucinations do not affect every creature close enough to perceive them, but instead target specific individuals. Those affected have complete belief in the Hallucination and cannot escape it through use of Investigation unless noted in the spell that creates the effect. Hallucinations often allow a Wisdom Saving

AURA READING ROLL RESULTS (D20)

RESULT	INFORMATION GAINED
9 OR LOWER	None
10+	Presence of an Aura, the number of Foci in the Aura, and whether any Enchantments or Curses are attached to the Aura.
15+	The reader knows the spheres of any Enchantments or Curses in the Aura and a general sense of what kinds of effects these spells have. The reader can also get a sense of the entity's current emotional state. The reader can effectively identify the magical effects a Magic Item can produce and how it is used.
20+	The reader knows the name and level of any Enchantments or Curses in the Aura. The reader can divine vague information about the creature's personality and history. The reader can see echoes of a Magic Item's history and its intended purpose.
25+	The reader can identify the unique magical signature of any Enchantments or Curses in the Aura, effectively identifying who or what cast them in as much detail as the GM wants to reveal. The reader also gains a deep understanding about a creature's true inner self or a Magic Item's origin.



Throw to resist their effects, but there is no blanket rule for recognizing them as being false experiences.

Example. A character could experience a Hallucination that they are On Fire, and as a result, they would experience pain and distress as if that were true. Other characters would not see anything wrong other than the hallucinating character's distress. Even if their allies try to throw water on the hallucinating character or tell them it's all in their head, it won't change the hallucinator's experience unless they can overcome the cause of the Hallucination.

Fantasy Damage Types

Magic greatly expands the ways a creature can suffer and die, including new types of damage.

Necrotic. Necrotic energy corrupts and rots flesh while withering good spirits. It is usually associated with necromancers, evil spirits, and unholy forces. Most inanimate objects and undead are immune to it.

Radiant. Magical holy illumination can sear flesh and castigate impure spirits. Most inanimate objects and divine entities are immune to it.

Fantasy Conditions

Magic brings with it an array of new Conditions that creatures may find themselves afflicted with.

ASLEEP

When a creature is sleeping naturally or due to a magical effect.

- ⚙ The creature is Unconscious until awakened.
- ⚙ An adjacent creature can take an Action in combat to awaken the sleeping creature.
- ⚙ The creature awakens if they take any Damage.

- ⚙ If a loud noise (such as an alarm, gunshot, or screaming) occurs within 60 feet of the creature, they can make a DC 10 Perception check. If they succeed, they awaken at the end of their next Turn.



♥ CHARMED

When a creature has been magically charmed by another creature.

- ⚙ The Charmed creature is considered friendly to the creature by which they have been charmed.
- ⚙ The Charmed creature cannot attack or try to harm the creature by which they have been charmed.
- ⚙ The charming creature has Advantage on all Ability checks involving any kind of social interaction with the Charmed creature.

👤 CONTROLLED

When a creature has been magically controlled by another.

- ⚙ The Controlled creature acts as a Companion to the controlling creature in combat.
- ⚙ The Controlled creature will not take any Action without being commanded to do so by the controlling creature.

- ⚙ The Controlled creature will obey any commands by the controlling creature so long as the commands are not likely to result directly in the death of the controlled creature.

∞ INVISIBLE

When a creature has been made impossible to see.

- ⚙ The creature, their Aura, and their carried equipment cannot normally be seen by other creatures.

☼ PETRIFIED

When a creature and its carried equipment are transformed into a stone statue.

- ⚙ The creature is Incapacitated, unable to move or speak, and is unaware of its surroundings.
- ⚙ The creature is considered an object (a stone statue) with AV 3.
- ⚙ The creature does not age, and its weight is increased tenfold.



Experience Leveling

Experience Leveling is an optional rule that can be used in place of the default Milestone leveling system for *Everyday Heroes*.

A traditional part of fantasy roleplay is the “dungeon crawl,” which challenges players to weigh the risk of delving deeper into the dungeon vs. the reward of finding greater treasures there and gaining the opportunity to level up. Instead of rewarding a level at specific points in a story, an Experience Point (XP) system rewards heroes with points whenever they overcome enemies, discover treasure, or do something the GM considers worthy of an award. Then, when a hero has collected sufficient XP, they can gain a new level.

GAINING EXPERIENCE

Heroes can gain experience by defeating opponents in combat, claiming treasures, and sometimes by achieving specific adventure objectives. By default, this experience is divided equally among the heroes in the adventuring party, but GMs can decide to award specific players individual XP for individual achievements.

DEFEATING OPPONENTS IN COMBAT

Each opponent defeated in combat rewards the adventuring party with XP based on the creature’s Combat Rating (CR) as shown in the Combat Experience Table below. Opponents who are killed, captured, or flee during combat count as defeated. Opponents who flee immediately or who do not fight back are not counted. Combat XP is awarded after combat has been completed. GMs can also award Combat XP when enemies are defeated in creative ways outside of combat, so long as it requires significant effort or creativity by the heroes.

CLAIMING TREASURE

When heroes earn or acquire treasure exclusively in the form of currency, gemstones, or non-magical jewelry, the adventuring group receives XP equal to half the Gold Piece value of that treasure. Magic Items, trade goods, equipment, and art objects other than jewelry do not count towards XP rewards. The GM has discretion not to award treasure XP if it was acquired without meaningful effort or ingenuity by the heroes.

COMBAT EXPERIENCE TABLE

MONSTER CR	XP
1/8	25
1/4	50
1/2	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000

COMPLETING OBJECTIVES

When heroes overcome challenges that do not directly involve combat or treasure, the GM (or the adventure) can award objective XP to the party or to an individual hero. Common objectives include: making a discovery through exploration, providing aid to NPCs with no financial reward, achieving a favorable story outcome, using cunning to avoid direct conflict, creating a magnificent moment in play, fulfilling a hero's personal ambitions, winning a chase, and solving a mystery. There are no prescribed values for objective XP, but the Objective XP by Level table below provides a good guide for completing small objectives.

OBJECTIVE XP BY LEVEL TABLE

LEVEL	XP PER PARTY MEMBER
1	30
2	100
3	250
4	600
5	1,000
6	2,000
7	3,000
8	4,000
9	5,000

GM's Note. The reason *Shotgun Fantasy* has three means of gaining XP is to accommodate different types of adventures and play. Combat XP are the most traditional Experience Points, but not every adventure is rich with combat, and some parties prefer to negotiate their way out of trouble. Treasure XP is useful for trap-filled dungeons or stealthy heist-type games, and Objective XP is particularly suited for adventures that center around a strong plot or social interactions. The key is to have XP rewards available for the heroes on the other side of significant challenges, whatever those challenges may be.

GAINING LEVELS

When an individual hero has acquired sufficient XP, the hero gains a level as indicated in the Experience Point Leveling Table below. The GM has discretion in exactly when heroes are allowed to level up so as not to disrupt the course of play.

EXPERIENCE POINT LEVELING TABLE

LEVEL	EXPERIENCE POINTS
2	300
3	900
4	2,700
5	6,500
6	14,000
7	23,000
8	34,000
9	48,000
10	64,000

GMs Note. Adventures should be designed so that it is nearly impossible for heroes to gain more than one level in one game session. Ideally, players should spend some time enjoying each level of play and the cool new things that their heroes can do.





Magic Items



Magical items are a big part of fantasy play and fantasy stories. Acquiring Magic Items is often the goal of many adventurers because these items can greatly increase their chances of survival in a dangerous world. Heroes generally don't start with Magic Items unless the GM grants the items to them as part of the campaign; rather, it is expected that the heroes will find and acquire Magic Items as they play, and as a result, they will become more powerful.

This Magic Item system is more of a toolbox for creating Magic Items than a grand list of known magical items. It has been designed so that it is easy to create a wide variety of magical items by mixing and matching different effects. This system also tries to help GMs keep Magic Items somewhat balanced. Game balancing still requires good judgment by the GM, but this system does provide some guardrails to help.

Finally, while *Shotgun Fantasy* doesn't include rules for player-made Magic Items, the mechanics are intended to facilitate that possibility by having a clear system for mixing and matching the effects of different power levels.

Magic Item Categories

Magic Items can be divided into broad categories based on what form they take and how they can be used.

Armor. Magical armor can come in many forms, including clothing that has been enchanted to provide additional protection. Most armor is enchanted to better protect the person wearing it.

Miscellaneous. Everything that doesn't fit into another category is considered miscellaneous.

Potions. Potions are magical liquids that are typically drunk, but they could also be a magical food or an oil that is applied topically. Potions are consumed when used and almost always have a spell-like effect upon the target.

Scrolls. Scrolls are magical inscriptions that contain a spell along with the Mana needed to cast it. They require the user to understand spellcasting in order to use them. They can also be used by wizards to copy into their Spellbooks. A Scroll can only be used once to actually cast its spell; once used, the inscription fades. Scrolls can be literal parchment Scrolls, inscriptions on

tablets, tattoos, or anything that allows magical writing to be recorded.

Shields. Magical shields are simply shields bearing magical Enchantments, usually intended to better protect the person wielding them.

Staffs. Magical staffs are encoded with spells that allow any channeler who holds a magical stave the ability to cast the spell(s) encoded into it. They can also serve as magical weapons if they have the appropriate Enchantments.

Weapons. Any sort of weapon can be enchanted to become a magical weapon. Magical weapons are generally much more dangerous and powerful than mundane arms.

Wearables. Every other sort of magical item that you would normally wear falls into this category, which includes rings, amulets, scarves, boots, gloves, bracers, cloaks, and so on. Worn items often bond to their owners, which limits how many of these items can be worn at one time by one person.

Wands. Wands are magical devices that allow any user to cast the spell that it contains. Wands contain a limited number of uses, and once



depleted are no longer enchanted. Wands can vary widely in their shape and material.

Magic Item Rarity

Magical equipment is divided by scholars into six categories based on the power of the magic needed to create them and their general rarity.

Common. Items that are fairly simple to make and are not especially difficult to find for sale.

Uncommon. Items that are considerably more work to create, but are not especially rare.

Rare. Powerful items that command high prices and are not commonly sold in shops.

Epic. Extremely rare and powerful magical items that are worth a small fortune and can only be made by the most powerful craftspeople and magic users.

Legendary. Unique items of such power that they are rarely ever found or created. Each has a long history and is worth a king's ransom.

Artifact. Items of such unique power that they are often the property of gods. Each has a unique destiny and purpose as well as its own immortal spirit. They are effectively priceless.

Most items have a level of craftsmanship commensurate with their rarity. Craftsmanship entails both the care with which the item was made and the quality of the materials used to make it. This craftsmanship is said to grant the item its spirit and Aura, which are needed to bind Enchantments. However, there are examples of items of ordinary or even poor craftsmanship that nevertheless carry powerful Enchantments. These items gain their Aura by virtue of the events of which they were a part or the powerful individuals who wielded them. Such items may have a more mundane appearance, but their Auras will indicate their true power.



Magic Item Aura & Foci

Every Magic Item has its own magical Aura and a number of Foci based on its rarity.

MAGIC ITEM RARITY TABLE

RARITY	FOCI
COMMON	0
UNCOMMON	1
RARE	2
EPIC	3
LEGENDARY	4
ARTIFACT	5+

The Foci of Magic Items are used to bind equipment Enchantments. Some Enchantments

are permanent, such as those placed on arms and armor, while others are temporary, such as with potions and Scrolls.

FOCI LIMITATIONS

Creatures cannot fully utilize Magic Items that have more Foci than the creature possesses. When using such an item, the creature can only benefit from Enchantments with Foci that fall within the number of Foci that the wielder itself possesses. Items with multiple Enchantments will list them in the order that they can be accessed. Furthermore, any Enchantments on the item that scale based on the Foci of the item are likewise limited by the number of Foci that the wielder possesses.

Example. Diesel the Daring, a Level 5 Fighter, has found himself a Legendary sword, “The Void Blade.”

Void Blade (Legendary)

Foci: 4

Enchantments: Hardened +3, Deadly +2, Wounding +1

Price: 250,000 Gold

This pitch-black adamantine longsword was said to have been forged from the remains of a falling star by a blind artificer. If you press your ear to the blade, you can hear the screams of its victims.

Diesel has a Proficiency bonus of +3, so he can only access Enchantments in the first three Foci of the Void Blade. This means he can use Hardened +3 (1 Focus), and Deadly +2 (2 Focus), for a total of 3. Diesel won’t benefit from the Wounding +1 trait until he gets to level 9 and gets another Foci of his own.

Example 2. Hark the Herald is a Level 2 Rogue who has found a Wand of Haste.

Wand of Haste (Epic)

Foci: 3

Enchantments: Wand (Haste) 10 Charges

Price: 15,000 Gold

This wand is actually a short rod of iron carved with silver runes castigating those who waste their lives in idleness. Its command phrase translates to, “Because life is too short.”

Hark can’t actually use the Wand of Haste just yet. It only has one Enhancement that takes up 3 Foci, which is more than Hark’s 2 Foci. The magic is simply too powerful for Hark to activate.

FOCI EXCEPTIONS

There are some special cases where the Foci limitations don't apply.

Artifacts. Artifacts, other than potions and Scrolls, will have special instructions for how creatures can access and use the Enchantments in their 5th and subsequent Foci. So long as these special requirements are met, these Enchantments can be accessed even if the Foci limitations would not normally allow it.

Potions. Potions have no Foci limitation on their use or effect.

Scrolls. Scrolls can be read and used by any spellcaster capable of casting spells of that rank.

Magic Item Limitations

To keep play balanced and avoid absurd situations, there are some limits in *Shotgun Fantasy* as to how many Magic Items a character can utilize at once:

- ⚙ Only one Enchanted suit of armor (including clothing with armor enhancements) can be utilized at one time. If Enchanted Armor is worn over magical clothing, or different suits of magical armor are worn together, only the armor of the highest rarity (chosen by the player if there is a tie) applies to the hero.
- ⚙ The Enchantments on shields and weapons, staves, and wands can only be used by and benefit the hero actively wielding the item.

MAGIC ITEM BONDS

Some Magic Items require the user to Bond their Foci to benefit from the item's Enchantments. Establishing this Bond to an item requires the user to take an Action when done in combat. Taking a Bond from an item is exactly like taking a Bond from a spell. A creature can only have a total number of active Bonds from all sources equal to their Foci. Most Bonds can be released without any Action by a creature, but some items may have special requirements for releasing their Bond.

If an item has multiple Enchantments that require a Bond, the owner can Bond any or all of those Enchantments with one Action. They can choose which Bonds to take when doing so, and they only gain the benefits of the Enchantments they willingly Bond.



Magic Item Prices

Magic Items are often bought, sold, and traded like any other valuable item. The going price depends on the rarity and type. The prices listed here are average retail prices. It is up to the GM to decide what sort of Magic Items can be found for purchase in their campaign.

If a mundane item has a gold price that is 10% or more of the gold price in the Magic Item Pricing Table below, add the item's mundane and magical price to determine the item's overall price as a Magic Item. For example, if a set of mundane plate armor costs 200 gold, an Uncommon magical set of plate armor would be 200 (mundane) + 500 (uncommon "Other") = 700 gold.

MAGIC ITEM PRICING TABLE

RARITY	POTION	SCROLL	WAND	OTHER
COMMON	20 GOLD	50 GOLD	500 GOLD	200 GOLD
UNCOMMON	50 GOLD	200 GOLD	1,000 GOLD	500 GOLD
RARE	200 GOLD	500 GOLD	5,000 GOLD	5,000 GOLD
EPIC	500 GOLD	1,000 GOLD	15,000 GOLD	50,000 GOLD
LEGENDARY	2,500 GOLD	5,000 GOLD	30,000 GOLD	250,000 GOLD
ARTIFACT	10,000 GOLD	10,000 GOLD	50,000 GOLD	EFFECTIVELY PRICELESS





Magic Item Enchantments



Magic Item Enchantments are similar to Enchantments that are placed on creatures, but the Enchantment is permanently woven into the essence of the Magic Item. Enchantments are what give Magic Items their magical power and effects, so every Magic Item has at least one Enchantment. Rare and powerful Magic Items may have many Enchantments.

Focus Cost

Each Magic item Enchantment has a Focus Cost. The item must have a number of unbound Foci that is at least equal to the Focus Cost in order to take the Enchantment. Some Focus Costs are variable; if so, these will be described in the Enchantment.

Bond

Magic Items requiring a Bond will list how many Foci the Bond requires. Some Bonds are variable; if so, these will be described in the Enchantment.

Variable Enchantments

Many Enchantments have a variable element that is listed in parentheses. For example, the Enchantment for potions, "Potion (Spell)," can include a large number of different spells. The variable is chosen and fixed when the Enchantment is created. Thus, you could have a Potion of Haste or a Potion of Heal Wounds.

Spell Enchantments

These Enchantments either cast a spell or allow the user to cast a given spell. Items that allow the

user to cast the Spell use the user's Spellcasting Ability Modifier to determine DC and Spell Attack bonuses. Items that do the casting for the user use the Spell Rank Enchantment Table to determine the Spell DC, Spell Attack Bonus, Spell Damage Bonus, and the Focus Cost for the Enchantment. The Spell Rank includes any Enhancements applied to the spell.

Creating Enchantments

Enchantments should generally have one effect or a few closely related effects. The list of Enchantments in *Shotgun Fantasy* is meant to be a sufficient sample of what is possible in order to create a wider range of magic equipment by combining them together. Moreover, GMs should feel empowered to create their own Enchantments based on their own imagination or effects from other games or stories.



SPELL RANK ENCHANTMENT TABLE

SPELL RANK	FOCUS COST	ATTACK BONUS	DAMAGE BONUS	DC
0	0	4	2	12
1	1	5	3	13
2	2	6	4	14
3	3	7	4	15
4	4	8	5	16
5	5	9	5	17



ARMOR ENCHANTMENTS

Enchanted Armor is nearly always of Masterwork quality and therefore doesn't have the Awkward property unless it is specifically noted in the item's description. Armor is also considered a wearable item and can have wearable and miscellaneous Enchantments placed on it.

EVASIVE

*Focus **

This armor gives a Bonus to the wearer's Defense equal to the Focus Cost, up to a maximum of +3.

FORTIFIED

Focus 1

When the wearer suffers a Critical Hit, it becomes a normal Hit. The wearer must complete a Short Rest before using this benefit again.

GUIDED

Focus 1

The wearer of this armor is always considered to have proficiency in wearing it.

HARDENED

Focus 1

This armor gains a Bonus to its Armor Value equal to its Foci (maximum +3).

MENDING

Focus 1

At the end of your combat turn, this armor repairs itself and loses the Damaged condition. Mending armor will not corrode and remains clean and fresh without maintenance.

PROTECTING

*Focus **

The wearer of this armor gains a Bonus to Armor Saving Throws equal to the Focus Cost.

SOULBOUND

Focus 2

The wearer of this armor has one additional Focus.

WARDED

*Focus **

The wearer of this armor gains Damage Reduction (All) equal to the Focus Cost of the Enchantment.



MISCELLANEOUS ENCHANTMENTS

Miscellaneous Magic Item Enchantments can be placed on nearly any type of item or object other than a Potion, Scroll, or Wand. Where more specific Enchantments exist for another class of Magic Item, you should use the more specific Enchantment rules. Some miscellaneous Enchantments can require that they be placed on a certain type of item, but most do not.

HARDENED

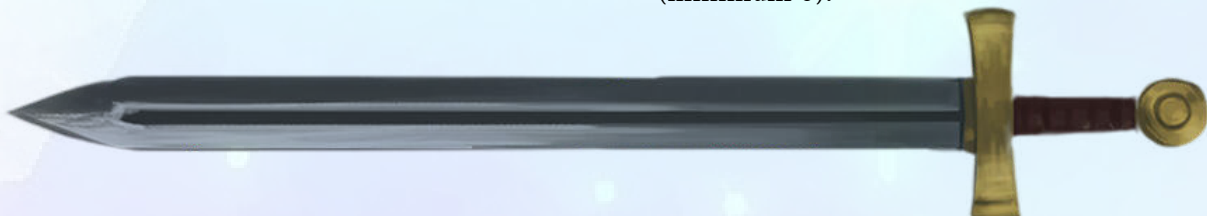
Focus 1

This item gains a Bonus to its Armor Value equal to its Foci (maximum +3), making it more difficult to destroy.

FEATHERWEIGHT

Focus 1

A Featherweight item is considerably lighter than a normal item: its Bulk is reduced by 2 (minimum 0).



PLENTY

*Focus **

This Enchantment must be placed on a container. When first opened, the container will be filled with a specific type of material or object(s). If removed, the contents will be replenished after 24 hours have passed. The type of material or object the magic item produces is determined by its creator at the time it's Enchantment. The total value of the contents cannot exceed 10gp times the Focus Cost or the Enchantment.

POWER

*Focus 1 ☞ Bond **

This item has its own store of Mana equal to the number of its Foci. By taking a Bond 1, the wielder can draw Mana from the item to recover their Mana. Using this item does not require any Action. The Bond from this item cannot be released voluntarily. However, if the item regains its spent Mana and the bonded user completes a Long Rest, the Bond is removed.

RECHARGE (SPELL)

*Focus **

This item casts a spell on behalf of the user who must take an Action to activate the item. While the user controls the spell's targeting, all other elements of the spell are effectively satisfied by the item. Enhancements, for example, can be included in the spell but are chosen when the item is created, not when the spell is cast. The Focus Cost is determined by the Rank of the spell using the Spell Enchantment Rank Table.

The item cannot be used again until the spell is recharged. Spells of Rank 0 through 2 recharge after the user completes a Short Rest, while spells of Rank 3 through 4 recharge after a Long Rest.

STORAGE

*Focus **

This item must be a storage container to carry this Enchantment. The owner can store items in the container without increasing the Bulk of the

container itself, and thus its weight and size. The item can only fit items that could reasonably fit through the opening of the container, but they can be much larger than the container overall. It requires an Action to retrieve something from the container, no matter how many items it contains. The storage container can contain items that have a Bulk equal to or larger than the Bulk of the storage container itself. The total Bulk that the Storage item can accommodate depends on the Focus Cost and the Bulk of the item.

STORAGE FOCUS COST / BULK

FOCUS COST	MAXIMUM BULK
1	4 TIMES THE STORAGE ITEM'S BULK.
2	8 TIMES THE STORAGE ITEM'S BULK.
3	12 TIMES THE STORAGE ITEM'S BULK.
4	16 TIMES THE STORAGE ITEM'S BULK.

TOKEN

*Focus **

This Magic Item can be stored as a tiny Bulk 0 Token. When the user spends an Action to activate the item, it grows to its full size. There must be sufficient room for the item to expand to its full size, otherwise it will remain a Token. The user can also take an Action to shrink the object and any items it contains back to its Token form. If any creatures are inside the item, it cannot be turned into a Token. The Focus Cost depends on the full size of the item.

TOKEN FOCUS COST / BULK

FOCUS COST	SIZE
1	BULK 0 - 4
2	MEDIUM
3	LARGE
4	HUGE
5	GARGANTUAN



WONDROUS (ABILITY)

Focus 4 or 5

This item grants its user a permanent +2 Bonus to one of their Ability Scores when it is used, up to their Ability Score Maximum. The Ability Score granted is chosen when the item is enchanted. Once used, the item loses this Enchantment. Exactly how the item is used is determined by the GM who creates the item. If the Focus Cost is 5, the Ability Score Maximum is ignored.

WONDROUS (MAJOR FEAT)

Focus 4

This item grants its user a Major Feat if they do not already have it. The Feat that is granted and all choices the Feat offers are determined when the item is enchanted. Once used, the item loses this Enchantment. Exactly how the item is used is determined by the GM who creates the item.

WONDROUS (MINOR FEAT)

Focus 3

This item grants its user a Minor Feat if they do not already have it. The Feat that is granted and all choices the Feat offers are determined when the item is enchanted. Once used, the item loses this Enchantment. Exactly how the item is used is determined by the GM who creates the item.



POTION ENCHANTMENTS

All potions have the same singular Enchantment, which casts a spell on the user. GMs can also create potions with unique effects, but they must decide what the rarity of such a potion would be based on the strength of its effect.

POTION (SPELL)

*Focus **

Potions contain a single spell that is cast upon any creature when they use an Action to drink the potion themselves or apply the potion to a creature's skin. The potion casts a spell on the user of the potion or someone it is used on (in the case of topical oils and the like). Enhancements can be included in the spell but are chosen when the item is created, not when the spell is cast. The Focus Cost is equal to the Rank of the potion's spell.



SCROLL ENCHANTMENTS

All Scrolls have the same singular Enchantment that allows the user to cast a spell.

SCROLL (SPELL)

*Focus **

The scroll contains a single spell that a spellcaster can cast by reading the scroll as an Action. Enhancements can be included in the spell but are chosen when the item is created, not when the spell is cast. The Focus Cost is determined by the Rank of the scroll's spell.

Note. Scrolls require an Action to use, regardless of the normal casting time of the spell inscribed on it. For this reason, spells that have a casting time of Reaction are not useful as Scrolls to cast, and are only truly useful for Wizards wishing to inscribe the spell into their Spellbook.

SHIELD ENCHANTMENTS

In addition to these shield-specific Enchantments, shields can also have weapon Enchantments that apply when the shield is used to make a Shield Bash attack or an Improvised Weapon attack.

GUARDING

*Focus **

The Defense provided by this shield when used as Cover is increased by a Bonus equal to its Focus Cost, up to a maximum of +3.

MIRRORED

Focus 1

This metal shield has a durable mirrored surface. Any Attack or Spell Attack, described as a gaze or requiring eye contact, that is made against the wielder but misses, is reflected back and automatically hits the attacker. Any effect described as being a gaze or requiring eye contact against the wearer of the shield risks rebounding on the gazing creature. If the shield barer makes a successful Saving Throw against the effect, the gazing creature suffers the effect instead.



STAFF ENCHANTMENTS

Staffs are spellcasting tools that allow the user to channel Mana into the staff to effectively cast the spells bound to the staff. Staffs can have multiple Staff Spell Enchantments, each containing a different spell, and can have other types of Enchantments such as Weapon Enchantments or Miscellaneous Enchantments.

STAFF (SPELL)

Focus 1

Each staff Spell Enchantment contains a single spell that can be cast by a Channeler wielding the staff. The spell must have a base Rank equal to or lower than the number of Foci in the staff. The spell can be cast with Enhancements, but can't be cast at a higher Rank than the number of Foci in the staff. The wielder of the staff provides the Mana needed to cast the spell. When casting the spell, the staff must be used as a Spell Focus, and the spell gains the Silent property.



WAND ENCHANTMENTS

All wands have an Enchantment that allows the user to cast a Spell. Some also include a second Enchantment to give the wand additional uses.

WAND (SPELL)

*Focus **

Wands cast a specific spell when they are activated by the user. Users do not need to be Spellcasters to use wands, but to cast the spell requires a recitation of a specific phrase, and for the wand to be held in the user's hand as if it were a Spell Focus. Enhancements can be included in the spell but are chosen when the item is created, not when the spell is cast. When all the uses are spent, the Enchantment is Dispelled. The Focus Cost is determined by the Rank of the wand's spell.

WAND RANK / USE

SPELL RANK	USES
0	40
1	20
2	15
3	10
4	7
5	3

LASTING (SPELL)

Focus 1

Double the number of the wand's uses.



WEAPON ENCHANTMENTS

Enchanted Weapons are always of masterwork quality.

DANCING

Focus 1 ♡ Bond 1

Dancing can only be placed on Melee weapons. A dancing weapon becomes a Companion for the character it is bound to, but it is still treated as an object rather than a creature. It has a 30 flying speed. The bonded character can command the dancing weapon to kill as a Bonus action. The dancing weapon's attacking statistics are as if it were wielded by its owner.

DEADLY

*Focus **

Attack Rolls and Damage Rolls made with this weapon receive a Bonus equal to its Focus Cost (maximum +3).

ELEMENTAL (DAMAGE TYPE)

Focus 2

This weapon deals 1d8 Bonus damage of one of the following types: Acid, Cold, Electrical, Fire, Force, Necrotic, Psychic, or Radiant. The blade will appear to be coated in this type of elemental energy when wielded.

FEATHERWEIGHT

Focus 1

Reduce the Bulk of Featherweight weapons by -1 (minimum 0). Weapons with the Heavy property lose that property. Melee weapons which do not have the Heavy property and have a Bulk of 1 or less after the reduction from this Enchantment, gain the Light and Finesse properties.

GUIDED

Focus 1

The wielder of the weapon is always considered to have Proficiency in it.

HARDENED

Focus 1

The weapon gains a Bonus to its Penetration Value equal to its foci (maximum +3). This also increases the weapon's Armor Value, making it more difficult to destroy.

LOADING

Focus 1

This Ranged weapon summons the standard ammunition it fires whenever it is readied for an Attack by its user. This removes the Loading property from the weapon and the user does not need to carry ammunition for it in order to attack with it. If the user wishes to use a specialized type of ammunition, such as a magic arrow or the like, they must carry it with them and load it normally.

RETURNING

Focus 1

This weapon gains the Returning property. Returning weapons within 120 feet of their owner can also be called to the owner's hand as an Object Interaction so long as there is a line of sight between the owner and the weapon.

SHINING

Focus 0

This weapon casts a pale magical light when held, illuminating a 30-foot Aura around the wielder.

WOUNDING

Focus *

The number needed to roll a Critical Hit when attacking with a Wounding weapon is lowered by the weapon's Focus Cost. This effect does not combine with other effects that lower the roll needed for a Critical Hit. Only the largest such effect applies.



WEARABLE ENCHANTMENTS

Wearable item enchantments can be placed on items that are worn on the body, including armor. They can also be placed on items that are held, but only offer their effects while the item is held, not while it is simply carried. Some wearable item enchantments can require that the Enchantment be placed on a certain type of worn item, but most do not.

ENABLING (ABILITY)

Focus 1 ♣ Bond 1

The bonded wearer of this item substitutes the Ability score provided by this item for their own. The Focus Cost and Bond depend on the value of the ability score granted.

Rules Note. When a character's maximum Hit Points increase or decrease due to a change in Constitution, their current Hit Points only change if the new maximum is lower than their current Hit Points. The same is true of other ability score derived character traits such as the number of spells a wizard can prepare and so forth.

ENABLING SCORE FOCUST COST BOND

ABILITY SCORE	FOCUS COST	BOND
14	1	0
18	2	1
22	4	2

KNOWLEDGE (MAJOR FEAT, ADVANCED)

Focus 1 ♣ Bond 1

The bonded wearer of this item gains the benefits of an advanced Major Feat. This cannot grant Multiclass Feats.



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KNOWLEDGE (MINOR FEAT, ADVANCED)

Focus 1 ♣ Bond 1

The bonded wearer of this item gains the benefits of an advanced Minor Feat.

KNOWLEDGE (SKILL OR EQUIPMENT PROFICIENCY)

Skill or Equipment Proficiency ♣ Focus 1 ♣ Bond 1

The wearer of this item gains proficiency in a Skill or Equipment Category. If the wearer is already proficient in the Skill, they gain Expertise in the Skill.

PERMANENT (SPELL)

Focus 1 ♣ Bond 1

This item grants its bonded wearer the effects of a single spell so long as they wear the item. The spell must be one that can target the spellcaster, and it must have a duration of Short Rest or Long Rest. A spell that can be Enhanced to one of the required durations is eligible, but the spell must use its enhanced Rank. If the spell is Dispelled for any reason, the item will renew the spell once the bonded wearer has completed a Long Rest.

The Focus Cost is equal to the Rank of the spell. If the spell requires a Bond greater than 1, then this enhancement requires the same Bond as the spell.

RESISTANCE (DAMAGE TYPE)

Damage Type ♣ Focus 1 ♣ Bond 1

The bonded wearer gains resistance to a single Damage type specified by the Enchantment.

REVIVING

Focus 1 ♣ Bond 1

When the bonded wearer is at 0 Hit Points, but still alive at the end of their Turn, they recover 1 Hit Point.

SAFETY

Focus 1 ♣ Bond 1

The bonded wearer gains a +1 Bonus to all Saving Throws.

SHIELDING

Focus ♣ Bond 1*

The bonded wearer item gains Temporary Hit Points when completing a Long Rest. The number of Temporary Hit Points gained is equal to 5 times the Focus Cost.

SILENT

Focus 1

The wearer has Advantage on Stealth checks made to move or perform Actions silently.

SWIFTNESS

Focus 1 ♣ Bond 1

The bonded wearer gains a Bonus to their speed equal to 5 times the number of Foci that the item has.

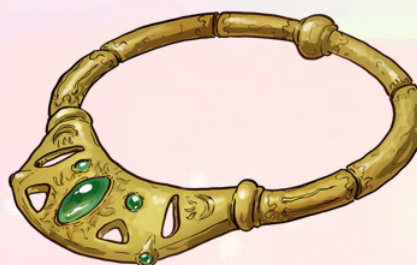
WARDING (CONDITION)

Focus ♣ Bond 1*

The bonded wearer is immune to the effects of a specific condition. The Focus Cost is determined by the condition chosen.

WARDING FOCUS COST / CONDITION

FOCUS COST	POSSIBLE CONDITIONS (CHOOSE ONLY ONE)
1	ASLEEP, DISTRACTED, INTOXICATED
2	BLINDED, CHARMED, DEAFENED, EXHAUSTION, FRIGHTENED
3	CONTROLLED, PETRIFIED, STUNNED



Designing Magic Items

Magic Items used during play should feel special and exciting whenever possible. Potions and Scrolls are fairly pedestrian for a magical world, but everything else should feel special and particular to your game world. Giving Magic Items a compelling name, description, and possibly a history will go a long way to making them feel like more than just a game mechanic.

A Magic Item stat block should include the Name, Rarity, number of Foci, Bond requirement (if any), a list of Enchantments in the order that they should be accessed, and a colorful description of the item. It can also be good practice to include a summary of the item's game mechanics so that a player can quickly reference them without looking up the Enchantments.

LISTING ENCHANTMENTS

When describing an Enhancement with a Variable bonus based on its Focus Cost, list the Bonus after the Enchantment name. For example, armor with the Defensive enchantment with a

Focus Cost of 2 would be written "Defensive +2." Likewise, an Enhancement that has a Variable bonus based on the number of Foci on the item should be listed with its effective Bonus. So a rare magic sword with the Hardened enchantment would be written "Hardened +3."

Enchantments should be listed in the order that they can be accessed by lower-level characters. Generally, try to put the Enchantments that are the most essential and basic first, and put the more powerful and exotic Enchantments at the end.

NAMING ITEMS

Ideally, the name of an item should give some indication of what it can do or at least be thematic with what it does. Items that cast spells often include the name of the spell in their name; for example: "Scroll of Fireball." Other items may be named for their original owner(s), the item's history, or for what the item looks like.

CREATING NEW ENCHANTMENTS

The list of Enchantments here in *Shotgun Fantasy* is not meant to be exhaustive but a convenient starting point for fantasy play. The list should give you a good idea of the different ways that you can construct and balance Enchantments. Not every Enchantment needs to be perfectly balanced, especially if you are a GM creating it just for your own campaign. However, if you are intending to maintain balance, consider what level of hero you would want to use a given Enchantment and try to set its Focus Cost accordingly.

Example Magic Items

The following Magic Items are included in *Shotgun Fantasy*, both to provide some quick treasure options and to demonstrate how specific items are designed.



ENCHANTED ARMORS

SAMITE ROBES

(UNCOMMON)

Foci: 1

Enchantments: Hardened +1

Price: 500 Gold

Basic Equipment: Cloth Armor, AV 1 (All)

Perfect for any adventuring wizard, samite robes offer as much protection as light armor without the weight and hassle.

ELVEN CHAIN

(RARE)

Foci: 2

Enchantments: Featherweight, Guided

Price: 5,000 Gold

Historical Equipment: Chainmail Panoply, AV 2 (Slashing) 1 (Other), Invulnerable, Bulk 0

This panoply of chainmail armor was crafted by elven smiths from enchanted Mithril steel. It is so light that it feels like wearing silk.

PALADIN'S FULL PLATE

(RARE)

Foci: 2

Enchantments: Shiny, Mending, Lucky

Price: 6,000 Gold

Historical Equipment: Plate Panoply AV 2 (Other) 1 (Ballistic, Electrical), Invulnerable, Mending, Lucky, Bulk 3

This panoply of gleaming plate armor remains glimmering and pristine even in the thick of a heated battle.

ROGUE'S LEATHERS

(EPIC)

Foci: 3

Enchantments: Evasive +2, Silent

Price: 5,000 Gold

Basic Equipment: Leather Armor AV 1 (Other) 1 (Ballistic, Electrical), +2 Defense, Silent, Bulk 1

This suit of blackened leather scale allows the wearer to move silently in the shadows and skillfully dodge Attacks.

RED DRAGONSCALE ARMOR

(LEGENDARY)

Bond: 1

Foci: 4

Enchantments: Resistance (Fire), Hardened +3, Protecting +2

Price: 250,000 Gold

Basic Equipment: Scale Armor AV 5 (Piercing, Slashing) 4 (Other), Resistance (fire), +2 Armor Saves, Bulk 2

Made from the scales of Zathorax the Red, this legendary armor is nearly indestructible and has been worn by Hetemectrian warlords and kings for centuries.

MISCELLANEOUS

THE TASTY SPOON

(COMMON)

Foci: 0

Enchantments: Recharge Spell (Flourish)

Price: 200 Gold

This simple wooden spoon has a grinning face carved into the scoop. When it is used to stir a drink, soup, or other liquid, the user can declare what flavor they want the liquid to have, and the spell will flavor it as commanded.



SCEPTER OF COMMAND (UNCOMMON)

Foci: 1

Enchantments: Recharge Spell (Command)

Price: 500 Gold

Spell DC: 13

This gaudy jeweled scepter was likely a favorite tool of some petty noble. When activated, the holder can command a moment of absolute obedience from an unsuspecting victim.

BOTTOMLESS PACK (RARE)

Foci: 2

Enchantments: Storage 2

Price: 5,000 Gold

Bulk: 2 (stores 16 Bulk)

This sturdy leather backpack can contain far more equipment than it would appear to.

WARDROBE OF WONDERS (LEGENDARY)

Foci: 4

Enchantments: Token 2, Recharge Spell (Mass Disguise)

Price: 250,000 Gold

Medium Container: stores 10 Bulk

This beautiful antique wardrobe has two noteworthy magical properties. It can shrink down to the size of a bracelet charm, and it can enchant a group of people to have whatever general appearance they wish. It is ideal for any traveling troubadour or debutante, but only a queen could afford such a relic.

POTIONS

OIL OF RESTORATION (COMMON)

Foci: 0

Enchantments: Potion (Restoration)

Price: 20 Gold

Sold in small metal vials with a simple cork stopper, Oil of Restoration is usually applied to antiques in order to restore them to their original condition.

POTION OF HEALING (UNCOMMON)

Foci: 1

Enchantments: Potion (Heal Wounds)

Price: 50 Gold

Potions like these are most commonly offered at temples in return for a significant offering. They are only effective for minor wounds, but are nevertheless always in demand.

POTION OF LASTING AURA SIGHT (RARE)

Foci: 2

Enchantments: Potion (Aura Sight, Lasting)

Price: 200 Gold

These metal vials are used both by adventurers to help them deal with magical threats and by curious mundanes who wish to awaken their inner eye to the world of magic.

POTION OF HASTE (EPIC)

Foci: 3

Enchantments: Potion (Haste)

Price: 500 Gold

The crystal flask containing this potion features a golden lightning bolt and has little wings on the stopper.

POTION OF MIRACLES (ARTIFACT)

Foci: 5

Enchantments: Potion (Regeneration, Mortal)

Price: 2,500 Gold

This potion is the subject of stories and legends. Many quests have been launched to seek only a single vial of it. It is said to be able to restore sight to the blind, mobility to the lame, and other wonders.



ENCHANTED SHIELDS

TOVEN'S OAK (UNCOMMON)

Foci: 1

Enchantments: Hardened +1

Price: 500 Gold

Historical Equipment: Large Wooden Shield, 3 (Piercing, Slashing) 2 (Other), Bulk 2

It's said that Toven's Oak came about its magic by virtue of its owner's heroism rather than by any mage's Enchantment. Despite its common and weathered appearance, it is harder than any steel.

BASILISK'S BANE (RARE)

Foci: 2

Enchantments: Mirrored, Guarding +2

Price: 5,000 Gold

Historical Equipment: Large Metal Shield, 2 (Other) 1 (Ballistic, Electrical), Cover Defence +2, Bulk 3

This kite shield has a magically enchanted mirror finish that can reflect the gaze of a Basilisk back upon itself. It also makes for a good dressing-room mirror in a pinch.

HAROLD'S BEACON OF LIGHT (RARE)

Foci: 2

Enchantments: Shining, Guarding +2, Recharge Spell (Light, Blinding)

Price: 5,000 Gold

Historical Equipment: Small Metal Shield, 2 (Other) 1 (Ballistic, Electrical), Cover Defence +2, Bulk 2

This small, round shield glows softly, which allows the wielder to navigate in the dark, but also makes it rather difficult to avoid being seen. It can also be made to shine brightly to temporarily blind foes.

THE DEADLY DISK OF DEATH (LEGENDARY)

Foci: 4

Enchantments: Deadly +2, Featherweight, Returning

Price: 5,000 Gold

Historical Equipment: Small Metal Shield, 2 (Other) 1 (Ballistic, Electrical), Bulk 1

Improvised Equipment: Medium Hurtful Thing, 1d8 Slashing (PV 1), Range (50/100), Light, Finesse, Deadly 2

The mad creator of this strange shield was more interested in its use as a weapon than as a defensive tool. The Deadly Disk of Death is perfectly round and has a razor-sharp rim. It has been designed to be caught and thrown and is enchanted to return to whoever threw it.

STAFFS

STAFF OF FIRE AND ICE (RARE)

Foci: 2

Enchantments: Staff (Fire Javelin), Staff (Winter's Touch)

Price: 5,000 Gold

This, clearly ancient yew staff is engraved with the initials of every channeler that has owned it. One end is marked with a rune of fire, the other a rune of ice.

STAFF OF THE TRAVELER (EPIC)

Foci: 3

Enchantments: Staff (Restoration), Staff (Shelter), Staff (Flight)

Price: 50,000 Gold

This finely polished willow staff is about 6 feet in length and well balanced despite its twisting shape. It was created long ago by a member of the College of Explorers to help his friends discover the pleasures of a very long walk.

STAFF OF THE GREY WARDENS (EPIC)

Foci: 3

Enchantments: Hardened +3, Staff (Martial Prowess), Staff (Combat Reflexes)

Price: 50,000 Gold

Basic Equipment: Quarterstaff, 1d8 Bludgeoning (PV 4), Two-Handed



The Staff of the Grey Wardens was created by a monastic order of elven druids to serve as both a weapon and a symbol of their order. These quarterstaves are crafted from the very heart of an ironwood tree and are nearly indestructible as combat tools.

FANE'S DARK GLORY (ARTIFACT)

Foci: 7

Enchantments: Hardened +3, Staff (Necrotic Touch), Staff (Animate Dead), Staff (Nightmare Assassin), Staff (Death's Touch), Returning, Reviving

Price: Priceless

Artifact Foci: To unlock the 5th, 6th, and 7th foci of Fane's Dark Glory the owner must have taken the lives of 100 sentient souls while wielding the staff. The staff will then Bond 1 to its owner for life as a Curse and Fane will whisper the secrets of death to its owner. If the Curse is broken, the owner will no longer have access to the unlocked Foci.

Fane's Dark Glory is rumored to be made of the physical remains of the demigod of soul sorcery, Fane Drose. The staff is composed of twisted bone and topped with a shrunken human head in amber. Victims of the staff are said to belong to Fane, and their souls are relegated to the realm of nightmares to serve his terrible purposes.

WANDS

WAND OF MERCY (COMMON)

Foci: 0

Enchantments: Wand (Mercy) 40 charges

Price: 500 Gold

This simple wooden wand was created by the clerics of the Light of Mercy to prevent fallen soldiers from dying on the battlefield.

WAND OF FRIENDSHIP (UNCOMMON)

Foci: 1

Enchantments: Wand (Charm) 20 charges

Price: 1,000 Gold

Spell DC: 13

The Wand of Friendship is itself rather friendly-looking. It is a white ash wand entwined with colorful ribbons.

WAND OF FIREBALLS (EPIC)

Foci: 3

Enchantments: Wand (Fireball) 10 charges

Price: 20,000 Gold

Spell DC: 15

This elegant, obsidian-tipped wand is made from scorched ironwood and inlaid with gold. Its command phrase is inscribed as, "All to ashes!"

WEARABLES

SAFETY RING (UNCOMMON)

Bond: 1

Foci: 1

Enchantments: Safety

Price: 500 Gold

This simple gold ring helps keep its wearer from danger, though only a little. They are a popular gift among the upper class.

STRENGTH BELT (UNCOMMON)

Foci: 1

Enchantments: Enabling (Strength 14)

Price: 500 Gold

This broad leather belt is enchanted to enable weak individuals to perform better at hard labor.

RING OF INVISIBILITY (RARE)

Bond: 1

Foci: 2

Enchantments: Permanent Spell (Invisibility)

Price: 5,000 Gold

This delicate glass ring causes the wearer and whatever possessions they are carrying to vanish from sight. Such rings are highly valued by spies and thieves.



FIVE KINGDOM BOOTS

(EPIC)

Bond: 2

Foci: 3

Enchantments: Swiftess 3 (+15 feet), Warding (Exhaustion)

Price: 50,000 Gold

This pair of finely crafted leather and silk boots allows the wearer to run faster than any person and without ever tiring. It is said that the creator of these boots used them to run non-stop across the span of five kingdoms, though which kingdoms those were has been lost to history.

THE EYES OF DAMALON (ARTIFACT)

Bond: 1

Foci: 4

Enchantments: Permanent Spell (Vision, Hidden, Revealing, and True)

Price: 250,000 Gold

These spectacles once belonged to the arch-diviner Damalon, who was said to be fascinated with history's most disastrous and tragic moments. They allow the wearer to see the harsh realities of the world.

ENCHANTED WEAPONS

SACRIFICIAL DAGGER (COMMON)

Foci: 1

Enchantments: Deadly +1

Price: 500 Gold

Historical Equipment: Dagger +1 to hit, 1d6 +1 Piercing (PV 1), light, finesse

This kris-bladed dagger has some permanent blood stains on it, but it never needs sharpening.



LORILON'S BOW

(COMMON)

Foci: 2

Enchantments: Guided, Loading

Price: 500 Gold

Historical Equipment: Recurve Bow (150,450) 1d8 Piercing (PV 1), Two-Handed Bulk 2

This elegant yew bow was said to have been made by an Orc wizard for his human lover, Princess Lorilon. Whoever holds the bow is imparted the martial skill needed to wield it, and silver-tipped arrows appear from thin air, ready to release, when its string is drawn.

THE BURNING HAMMER

(EPIC)

Foci: 3

Enchantments: Deadly +1, Elemental (Fire)

Price: 50,000 Gold

Historical Equipment: Warhammer +1 to hit, 1d10 +1 Bludgeoning, Piercing + 1d8 Fire (PV 2), Hooking, Two-Handed, Bulk 2

The burning hammer is made from oak and brass. When swung in battle, the head of the hammer burns red hot and erupts with sparks and flame.

ADMIRAL WHACKAMOLE

(LEGENDARY)

Bond: 1

Foci: 4

Enchantments: Dancing, Deadly +2, Knowledge (Sailing)

Price: 250,000 Gold

Historical Equipment: Mace +2 to hit, 1d6 +2 Bludgeoning (PV 1), Bulk 1

Special: Admiral Whackamole is somehow capable of speech and verbally imparts his knowledge of sailing by yelling out orders to anyone within earshot. His sailing skill proficiency can be applied to anyone within earshot for any activities needed for the operation of a sailing vessel or rowboat.

Admiral Whackamole is a sentient iron mace. While the admiral appears to be old and rusty, he's still quite capable of smashing skulls and giving orders.



Spells



Magic largely defines the fantasy genre. Spells and spellcasting are the medium and the method by which heroes and their enemies wield magic to their own ends. spellcasting in *Shotgun Fantasy* is meant to feel tangible and comprehensible so that heroes can explore and master it and so that stories can be built around it. So, while magic is indeed wondrous and limitless, spellcasting does follow a set of concepts, principles, and rules.

Magic

Scholars of the arcane arts teach that magic is the foundational essence of the universe, and that what most people call the “natural” world is merely the most powerful magical paradigm of a given place and time. The more common wisdom is that there is a fixed natural or divine order and that magic temporarily bends that order to the will of those who have learned to channel it.

Mana

Mana is a source of raw, untapped magical energy that surges through all of reality. Mana can be found nearly everywhere and in nearly

everything, but it is always “flowing through” rather than “residing in” reality. Magical scholars see Mana as “potential” that can be given shape, meaning, and operation by the will.

Channeling

Channeling is the act of directing and controlling Mana to obey the channeler’s conscious will. Channelers draw Mana from some source, impose their will upon it, and create some kind of tangible change in reality. Some creatures channel Mana naturally, without really having an understanding of what they are doing, while others must learn to channel it through guidance and practice.



Spellcasting

Spellcasting is a type of magical performance that is used by practitioners to create specific magical effects. Each spell is like a formula designed to shape reality in a specific way. Very basic spells can be cast without any Mana, but the majority of spells require the spellcaster to channel Mana to empower the act of creation.

There are many different types of spellcasting and many techniques for channeling, but the results of these techniques are effectively the same. Clerics and wizards are the most commonly encountered spellcasters. Clerics learn their spells and draw their Mana from divine powers. Acts of faith and devotion grant them the ability to perform ever more miraculous spells. Wizards study the essence of magical reality, discovering spell formulas and learning how to draw Mana from the world around them. They gather in Colleges to share and preserve their hard-won knowledge.

Casting Spells

To cast a spell, a spellcaster must.

- ★ Have a Talent that allows them to cast that spell or a spell of that type.
- ★ Have a Talent that allows them to cast a spell of that Rank,
- ★ Spend Mana equal to the spell's Rank.
- ★ Have a free hand with which to gesture or be wielding a Spell Focus.
- ★ Speak an incantation (series of magical words).
- ★ Spend an appropriate combat Action (when in combat)

There are exceptions to all of these requirements by virtue of the Properties of specific spells, hero Talents, and other game circumstances.

SPELL FOCUS

A spell focus is a personalized handheld object that a spellcaster uses to channel Mana. A spell

focus can be nearly anything that the spellcaster can hold in their hands, but they can only have one spell socus at any given time. To dedicate a new object as their spell focus, the spellcaster must perform an hour-long ritual. This can be done during a Long Rest. Spellcasters who use a spell focus can still cast spells without their spell focus by using a free hand to make magical gestures.

Spell Descriptions

These are the elements that a spell description can include and what they mean.

SPHERE

Scholars in Aeron divide magic effects into five spheres:

- ♥ **Life:** Magic of living things, the body, and nature.
- ♣ **Material:** Magic of inert material, physical laws, and order.
- ♠ **Mind:** Magic of the mind, of imagination, and cognition.
- ♠ **Primordial:** Magic of energies, creation, and chaos.
- ♠ **Spirit:** Magic of the soul, moral character, and personal essence.

Life, Mind and Spirit are often called the spheres of "Entity" while Material and Primordial are the spheres of "Essence." The spheres of magic



are often represented by a pentagram, with each point representing a sphere, and connected to two other spheres. The meaning of the connections is often debated, but the common interpretation is that directly connected spheres are aligned while disconnected spheres are opposed.

Some scholars divide the spheres into polarities, with the positive polarity being the active substance of a sphere and its negative polarity being its opposite or undoing. The spheres and their polarities are:

- ♥ Life (Death)
- ♁ Material (Entropy)
- 🧠 Mind (Insanity)
- 🌑 Primordial (Darkness)
- 🌀 Spirit (Annihilation)

Some rare spells are considered to be “Universal.” These spells deal with the fundamentals of spellcasting rather than with any specific sphere of magic, and so are considered to be of no sphere at all.

RANK

Ranks measure how powerful a spell is. A spell's rank cannot be lower than 0. While Rank 5 spells are the highest rank presented in *Shotgun Fantasy*, higher rank spells are possible. A spellcaster must spend Mana equal to the rank of a spell to cast it. Rank 0 spells can be cast without spending any Mana and are often called “Cantrips.” Spellcasters are often judged by the highest rank of spells that they have mastered.

CASTING TIME

Casting time is the action cost of a spell cast in combat. Most spells require an Action to cast, but some spells require only a Bonus Action or a Reaction. Outside of combat, the casting time is not usually important, since it takes just a few seconds to cast most spells.

DURATION

A spell's duration tells you how long the effects of the spell last.

Indeterminate. While there is no strict limit to how long an indeterminate spell lasts, the effect can be ended through a special circumstance described in the spell.

Instantaneous. The spell has an immediate effect after which the magic is gone but a non-magical effect may remain. An example might be a spell that creates a stone statue. The statue is the effect of the spell but the statue itself is not magical and cannot be Dispelled.

Permanent. The spell effect lasts until it is Dispelled.

Long Rest. The spell effect lasts until the affected creature completes a Long Rest.

Short Rest. The spell effect lasts until the affected creature completes a Short Rest or a Long Rest.

Time Periods. The spell effect lasts for the listed period of time in the game world. Typical time periods include:

Q# Rounds: The spell effect lasts until the beginning of the spell caster's turn after the number of rounds indicated has passed. This counts the spell caster's current turn. So a 1 Round spell would last until the start of the spellcaster's next turn.

QEncounter: The length of one combat encounter, or 1 minute if used outside of combat

Q# Hours (Days, Years): Such spells are generally story-oriented spells rather than spells that are used in combat.

RANGE

The range of a spell indicates how far away a spell can be targeted. Unless noted in the spell, the spellcaster must have a line of sight within range of a spell's target to cast the spell. Range is not listed for spell attacks or self-targeted spells.





Adjacent. The target must be within 5 feet of the spellcaster, or within an adjacent space on a combat map.

(a distance). This is the maximum distance at which the spellcaster can choose a target. The distance is typically measured in feet.

TARGETING

This entry describes what sort of person, place, or thing the spell can target.

Ally. A creature friendly to the spellcaster, or the spellcaster themselves.

Area of Effect (AOE). This is a physical area that the spell's effect encompasses, measured in 5-foot increments. The area can be a square, rectangle, circle, cone, or any other shape as defined in the spell's description. The centerpoint of the AOE must be within the range of the spell.

Once the spell's AOE is created, creatures are affected when they move into the AOE or when they start their turn in it, but they can be affected only once until the end of their next turn.

AOEs of the same effect are effectively considered one AOE for the rule that a creature can only be affected once per round. Once a creature suffers the effect of the first AOE, the other AOEs will not affect it. However, if the creature successfully resists the first effect, it still needs to resist the second effect and so forth as long as the creature remains in an effect's AOE.

Aura. This is a specific type of Area of Effect that is a sphere with a given radius centered on the target of the spell. The AOE moves with the target, imparting its effect on any creature that comes into contact with the AOE as the target moves. Like other AOE effects, a given creature can only be affected once until the end of its next turn.

Creature. This spell must be cast on an autonomous creature of some sort. Sometimes a specific type of creature is listed.

Location. A point in space, often the center of a given space on a combat map.

Object. Any discrete physical object that is not a creature. Sometimes a specific type of object will be listed.

Opponent. A creature toward which the spellcaster is hostile.

Self. This indicates that the spell target is always the spellcaster.

Spell attack. This spell is effectively an Attack and uses the spell attack rules. The Attack will be listed as the spell's effect.

SPELL PROPERTIES

Spells can have a number of special Properties that either apply special rules to the spell or indicate that it is a special type of spell.

Curse. Spells that give lasting negative effects to the target of the spell.

Divine. Spells that can only be learned and cast by divine spellcasters such as clerics.

Enchantment. Beneficial magical effects that attach to a creature, item, or location.

Bond (#). Spells are bonded to the Foci of the spell's target(s), or the spellcaster of the spell if there are no creatures targeted. The number indicates how many Foci the effect occupies on each target (or the spellcaster). A creature can voluntarily release a Bond with no Action, dispelling the spell effects on themselves. When the spellcaster releases a Bond, this dispels the spell entirely.

Silent. Spells that do not require any vocalization.

Still. Spells that do not require a free hand or spell focus.

Unavoidable. Targets in the damaging Area of Effect of an Unavoidable spell cannot Dive for Cover to avoid its effects.

Dispelling Curses and Enchantments

Curses and Enchantments have lingering spell effects that attach to a creature's Aura. Spells can curse or enchant multiple targets, but each target is considered to have its own Curse or Enchantment effect once the spell is cast. Thus,

dispelling one creature's Enchantment or Curse has no impact on other creatures that have been Enchanted or Cursed with the same spell.

Example. The wizard Galfrie the Grand casts Haste on two of his companions, Jackie and Torvid. Shortly after, an evil magician casts Dispel Enchantment on Jackie, removing the Haste Enchantment from her. However, Torvid's Haste Enchantment is unaffected by this act.

EFFECT

The spell's effect is a mechanical description of what the spell does. It can include individual elements such as spell attacks or AOE descriptions.

ENHANCEMENTS

Most spells can be "enhanced" to cast them at a higher Rank. Enhancements raise the Rank of a spell by the listed value. For Example, a Rank 1 spell cast with a +1 Enhancement becomes a Rank 2 spell. The spellcaster must pay Mana equal to the Spell's new Rank and must be capable of casting spells of that Rank. A given Enhancement can be used multiple times if it is worded in such a way that it logically has an additional effect each time it is used.

Example. Tamon the Black is a third-level Wizard who wants to cast Alarm. Alarm is a Rank 1 spell normally, but Tamon wants to protect all the possible entrances to his bedchambers, so he enhances Alarm with the Saferoom enhancement. This adds +1 Rank to Alarm, making it a Rank 2 spell which costs 2 Mana to cast.

As a third-level Wizard, Rank 2 is the maximum Spell Rank that Tamon can cast, so he could not use the Safehouse enhancement, as it is +2, which would make Alarm a Rank 3 spell.



Spell Enhancements include a name, which can be useful for describing the enhanced spell. For example, the Clear Mind spell has a “Mass” enhancement that allows for additional targets. This enhanced spell could be described as “Mass Clear Mind” or “Clear Mind, Mass.” If the Enhancement is taken more than once, it can be written with an “x#” following the enhancement name (for example, “Fireball, Empowered x2”).

Designer’s Note. Spell Enhancements and the use of a Mana system change the game design of spells from 5e. Instead of having very similar spells at different levels, such as Hold Person and Hold Monster, a single spell can grow with the spellcaster and encompass both spell concepts. This design is why *Shotgun Fantasy* Spellcasters have smaller spell lists and why there are only a handful of Rank 4 and 5 spells in this book. Spells don’t have to follow this pattern, but I recommend it whenever it is reasonable.

Spellcasting Ability Modifier. This modifier is used to determine the DC for spells and modifies the character’s Attack and Damage Rolls for Spell Attacks.

SPELL DCs

When a spell calls for a Saving Throw, the DC is based on the spellcaster's statistics. The formula is:

8 + Proficiency bonus + Spellcasting Ability Modifier.

SPELL ATTACKS

Some Spells create Spell Attacks or allow the spellcaster to make a Spell Attack. Spell Attacks use the same rules for normal attacks, with the following differences.

Spell attacks use the attacker’s Spellcasting Ability Modifier for both Attack Rolls and Damage Rolls instead of the default Ability Modifiers for Melee and Ranged attacks.

Spells that have Spell Attack listed as their Targeting use the action of casting the spell to make the Spell Attack and don’t benefit from Talents like Advanced Combat Training. Spells that grant the target creature the ability to make Spell Attacks for the duration of the spell use the Attack action to make those attacks unless otherwise noted and would benefit from Advanced Combat Training and similar Talents that modify the way the Attack action works.

LEGENDARY SPELLS

Legendary Spells are magics that are not taught in any college or offered by any religion. They are unique, powerful, and only available when the GM decides to introduce them to the game. You cannot choose them when making a character or leveling up. Legendary spells will often have unique rules governing how they are cast and what they can do.

COUNTERING SPELLS

When a spell is Countered, it simply never takes effect (although the Mana used to cast it is still spent).

DISPELLING

When a Spell effect is Dispelled, all ongoing magical effects of the spell end immediately. Some spells with Instantaneous durations cause changes in the world that are non-magical and thus cannot be Dispelled.

SPELLCASTING ABILITY MODIFIER

Every Spellcaster has an Ability Score that empowers their spellcasting. The Ability modifier for this Ability Score is the character’s





Spells Catalogue



ACID ARROW

You launch a bolt of caustic acid at your foe that weakens their armor.

Spheres: Material

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Acid Arrow. Ranged (60/120 feet) Spell attack, 1d8 Acid (PV 2) and the target has Disadvantage on **Armor** Saving Throws until the end of their next turn.

Enhancements

+1 Twinned. Make an additional Acid Arrow attack.

ALARM

You create a magical alarm that will alert you to intrusions.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: 8 hours

Range: Adjacent

Targeting: Area of Effect

Properties: Enchantment

Area of Effect. A 20-foot square area up to 20 feet high. When any creature other than one of your allies enters the location, it triggers the alarm. You can choose an auditory alarm that is Loud, or a silent mental alarm that only you can hear.

Enhancements

+1 Saferoom. You can alarm all entrances to a single interior room.

+2 Safehouse. You can alarm all entrances to a building.



ANIMATE DEAD

You instill life into a corpse to create a faithful servant.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: Long Rest

Range: 60 feet

Targeting: Corpse

Properties: Bond 1

Effect. The target corpse becomes a servant of the spellcaster as a $\frac{1}{8}$ CR Zombie. The Zombie becomes a Companion of the spellcaster. The spellcaster can command their Undead to Kill as a Bonus action. Given no other commands, the Undead will follow its master as best it can.

Animate Dead can be cast multiple times to create a group of undead servants that is considered a single collective Companion. The group can have a number of Undead equal to the caster's Proficiency bonus. In combat, the group moves in unison, and all group members attack the same target when the Kill command is given.

The spellcaster can renew control of their Undead after completing a Long Rest by spending 1 Mana for each undead creature in their undead group and renewing the spell's Bond 1.

Animate Dead can also be cast to take control of independent Undead. The target must be a type of Undead you can animate, and you must have room for them in your undead group. The targeted Undead must make a Charisma Saving Throw. If they fail, they come under your control.

Enhancements

+1 Twinned. You can target an additional corpse.

+1 Nasty. You can animate CR $\frac{1}{4}$ Zombies.

+2 Vicious. You can animate CR $\frac{1}{2}$ Ghouls or Zombies.

+3 Ghoulish. You can animate CR 1 Ghouls or Zombies.



+4 Ghastly. You can animate CR 2 Ghosts, Ghouls, or Zombies.

Player Note. *Shotgun Fantasy* includes stats for a CR $\frac{1}{8}$ Zombie, a CR 1 Ghoul, and a CR 2 Ghost. You can find additional Undead in the *Everyday Heroes* Core Rulebook.

AQUATIC ADAPTATION

You adapt your lungs to breathe water, and you grow fins on your hands and feet.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. You can breathe normally in water, and swimming is not considered Difficult Movement for you.

Enhancements

+1 Mass. You can target a number of additional allies equal to your Proficiency bonus.

+1 Extended. The duration becomes Long Rest.

ARCANE SEAL

You seal something shut against unwanted access.

Spheres: Material

Rank: 1

Casting Time: Action

Duration: 8 hours

Range: Adjacent

Targeting: Object

Properties: Curse

Effect. This spell only works on a door, window, gate, container, or other similar object. The object cannot be opened by any other means except by destroying the object or dispelling the Curse. You can set conditions as to how the object can be opened and/or by whom.

Enhancements

+1 Permanent. The duration becomes Permanent.

AURA SIGHT

You are able to perceive magical Auras.

Spheres: Universal

Rank: 0

Casting Time: Bonus Action

Duration: 1 Round

Targeting: Self

Properties: Silent

Effect. You are able to plainly see the Auras of creatures, objects, and locations around you which also allows you to see magical effects.

Enhancements

+1 Deep. You have advantage on Arcana checks made to read Auras.

+1 Extended. You can change the Duration to Short Rest.

+2 Lasting. You can change the Duration to Long Rest.



AWAKEN

You awaken a target creature from its slumber or stupor.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Creature

Effect. The target creature awakens/recovers from the Asleep and Stunned conditions.

Enhancements

+1 Mass. You can target an additional number of creatures equal to your Proficiency bonus.

BANISHMENT

You call on the universe to return a creature to where it most belongs.

Spheres: Spirit

Rank: 4

Casting Time: Action

Duration: Instantaneous

Range: 30 feet

Targeting: Creature

Effect. The target creature must make a Charisma Saving Throw. If it succeeds, it resists the effect. If it fails, what happens depends on the nature of the creature. Summoned creatures are teleported back to wherever they were summoned from. Creatures born of another world or plane of existence are teleported to the last place they were in that world. Creatures born of the world where the Banishment was cast are sent to the Shadow Plane for 1 minute. At the end of that time they return to the spot from which they were banished. Creatures with a CR or Level higher than the spellcaster have Advantage on their Saving Throw.

Shadow Plane. The Shadow Plane is a parallel dimension to Aeron said to be a transit for souls between the realms of life and death. It is a dark

and shadowy reflection of material reality. While in the Shadow Plane.

You have Disadvantage on Perception and Investigation checks based on sight or hearing to observe anything happening outside the Shadow Plane.

You cannot meaningfully interact with objects, effects, or creatures which are not specifically in the Shadow Plane, nor can they interact with you. Physical barriers block your movement as they normally would, but you can pass through creatures freely.

You ignore Difficult Movement and have a fly speed of 30.

You cannot be seen or heard by creatures outside of the Shadow Plane unless they can specifically see creatures in the Shadow Plane.

Enhancements

+1 True. Creatures cannot gain advantage on Saving Throws against this spell.

BLESSING

You grant the divine blessing of your faith.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: Short Rest

Range: 30 feet

Targeting: Creature

Properties: Bond 2, Divine, Enchantment

Effect. When the enchanted creature fails a Success Roll, they may roll 1d4 (Bonus die) and add it to the result, potentially changing it to a hit or success. A creature cannot benefit from more than one Bonus die on a Success Roll.

Enhancements

+1 Mass. You can target a number of additional creatures equal to your Proficiency bonus.

+2 Mighty. Increase the Bonus die by one dice step.



BLUR

Your image becomes blurry and unstable making it difficult for others to determine exactly where you stand.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Bond 2, Enchantment

Effect. Creatures attacking you have Disadvantage on their Attack Rolls.

Enhancements

+1 Shared. You can target an adjacent ally with this spell.

CHARM

You can cause a creature to be friendly towards you.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: 1 hour

Range: 30 feet

Targeting: Creature

Properties: Curse

Effect. The creature becomes Charmed by you unless they make a successful Wisdom Saving Throw. The creature has Advantage on its Saving Throw if it is a hostile combatant or if its CR or Level is higher than your Level. The Curse is removed if you or an ally damages the creature. The creature will be aware that they were charmed after the effect ends.

Enhancements

+2 Insidious. The creature is Controlled instead of being Charmed, and the spell gains Bond 1.

CIRCLE OF RECALL

You instantly send a willing person or object to a magic circle in a prepared location.

Spheres: Material

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Ally or Object

Properties: Materials (a runic circle)

Special. To cast Circle of Recall, you must prepare a runic circle 5 feet in diameter on solid ground. You can draw or paint the circle, or use a portable circle inscribed on a small rug or similar object. Drawing a circle typically takes about 1 minute.

Effect. When the spell is cast, the willing ally or object that you touch is teleported to the magic circle so long as it is within one mile of your current location.

Enhancements

+1 Twined. You can target an additional willing ally or object.

+1 Forced. You can target a hostile or unwilling adjacent creature, but you must succeed on a Melee Spell Attack to touch them. If you hit, the target must make a Charisma Saving Throw. If they fail, they are teleported to the magic circle.



CLEAR MIND

You clear a creature's mind of unwanted thoughts and influence.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Short Rest

Range: 60 feet

Targeting: Creature

Properties: Bond 1, Enchantment

Effect. The target creature is immune to the effects of the Distracted Condition.

Enhancements

+1 Discerning. The target creature is immune to the effects of the Charmed Condition.

+1 Guarded. The target creature gains resistance to Psychic damage.

+1 Mass. Target a number of additional creatures equal to your Proficiency bonus.

+2 Independent. The target creature is immune to the effects of the Controlled Condition.

COMBAT REFLEXES

The target gains a sixth sense that helps them avoid attacks.

Spheres: Life

Rank: 1

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Creature

Properties: Bond 1, Enchantment

Effect. The target's Defence increases to a total of 16. If the target's Defense is already higher than 16, this effect has no benefit for the target.

Enhancements

+1 Superior. Increase the Defense provided by Combat Reflexes by +1.

COMMAND

You command others, and they do as you bid.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: 1 Round

Range: 30 feet

Targeting: Creature

Properties: Curse

Effect. You verbally command a creature within range to take an Action on its next turn. The creature can resist the command by making a successful Wisdom Saving Throw, otherwise it must use its turn to carry out the command to the best of its ability. The command must be something it can perform during its turn as a single Action or by moving. If the command proves impossible, the creature will do nothing on its turn.

Enhancements

+2: Mission. The duration becomes 8 hours. You can now command the creature to carry out a mission that you describe to it using no more than 25 words. The mission cannot include directly and immediately harming itself or its allies. If the creature fails its Saving Throw, it is charmed by the spellcaster and will do its best to carry out this mission. If the creature is damaged by you or your allies, the effect will end.

+4: Quest. The duration becomes 30 days. You can now command the creature to carry out a quest or obey a set of guidelines that you give it after successfully casting the spell. The quest cannot include directly and immediately harming itself or its allies. If the creature fails its Saving Throw, it is charmed by the spellcaster and will do its best to carry out this quest or follow the guidelines that it has been given. If the creature is damaged by you or your allies, the effect will end.

COMPREHEND LANGUAGES

You can understand any language that you can hear, see, or otherwise perceive.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Enchantment

Effect. You can understand any language that you can hear, see, or otherwise perceive. This spell does not grant any knowledge of the meaning of proper nouns or a full understanding of complex concepts that you are not already familiar with.

Enhancements

+2 Fluent. You can communicate fluently with any intelligent creature in a language that it can understand. You can only communicate in one such language at a time, and you must be physically capable of producing the language in the form that the creature can understand.

+2 Zone. You can create a 20-foot radius Area of Effect, centered on yourself, in which all intelligent creatures in the AOE benefit from the effects of the spell.

CONJURE ELEMENTAL

You summon forth and command an Elemental spirit.

Spheres: Primordial

Rank: 3

Casting Time: Action

Duration: Short Rest

Range: 60 feet

Targeting: Location

Properties: Bond 2, Material (element present)

Effect. You can summon an Elemental creature with a CR of 2 or less into an unoccupied space within range. The creature becomes your Companion. You can use a Bonus action

to command the Elemental to Kill. If the Elemental is killed, the spell ends. To summon an Elemental, some amount of the element of which it is composed must be present.

Enhancements

+1 Empowered. Increase the maximum CR of the Elemental by +1.

Note. CR 2, 3, and 4 Elemental creatures can be found in the Summoned Creatures section after spells.

COUNTERSPELL

You channel your mana into disrupting the success of a rival's spell.

Spheres: Universal

Rank: 0

Casting Time: Readied Action

Duration: Instantaneous

Range: 120 feet

Targeting: Spellcaster

Casting. A Counterspell is cast differently than other spells. You must use the Ready action on your turn and target a creature that you wish to Counterspell. If the creature casts a spell, you can react by casting Counterspell. If it does not cast a spell by the beginning of your next turn, you do not actually cast Counterspell and do not spend any mana. You must cast Counterspell at a rank equal to or higher than the Rank of the spell you are countering, or it will automatically fail. The GM should tell you what rank is required.

Effect. You make an Arcana vs Arcana Contest with your target spellcaster as they cast their spell, but before they complete it. If you win the contest, the opponent's spell fails and has no effect. (They still pay the mana cost for their spell.)

Enhancements

+1 Elevated. Raise the Spell Rank by 1.



CURE DISEASE

You remove infections and malformations from the body, curing illness.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Creature

Effect. The target creature recovers from all natural infectious diseases and the Sickened condition.

Enhancements

+2 True. The target is also cured of all chronic diseases and magical diseases.

DEATH WARD

You guard a creature against an untimely death.

Spheres: Spirit

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. The enchanted creature gains resistance to Necrotic damage. If the creature is reduced to 0 Hit Points, it is automatically stabilized, and this Enchantment is Dispelled.

Enhancements

+1 Twinned. You can target an additional creature.

+2 True. If an effect, other than damage, will immediately kill the enchanted creature, the effect is negated, and this Enchantment is Dispelled.

DEATH'S TOUCH

You channel death into your touch, stilling the heart of a living creature.

Spheres: Life

Rank: 5

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Death's Touch. Melee Spell Attack, 1d4

Necrotic. If the target is a living creature, it must make a successful Constitution Saving Throw. If the target creature's CR or Level is higher than yours, it has Advantage on its save. If the creature fails the Saving Throw, it is reduced to 0 Hit Points, and it dies.

DEATH'S WITNESS

You witness the final moments of someone's life.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Corpse

Effect. You are granted a vision of the target's final moments (6 seconds). You must make a successful Charisma Saving Throw or suffer 1d6 psychic damage (Ignore Armor).

Enhancements

+1 Extended. You can see another 6 seconds of experience.

DISGUISE

You create an Illusion, disguising a person or object.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Creature or Object

Properties: Enchantment

Effect. The enchanted creature (and its carried equipment) or object (up to size Large) has its appearance changed as you desire it to change, so long as its rough shape and size are consistent with its true appearance. This spell can disguise

a person as another person, as a statue (provided the person remains still), or alter someone's appearance for entertainment. It could make a magical sword appear as a wooden practice sword, or a door appear to be a wall. The Illusion is purely visual, so touching the object easily demonstrates that there is an Illusion at work. Imitating a specific person's appearance requires you to have seen the person, and may require a Charisma (Deception) check to fool anyone who knows them well.

Enhancements

+1 Auditory. An auditory element can be added to the Illusion, causing an object to make a given noise or allowing a person to magically change their voice. This grants Advantage on any Charisma (Deception) checks that you may need to make to uphold the disguise under scrutiny.

+1 Mass. You can disguise an additional number of targets equal to your Proficiency bonus.

DISPEL CURSE

You can dispel a Curse from a person or object.

Spheres: Spirit

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Creature or Object

Effect. Touch a person or object suffering from a Curse. The Curse is Dispelled. Cursed items do not lose their magic, but the cursed owner can sever their Bond to the item.

Enhancements

+1 Twinned. Dispel an additional Curse.

DISPEL ENCHANTMENT

You can strip beneficial enchantments from your foes.

Spheres: Spirit

Rank: 2

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Creature

Effect. Dispel an Enchantment on the target creature.

Enhancements

+1 Twinned. Dispel an additional Enchantment, and you may target an additional creature.

DIVINATION

You cast your mind into possible futures by following the threads of fate.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: Instantaneous

Targeting: Self

Effect. You may ask the GM a general question about what might happen in the future with regard to a person, place, event, or proposed action. The GM will then grant you a vision that contains clues as to possible significant events or outcomes related to your question. Generally, you can't gain additional information through



multiple castings of Divination on the same subject.

Enhancements

+2 True. You may ask a more specific question and can expect to receive a more direct answer through your vision, though the level of detail that can be revealed is at the GMs discretion.

DIVINE RADIANCE

You project a beam of divine radiance to castigate your foes.

Spheres: Spirit

Rank: 0

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Creature

Properties: Divine

Divine Radiance. Ranged (60/120 feet) Spell Attack, 1d8 Radiant (ignores armor). Undead are Vulnerable to Damage from Divine Radiance. You can hold this Attack on an enemy: if you hit your target and the creature is still in range and in line of sight at the beginning of its turn, you can use your Reaction to deal damage to it again.

Enhancements

+1 Empowered. The damage increases by 1d8.

EARTHWORKS

You permanently shape earth and stone to your will.

Spheres: Material

Rank: 4

Casting Time: Action

Duration: Instantaneous

Range: 120 feet

Targeting: Area of Effect

Area of Effect. An area of 16 contiguous 5x5 foot squares, up to 10 feet high or deep is chosen by the spellcaster. Within this area the spellcaster can create earthwork and stonework construction so long as it rests on or is anchored to an earth or stone surface. This spell can

effectively create walls, floors, stairs, stone furniture, and similar mundane stone or earthen constructions. Walls can have any general shape that the spellcaster chooses and can include portals. It cannot create finely crafted objects or mechanical apparatuses such as traps or doors. Walls and floors are approximately 6 inches thick and have an Armor Rating of 4. The DC to climb the wall unassisted is equal to your Spell DC.

You can effectively “Stack” the squares to create walls or constructions taller than 10 feet. Thus you could make 8 squares of wall 20 feet tall or 4 squares up to 40 feet tall.

Bridging a gap with Earthworks requires the construction be anchored at both sides of the gap for the full width of the bridge.

If a creature is in a space where you are raising a wall, it must make a Dexterity Saving Throw. If it succeeds, it can move to an unoccupied adjacent space of its choice. If it fails, it falls Prone, and you can move the creature to an unoccupied adjacent space of your choice. If your wall would effectively and immediately entrap a creature, it can attempt to Dive for Cover to a space outside the enclosed area to avoid becoming trapped.

Enhancements

+1 Extended. Add up to 8 additional squares of construction.

+1 Heavy. Increase the thickness of the walls to make them Armor Rating 5.

ENCHANTED ARMOR

You temporarily enchant a set of non-magical armor.

Spheres: Material

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Non-magical Armor

Properties: Bond 1, Enchantment

Effect. The target armor gains +1 Armor Value and repairs itself at the end of the wearer’s turn.



Enhancements

- +1 Hardened.** The armor gains an additional +1 Armor Value, up to a maximum of +3.
- +1 Lucky.** When the wearer of the armor takes a Critical Hit, it becomes a normal hit.
- +1 Warded.** *The wearer of the armor has Damage Reduction 2 (All).*

ENCHANTED WEAPON

You temporarily enchant a non-magical weapon.

Spheres: Material

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Non-magical weapon

Properties: Bond 1, Enchantment

Effect. Attack Rolls and Damage Rolls made with the target weapon gain a +1 bonus. Also, the weapon's Penetration Value increases by +1.

Enhancements

- +1 Deadly.** Increase the Attack and Damage bonus by +1, up to a maximum Bonus of +3.
- +2 Elemental.** This weapon deals 1d6 Bonus damage of one of the following types: Acid, Cold, Electrical, Fire, Force, Necrotic, Psychic, or Radiant.
- +1 Hardened.** Increase the weapon's Penetration Value by +1, up to a maximum bonus of +3.

EXPEL POISON

You remove toxins from a creature, purifying it.

Spheres: Life

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Creature

Effect. The target creature removes all levels of Intoxication and is cured of all Weak poisons.

Enhancements

- +1 Dangerous.** The target is cured of Dangerous poisons.
- +2: Deadly.** The target is cured of Deadly poisons.
- +1 Extended.** The spell gains the Enchantment 0 property and a duration of Short Rest. The target has Resistance to Poison Damage and Advantage on Saving Throws to resist and recover from poisons and to resist and recover from becoming Intoxicated.
- +3 True.** The spell gains the Enchantment 1 property and a duration of Short Rest. The target is immune to Poison damage, cannot become Poisoned, and cannot gain levels of Intoxication.

EXTINGUISH

You magically extinguish a dangerous fire.

Spheres: Material

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Creature, Object, or Location

Effect. The target creature or object loses the Burning condition. This spell can also put out any non-magical fire within a 5-foot square.



Enhancements

+1 Mass. You can target an additional number of creatures or objects equal to your Proficiency bonus.

+2 Zone. The targeting becomes an AOE with a 30-foot radius. All creatures and objects within the AOE lose the Burning condition, and all non-magical fires within the AOE are extinguished.

FEAR

You fill your enemies' hearts with fear.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: 1 minute

Range: 30 feet

Targeting: Creature

Properties: Curse

Effect. The target creature must make a successful Wisdom Saving Throw or become Frightened.

Enhancements

+1: Mortal. A Frightened creature must attempt to flee from combat if possible. Once out of sight of the spellcaster, it may make a Wisdom Saving Throw at the end of its turn. If successful, it recovers from the Frightened condition.

+1: Visage. All enemies within 30 feet of the spellcaster suffer the effect.

+3: Aura. The spell creates a 30-foot Area of Effect around the caster that only affects enemy creatures. Enemies that make a successful Saving Throw against the effect become immune to the effect for the duration of the spell.

FEATHER FALL

You cause a creature or object to fall slowly to a gentle landing.

Spheres: Primordial

Rank: 1

Casting Time: Bonus Action or Reaction

Duration: 10 minutes

Range: 60 feet

Targeting: Creature or Object

Properties: Enchantment

Effect. You can cast this spell as a Reaction when a creature is falling. The enchanted creature slows its descent to 60 feet per round and lands gently.

Enhancements

+1 Mass. You can target a number of additional creatures equal to your Proficiency bonus.

+3 Zone. You can target a floor or area of ground up to 20 feet square instead of a person and change the duration to Permanent. Any creature falling into the AOE benefits from the effect. The casting time becomes an Action.

FINAL REST

You sever a dead soul's access to the world of the living for all time.

Spheres: Spirit

Rank: 4

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Undead Creature

Effect. The target undead creature must make a Wisdom Saving Throw or be instantly killed. Furthermore, its soul can never again be raised as an Undead or be resurrected. The creature has Advantage on its Saving Throw if its CR or Level is higher than your Level.

FIRE JAVELIN

You launch a bolt of magical flame at your foe.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Fire Javelin. Ranged (60/120 feet) spell attack,



1d8 Fire (PV 1) and the target is Burning.

Enhancements

+1 Twinned. Make an additional Fire Javelin attack.

FIREBALL

You launch a fiery projectile that expands into an enormous and deadly conflagration.

Spheres: Primordial

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: 120 feet

Targeting: Area of Effect

Area of Effect. A 20-foot radius blast. Creatures in the AOE take 8d6 Fire damage (PV 1) and are Burning. Victims who succeed on a Dexterity Saving Throw take half Damage and avoid Burning.

Enhancements

+1 Empowered. Increase the Damage by 2d6.

+1 Controlled. Increase or decrease the radius of the blast by 5 feet.



FLIGHT

You are able to defy gravity and fly through the air.

Spheres: Primordial

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. You gain the ability to fly at a speed of 30.

Enhancements

+1 Twinned. You can target an additional ally.

+1 Faster. You can fly at a speed of 60.

FLOURISH

Flourishes are not a single spell but a category of inconsequential cantrips to help accomplish mundane tasks or to entertain.

Spheres: Universal

Rank: 0

Casting Time: Action

Duration: Encounter

Range: 30 feet

Targeting: Creature or Object

Properties: Silent

Special. When learning Flourish, the spellcaster should decide on a name for their Flourish and describe what it can do. Examples might include coloring your hair, scratching a hard-to-reach itch, applying makeup quickly, making illusory sparks, or cooling a drink. It cannot have any harmful or beneficial game effect outside of showing off your spellcasting skills or offering some aesthetic pleasure.

FOREWARNING

You can sense the presence of imminent danger around you.

Spheres: Mind

Rank: 1

Casting Time: Action



Duration: Instantaneous

Targeting: Self

Effect. You can sense whether there is a source of imminent danger within 60 feet of you. This could include traps, hostile creatures, hostile magics, pathogens, poisons, and the like. Forewarning does not tell you the nature or location of this threat.

Enhancements

- +1 Enlarged.** You double the range at which you can detect threats.
- +2 Specific.** You become aware of the nature and location of the nearest threat. You cannot be surprised by the threat, and you have Advantage on your next Saving Throw triggered by the threat.

FREEDOM

Your target can liberate itself from various forms of restraint and restriction.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: 60 feet

Targeting: Creature

Properties: Bond 1, Enchantment

Effect. The target ignores the effects of Difficult Movement and has Advantage on Ability Checks and Saving Throws made to avoid or escape from being Grappled or Restrained.

Enhancements

- +1 Immediate.** The target is freed from being Grappled or Restrained and has Advantage on Saving Throws to avoid or recover from being Paralyzed.
- +1 Twinned.** You can target an additional creature.
- +2 True.** The target is immune to being Grappled, Paralyzed, and Restrained.

FREEZING TEMPEST

You unleash a blast of wind that deep-freezes everything in its path.

Spheres: Primordial

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Area of Effect

Area of Effect. A 30-foot cone from the spellcaster's location. Creatures in the AOE take 8d6 Cold damage (ignores armor) and treat all movement as Difficult Movement until the end of their next turn. Victims who succeed on a Constitution Saving Throw to take half Damage and can move normally.

Enhancements

- +1 Empowered.** Increase the damage by 2d6.
- +1 Enlarged.** Increase the size of the AOE by 10 feet.

GUST OF WIND

You create a strong gust of wind to clear the air before you.

Spheres: Material

Rank: 0

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Area of Effect

Properties: Unavoidable

Area of Effect. 10 feet wide by 40 feet long from where you stand. Any airborne substances such as smoke, gasses, etc are removed from the AOE. Any small flames, such as a candle, are extinguished. Any Bulk 0 or smaller items are blown about by the wind.

Enhancements

- +1 Lasting.** The duration changes to 1 Minute and the spell gains the Focus 1 Property. The AOE is considered Difficult Terrain. Ranged Attacks drawing Line of Sight through the



AOE have Disadvantage on Attack Rolls.

+1 Fierce. Creatures in or entering the AOE are knocked prone and pushed to the end of the zone unless they make a successful Strength Saving Throw. Creatures of size large or greater have Advantage on their save. Bulk 2 or smaller items are blown about by the wind.

HASTE

You can Enchant an ally to move and act swiftly.

Spheres: Life

Rank: 3

Casting Time: Action

Duration: 3 Rounds

Range: 30 feet

Targeting: Ally

Properties: Bond 2, Enchantment

Effect. The ally doubles their Speed and can make an additional Action or Bonus action during their turn. When the effect expires or is removed, the ally is incapacitated until the end of their next turn due to the strain on their body.

Enhancements

+2 Twinned. You can target an additional ally.

HEAL WOUNDS

You channel Life magic to heal wounds and restore vitality.

Spheres: Life

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Creature

Effect. The target creature recovers Hit Points equal to 2d8 + Spellcasting Ability Modifier. If playing with injuries, 1 Minor (short-term) injury is healed.

Enhancements

+1 Empowered. The target heals an additional 2d8 Hit Points. If playing with injuries, one additional injury of the same severity is healed.

+1 Major. If playing with injuries, 1 Major (long-term) injury is healed.

+3 Mortal. If playing with injuries, 1 Mortal (life-threatening) injury is healed.

HEROISM

You fill your ally with courage and determination.

Spheres: Spirit

Rank: 0

Casting Time: Action

Duration: 1 Minute

Range: 30 feet

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. The target has Advantage on Saving Throws made to resist and recover from the Frightened condition. The target also gains 1 Temporary Hit Point.

Enhancements

+1 True. The target is immune to the Frightened condition. The target also gains 1d4+1 Temporary Hit Points.

+1 Twinned. You can target an additional ally.

+1 Extended. The duration increases to Short Rest.

+2 Lasting. The duration increases to Long Rest.

HOLY INTERVENTION

You call down the power of divine radiance, smiting foes and bolstering allies to turn the tide of battle against evil.

Spheres: Spirit

Rank: 5

Casting Time: Action

Duration: Instantaneous

Targeting: Self, Area of Effect

Properties: Divine

Area of Effect. A 30-foot radius circle centered on the spellcaster. Allies in the AOE may immediately spend any number of Hit Dice to recover Hit Points as a Free action. Opponents



in the AOE take 6d8 Radiant damage, are pushed directly away from the spellcaster until they are outside the AOE or encounter an obstacle, and then fall Prone. Opponents who succeed on a Strength Saving Throw do not fall Prone. Undead, Demons, and Devils are Vulnerable to Damage from Divine Intervention.

ICY TERRAIN

You cover the ground with slippery ice.

Spheres: Primordial

Rank: 1

Casting Time: Action

Duration: 1 Minute

Range: 60 feet

Targeting: Area of Effect

Area of Effect. A 10-foot by 10-foot area of ground is covered in ice. This is considered Difficult Terrain. Any creature attempting to move in the area must make a successful Dexterity Saving Throw or fall prone. If a creature succeeds on its Saving Throw, it does not need to save again until the beginning of its next turn.

Enhancements

+1 Enlarged. Increase the area covered by 10 feet in each dimension.

+1 Extended. Increase the duration to 1 hour.

+2 Lasting. Increase the duration to 24 hours.

INSULATION

You resist the extremes of hot and cold.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. You remain comfortable regardless of the natural weather conditions that fall short of dealing damage.

Enhancements

+1 Thick. You gain resistance to Cold and Fire damage.

+2 Serious. You gain Damage Reduction 10 (Cold and Fire).

INVISIBILITY

You cause a person or object to become Invisible.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Creature or Object

Properties: Bond 1, Enchantment

Effect. The creature or object becomes Invisible. Invisibility is Dispelled after the Invisible creature makes an Attack or casts a spell.

Enhancements

+1 Twinned. Target an additional creature or object.

+1 True. The creatures can make one Attack or cast one spell without ending the Enchantment.

INVISIBLE HAND

You create an invisible hand of force that can perform simple tasks for you.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Location

Properties: Bond 1

Effect. You summon a Tiny ghostly hand that is visible only to the spellcaster. The hand follows the rules for companions but has no physical form or statistics. The Invisible Hand has a speed of 30 feet flying. The Invisible Hand cannot be controlled unless it is within line of sight of its



summoner. The Invisible Hand can hold a single object with up to 2 Bulk, though the object will remain visible. The spellcaster can use an Object Interaction to command the Invisible Hand to perform an Object Interaction. If the Object Interaction calls for an Ability check, the spellcaster makes the check.

Enhancements

+1: Fighting. The invisible hand can hold and wield one-handed weapons. The Invisible Hand attacks using the weapon's statistics and your Proficiency bonus and Spellcasting Ability modifier for Attack Rolls and Damage Rolls. The spellcaster can give the Kill command as a Bonus action.

+1 Mystic. The Invisible Hand can channel magic as an extension of the spellcaster. Any spell the spellcaster performs can use the Invisible Hand as its point of origin for adjacent targeted spells and can use the hand to activate magical items that require channeling.

+2 Big. The Invisible Hand grows to Medium size and increases in strength. The hand can carry a single Medium creature or up to 10 Bulk in equipment. The Hand uses the spellcaster's Proficiency bonus, has proficiency in Athletics, and has a +4 Strength modifier. The spellcaster can give the Kill command as a Bonus action. The Invisible Hand can make the following attacks:

Grab. Melee attack: +7 to hit, 8 (1d8 + 4) Force damage (Ignores Armor) and the target is Grappled if it is Medium Size or smaller.

Shove. Melee Attack: +7 to hit, 8 (1d8 + 4) Bludgeoning (PV 1) and the target is either Shoved or Tripped (spellcaster's choice) if it is Medium size or smaller.

Smash. Melee attack: +7 to hit, 17 (3d8 + 4) Bludgeoning (PV 2). This Attack automatically hits if the target is Grappled.

+1 Massive. This enhancement is only available when the Big Hand enhancement is used. The size of the hand increases by one size category (to Large), deals an additional 1d8 Bonus damage on Attacks, and can Carry, Grapple, Shove, and Trip targets of its size.

KNOCK

You unlock a container or portal.

Spheres: Material

Rank: 2

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Object

Effect. You unlock, unstick, or unbar a container or portal such as a chest, door, or window. The spell does not actually open the container. Only a single lock is unlocked when the spell is cast. If cast on an object with an Arcane Seal, Knock dispels the Arcane Seal.

LIGHT

You create a mote of light to banish the darkness.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: 10 minutes

Range: Adjacent

Targeting: Object or Location

Properties: Enchantment

Effect. You create a mote of light that provides good lighting for 20 feet and dim lighting (poor visibility) for an additional 20 feet.

Enhancements

+1 Blinding. The light is blinding for a brief moment. Creatures, other than the spellcaster, within 20 feet must make a successful Constitution Saving Throw or be Blinded until the end of their next turn. Your allies can choose to use a Reaction to automatically pass their Saving Throw.

+2 True. The light provides good lighting (good visibility) for 60 feet and dim lighting (poor visibility) for an additional 60 feet and is considered equivalent to natural sunlight.

+2 Permanent. The duration becomes Permanent.



LIGHTNING BOLT

You create a powerful arc of lightning between yourself and an enemy.

Spheres: Primordial

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Area of Effect

Properties: Unavoidable

Area of Effect. A 5 foot wide line between you and a target creature within 100 feet. The target creature and all creatures in the AOE, other than the spellcaster, take 8d6 Electrical damage (Ignores Armor) and are Distracted until the end of their next turn. Victims who succeed on a Constitution Saving Throw take half damage and avoid the Distracted condition.

Enhancements

+1 Empowered. Increase the damage by 2d6.

+2 Chain. Instead of an AOE, the spellcaster can direct the lightning in any path they like, up to 100 feet long. The lightning can only pass through any given creature once.

LOCATE

You divine the current location of something or someone.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: 120 feet

Targeting: Object

Effect. When casting Locate, you name a unique object or a type of object. If such an object is in range, the spell gives you a vision of the location of the object and its current distance and direction. If the object is not unique, you sense the closest object matching your description. The vision is as helpful as possible in locating the object, but the spell doesn't grant any special knowledge about that location.

Enhancements

+1 Specific. You can name a unique creature by name, or a general description of a type of creature.

+1 Enlarged. The range of the spell increases to one mile.

+2 Expanded. The range of the spell increases to 100 miles.

+3 True. The spell has no range limit and can grant a vision of a location in other realms, at other times, and so on, though such visions may be difficult to interpret.

MAGE ARMOR

You create a magical ward that acts like a suit of mystic armor.

Spheres: Material

Rank: 1

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Bond 1, Enchantment

Effect. You are considered to be wearing personal armor with an Armor Value of 1 against all damage types. You are considered proficient in this armor.

Enhancements

+1 Hardened. Increase the Armor Value of your personal armor by +1.

MAGIC MISSILE

You assault your foes with bolts of mystic force that never miss.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Instantaneous

Range: 120 feet

Targeting: Creature

Effect. You launch a bolt of pure magical force, which inflicts 1d6+1 Force damage (ignores armor) and automatically hits the creature that you choose as a target.

Enhancements

+1 Mass. Launch a number of missiles equal to your Proficiency bonus instead of a single missile. Each missile can target a different creature.

+1 Bonus. Launch one additional missile.

MANTLE OF RADIANCE

You wrap yourself in the blinding light of the heavens.

Spheres: Primordial

Rank: 4

Casting Time: Action

Duration: 1 Minute

Targeting: Self

Properties: Divine, Bond 2, Enchantment

Aura. A 30-foot Aura. You cast Strong light within your Aura and Dim light 30 feet beyond it. Undead creatures in your Aura at the start of their turn take 4d6 Radiant damage (ignores armor). Any creature targeting you with an Attack, Talent, Spell, or Action that requires line of sight must make a successful Dexterity Saving Throw or become Blinded for the duration of your Mantle of Radiance.

MARTIAL PROWESS

You temporarily gain the fighting knowledge and instincts of an experienced warrior.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Bond 1, Enchantment, Still

Effect. You gain proficiency with a chosen weapon that you are currently holding.

Enhancements

+1 Mystic. You can use your spellcasting Ability Score modifier for Attack Rolls and Damage Rolls with the chosen weapon.

+2 Superior. Once per round, when using the

Attack action, you can make an additional Attack with your chosen weapon.

MASK OF DEATH

You take on the mask of death and become one of the living dead.

Spheres: Life

Rank: 3

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Bond 2, Enchantment

Effect. Your skin takes on a deathly pallor and you are treated as if you were undead. You are immune to the Frightened, Paralyzed, Sickened, Stunned, Exhaustion, and Intoxicated conditions. You are immune to Necrotic and Poison damage. You do not need to breathe, eat, or drink.

Enhancements

+1 Shared. You can target an adjacent ally instead of yourself.

MENTAL PROWESS

You supercharge a creature's mental capabilities for a short time.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: 1 Round

Range: Adjacent

Targeting: Creature

Properties: Bond 1, Enchantment

Effect. Choose one ability score from Intelligence, Wisdom, or Charisma. The target creature has Advantage on Ability Checks and Saving Throws for that ability score.

Enhancements

+1 Extended. Increase the duration to Short Rest.

+1 Mass. You can target a number of additional creatures equal to your proficiency bonus.



MERCY

You prevent a creature's soul from departing their body.

Spheres: Life

Rank: 0

Casting Time: Bonus action

Duration: Instantaneous

Range: 30 feet

Targeting: Creature with 0 Hit Points

Effect. When cast on a creature with 0 Hit Points, the target is Stabilized.

Enhancements

+1 Mass. You can target a number of additional creatures with 0 Hit Points equal to your Proficiency bonus.

+1 Extended. The range is increased to 60 feet.

MESSAGE

You send a short telepathic message to another creature's mind.

Spheres: Mind

Rank: 0

Casting Time: Bonus action

Duration: Instantaneous

Range: 120 feet

Targeting: Creature

Properties: Silent, Still

Effect. You can send a verbal message up to three sentences long, in a language that you speak, to a target creature. The target will experience your voice in their mind, although the creature can choose to ignore it if it wishes to. If the target knows you, it will recognize who sent the message.

Enhancements

+1 Shared. The duration becomes 1 minute and the target can respond to you telepathically, allowing for a brief conversation.

+1 Local. The range becomes 1 mile.

+2 Long Distance. The range becomes 100 miles.

+3 International. The range is effectively unlimited.

MIRROR IMAGE

You create an illusory duplicate of yourself.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Bond 1, Enchantment

Effect. You create an illusory duplicate of yourself, which you can control using the rules for Companions except that you can command it using only your thoughts. The duplicate must be within your line of sight in order to command it. You can have it duplicate your speech and gestures (including the appearance of spellcasting) without any additional Action. The Illusion has no independent will and no physical form or abilities. Any Attack on your duplicate will automatically reveal it to be an Illusion to observers, though it will remain visible until it is Dispelled. When first cast, the Illusion will seem to “step out” of you, potentially creating uncertainty for others about which “you” is real.

Enhancements

+2 Twinned. Create an additional duplicate and increase the Bond by +1.

MUTE

You silence a creature, preventing them from speaking or making other vocalizations.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: Indeterminate

Range: 60 feet

Targeting: Opponent

Properties: Curse

Effect. The target creature cannot use its own body to make speech or significant noises. It



can make sounds by interacting with nearby objects such as banging a drum, or smacking a sword into a shield. A successful Wisdom Saving Throw can resist the effect of the Spell. At the end of each of its turns, the victim makes a Wisdom Saving Throw, and if successful, it recovers from the effect.

Rules Note. Mute is often used to disable spellcasters by making it impossible for them to speak the magical utterances necessary to cast their spells.

Enhancements

+1 Enlarged. Increase the range to 120 feet.

+2 Twinned. You can target an additional creature.

MYSTIC SHIELD

You create a temporary magical barrier to deflect incoming attacks.

Spheres: Material

Rank: 1



Casting Time: Bonus action

Duration: 1 Round

Targeting: Self

Effect. Your Defence is raised by +5 until the beginning of your next turn.

Enhancements

+1 Reactive. You can cast Mystic Shield as a Reaction when hit by an Attack Roll, but before you take Damage, potentially causing the Attack to miss.

+1 True. You can cast Mystic Shield as a Reaction when you are targeted by Magic Missile, negating all Damage to you from the spell.

NECROTIC AURA

You create a zone of death around yourself that rots the living.

Spheres: Spirit

Rank: 3

Casting Time: Action

Duration: 1 Minute

Targeting: Aura

Properties: Bond 2

Aura. A 10-foot Aura. Living Creatures inside of or entering the Aura other than the Spellcaster take 4d6 Necrotic damage (ignores armor).

Victims who succeed on a Constitution Saving Throw take half Damage. The Aura kills most small plants and animals instantly, turning them into black husks.

Enhancements

+2 Empowered. The Aura deals an additional 2d6 Necrotic damage.

NECROTIC TOUCH

You channel death in your touch and still the heart of a living creature.

Spheres: Spirit

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack





Necrotic Touch. Melee spell attack, 1d8 Necrotic (ignores armor), and a living creature cannot recover Hit Points until the end of its next turn.

Enhancements

+1 Empowered. This spell deals an additional 1d8 Necrotic damage.

NIGHTMARE ASSASSIN

You tap into your enemy's greatest fears and then embody them in a living nightmare.

Spheres: Mind

Rank: 3

Casting Time: Action

Duration: Indeterminate

Range: 120 feet

Targeting: Opponent

Properties: Curse, Bond 1

Effect. You summon a Nightmare Assassin to arise adjacent to the target creature. The Nightmare Assassin will pursue and try to kill the target creature until the creature is killed, the Nightmare Assassin is killed, or the spell is Dispelled. The Nightmare Assassin takes its turn in combat immediately after yours. You directly control the Nightmare Assassin but you can only have it pursue and attack the target creature.

Special. You can only target a given creature once with this spell until you complete a Short Rest.

Enhancements

+1 Empowered. The Nightmare Assassin's attacks deal an additional 1d6 Psychic bonus damage.

Note. The Nightmare Assassin can be found in the Summoned Creatures section after spells.

PARALYSIS

You command a creature to freeze in place, unable to move or defend itself.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: Indeterminate

Range: 60 feet

Targeting: Opponent

Properties: Curse

Effect. The target must make a successful Wisdom Saving Throw or be Paralyzed until the end of its next turn at which time it must make the same Saving Throw again. A success on the Saving Throw ends the Curse. The creature has Advantage on its Saving Throw if its CR or Level is higher than your Level.

Enhancements

+2 True. You can negate any Advantage the creature has on its Saving Throw.

+2 Twinned. You can target an additional creature.

PETRIFYING GAZE

You attempt to lock eyes with a creature and turn its body to stone.

Spheres: Life

Rank: 5

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Petrifying Gaze. Ranged spell attack (30 feet), 1d4 Psychic. The target creature must make a successful Constitution Saving Throw. Creatures with a CR or Level higher than yours have Advantage on their save. Creatures that cannot see you or that you cannot see automatically succeed on their Saving Throw. If the target creature fails the Saving Throw, it is Petrified.

PHANTASM

You create a sensory Illusion.

Spheres: Mind

Rank: 0

Casting Time: Action

Duration: 1 Round

Range: 30 feet

Targeting: Area of Effect

Properties: Enchantment

Area of Effect. Within a 5-foot cube area within range you can create a short-lived Illusion that affects one of three senses:

- **Visual:** A still or briefly animated image
- **Auditory:** Any sound of moderate volume
- **Olfactory:** A noteworthy but innocuous odor

Enhancements

+1 Extended. You can change the duration to Long Rest. Animated images and sounds will be repeated every few seconds.

+1 Realistic. You can add an additional sense to the Illusion.

+1 Enlarged. Increase the Area of Effect to a 20-foot cube area.

+2 Permanent. You can change the duration to Permanent. Animated images and sounds will be repeated every few seconds.

PHYSICAL PROWESS

You empower a creature's body to become stronger, faster, or tougher.

Spheres: Life

Rank: 1

Casting Time: Action

Duration: 1 Round

Range: Adjacent

Targeting: Creature

Properties: Bond 1, Enchantment

Effect. Choose one Ability score from Strength, Dexterity, or Constitution. The target creature



has Advantage on Ability checks and Saving Throws for that Ability score.

Enhancements

+1 Extended. Increase the duration to Short Rest.

+1 Mass. You can target a number of creatures up to your Proficiency bonus instead of a single target.

PRIVACY

You create a zone of magic that keeps out inquisitive eyes and ears.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: 10 Minutes

Range: Adjacent

Targeting: Area of Effect

Area of Effect. A 10-foot radius sphere. Creatures outside of the AOE cannot hear sounds from within the AOE and vice versa.

Enhancements

+1 Screen. The spell now also blurs vision in and out of the AOE. Creatures within the AOE have Poor visibility outside of it, and creatures outside the AOE have Poor visibility inside of it.

PSYCHIC ASSAULT

You launch a telepathic assault on a creature's mind.

Spheres: Mind

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Properties: Unavoidable

Psychic Assault. Ranged (30/60 feet) spell attack, 1d8 Psychic (Ignores Armor) and the target must make a successful Intelligence Saving Throw or become Distracted by you until the end of its next turn.

Enhancements

+1 Empowered. Psychic Assault deals an additional 1d8 damage.

+2 Screaming. Instead of a Spell Attack, you create an adjacent Area of Effect: Enemies within 30 feet take 2d8 Psychic damage (Ignores Armor) and the target must make a successful Intelligence Saving Throw or become Distracted by you until the end of their next turn.

RECOVERY

You fill an ally with the will to overcome hardship and adversity.

Spheres: Spirit

Rank: 1

Casting Time: Bonus Action

Duration: Instantaneous

Range: 60 feet

Targeting: Conscious Ally

Effect. The target creature can spend 1 Hit Dice to recover Hit Points. If the target creature has no Hit Dice remaining, you can spend one of your remaining Hit Dice to recover its Hit Points. Remove 1 level of Exhaustion from the target.

Enhancements

+1 Empowered. The target, or you, can spend 1 additional Hit Dice.

+1 Revitalizing. Remove an additional level of Exhaustion from the target.

+1 Full. Remove the Sickened Condition from the target.

REGENERATION

You regenerate lost function to the target's body.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Creature

Properties: None



Effect. The target is cured of Bleeding, Blindness, Deafness, and 1 minor Injury.

Enhancements

+1 Major. The target is cured of 1 Major Injury and will regrow 1 lost digit.

+2 Restoring. The target recovers from the Petrified condition.

+3 Mortal. The target is cured of 1 Mortal Injury and will regrow 1 lost limb.

REST IN PEACE

You seal the door between life and death to keep the dead at rest.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: 1 Year

Range: Adjacent

Targeting: Corpse

Properties: Enchantment

Effect. The target corpse or remains cannot be targeted with or affected by Spirit magic. This spell cannot target the Undead.

Enhancements

+2 Permanent. The Duration becomes Permanent.

+2 Zone. The effect now is a 120-foot radius Area of Effect centered on the spellcaster and affects all corpses or remains within the AOE.

RESTORATION

You restore a manufactured object to its original condition.

Spheres: Material

Rank: 0

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Object

Properties: None

Effect. The target Bulk 2 or smaller object is physically restored to its original condition. This effectively cleans the object, removes corrosion, and repairs superficial damage. Targeted creatures that are non-living material objects (such as constructs and robots) can spend one Hit Dice per Rank of the spell to recover Hit Points.

Enhancements

+1 Full. You can fix functionally broken objects so long as all their parts are present.

+1 Medium. You can restore objects up to the size of a Medium creature.

+2 True. You can fix functionally broken objects, including missing parts, so long as you have the appropriate raw materials at hand to replace the missing parts.

+2 Huge. You can restore objects up to the size of a Huge creature.

RESURRECTION

You return a dead body and spirit to a state of life.

Spheres: Life

Rank: 3

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Corpse

Properties: Divine

Effect. The target creature must have died within the last minute to benefit from this spell. It returns to life with 1 Hit Point. This spell does not heal the creature of any ongoing disease, poison, missing body parts, or state of old age.

Enhancements

+2 True. The target creature can be returned to life so long as it died within the last 12 days and the corpse remains whole enough to sustain life (no missing vital organs or the like). Any rot is reversed and all poisons and all disease, other than those caused by age, are cured. The creature returns to life with 4 levels of Exhaustion due to the ordeal of death.



SENSE DEATH

You are able to sense the presence of the dead.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Enchantment

Effect. You can sense the presence of corpses and undead spirits within 120 feet of your location, giving you a sense of their direction and distance from where you stand. You also have a sense of the physical size of the corpses that are within range. You do not need a line of sight to a corpse or spirit to sense its presence.

Enhancements

+1 True. You gain a sense of the nature of undead spirits and how powerful they might be. This effectively lets you identify the type of undead that you may be dealing with.

SHADOW MANTLE

You wrap yourself in mystic shadows that allow passage in and out of corporeal reality.

Spheres: Spirit

Rank: 4

Casting Time: Action

Duration: 1 minute

Targeting: Self

Properties: Bond 2, Enchantment

Effect. You have Advantage on Dexterity (Stealth) checks made to hide or avoid notice. As a Bonus Action you can enter or leave the Shadow Plane. You take any items that you are wearing or carrying with you. When the spell ends, you and any objects that you bring into the Shadow Plane return to the corporeal world.

Shadow Plane. The Shadow Plane is a parallel dimension to Aeron that is said to be a transit for souls between the realms of life and death. It is a dark and shadowy reflection of material reality.

- You have Disadvantage on Perception and

Investigation checks based on sight or hearing to observe anything happening outside the Shadow Plane.

- You cannot meaningfully interact with objects, effects, or creatures which are not specifically in the Shadow Plane, nor can they interact with you. Physical barriers block your movement as they normally would, but you can pass through creatures freely.
- You ignore Difficult Movement and have a fly speed of 30.
- You cannot be seen or heard by creatures outside of the Shadow Plane unless they can specifically see creatures in the Shadow Plane.

Enhancements

+1 Extended. Increase the duration to 10 minutes.

SHELTER

You create a shelter to allow you and your allies to rest.

Spheres: Material

Rank: 0

Casting Time: Action

Duration: Long Rest

Range: Adjacent

Targeting: Location

Effect. You conjure a modest, waterproof cloth shelter and a bedroll which persists until your spell ends.

Enhancements

- +1 Hidden.** You can camouflage your shelter such that creatures in the area must make a Perception check against your Spell DC to notice it at a distance of 10 feet or more.
- +2 Invisible.** Your shelter is Invisible and inaudible to creatures at a distance of 10 feet or more.
- +1 Mass.** You can create a shelter large enough for up to 8 occupants. This shelter requires a space of at least 400 square feet to manifest.
- +1 Luxury.** Your shelter contains the food and

drink you need for the rest and has a luxurious interior with a comfortable temperature.

+1 Sturdy. Your shelter is made from stone and sturdy timbers. It has an Armor Rating of 3 and can withstand storm conditions.

SHOCKING GRASP

Your touch delivers a powerful electric jolt to an opponent.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Shocking Grasp. Melee spell attack, 1d6 Electrical (PV 2) and the target must make a Constitution Saving Throw or be Stunned until the end of their next turn.

Enhancements

+1 Empowered. Shocking Grasp deals an additional 1d6 Electrical damage.

SLEEP

You can quiet the minds of others such that they fall into a deep sleep.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: 60 feet

Targeting: Multiple creatures

Properties: Silent

Effect. You choose any number of target creatures up to your Proficiency bonus. Each target makes a Constitution Saving Throw. If they fail, they fall Asleep.

Enhancements

+2 Deep. Sleeping creatures can only be awakened by taking Damage.

+4 Permanent. Target a single creature. The Duration of the spell becomes Permanent and is considered a Curse. If the target fails their Constitution Saving Throw, they cannot be awakened from their sleep by any means other than by removing the Curse.

SPEAK WITH ANIMALS

You can understand and communicate with animals.

Spheres: Mind

Rank: 1

Casting Time: Action

Duration: Short Rest

Targeting: Self

Properties: Enchantment

Effect. You are able to effectively communicate with animals. Animals are limited in the ideas they can understand and express due to their intelligence and knowledge.

Enhancements

+2 True. You are able to express ideas to animals that they would not normally understand and they can respond as if they had considerable intelligence.



SPEAK WITH THE DEAD

You can ask questions of the dead.

Spheres: Spirit

Rank: 2

Casting Time: Action

Duration: 10 Minutes

Range: Adjacent

Targeting: Corpse

Effect. You contact the spirit that once inhabited the target corpse and can ask it up to three questions. The spirit will not be aware of its environment, but is aware of whom it is speaking to. It has only the memories that it had in life before it died. The spirit knows only the languages it knows in life. The spirit's attitude to the spellcaster is up to the GM and it is not compelled to answer or to answer truthfully.

Enhancements

+1 Extended. You can ask two additional questions.

+2 Seance. You can contact a spirit without access to its corpse, but you must have an object that belonged to the spirit or be in a place the spirit was in during its lifetime, and you must know a name that the spirit went by in life.

STARFALL

You call down a star from the sky which obliterates everything it strikes.

Spheres: Material

Rank: 5

Casting Time: Action

Duration: Instantaneous

Range: 120 feet

Targeting: Area of Effect

Area of Effect. A 30-foot radius circle centered on the target location. Creatures in the AOE take 8d8 Explosive damage (PV 4) and are knocked Prone. Creatures in the AOE can make a successful Strength Saving Throw to avoid being knocked Prone. Creatures within 15 feet of the center of the AOE have disadvantage on this Saving Throw. Any creature at the center point of the AOE takes an additional 8d8 Ballistic damage (PV 6). Any stone or wooden structures within 15 feet of the center of the AOE are effectively destroyed. And the AOE becomes Difficult Terrain due to the Explosive damage.

Special. This spell cannot be cast when underground or in any location where the spellcaster is not able to look into the sky.



STINKING CLOUD

You conjure a cloud of noxious but otherwise harmless vapors.

Spheres: Life

Rank: 2

Casting Time: Action

Duration: 1 minute

Range: 120 feet

Targeting: Area of Effect

Properties: Bond 1

Area of Effect. A 10-foot radius circle centered on the target location. Any living creature in the AOE must make a successful Constitution Saving Throw or become Sickened until the beginning of their next turn. The AOE has Poor Visibility.

Enhancements

+1 Enlarged. Increase the size of the AOE to a 20-foot radius circle.

+1 Lethal. Living creatures who fail their Saving Throw take 4d6 Poison damage (ignores armor).

+2 Noxious. Living creatures who fail their Saving Throw become Incapacitated until the beginning of their next turn.

STORM MANTLE

You become an embodiment of the storm, surrounded by a tempest of wind, ice, and lightning.

Spheres: Primordial

Rank: 4

Casting Time: Action

Duration: 1 Minute

Targeting: Aura

Properties: Bond 2, Enchantment

Effect. The winds surrounding you cause all attacks made with bows, crossbows, and thrown weapons made against you to automatically miss. You have an Aura of Cold. You gain a flying speed of 30. Finally, you can make the Thunderbolt Attack when taking the Attack action while the spell is bonded.

Aura of Cold. A 5-foot Aura. Enemies in the

Aura take 2d6 Cold damage at the beginning of their turn.

Thunderbolt. Ranged (60/120) spell attack, 3d8 Electrical (PV 2).

TELEPORT

You can instantly step from one location to another.

Spheres: Material

Rank: 2

Casting Time: Action

Duration: Instantaneous

Range: 30 feet

Targeting: Self

Effect. You instantly teleport to an unoccupied location within 60 feet and in line of sight.

Enhancements

+1 Mass. You can bring a number of additional adjacent allies, up to your Proficiency bonus, with you.

+1 Expanded. You can increase the range to 300 feet.

+2 True. There is no limit to the range.

+1 Blind. You can teleport to locations that you cannot see by specifying a specific location within the range of the spell. This kind of teleportation requires the spellcaster to make an Arcana check. The difficulty is based on the destination (see below). If the check fails, you and any allies being teleported take 5d6 Psychic damage (ignores armor) and are returned to your starting location.

- **Automatic Success:** A dimensional portal you have visited or created.
- **DC 10:** A location you are extremely familiar with such as your home or a favorite tavern.
- **DC 15:** A location you have been to, but are not especially familiar with.
- **DC 20:** A location you cannot see, but have described by giving a specific distance and direction.
- **DC 25:** A location you have seen a picture of or had described to you.



- **Automatic Failure:** A location that either does not exist, or which you cannot teleport to because of some obstruction or magical ward.

TOMB OF ICE

You cause your foe to die by draining all heat from their body.

Spheres: Primordial

Rank: 5

Casting Time: Action

Duration: Indeterminate

Range: 120 feet

Targeting: Creature

Properties: Curse

Effect. At the beginning of the Cursed creature's turn it must make a Constitution Saving Throw. If it fails, it suffers 6d8 Cold damage (ignores armor) and gains one level of Exhaustion. If it succeeds, it takes 2d8 Cold damage (ignores armor). The Curse ends after a third successful Saving Throw.

TURN UNDEAD

You castigate the dead for walking among the living.

Spheres: Spirit

Rank: 1

Casting Time: Action

Duration: Instantaneous

Range: Adjacent

Targeting: Area of Effect

Properties: Divine

Area of Effect. 30-foot radius from the spellcaster. Undead with a CR equal to twice your Spell Rank or lower within the AOE must make a Wisdom Saving Throw. If they fail, they are Incapacitated for 1 minute. If turned undead take damage from you or your allies, they are no longer Incapacitated.

Enhancements

- +1 **Castigating.** Undead who succeed on their Saving Throw take an additional 2d8 Radiant damage (ignores armor).

VISION

You transform your eyes so that they can see things others cannot.

Spheres: Life

Rank: 1

Casting Time: Action

Duration: Short Rest

Range: Adjacent

Targeting: Ally

Properties: Bond 1, Enchantment

Effect. The target has Advantage on active Perception checks made when using eyesight.

Enhancements

- +1 **Dark.** The target can see normally in Poor visibility and No visibility conditions.
- +1 **Hidden.** The target can see the true form of a creature that has been physically transformed by magic.
- +1 **Revealing.** The target can see invisible creatures and objects normally.
- +1 **True.** The target can see through Illusions, ignoring their effects.



WALL OF FORCE

You create an invisible and impenetrable physical barrier.

Spheres: Material

Rank: 5

Casting Time: Action

Duration: Long Rest

Range: 120 feet

Targeting: Area of Effect

Area of Effect. Either a flat horizontal or vertical barrier up to 40 feet on a side or a hemispherical barrier 20 feet in diameter. The barrier will not allow any creature, object, or magic to cross it. Spells cannot be targeted through the barrier and area effects are blocked by it. It is transparent and effectively invisible, so light can pass through it. It blocks all sound from one side to the other. The barrier is essentially indestructible during the duration of the spell, though a spell or effect that specifically says it can destroy or dispel a Wall of Force can do so.

The hemispherical barrier can be made to have a floor so it is not possible to dig under it. The barrier has no real thickness and cannot be used to damage materials or creatures when cast.

WINTER'S TOUCH

You draw the heat out of a creature by touching it, chilling them to the bone.

Spheres: Primordial

Rank: 0

Casting Time: Action

Duration: Instantaneous

Targeting: Spell attack

Winter's Touch. Melee spell attack, 1d10 Cold (PV 3) and the target has Disadvantage on its next Attack Roll.

Enhancements

+1 Empowered. Winter's Touch deals an additional 1d10 damage.

WISH (LEGENDARY)

You command the universe to manifest your desire as reality.

Spheres: Universal

Rank: NA

Casting Time: Action

Duration: Instantaneous

Special. To cast Wish, the spellcaster must first complete a quest provided by the GM. Wish quests are typically very specific and challenging, calling on heroes to accomplish what most people would deem impossible. When the quest is completed, there will be signs to indicate to the spellcaster that the spell is ready to be cast.

Wish spells do not cost Mana and do not require knowledge of spellcasting, so nearly anyone can cast the spell if they can complete the quest. It is possible for the person who completes the quest to grant the wish to another person, but it is not possible to steal a wish or cast it without the blessing of whomever completed the quest. That said, it is possible to manipulate, trick, or coerce someone into completing the quest and giving up their wish voluntarily.

Wish spells are most commonly created and granted by divine beings, but some Legendary creatures can act as conduits of the cosmos and offer wishes to would-be heroes (or would-be villains). Wishes can also be found as Scrolls or even as quests carved into stone monuments. Of course, not every quest carved into a rock is a Wish and there are not many ways to distinguish a true Wish spell from a hoax until the quest is completed and the worlds of the spell are uttered.

Effect. After the casting of Wish, there will be signs that something truly amazing is happening. The powers of the cosmos gather to grant the wish of the spellcaster and manifest in dramatic ways as the spellcaster makes their wish known. The wish should be fairly short and direct, no more than 25 words. If a wish is rejected for any reason the spellcaster can simply try again until



the powers accept the wish as something that they can fulfill. Once accepted, the powers recede and begin to enact the wish.

1. The exact limits of a wish are up to the GM, but here are some standards that can help keep wishes in check.
2. You cannot wish for more wishes. This will result, at best, with a new quest being given to the person making the wish.
3. You cannot change the past with a wish, only the present or the future.
4. You cannot wish for anything that is infinite.
5. A wish cannot permanently change the fundamental nature of reality or change vast swaths of it (so no wishing the planet was a banana or that gravity no longer exists).
6. You cannot directly wish for a game mechanic. This means that you can't say something like "I wish for 100 Hit Points or Advantage on every roll." You can wish for something like "I wish to be the luckiest person alive," or "I wish to be as strong as a Kraken," at which point the GM makes an interpretation of what that means as a game mechanic.

Wishes are not always implemented exactly as the person making the wish intended. Because wishes are short, they are usually about an outcome and not the means of achieving it. How a wish comes true is in the hands of the cosmos or divine powers that grant it (aka the GM). Malicious gods may grant wishes in dark and ironic ways, while benevolent ones may grant them in ways that help a hero grow as a person. All that said, the wish maker should essentially get what they asked for.

A wish can take some time to come true, but it should still feel like supernatural powers are at play in granting it. Generally, the more extensive the effects of a wish (such as the fall of a kingdom), the longer the wish may take to come to completion.

Designers note. The bottom line on the Wish spell is that it is a plot point around which to revolve an adventure. It is not meant to be "balanced" or something that players can just choose to use whenever they please. It is also not meant to be a contest in which players ask for outrageous things and the GM tries to punish them with evil interpretations of what they ask for. It is about players getting either to do something outside the usual rules or to have a big impact in the storytelling, and for GMs to help make that happen in a rewarding but not campaign-breaking way.

ZONE OF TRUTH

You create a space in which people are compelled to speak only the truth.

Spheres: Mind

Rank: 2

Casting Time: Action

Duration: 10 Minutes

Range: 60 feet

Targeting: Area of Effect

Properties: Enchantment

Area of Effect. A 20-foot radius circle.

Creatures in the AOE or entering it must make a Charisma Saving Throw. If they fail, they cannot say or otherwise communicate statements that they believe to be false. You are aware when someone succeeds on their Saving Throw against this spell.

Enhancements

+1 Extended. The duration becomes Long Rest

+3 Permanent. The duration becomes Permanent.





Designing Spells



Many spells in *Shotgun Fantasy* are either inspired by, or are reproductions of spells from the 5e SRD. I did this so that the spells would be familiar to most players and because this provides a good selection of the kinds of effects normally expected from casting spells in a fantasy setting. Other spells were specifically created to round out the Colleges and religions so that those spell lists would feel thematic and include a range of useful options. A few spells were also included to demonstrate how to handle different types of spells under the *Shotgun Fantasy* rules.

There are a few basic designs for spells in *Shotgun Fantasy*. Most are designed by taking a core idea such as “Flying or Levitating” and then thinking about the weakest manifestation of that idea as a starting point. Enhancements are then added to make the effect grow in power as a higher rank spell. Spells that start at a high Rank are often combinations of different effects that create an overall powerhouse spell or a single effect so powerful that it is thematically impossible to water it down.

If you can make a spell that starts as a Rank 0 cantrip and becomes a Rank 5 powerhouse, then that’s a classic way to make a spell that will be used by many heroes and their players. That said, if you want to create a bespoke spell like those in the 5e SRD, you can absolutely do that as well. Both approaches to spell design can work in *Shotgun Fantasy*.





Summoned Creatures



These monster stat blocks cover the creatures that you can summon with spells in *Shotgun Fantasy*. If you are a GM that is looking for monsters for your adventures, the *Everyday Heroes Core Rulebook* has a good selection of fantasy bad guys, as does The Vault. You can also draw from the incredibly rich libraries of 5e fantasy creatures by using the simple conversion guide in the next chapter.

FIRE SPRITE

CR 2

COMBAT ACTIONS

Small elemental (fire)

Defense 18

Hit Points 28 (8d6 + 0)

Speed 40 feet flying

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	14 (+2)	12 (+1)	14 (+2)

Proficiency bonus +2

Saves Dex +6

Skills Acrobatics +6, Sleight of Hand +6

Fire Elemental. The Fire Sprite is immune to Fire and Poison damage. The Fire Sprite has resistance to Radiant and Necrotic damage. The Fire Sprite is immune to the Paralyzed and Stunned conditions and cannot gain levels of Exhaustion or Intoxication. The Fire Sprite casts light in a 60-foot radius.

Envelop in Flame. *Melee Attack:* +6 to hit, 14 (3d6 + 4) Fire (ignores armor) and the fire spirit enters the target's space and becomes attached to them. Enveloped victims can take an action to make an Acrobatics contest against the Fire Sprite to try and escape. Otherwise, the Fire Sprite remains attached to the target and moves with them. If the Fire Sprite is attached to a target, the Envelop in Flame attack automatically hits.

Fireball. *Ranged (120) AOE:* 15-foot radius, 14 (4d6) Fire (PV 2) and targets and objects in the AOE who take Damage are Burning.

Fire sprites are small motes of living flame. They can take nearly any shape, but often appear in the shape of a faerie or winged cat. They tend to have mischievous personalities and enjoy setting fire to structures, wildlife, and people when given free rein.



FROST SERPENT

CR 3

Medium elemental (cold)

Defense 15

Hit Points 55 (10d8 + 10)

Speed 50 feet flying

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	16 (+3)	17 (+3)

Proficiency bonus +2

Saves Dexterity +5, Charisma +5

Skills Acrobatics +7, Perception +7, Performance +7

Frost Elemental. The Frost Serpent is immune to Cold and Poison damage. The Frost Serpent has resistance to Radiant and Necrotic damage. The Frost Serpent is immune to the Paralyzed and Stunned conditions and cannot gain levels of Exhaustion or Intoxication.

Icy Aura. Creatures restrained by the Frost Serpent or who grapple the Frost Serpent take 10 (2d6 + 3) Cold damage (ignores armor) at the end of the Frost Serpent's turn.

COMBAT ACTIONS

Multiattack. The Frost Serpent makes 2 Attacks or the Frost Serpent can use Storm Breath (when available).

Bite. *Melee Attack:* +5 to hit, 12 (2d8 + 3) Piercing (PV 2).

Constrict. *Melee Special Attack:* Acrobatics +7 vs target's Strength or Dexterity Saving Throw, target is Restrained.

Storm Breath (Recharge 6). *Adjacent AOE:* 40-foot cone, creatures in the AOE take 36 (8d8) Cold (PV 3). Creatures who make a successful DC 14 Constitution Saving Throw take half Damage.

Frost serpents are creatures of ice and wind that take the form of long serpentine dragons. They fly with considerable grace and are beautiful to behold. They have playful and gentle personalities unless angered or threatened.

EARTHEN BRUTE

CR 4

Large elemental (earth)

Defense 16

Hit Points 85 (8d10 + 40)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	11 (+0)	16 (+3)	17 (+3)

Proficiency bonus +2

Saves Constitution +7, Strength +7

Skills Athletics +7

Earth Elemental. The Earthen Brute is immune to Acid and Poison damage. The Earthen Brute has resistance to Radiant and Necrotic damage. The Earthen Brute is immune to the Paralyzed and Stunned conditions and cannot gain levels of Exhaustion or Intoxication.

COMBAT ACTIONS

Multiattack. The Earthen Brute makes 2 Attacks.

Smash. *Melee (reach 10) Attack:* +7 to hit, 16 (2d10 + 5) Bludgeoning (PV 3).

Bolder Toss. *Ranged (60/120) Attack:* +7 to hit, 14 (2d8 + 5) Bludgeoning (PV 2).

Earthen brutes are vaguely humanoid-shaped masses of earth and stone that lumber about, wreaking havoc on anything in their way. While not normally aggressive, brutes dislike unnatural structures and have no sympathy for living creatures.



GHAST

CR 2

Medium monster (undead)

Defense 14

Hit Points 45 (6d8 + 18)

Speed 30 feet, climb 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)

Proficiency bonus +2

Saves Constitution +5

Senses passive Perception 11, Nightvision

Stench of Death. Whenever an enemy moves within 5 feet of the ghastr or starts its turn there, that enemy must succeed on a DC 13 Constitution Saving Throw or be Sickened until the start of its next turn.

Undead Nature. The ghastr cannot be Paralyzed or Sickened, and it cannot gain levels of Exhaustion or Intoxication. It is immune to Poison and Necrotic damage.

COMBAT ACTIONS

Multiattack. The ghastr makes 3 Attacks on its turn, two claws and one bite.

Claw. Melee Attack: +5 to hit, 6 (1d6 + 3) Slashing damage (PV 1), and the target is Paralyzed until the end of their next turn unless they succeed on a DC 13 Constitution Saving Throw.

Bite. Melee Attack: +5 to hit, 6 (1d6 + 3) Piercing damage (PV 2). If the target is Paralyzed this attack deals an additional 7 (2d6) Necrotic damage.

Powerful ghouls become avatars of death and decay, taking on a horrendous odor that causes living things to gag and wretch in its presence. Their bodies grow larger and more distorted as their limbs lengthen unnaturally. Their hatred of the living and hunger for dead flesh intensifies to become unbearable torment.

GHOUL

CR 1

Medium monster (undead)

Defense 13

Hit Points 32 (5d8 + 10)

Speed 30 feet, climb 30 feet

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	8 (-1)	11 (+0)	8 (-1)

Proficiency bonus +2

Senses passive Perception 10, Nightvision

Undead Nature. The ghoul cannot be Paralyzed or Sickened and it cannot gain levels of Exhaustion or Intoxication. It is immune to Poison and Necrotic damage.

COMBAT ACTIONS

Multiattack. The Ghoul makes 2 Attacks on its turn, one claw and one bite.

Claw. Melee Attack: +4 to hit, 5 (1d6 + 2) Slashing (PV 1) and the target is Paralyzed until the end of their next turn unless they succeed on a DC 13 Constitution Saving Throw.

Bite. Melee Attack: +4 to hit, 5 (1d6 + 2) Piercing (PV 2). If the target is Paralyzed this attack deals an additional 7 (2d6) Necrotic damage.

Ghouls are animated corpses Cursed with a desire to consume the flesh of the dead. They hate their own existence and are violently jealous of the living. While they retain some cunning and intelligence of their former selves, they are driven raving mad by their pathetic condition.

NIGHTMARE ASSASSIN

CR 2

Medium spirit (hallucination)

Defense 16

Hit Points 43 (8d8 + 8)

Speed 30 feet

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	4 (-3)	16 (+3)	20 (+5)

Proficiency bonus +2

Saves Str +5, Dex +5, Con +3, Wis +5, Cha +7

Skills Intimidation +9

I'm in Your Head. The Nightmare Assassin is a Hallucination of the person it is targeting. Other creatures cannot perceive or interact with the Nightmare Assassin in any meaningful way.

Right Behind You. Instead of moving, the Nightmare Assassin can teleport to any location within its line of sight, so long as that location is adjacent to its intended victim.

You Can't Stop Me. Whenever the victim of the Nightmare Assassin successfully deals Damage to the Nightmare Assassin, the victim must make a DC 17 Wisdom Saving Throw. If successful, the Nightmare Assassin is instantly killed. If the save fails, the Nightmare Assassin is immune to the Damage.

COMBAT ACTIONS

Multiattack. The Nightmare Assassin makes 2 Attacks and then Intimidate as a Bonus action.

Scary Assault. *Melee Attack:* +7 to hit, 7 (1d8 + 3) Psychic (ignores armor).

Intimidate. *Special Ranged (120) Attack:* Intimidate +9 vs target Charisma Saving Throw, target is Afraid of the Nightmare Assassin until the target's of their next turn.

Nightmare Assassins are magical Hallucinations that exist in the mind of its intended victim. It takes the form of something they find horrific.

ZOMBIE

CR 1/8

Medium person (undead)

Defense 8

Hit Points 6 (1d8 + 2)

Speed 20 ft.

Armor: Undead Fortitude (see below)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	14 (+2)	3 (-4)	6 (-2)	5 (-3)

Proficiency +2

Skills Athletics +3

Senses passive Perception 8

Roles Fodder, Melee

Equipment Tattered clothing, Pocket Stuff

Aim For The Head. An attacker that does not already have Disadvantage can take Disadvantage on any Attack Roll against the Zombie. If they do, that Attack ignores the Zombie's Undead Fortitude.

Undead Fortitude. Zombies can make an **Armor** Saving throw against any source of Damage that would take them to 0 **Hit Points** unless it was a Critical Hit. This "armor" cannot be damaged, but after a successful armor save, the Zombie permanently has Disadvantage on all Success Rolls due to the abuse that it has taken.

Undead Nature. The Zombie cannot be Paralyzed or Sickened and it cannot gain levels of Exhaustion or Intoxication. It is immune to Poison and Necrotic damage.

COMBAT ACTIONS

Bite. *Melee Attack:* +3 to hit, 4 (1d6 + 1) Piercing (PV 1) and the target is exposed to the zombie virus. This *Attack* is made with Advantage against a Grappled opponent.

Grab. *Melee Attack:* +3 to hit, 3 (1d4 + 1) Bludgeoning (PV 1) and the target is Grappled.

Mindless rotting corpses given life by necromantic magics. Zombies are difficult to kill, but are not especially capable fighters.





5E CONVERSION GUIDE

Note: For convenience, *Everyday Heroes* is abbreviated to EDH in this chapter.

The *Everyday Heroes* System (EDH) was based on the 5e game system from the System Reference Document published by Wizards of the Coast. This makes it easy to both convert material from either game for the other (Conversion), and to play characters from one game under the other's rules (Cross Play).

By and large, this Conversion Guide was written with the goal of making Conversion and Cross Play as easy as possible rather than as complete and detailed as possible.

Generally speaking, Conversion is ideal when you are running an adventure in one of the two game systems but you want to pull in material from the other game. Conversion works best

with Monsters, Magic Items, Spells, Feats, and Equipment. Converting player characters is outside the scope of this guide and is not recommended. Instead, I recommend the Cross-Play approach where you simply play a character that was created in one system in a game based on the other system.

Combat balance between the two systems is largely the same up to level 10, where *Everyday Heroes* ends its normal progression. An encounter that is balanced for four Level 5 heroes in one game is also going to be balanced in the other. This, and the fact that EDH is based on 5e rules, makes it very easy to cross-play without conversion.

Once you have a good understanding of each system, you should find it easy with the help of this guide to “convert on the fly” when it is needed rather than have to plot out the details ahead of time.

❖ Proficiency ❖

The core Proficiency mechanic is exactly the same in EDH and 5e, but the specific Proficiencies heroes and NPCs can acquire are different.

Proficiency bonus

The mechanics for Proficiency bonus are the same in both games.

SKILL PROFICIENCIES

Skill proficiencies in both games are meant to be flexible categories. If an adventure calls for a specific Skill to be used but a hero has a differently named Skill that covers that same activity, then they should be able to use that Skill to gain their Proficiency bonus on the check. The Skill Matching Table below provides the closest matching Skills in EDH and 5e.

SKILL MATCHING TABLE

EDH MODERN	EDH FANTASY	5E / FANTASY
ACROBATICS (DEX)	ACROBATICS (DEX)	ACROBATICS (DEX)
NA	ARCANA (INT*)	ARCANA (INT*)
ATHLETICS ((STAR)	ATHLETICS (STR)	ATHLETICS (STR)
ARTS AND CRAFTS (WIS)	ARTS AND CRAFTS (WIS)	TOOLS PROFICIENCIES
COMPUTERS (INT)	—	—
DECEPTION (CHA)	DECEPTION (CHA)	DECEPTION (CHA)
ENDURANCE (CON)	ENDURANCE (CON)	—
SOCIAL SCIENCES (INT)	HISTORY (INT)	HISTORY (INT)
INSIGHT (WIS)	INSIGHT (WIS)	INSIGHT (WIS)
INTIMIDATION (CHA)	INTIMIDATION (CHA)	INTIMIDATION (CHA)
INVESTIGATION (INT)	INVESTIGATION (INT)	INVESTIGATION (INT)
MECHANICS (INT)	—	—
MEDICINE (INT)	MEDICINE (WIS)	MEDICINE (WIS)
NATURAL SCIENCES (INT)	NATURE (WIS)	NATURE (WIS)
PERCEPTION (WIS)	PERCEPTION (WIS)	PERCEPTION (WIS)
PERFORMANCE (CHA)	PERFORMANCE (CHA)	PERFORMANCE (CHA)
PERSUASION (CHA)	PERSUASION (CHA)	PERSUASION (CHA)
SECURITY (INT)	—	—
SLEIGHT OF HAND (DEX)	SLEIGHT OF HAND (DEX)	SLEIGHT OF HAND (DEX)
SOCIAL SCIENCES (INT)	RELIGION (WIS)	RELIGION (WIS)
STEALTH (DEX)	STEALTH (DEX)	STEALTH (DEX)
STREETWISE (WIS)	STREETWISE (WIS)	—
SURVIVAL (WIS)	SURVIVAL (WIS)	SURVIVAL (WIS)
VEHICLES (DEX)	ANIMAL HANDLING (WIS)	ANIMAL HANDLING (WIS)

Note. The Skills in this table are not always exact equivalents. Social Sciences encompasses a lot of disciplines beyond history that either don't exist or are largely informal in a historical or fantasy context. It's also good to remember that the default Ability Scores for a Skill are not the only Ability Score that can be used with a given Skill.

ARMOR, EQUIPMENT, AND WEAPON PROFICIENCIES

Like with Skills, you don't need to actually convert Equipment proficiencies between game systems, just apply them with their own game logic.

A character from 5e should be able to be proficient in any EDH weapons, armor, or tools that are roughly equivalent to those they are Proficient with in 5e. So, a fighter who can use a 5e Two-Handed Sword can use a Greatsword in EDH with the same level of Proficiency.

A character from EDH should have Proficiency with 5e armor and weapons roughly equivalent to what their EDH Proficiency allows them to use.

Cross-play characters that earn a new Proficiency while leveling up should be able to select a Proficiency relevant to whatever setting they are now adventuring in. So, a 5e fantasy character in modern New York could learn Advanced Equipment if they are granted a new Weapon proficiency category to learn.

NPC Conversions

Using NPCs from 5e in *Everyday Heroes* is fairly simple. Anything not mentioned here transfers directly over.

Armor Class = Defense. Simply treat Armor Class and Defense as having the same meaning for any NPC.

Armor Saves. It is not necessary to give 5e NPCs Armor Saving Throws. That said, if you want your NPCs to have one, all you need to do is decide what Armor Rating the NPCs physical protection would be equivalent to. Their Bonus is the monster's Proficiency bonus. Adding an Armor Save to an NPC will make it a little bit stronger, especially if it is CR 1 or less, because Armor saves are more likely to succeed against lower Damage attacks from low-level heroes.

Proficiency bonus. Not all 5e stat blocks list a Proficiency bonus (nor do all EDH stat blocks).

NPC Proficiency bonuses are based on the CR of the NPC, treating them as if they were equivalent Hero/Character levels. Note that this is not a conversion, but when making an Armor save, you need to know the creature's Proficiency bonus.

Penetration Values. In EDH every attack needs a Penetration Value (provided that you are using the Personal Armor rules). This guide should give you a rough idea of what is an appropriate value.

PENETRATION VALUES ATTACK

PV	ATTACK
0	VERY LIGHT ATTACKS THAT CAN BARELY PENETRATE CLOTHING.
1	MOST MELEE ATTACKS FROM SOMEONE WITH HUMAN-LIKE STRENGTH.
2	HEAVY WEAPONS USED WITH TWO HANDS OR VERY POWERFUL PROJECTILE WEAPONS LIKE A HEAVY CROSSBOW. ALSO ATTACKS FROM LARGE AND POWERFUL CREATURES.
3	ATTACKS FROM HUGE CREATURES OR EFFECTS THAT ARE THE EQUIVALENT OF A LIGHT RIFLE OR HEAVY HANDGUN.
4	ATTACKS FROM GARGANTUAN CREATURES OR EFFECTS THAT CAN PENETRATE STONE WALLS AND THICK METAL PLATES.
5	ENERGIES THAT CAN PENETRATE THICK STONE WALLS, EQUIVALENT TO ANTI-ARMOR ROCKETS.

Skills. It is not usually necessary to convert skills for play, but if you want to convert a creature for publication, see the Skills section in this guide.

Senses. Darkvision and Blindsight can be changed to Nightvision, or you can simply use the rules for those mechanics from 5e. Tremorsense and other special senses should use their 5e rules.

Spells and Magic

It's easiest if characters from a given system only cast spells from their system or spells converted to their system.



AURA AND FOCI

5e characters playing in EDH should be assumed to have an Aura and Foci as described in *Shotgun Fantasy* so that they can cast and work with EDH spells and spell effects.

CONVERTING SPELLS

“Enhancements” (EDH) are effectively equivalent to “Casting at a higher level” (5e).

“Spell Rank” (EDH) is equivalent to “Spell Level” (5e).

Use your best judgment when choosing a Sphere for 5e spells based on the Sphere descriptions above.

Use your best judgment when choosing a School for EDH spells based on the spell school descriptions.

CONCENTRATION

Concentration (5e) is similar to Bonds (EDH) in that both are intended to prevent magic from completely dominating play balance. The difference is that the EDH Bonds system focuses on the recipients of spells rather than the caster. The ability to disrupt spells by attacking casters who are Concentrating is not something that exists in EDH.

5e characters casting 5e spells should use the Concentration rules, even when playing in an EDH game. Likewise EDH characters casting EDH spells should use the Bond mechanics when playing in 5e.

If you want to convert a spell, try to follow the conventions in the game into which you are converting. EDH spells that create a Bond should generally be Concentration spells in 5e. 5e spells that have Concentration should either Bond the targets benefiting from the spell, or the caster of the spell if it is a Summon or Area of Effect (AOE) spell.

Feats

All 5e Feats are considered Major, Advanced Feats in EDH.

5e characters who receive a Feat pick can take two EDH Minor Feats as their pick.

Multiclassing

5e characters can take EDH Multiclass feats, but must always start a given series with the appropriate Archetype feat. 5e characters are not considered to have an Archetype when playing in an EDH campaign.

EDH characters playing in 5e cannot effectively multiclass with 5e Classes unless the GM works to create an EDH-style Multiclass feat that grants a specific set of 5e Class features, something beyond the scope of this guide.

Converting Equipment

PRICE LEVEL

If you need to set a price level for a 5e or fantasy item, use this table.

COIN TO PL TABLE

COIN PRICE (UP TO...)	PRICE LEVEL
5GP	1
25GP	2
250GP	3
1,250GP	4
12,500GP	5
ANY	6

BULK

The best way to determine a 5e Weight for an EDH item is to use the internet to look it up.

The best way to get an EDH Bulk value for a 5e Item is to evaluate it with the Bulk Description Table.

BULK TABLE

BULK	DESCRIPTION
0	YOU CAN EASILY PUT IT IN A POCKET, TUCK IT INTO A BELT, OR WEAR IT COMFORTABLY.
1	TOO BIG FOR A POCKET BUT EASY TO HOLD IN ONE HAND. LESS THAN 5 POUNDS.
2	PRETTY AWKWARD TO CARRY BUT IT COULD FIT IN A BACKPACK REASONABLY WELL.
3	IT IS BIG AND HEAVY AND AWKWARD BUT NOT ACTUALLY DIFFICULT TO CARRY.
4	IT'S VERY BIG OR VERY HEAVY AND YOU HATE CARRYING IT AROUND EVEN THOUGH YOU CAN.
5	ABOUT AS BIG A THING AS AN AVERAGE PERSON COULD CARRY WITHOUT STAGGERING.
6	WHY ON EARTH ARE YOU CARRYING THIS? ARE YOU CRAZY?
+	FORGET IT—YOU ARE NOT CARRYING THAT THING MORE THAN 100 YARDS!

ARMOR

We recommend that you have 5e player characters use 5e armor rules and have EDH heroes use EDH armor rules. 5e characters will be getting better Armor Class (Defense) from their armor, and EDH heroes will be getting Armor Saving Throws from theirs.

Rather than trying to mechanically convert armor from one system to the other, it is better to try and find thematically similar armor from the other system and use that as a baseline, then make any modifications that seem reasonable. So, a ballistic vest might work about the same as a Chain Shirt under 5e rules, and *Shotgun Fantasy* already includes most of the basic fantasy armor types.

WEAPONS

The only real concern with weapons is Penetration Value. Differences in range and Damage can simply be explained as individual variations in weapons.

5e characters, weapons, and Attacks used in EDH or against EDH characters need to have a Penetration Value.

The default for most Melee weapons and mechanical Ranged weapons is PV 1.

Two-Handed weapons designed to penetrate deeply, like pole axes or war picks are PV 2, as are powerful bows and crossbows with armor-piercing arrows.

The PV for spells can be estimated as Half the spell's level, rounded up. The GM can decide that some 5e spell damage ignores armor. Typically, Psychic and Force damage ignores armor in EDH.

MAGIC ITEMS

The Rarity System is a good guide to the relative strength of Magic Items between the two systems.

The effects of Magic Items in each system are roughly similar. Most of the differences lie in the difference between how the systems balance Magic Items. Bonding to Foci and Attunement are roughly equivalent systems.

EDH characters playing in 5e using a 5e Magic Item that requires Attunement should use the Attunement system in 5e. Any EDH item with a Bond, counts as an Attunement towards the Attunement limit in 5e.

5e characters playing in EDH and using a 5e Magic Item that requires Attunement should ignore the Attunement requirement for weapons and armor, but treat other Attunement Items as requiring a Bond 1.

When converting a Magic Item from 5e to EDH, items that would count as Wearables, and which require Attunement, should require a Bond 1 or greater.

When converting an EDH Magic Item to 5e, any Rare or better weapon or armor should require Attunement. Any item that requires a Bond should also require attunement.



When converting a 5e Magic Item to EDH, you can either make all the item's effects be one Enchantment that takes up all the item's Foci, or you can split discrete effects among the Foci. Base the number of Foci on its 5e rarity. Very Rare (5e) is the equivalent of Epic (EDH).

Conditions

Generally, you can interchange Conditions from either system. There are slight differences in wording and sometimes in implementation, but they are largely interchangeable.

The Poisoned (5e) condition is equivalent to the Sickened (EDH) condition.

Actions

These are more recommendations than conversions. If the GM decides to bring rules from one system into the other, that's perfectly reasonable. It may change game balance somewhat, but the mechanics should still work mechanically.

DIVE FOR COVER

Only use Dive for Cover when playing under EDH rules. Area damage effects from EDH that do not allow for a Saving Throw for half Damage should allow for a Dexterity Saving Throw to take half Damage when cast in a 5e rules game.

SECOND WIND

When playing 5e characters under EDH rules, the characters should be able to use the Second Wind action.

When playing EDH characters under 5e Rules, they can only use Second Wind action if they have a Talent that references using Second Wind.



APPENDIX



Fantasy Hero Options



These lists are hero-building options from the *Everyday Heroes Core Rulebook* and *The Vault: Rules Compendium, Vol. 1*, that work well for fantasy heroes based on both their themes and game mechanics.

BACKGROUNDS

Because Backgrounds don't have a lot of mechanics and tend to be about a hero's past in broad terms, there are quite a few Backgrounds that work in a fantasy setting. You will often need to adjust iconic equipment to something that is genre-appropriate.

Aztec Warrior	Ordinary
Caravan Trader	Orphan
Caregiver	Persian Immortal
Carthage Mercenary	Person Of Mystery
Convict	Raised By Assassins
Disaster Survivor	Raised By Beasts
Divine Intervention	Refugee
Egyptian Charioteer	Religious Tradition
Feudal Peasant	Roman Legionary
Ex Monster Worshiper	Social Butterfly
Highlands Clansman	Soulless
Immigrant	Street Rat
Islander	Student Athlete
Japanese Samurai	Suicide Survivor
Juvenile Delinquent	Survivor
Kurgan Warrior	Traumatic
Lokota Warrior	Tunnel Rat
Lawless Home	Violent Past
Mali Archer	War Orphan
Mauryan Soldier	Zhao Soldier
Mongolian Cavalry	
Near Death Experience	
On The Run	

PROFESSIONS

Professions are very rooted in genre details, especially when compared to a fantasy setting where the idea of an adventurer is its own profession.

Unemployed

CLASSES

While most of the classes in *Everyday Heroes* are thematically out-of-place in a fantasy setting, many of them are mechanically compatible if you adjust their Proficiencies and the name of the class to be genre-appropriate.

Strong Heroes: *Brawler, Brutal Warrior, MMA Fighter, Mutant Giant, Street Warrior*

Agile Heroes: *Combat Scout, Graceful Warrior, Martial Artist, Scoundrel*

Tough Heroes: *Monster Hunter, Mutant Shifter, Scraper, Survivalist*

Smart Heroes: *Soothsayer, Strategist*

Wise Heroes: *Bonded Twins, Chosen, Commander, Hunter, Master, Mutant Psychic, Sleuth*

Charming Heroes: *Duelist, Gutter Rat, Icon, Leader, Manipulator*



FEATS

There are many advanced Feats that work well in a fantasy setting. Giving players access to these Feats is ideal for offering characters a good selection of options for customizing their heroes.

Animal Whisperer	Flourish	Harrier	Punisher	Sticky Fingers
Artful Dodger	Fast Feet	Healthy	Renaissance	Sweeping Attack
Awesome Reflexes	Free Running	Heavy Kicks	Thinking	Touch of Grace
Blademaster	Fortune's Fool	Impaler	Resilient	Tumbling
Blind Fighting	Go Behind	Impersonator	Resistant	Vanguardian
Brute	Grappler	Jack Of All Trades	Scout	Walking Dead
Campaigner	Great Cook	Knife Fighter	Seducer	Weapons Expertise
Cross Training	Guardian	Lead by Example	Signature Weapon	
Diehard	Guerrilla	Pack Rat	Skirmisher	
Distracting	Hardy	Power Slam	Snatch Victory	

SPELLS BY RANK

BASE RANK 0 SPELLS

Acid Arrow
Aura Sight
Counterspell
Divine Radiance
Fire Javelin
Flourish
Gust of Wind
Heroism
Insulation
Invisible Hand
Light
Magic Missile
Mercy
Message
Phantasm
Psychic Assault
Restoration
Shelter
Shocking Grasp
Winter's Touch

BASE RANK 1 SPELLS

Alarm
Animate Dead
Arcane Seal
Awaken
Blessing

Charm
Clear Mind
Combat Reflexes
Command
Comprehend
Languages
Death's Witness
Disguise
Expel Poison
Extinguish
Fear
Feather Fall
Forewarning
Heal Wounds
Icy Terrain
Locate
Mage Armor
Martial Prowess
Mental Prowess
Mystic Shield
Necrotic Touch
Physical Prowess
Privacy
Recovery
Rest in Peace
Sense Death
Sleep
Speak With Animals
Turn Undead
Vision

BASE RANK 2 SPELLS

Aquatic Adaptation
Blur
Cure Disease
Dispel Enchantment
Death Ward
Divination
Enchanted Armor
Enchanted Weapon
Flight
Freedom
Invisibility
Knock
Mirror Image
Mute
Paralysis
Regeneration
Speak With The Dead
Stinking Cloud
Teleport
Zone of Truth

BASE RANK 3 SPELLS

Circle of Recall
Conjure Elemental
Dispel Curse
Fireball

Freezing Tempest
Haste
Lightning Bolt
Mask of Death
Necrotic Aura
Nightmare Assassin
Resurrection

BASE RANK 4 SPELLS

Banishment
Earthworks
Final Rest
Mantle of Radiance
Shadow Mantle
Storm Mantle

BASE RANK 5 SPELLS

Death's Touch
Holy Intervention
Petrifying Gaze
Starfall
Tomb of Ice
Wall of Force

LEGENDARY SPELLS

Wish



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