Fateforge

EPIC TALES IN THE WORLD OF EANA

SPELLCASTER'S GUIDE

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Foreword

Hail, Fate-chosen!

In the Player's Guide, you were introduced to the fundamentals of Eana's universe and got to create your first character. This second guide, focused on magic, goes into the specifics of the supernatural elements of this world, and offers many advanced options that may interest anyone playing a spellcaster using the 5th Edition rules.

More comprehensive information on these subjects can be found in **Grimoire**, the second book of the Fateforge series.

- **Schools of Magic.** The practice of magic is influenced by how its various schools are perceived, but also and more concretely by geomagic, a phenomenon detailed in **Grimoire** through which magic in an area can be from weak to strong, leading to phenomena ranging from wondrous to horrific. In addition, certain schools of magic are more susceptible to corruption than others.
- **Geomagic.** Eana's magic is changeable. Sometimes strong, sometimes weak, it manifests through effects that affect entire areas and alter the abilities of spellcasters.
- **Corruption.** Canker is one of Eana's most feared entities, and rightly so. By its mere presence, or through horror, madness, nightmares, and the use of wicked spells, it corrupts its victims' bodies and souls. This chapter details corruption, while possible ways of curing it or halting its progression are described in Grimoire. The guide's appendix also lists corrupt spells.
- **Spell Compendium.** Discover a new way to use the spell compendium through the modular system, which lets you fine-tune the inner workings of magic in accordance with what would be suited to your campaign or even to a particular one of its locations or scenarios. This section provides a list of several spells, all beautifully presented in the manner of illuminated medieval manuscripts.
- **Lexicon.** The magical lexicon covers not only technical notions, but also the gist of what any character learned in arcana could know, as well as common magic-related denominations.

Study spells, hone your powers, find out about the secrets of a world with numerous colorful civilizations!

Iris

The Schools of Magic

The Origin of the Schools of Magic

The wizards were sitting cross-legged on either side of the low table. Dioké-Onuahia had her servants bring thick, dark coffee perfumed with cardamom, to which she proceeded to add a helping of rock sugar and warmed creamy milk. She had a look of intense concentration as she filled both cups with the drink.

Finally, the time had come to talk about the subject that interested Sanwë so greatly.

After a sip of sweet coffee, Dioké-Onuahia began her lecture:

"Scholars of the magical arts conventionally group spells into eight categories called schools of magic. Practitioners of magic apply these categories to all spells, believing that all magic functions in essentially the same way, whether it derives from rigorous study or is bestowed by a deity.

"These eight schools were defined by sages of the Eben-Chekwa culture, the first great civilization of the lands of Mibu. It rose soon after the fall of the Travelers and enjoyed a long period of prosperity over a vast territory. Today still, vestiges of this era can be found everywhere on the continent. During this period, the people of the Eben-Chekwa ardently sought to salvage as much of the Travelers' knowledge as possible.

"This, however, does not tell us how the eight schools came to be instituted. According to one theory, these schools had already been formalized at the time of the Travelers, and they were only rediscovered by the Eben-Chekwa. A second theory posits that the eight schools were but the product of a clumsy attempt to recreate a much more complex, preexisting model from scrounged-up knowledge. And a third theory claims that the eight schools have nothing to do with the magic of the Travelers' era.

"Each of these approaches influences one's perspective in studying vestiges from before the great catastrophe. If one holds our current system to be the same as the one previously used, then we could use it to decipher and transcribe ancient spells. Conversely, if the eight schools are solely a creation of the Eben-Chekwa people, then our understanding of the arcane arts may be of no use to learn spells the Travelers created."

Categorization

The schools of magic help describe spells; they have no rules of their own, although some rules refer to the schools.

Abjuration

Abjuration spells produce effects that locally alter the weave of magic and disturb its flow. They create magical barriers, negate harmful effects, harm trespassers, or banish creatures to other planes of existence.

Conjuration

Conjuration spells involve the transportation of objects and creatures from one location to another. Some spells summon creatures or objects to the caster's side, whereas others allow the caster to teleport to another location. Some conjurations create objects or effects out of nothing. Conjuration spells are very dependent on the density of occult tides: they are particularly affected by areas of weak magic.

Divination

Divination spells are related to fate. Some can subtly alter fate for the benefit of the spellcaster, while others reveal information, whether in the form of secrets long forgotten, glimpses of the most likely future, the locations of hidden things, the truth behind illusions, or visions of distant people or places.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior. Such spells can make enemies see the caster as a friend, force creatures to take a course of action, or even control another creature like a puppet. Enchantment is regarded with strong distrust by people, and its use may be strictly policed, or even forbidden altogether, as many spells of this school are corrupt.

Evocation

Evocation spells manipulate magical energy to produce a desired effect. Some call up blasts of fire or lightning. Others channel positive energy to heal wounds. Many believe that evocation was the first school of magic, since it manipulates forces in their rawest form.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, to miss things that are there, to hear phantom noises, or to remember things that never happened. Some illusions create phantom images that any creature can see, but the most insidious illusions plant an image directly in the mind of a creature. Depending on the region of Eana and the context in which it is practiced, reactions toward illusion can be quite varied. In the Free City, for example, street shows that include spectacular illusions are very popular, so that an illusionist can live off their art as an entertainer. However, away from stages, spells that can influence the mind and fool the senses have a very unsavory reputation. A crisis spiced with unfortunate suspicions can be enough for a popular bard to suddenly be maligned as a dangerous maleficent.

Necromancy

Necromancy spells manipulate the energies of life and death. Such spells can grant an extra reserve of life force, drain the life energy from another creature, create the undead, or even bring the dead back to life. Necromancy is very unfavorably perceived among most societies: the majority of this school's spells are forbidden, and necromancers are exposed to severe punishment. Many necromancy spells are corrupt, though there exist well-meaning, upstanding practitioners of this school, sometimes known under the name psychagogues.

Transmutation

Transmutation spells change the properties of a creature, object, or environment. They might turn an enemy into a harmless creature, bolster the strength of an ally, make an object move at the caster's command, or enhance a creature's innate healing abilities to rapidly recover from injury.

Interdisciplinary Spells

Sanwë nibbled on a gazelle horn as he reflected upon what the historian had just told him:

"In the course of my research, certain details concerning necromancy spells troubled me. The writings were rather obscure, but I was given to understand that there existed a cure wounds spell of the school of necromancy, even though it is an evocation spell. I wondered whether I had misunderstood the text or if the mistake was the author's."

"Neither, perhaps. Healing spells are a contentious point of the theory of magic schools. Nowadays, most scholars in arcana claim that a given spell can only belong to a single school, and that this connection is tied to the deep essence of the effect one wishes to enact. And yet, in all likelihood, there did exist healing spells related to conjuration and necromancy!"

"So a spell can simultaneously belong to several schools?"

"Not exactly. A given spell belongs to only one school, and a spellcaster can only call upon a single school when weaving a spell. However, several different schools can be employed to achieve the same effect…"
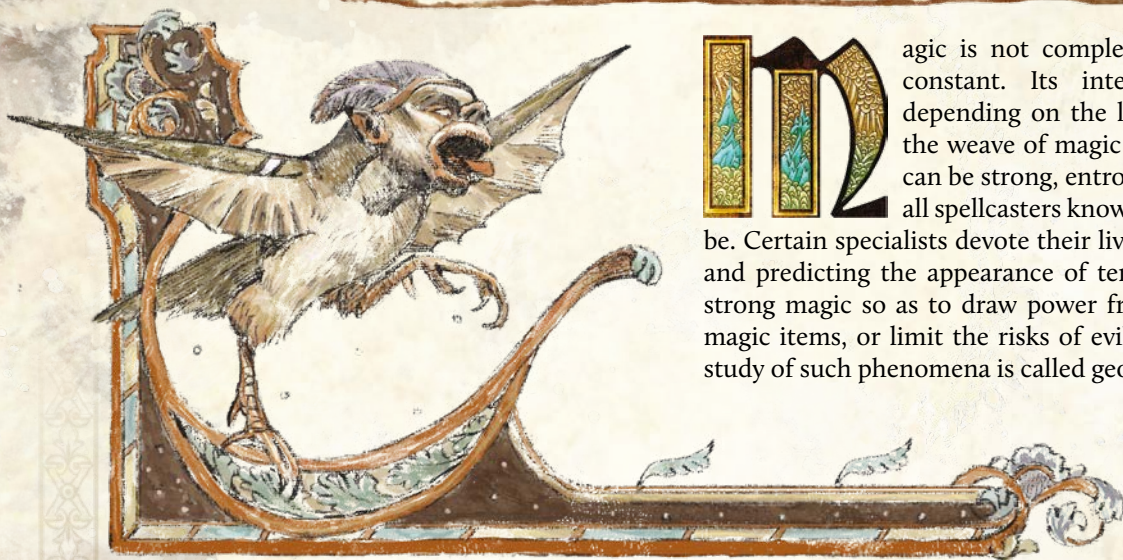
"But then, does the school categorization actually make sense?"

"One anomaly does not bring the whole system into question. I believe that the light of magic is an important clue to its inner workings."

Geomagic

Magic is not completely reliable and constant. Its intensity can vary depending on the location or when the weave of magic is altered. Magic can be strong, entropic, or weak, and all spellcasters know how fickle it can be. Certain specialists devote their lives to researching and predicting the appearance of temporary areas of strong magic so as to draw power from them, create magic items, or limit the risks of evil tampering. The study of such phenomena is called geomagic.

Magical Intensity and Geomagical Phenomena

Geomancers have classified levels of magical intensity into three categories: **weak magic** where the intensity of magic is reduced, **strong magic** where it is dense and abundant, and **neutral magic** when it is in a balance between the two. **Entropic regions** are a particular case: in such areas, the strength of the weave fluctuates, sometimes abruptly, from one day to the next.

Another field of geomantic theory deals with **geomagical phenomena**. Such alterations in the expression of magic typically appear in areas of weak or strong magic.

By default, **neutral magic** is the state in which the rules of the **Using Magic chapter** and the effects of spells as described apply normally, with no adjustment. It is the norm to which variations are compared.

Perceiving Magical Fluctuations

A creature proficient in Arcana can automatically sense when they are in a location with an anomalous magical intensity. Nature or Religion can be used instead, but with a +5 increase to the DC of the checks described below.

- **Feeling the change.** Whenever a magic wielder enters an area where the rules of magic change (or touches an object or creature with such an effect), they instinctively become aware of the shift. To ascertain its exact nature and understand the local variations on the weave of magic, a DC 15 Intelligence (Arcana) check must be made.
- **Predicting a change.** One can forecast a change in the weave of magic. This is actually one of the main activities of geomancers. To forecast magical changes in an area, one must be able to study it, whether by being present at the location or by having detailed information at one's disposal, notably concerning its geography and history. The further into the future a geomancer's attempts at forecasting the fluctuations of magic go, the longer they need to perform the necessary calculations. Once they have spent the time required in the table below, they must make an Intelligence (Arcana) check with a DC depending on the complexity of the study they have undertaken.

How Long in Advance	Studying Time	DC of the Intelligence (Arcana) Check
Up to a day	1 hour	10
Up to a week	1 half-day	15
Up to a season	1 day	20
Up to a year	1 week	25
Beyond	1 month	30

⊠ The Geomancers of Hatsor

Driven by the muddled visions of a dead god, they had traveled through the Sand Kingdoms, up to ancient Hatsor. This merchant city has been declining for decades, but remains proud. Here, the merchants who still take this route hurry to the caravanserais of the lower town for fresh water and food.

As for scholars searching for truth, they carry on to the upper town, over which towers a millennia-old palace. Built following a geometric plan, in a style now archaic, it houses in its depths a vast underground library. The oldest writings are carved upon clay tablets. Total eclipses, passing comets, exceptional droughts, volcanic eruptions, and the birth of incarnated demons are but a few examples of the events recorded here.

For those seeking to understand some ancient, supernatural configuration of an exceptional nature, the details compiled in these chronicles are of crucial importance. The Library of Hatsor is one of the few places where one can find archives whose study provides reliable insight into extreme and supremely rare phenomena such as the appearance of uncommon geomagics, a large-scale alteration of the weave of magic, or the emergence of other similarly alarming signs. For a geomancer, any seemingly incomprehensible event can find at least the beginning of an explanation here.

⊠ The Flow of Magic on Eana

Geomancers have theorized the presence of magical currents that flow through the world of Eana. Similarly to ocean currents, they are constant, so that in general, the level of intensity of magic in a region remains stable. However, outside events may alter the magical intensity of an area, with a scope ranging from a clearing to an entire city. In other locations, which geomancers call **entropic regions**, the intensity of magic fluctuates much more frequently, sometimes from one day to another. There is no all-encompassing answer to how and why such phenomena occur. Some have to do with the fluctuating nature of magic, while others find their source in the history of a region, in the aura of a powerful creature, or in the presence of some work of wonder built using a mixture of architecture and magic.

Geomagical mapmaking is a prized art, and the resulting documents are in high demand among spellcasters. Certain civilizations are almost entirely located in a single type of area—such as weak magic for Lothrienne or strong magic for the Eolian Isles—while others have more diverse geomagics. For example, a territory's magic can be largely neutral, with small pockets of weak and strong magic.

⊠ Defining the Density of Magic and Geomagical Phenomena

The leader is free to decide the density of magic in a region at any point, as suits the story they wish to tell. They can also leave this to chance, be it for momentary fluctuations or to set the situation more durably. Below is a list of factors to keep in mind:

- ⊞ The rise or extinction of most geomagical phenomena is conditioned by a presence or event. As long as the cause remains, the effect cannot disappear entirely. At most, its area of effect may be temporarily reduced.
- ⊞ Certain regions, like Lothrienne, are known to be located in areas of persistent weak magic, while others, like the Eolian Isles, are known for their strong magic. If the party is journeying to such territories, apply the rules related to the appropriate type of geomagical environment.
- ⊞ Certain geomagical phenomena can occur in both strong and weak magic areas.
- ⊞ An area that has neither weak magic nor strong magic is by default considered to be one of neutral magic.

⊕ If two geomagical phenomena that are supposed to affect the same area turn out to be incompatible, the leader can give priority to one of them or spread them across the area. For example, an area of weak magic can be largely dominated by a dampening effect (which will weaken spells), but also include islets of dead magic (which will prevent magic altogether).

⊕ The border region between two conflicting geomagical areas will generally be one of neutral magic. It can also create an ethereal border (described later in this chapter). Such borders aren't necessarily static: they can fluctuate or move back and forth.

⊠ Entropic Region

A region is usually crossed by a single type of magic current: neutral, strong, or weak. Outside of exceptional disruptions, the geomagical atmosphere of a region has no reason to change abruptly. However, there exist areas where magical currents are turbulent and capricious, possibly changing from one day to the next. Such places are called entropic regions by geomancers. They can stretch over hundreds of miles, or be localized inside a stable region. Typically, entropic regions take shape as border areas between two currents of different intensity.

The leader is free to determine how prevalent entropic regions are in accordance with the needs of their campaign. Knowing where they are, what they are, and what their effects are will be of great importance for spellcasters.

In such changeable regions, it is impossible to predict how magic will behave.

Geomagical Situation at Dawn

d20	If the Area was Magically Neutral	If the Area was Magically Weak	If the Area was Magically Strong
1-2	Magic becomes weak. Roll the effect on the **Weak Magic Geomagics table**.	The area of the active effect grows.	The area of the active strong magical effect is reduced, or the effect stops.
3-18	No change.		
19-20	Magic becomes strong. Roll the effect on the **Strong Magic Geomagics table**.	The area of the active weak magical effect is reduced, or the effect stops.	The area of the active effect grows.

⊠ Weak Magic

Magical currents are faint and the use of magic is complicated by a loss of power or by the addition of undesirable effects. The region is under one of the following effects, which the leader can either choose as they see fit or roll randomly on the table below:

Weak Magic Geomagics

d8	Effect
1	*Dampening*
2	*Arcane Aridity*
3	*Endosmosis*
4	*Dead Magic (+ Xonim's Glyph)*
5	*Arcane Deficiency*
6	*Psychic Wall*
7	*Ethereal Border (+ Death's Ban)*
8	*Burning Sap*

⊠ Strong Magic

The magical currents are dense and the use of magic is made easier as far as raw power is concerned. However, this can also result in troublesome side effects. The region is under one of the following effects, which the leader can either choose as they see fit or roll randomly on the table below:

Strong Magic Geomagics

d8	Effect
1	*Melancholian Chaos*
2	*Arcane Sanctification*
3	*Thaumaturgic Halo*
4	*Maelossa*
5	*Arcane Abundance*
6	*Gateway of the Dead*
7	*Temporal Distortion*
8	*Gigantism*

Catalog of Geomagical Phenomena

Geomagical phenomena have a deep influence on the life of the region they affect. They are usually stable and seemingly unmovable, but in certain cases—entropic regions being the prime example—they can manifest briefly and unexpectedly. Geomagical phenomena may repel magical creatures or, on the contrary, make certain monsters abnormally common. Adventurers, being more inclined to travel than most people, are frequently exposed to such situations, finding themselves deprived of the use of their spells or, conversely, gifted with greater arcane power. Whether the geomagical manifestations are serendipitous or unfortunate, keep in mind that the PCs' enemies will obviously be exposed to them as well.

Each geomagical phenomenon is preceded with one of the modular system's icons, in order to help the leader choose which phenomena they wish to include in their campaign, and how prevalent they want to make them.

A creature can make an Intelligence (Arcana) check to know of the local geomagics (see the **Perceiving Magical Fluctuations section** earlier in this chapter).

Describing Geomagical Effects

The second part of this chapter goes over the most common geomagical effects, but rarer and more dangerous ones may exist.

Designing Your Own Geomagics

The leader can create new geomagics tailor-made for their campaign. This process goes through the following steps:

Influence. What is the influence of the geomagical effect? To define this, the leader can use the modular system as a basis. Does it make it harder to find information (Mystery)? Does it make magic more eerie and dangerous for one's body and soul (Dark)? Does it make the game more intense and action-driven (Action)? Does it raise the stakes between opposing factions or encourage interactions between characters (Intrigue)? Does it make magic weaker in general, forcing its users to employ it all the more sparingly (Gritty)?

Weak magic or strong magic. Does the effect make magic more powerful or less powerful?

Source. What brought about the existence of the geomagical effect? This may be a divine intervention, the presence of an ateak planar portal, the influence of a local legendary creature, or many other possible things. The cause of the phenomenon may be easy to find and solve, or lie at the heart of a mystery in which magical anomalies are but a symptom, serving as the starting point of an investigation into an even bigger problem.

Effects. Stable magical areas may attract adventurers or monsters due to particular virtues. They may also be shunned due to the deleterious or unpleasant nature of their effects. At any rate, defining clear rules in terms of game mechanics is advisable.

Example: Creation of an Emotional Magical Area

Let us imagine that the leader wants to create an exotic civilization in which magic is common, but subject to the unusual rule of being strongly connected to the caster's emotions. In-game, the result would be that the players would be required to describe their characters' feelings and to be consistent with them. As such, it would be an area of strong magic related to Intrigue.

Since this geomagic would be highly rare, the root of its existence could lie in local peculiarities. This would call for a legendary origin charged with strong emotions, for example the story of a balor and a planetar who vied for a mortal's soul: as the mighty creatures dueled, the mortal was constantly torn between despair and hope, hate and love, and the region was deeply marked.

Now that the source and nature of the phenomenon have been defined in broad strokes, it is time to focus on the technicalities. In this geomagical area, every spell speaks volumes regarding the caster's character and emotions. The consequences could be as follows:

- One can only cast healing or protective spells on loved ones, and destructive or malevolent spells on hated ones.
- The nature of the spells a caster is capable of wielding reflects their personality. As a result, someone skilled in illusion would be a trickster at best and a deceiver at worst, while only someone profoundly generous could learn healing spells. A spellcaster PC must write down a character trait that describes them next to every spell they are capable of casting. Whenever they cast this spell, they must display this facet of their personality to do so successfully. Emotion thus becomes a required spell component.
- The intensity of the emotion the caster feels determines the spell slot level they can expend. Spells of 2nd level or less may require a faint emotion, spells between 3rd and 5th level may require a significant emotion, and spells between 6th and 9th level may require an extreme emotion.

Spell Slot Levels and Innate Spells

Certain species, such as tieflings, or certain monsters like dryads or rakshasas, can innately make use of spells. Regarding geomagic-related rules, innate spells are considered to be cast with a spell slot of the lowest possible level, unless otherwise specified.

When a 5th-level tiefling uses their Dark Legacy feature to cast a darkness *spell, they are considered to cast it with a 2nd-level spell slot.*
Once per day, a dryad can cast the barskin, pass without trace, *and* shillelagh *spells. These spells are considered to be cast with a 2nd, 1st, and 0th-level spell slot respectively.*

Arcane Abundance

The dwarven warrior hadn't believed the elven wizardess when she told him that he was about to learn magic. It had been so absurd that all he could do was scoff in front of what he believed to be an awkward joke. But now, there was no mistake: he had just conjured a mage hand! He stared at his fist in puzzlement. Such an odd sensation!

Source

Arcane abundance is a direct consequence of the density of magical currents. This type of strong magic is rather common in the Eolian Isles and in feylands. Its origins seem to be from some resilient vital force, as if Eana had reacted to a wound, fighting to recover from it with an overabundance of energy.

Effects

Spells can be cast with a spell slot one level below what is normally required. 1st-level spells are considered to be cantrips and can therefore be cast at will, without expending a spell slot. In addition, all Awakened creatures can cast cantrips, even if they are not ordinarily capable of doing so. Such creatures temporarily know a number of cantrips equal to their proficiency bonus. Known cantrips are determined by rolling on the following table (roll again in case of duplicates):

Cantrips Known in Areas of Arcane Abundance

d12	Spell
1	dancing lights
2	druidcraft
3	fire bolt
4	light
5	mage hand
6	message
7	minor illusion
8	poison spray
9	prestidigitation
10	ray of frost
11	shocking grasp
12	thaumaturgy

Arcane Aridity

⊠ Source

Arcane aridity is such a well-known phenomenon in Lothrienne that this land has become the archetypal example of a weak magic area. Many simply regard this as a direct consequence of the low density of the local currents. However, considering the scale of the area, some wonder if it could not be the result of a protective ritual against evil forces, as this geomagic keeps many extraordinary creatures at bay.

The battle had been grueling. Everyone had been forced to draw from their innermost resources to prevail. And even then, it was only a temporary victory, for they were now chased by enemy reinforcements. Rest was a luxury, and this hit the company's spellcasters the hardest, as they found it very hard to return to their full potential. Some were talking of splitting the troops to let a detachment of spellcasters leave the region and recover in a location unaffected by the phenomenon. But what would happen if they were ambushed on their way, without an armed escort to speak of?

⊠ Effects

Arcane aridity hinders the recovery of spell slots, making it necessary to take several long rests in a row to replenish higher-level slots. One long rest replenishes 1st-level spell slots, a second one replenishes 2nd-level slots, and so on.

For this slow recovery to be effective, you must not expend any spell slots between your long rests. Otherwise, your spell slot recovery starts from 1st level again on your next long rest.

Aleksandr is a 5th-level wizard. As such, he has two 3rd-level spell slots, three 2nd-level spell slots, and four 1st-level spell slots. If he casts a fireball *spell, he will need three consecutive long rests without expending any spell slot to recover the one he has just expended. However, after two long rests, he is forced to expend a 1st-level spell slot to cast a* magic missile *spell, meaning that he must start over, only regaining his 3rd-level spell slots after three additional days, for a total of 2 + 3 = 5 long rests after casting* fireball.

Gateway of the Dead

The rest of the party intently stared at the cleric and wizardess. They all agreed on the necessity of using arcane magic, but hoped that this time, the holy man would be able to react in time to repel the horrors that threatened to pour out of the Ethereal Plane... unlike last time. Carefully, the spellcaster started chanting. Everyone held their breath. They looked around, on edge, but it seemed like they had been lucky this time.

Source

The gateway of the dead occurs in haunted places, but can also take place when a spellcaster uses powerful spells related to death or corruption. The border with the Ethereal Plane becomes permeable, allowing creatures such as specters to freely pass into the Material Plane. Casting spells further weakens the boundary between the planes and may attract the monsters.

The effect generally stops once the location has been purified. If nothing is done, it can last indefinitely.

Effects

Whenever a creature casts a spell, it must roll a d8. If the result is equal to or below the level of the spell cast, the gateway opens. Roll on the table on the next page. All the creatures mentioned in the table are described in the **Bestiary**, most of them in the **Ethereal Wanderers chapter**. The leader can tailor the challenge rating of the encounters to your party. Barring exceptional circumstances, specters freed by this effect are unable to move beyond the confines of the region affected by this geomagic.

Gateway of the Dead Effects

d8	Effect
1	**Souls of the departed** appear as the translucent shapes of beings who have recently died in the area. Depending on their personality, they may (choose or roll a d6): (1) beg to be saved; (2) ask to help a loved one; (3) impart serene, supportive last words; (4) lie and mislead the adventurers out of sheer malevolence; (5) warn the adventurers of a threat they have been the victim of; (6) request the adventurers to right a wrong that they committed.
2	A **wraith** appears, possibly accompanied by **specter** cohorts.
3	A **phase spider** has set its sights on the adventurers or their mounts.
4	Fresh bodies (humanoids, giants, or beasts) who have been denied Death's blessing rise as undead. They may animate some distance away from the adventurers and roam the region as **zombies**.
5	An ancient or recent **ghost** manifests.
6	The adventurers' shadows animate and attack them as **shadows**.
7	A **vrock** leaps out of the gateway, looking for souls.
8	A portal to the Ethereal Plane opens very noticeably next to the spellcaster.

◈ Maelossa

Lithe and quick, the surefoot druidess moved through the tropical forest of Acoatl. It looked like the grass, branches, and leaves were parting of their own accord to welcome her. When she entered the maelossa, she had taken the time to commune with nature and to explain the purpose of her visit before guiding her companions through these lands. They had a mission to accomplish, which they felt was accepted by the maelossa, but that didn't mean they knew where to go.

A blue and yellow-feathered ara landed right in front of her. The druidess had never seen it before, but from its deliberate behavior, she understood that it was to act as their guide, and instructed her companions to follow it.

✿ Source

Maelossas are usually related to feylands. Their nature is hard to define, because they are at the same time places and an aspect of Eana's conscience, all the while being capable of momentarily acting as singular entities by assuming the shape of powerful fey. Though geomancers categorize them among geomagical phenomena, maelossas are regarded as sacred by many cultures.

Maelossas have a direct connection with Eana's essence in the Astral Plane. The heart of a maelossa is a birthplace of fey creatures, as well as of new varieties of plants, fungi, and animals, which then spread to the surrounding regions.

As long as a maelossa exists, the effects originating from it will persist.

✿ Effects

A maelossa has a form of primitive, primeval consciousness that can influence nature around it. It understands and speaks Sylvan and Primordial, and can communicate through its constituents (wind, leaves, dirt, animals, etc.) Its objectives are to protect itself against harmful intrusions, but it may also seek to help druids.

Beseeching a Maelossa

Some druids and rangers learn to pray to the maelossa to ask for its protection and guidance. For this purpose, the person must be able to speak Sylvan or Primordial. The leader may require the character to present their arguments and decide the maelossa's reaction accordingly, or ask the player for a DC 15 Intelligence (Nature or Religion) check. If the check is successful, the maelossa heeds the plea and the party is granted the following benefits:

- ✤ The local terrain is never considered difficult for the party.
- ✤ The party's speed is doubled. This applies to all types of speed.
- ✤ Party members have advantage on saving throws against poison, disease, and corruption.
- ✤ The party's guide (the one who sent the prayer) can use certain spells (see **The Magic of the Maelossa**), even if they haven't Awakened. This is a gift from the Maelossa.
- ✤ The Maelossa can send signs and communicate through symbols or objects left by animals. The leader can thus provide clues in the form of rebuses or puzzles.

The Magic of the Maelossa

The Maelossa can grant magical abilities to her protégés. The guide chooses one spell from each of the categories below, or two if they rolled a total of 20 or more on the Intelligence (Nature or Religion) check to beseech the Maelossa. The power of acquired cantrips is based on the guide's character level, while the other spells are considered to be cast with a 3rd-level slot. Wisdom is the spellcasting ability for these spells. The guide retains these spells until they leave the Maelossa's area.

- ✤ **At will**: *animal friendship, darkvision, druidcraft, guidance, pass without trace, resistance.*
- ✤ **3/day each**: *entangle, fog cloud, longstrider, speak with animals, spider climb, water breathing.*
- ✤ **1/day each**: *animal messenger, goodberry, lesser restoration, locate animals or plants, plant growth, sleep.*

Temporal Distortion

The sorceress had given herself the size of a giant to impress the goblins and drive them off more easily... and now, the spell just wouldn't end. At first, it was amusing, but this anomaly was starting to become troublesome and worrying.

Source

The temporal distortion geomagical phenomenon is typical of areas of strong magic. Durations are the same here as elsewhere, but they are experienced all wrong. A few minutes feel like hours, or the other way around. But stranger still: in such regions, one can create never-ending magical effects.
It is hard to determine the origin of this kind of geomagic. Some posit that it could be related to the moon Eternity or to the Astral Plane, which are both known for their abnormal flow of time.

Effects

Temporal distortion has effects on both one's mind and magic. To those who remain in such areas over extended periods, the experience grows increasingly eerie. Magic stagnates, creating near-tangible pools, which can become troublesome, if not downright catastrophic.

The Perception of Time

Inside a temporal distortion area, correctly perceiving the flow of time becomes harder. A DC 15 Intelligence check is required not to drastically lose track of the time. On a failure, the leader secretly rolls a d4 to determine how your character experiences the passing of time for the duration of their stay in the area affected by this phenomenon.

Perception of Time Within a Temporal Distortion Area

d4	Effect on Your Experience of Time
1	You feel like only a few moments have elapsed when the actual duration is much longer. Several hours feel like a few minutes, and several weeks feel like a few days.
2	You experience time twice as slowly. For example, half an hour feels like an hour.
3	You experience time twice as fast. For example, an hour feels like half an hour.
4	You feel like time passes much more slowly than it actually does: a few minutes feel like several hours, a day feels like a week, etc.

Among a group, the perception of time is the same. To determine this common perception, only the group's leader makes the Intelligence check previously detailed. In case of ambiguity regarding the identity of the leader, this status goes by default to the highest-level character (or the highest-CR creature). If there is a tie, roll randomly between the concerned characters.
If the group splits, the rule applies for each group resulting from the separation.

The Duration of Magic

Temporal distortion perturbs the duration of spells and the recovery of magic.

- All spells with a duration other than Instantaneous become Permanent. Concentrating on such spells is no longer required.
- As long as a spell is in effect, its caster cannot recover the expended spell slot, which remains used for the now permanent spell.
- Spells whose effects end when their target makes a successful save against them function normally.
- A spell ends if it leaves the temporal distortion area. For example, if someone under the effects of an *invisibility* spell leaves the area, the spell ends and the target becomes visible again. A *wall of fire*, however, does not move, and can therefore only leave the area if the area's location changes or if this geomagic ends.
- To end a spell, *dispel magic* must be used. The DC to end the spell is increased by 5.

Corruption

This chapter goes over the core notions of **corruption**, more precisely those any character proficient in Arcana is assumed to have learned during their studies. The rules related to this dimension of the game are optional and will make for a darker tone. If the leader wishes for their campaign to be heroic and positive, they may opt not to make use of the content of this chapter. Conversely, corruption and its mechanics will be conducive to a grim, horrific atmosphere. Within such a context, player characters may even give in to corruption and become fearsome Cankerous princes.

Here is a summary of this chapter's contents:

- The section **Using Corruption in Your Campaign** provides food for thought and suggestions on how to make this aspect part of your game.
- **The Many Faces of Corruption** goes over the rules related to corruption, how one can be exposed to it, and how it takes shape.
- **Effects of Temporary Corruption** covers cases of superficial tainting, which are relatively common.
- **Effects of Permanent Corruption** are considerably more severe… and powerful. They manifest both as attractive boons and terrifying drawbacks.
- **Purifying Corruption** describes a variety of possible ways to remove corruption.

The Vale of Miegavirsotne

I don't exactly remember how it all began. Maybe I simply failed to see it coming, just like my parents and my friends. Miegavirsotne is a region of no great importance located in southwestern Arolavia, stretching over the foothills of the Drakenbergen. We made our homes on these elevated slopes, where most of us made a living raising cattle and exploiting the surrounding forests for construction wood. Only our fortifications were made of stone. Every day, I woke up to the sight of a quiet, familiar landscape that changed with the seasons. I learned to read at the village's school. Niemet, the priest of Death, saw potential in me and arranged to have me study as much as possible.

It was a pleasant summer for us children. We could see that the grownups were worried, but their cares felt distant, and they kept quiet about it in front of us anyway. They spoke of the castle, our lord, and his elder son. He was a formidable fighter, known for his displays of martial skill during the seasonal festivals. The other girls found him handsome, and I was quite inclined to agree. He had gone west to fight brigands, I think, but he and his comrades in arms were long to come back.

From a path north of the village, we noticed, a few friends and I, that people had gathered at Youri and Ieverika's farm, on the other side of the vale. It had been some time since we had last seen them, ever since Youri had fallen ill. It was strange, but it didn't keep us from picking blueberries and playing our games, as we were accustomed to do.

A herald came several days later to announce that our lord was dead and his son was now lord in his stead. Niemet decided to go to the castle, but spoke to me in private before he left. He was very grave. He told me that he knew not what was happening, but that I should be very careful in the days to come.
I never saw him again.

Excerpt from Noteïka's diary

Using Corruption in Your Campaign

Corruption is a major element of **Fateforge**'s universe. It is a recurring constituent of its history, and represents a threat intrinsically related to Canker. If this archenemy appears in your campaign, your leader chooses how it manifests. Essentially, corruption is associated with a dark playstyle, but the leader can adjust its prevalence and effects in accordance with the campaign's setting and stakes.

The Nuances of Cankerous Manifestations

In the following pages, you will find sections signaled by modular icons, indicating situations and options particularly suited to a corresponding playstyle.

Combining Influences

To create a dramatic dynamic, the leader can combine options from various playstyles, whether for the whole campaign or in accordance with the PCs' circumstances, thus providing a game experience suited to the current location or scenario.

The Despair of Ineluctability

Despair is an emotion one feels when they have used every means at their disposal and the situation gets no better—or even grows worse. It is a strongly upsetting negative experience, usually associated with a tragic dimension. To play a despair-driven campaign, the leader can start it off with 🤝 and ✦ options, then they can introduce 🩸 and 🟠 elements. They can also use ⊗ options under the form of rumors and myths, only to reveal later that these were no more than wishful fabrications. Ultimately, only evil remains, triumphant.

A leader decides to design a campaign at the conclusion of which Canker triumphs, and in which the most the adventurers can do is sacrifice themselves to allow part of the population of Eana to flee to another world.
The campaign starts off with unsettling anomalies. The adventurers are tasked with investigating, and gradually become aware of the threat's scale. They succeed in driving it off, but they are all irremediably tainted. Now forced to fight against Canker and their own corruption, they seek ways to purify themselves, but all the leads they pursue turn out to be red herrings or dead ends. Meanwhile, ravager attacks intensify,

taking on apocalyptic proportions. In the end, it appears that the only remaining hope is to use Ateak portals to evacuate as many people as possible. The adventurers themselves have to stay behind: they bear the seed of corruption and their very presence might eventually doom the new world.

Against All Odds

The campaign can start with a desperate atmosphere, making use of notions and optional rules related to 🩸 and 🟠. However, unlike the previous option, the PCs' efforts pay off and they find weapons to use, flaws to exploit, ways to prevail. As the adventure unfolds, the leader introduces potential solutions and glimmers of hope, following the ✦ and ⊗ options.

The story begins in a land immediately beset by a threat of a much larger magnitude than what the PCs can handle. They are often forced to flee, and have a hard time fighting off even lesser minions of Canker. Some of the adventurers get corrupted and expect not to have much longer to live.
This is when they make a discovery that rekindles their hopes. Maybe they learn rare spell variants that enable them to turn the tables on the ravagers, or gain access to methods of purification, or master powers that give them the means to battle Canker and its minions on a more equal footing. Through great efforts, they manage to stop, then push back, then hunt down the enemy to the depths of the Netherworld.

A Formidable but Well-Known Opponent

In this variant, knowledge about Canker, its minions, and its powers is easily accessible, and spells are available to keep corruption in check, namely by removing temporary or even permanent corruption points. Stamping out a Cankerous nest is a reasonable proposition for a sufficiently experienced, properly equipped party.

An Insidious Enemy

Inexhaustible and ungraspable, Canker makes fools of those who think they've gotten rid of it. Though it may seem to favor a frontal approach, it is but a ruse. Canker alternates between sending rampaging hordes of ravagers, instilling debilitating madness, and manipulating sects. To combat such a multifaceted entity, the adventurers must take care to be suitably informed, backed, vigilant, and cognizant in order to have a chance to prevail.

An Unfathomable Being

Despite how long Canker has been an established menace for, no certainties have yet been established concerning it. It is a fundamentally mysterious force. With this type of approach, the campaign will focus on amassing knowledge and uncovering secrets. Through the discovery or creation of rare spells or artifacts, the adventurers can understand their enemy better, and perhaps even drive it away.

Practical Considerations

Canker is supremely dangerous, and fighting it requires particular precautions. Expeditions may be delayed or hindered by natural dangers or Cankerous depredations. Adventurers must be careful not to jump from one challenge to another, lest they quickly overexert themselves.

A Relentless Force

This premise will make for a dark, tragic game. In this variant, Canker is overwhelmingly powerful, a cruel, formidable, tireless antagonist. By dint of great efforts, it may be possible to thwart it or to drive it back for a time, but never to strike it down for good. The adventurers' best option will probably be to give their lives for the sake of the core peoples.

Another option, perhaps an even bleaker one, can see the corruption of part of the group, if not the entire party, culminating in an ending even more horrific and disastrous than mere death.

The Corrupted Icon

The 🖐 icon refers to spells and features that can only be acquired by a creature with one or several permanent corruption points.

Portraying Corruption

As a repulsive, visceral, traumatizing, and shocking element, corruption and its depiction are best kept for mature audiences. Depending on the sensibilities of the players, the leader is free not to include it in the game, or to only do so mid-campaign, once the participants have gotten used to the gameplay and setting. Moreover, game mechanics related to corruption are intended as powerful dramatic tools. The physical, mental, and moral decadence of a character—particularly a player character—is meant to be horrific and spectacular. The Cankerous boons listed in this chapter are more than simple power boosts: they are proof that the creature has submitted to a wholly destructive entity. From the players' perspective, the idea is to contribute to the evolution of the story by interpreting the character's temptation, loss of control, and degeneration. Drawbacks, too, should be taken as role-playing elements and narrative devices, not punishments.

Before the leader starts working on the campaign, they can talk with their players to establish what they expect from the game, the challenges they want to face, the characters they want to play, etc. As Canker is a major antagonist of the universe, it is important for the table to be in agreement as to its role and prevalence in the story, particularly considering its dominion can extend to PCs and turn them against the rest of the party. A character's corruption is independent from its advancement via the acquisition of experience, spells, magic items, etc. As such, it is entirely possible for low-level characters to suffer from critical corruption if the influence of Canker is strong from the beginning of the campaign. The sections below go over various possibilities, providing suggestions.

Critical Corruption at Low Levels

It is unlikely that such a situation will arise accidentally. It will most likely be the result of preplanned events. Regardless of how the corruption occurs, low-level PCs suffering from critical corruption are certainly doomed, since they have neither the power nor the resources to remove it or even keep it in check.

- **Dark introduction.** A catastrophic scenario of this caliber can be played as a prologue of sorts. As a prelude to the campaign or a foretaste of the game, the leader has the PCs embody late-stage victims of Canker, or even cultists devoted to its unholy cause. This introduction can give a unique perspective to the players or be an opportunity for them to let out steam before they play their characters and the game starts "for real."
- **From friend to foe.** Another, more complex premise requires the complicity of one or several of the players, possibly unbeknownst to the rest of the table. The concept is to portray the corruption of some of the PCs, up to the point where they become tormented beings beyond any form of redemption, devoted agents of Canker, or even Cankerous princes. In this fashion, the early game can depict the emergence of some of the campaign's major antagonists: comrades in arms, friends, allies turned into mortal enemies.

Critical Corruption at High and Epic Levels

This case is the most likely one, and will take shape over time, as the PCs face increasingly greater dangers, taxing their strength and willpower. Even the greatest heroes are not entirely immune to the ravages of corruption, and counteracting it will necessitate considerable means, provided it is at all possible, depending on the style of the campaign. At this stage, there are two main possibilities.

- **The final plunge.** Nothing can be done for the afflicted PCs, who can only face their impending demise. As a consequence of their foolhardiness, bad luck, or selflessness, their corruption will be the end of them. Will their story end with a valiant last stand, the characters heroically sacrificing themselves and going down in history as examples for the next generations? Or will they give in to the call of Canker, finishing the campaign on a dark note? No matter its conclusion, such a denouement will certainly make for very poignant moments.
- **The light at the end of the tunnel.** The characters have one last hope of freeing themselves of corruption. Whatever the means used, it will certainly be the object of an epic quest, which may serve as the campaign's last scenario, with the PCs at the heart of their ultimate quest. Will they achieve this miraculous cure? As the culmination of all the adventures they have undertaken up to this point, this final objective is sure to be a recipe for intense scenes and strong suspense.

The Mysteries of Corruption

The Connection Between the Fateforge and Canker

The legendary Fateforge is so powerful that it can alter reality itself. Given its existence, how has an abomination like Canker remained in existence for so long? Some scholars posit an ineffable bond between the two powers. Could they be two sides of the same coin?

If your leader wishes to put this aspect and the questions it raises to the forefront, a creature's connection with the Fateforge can determine the effects of an exposure to Canker on it. In particular, Fate-chosen—which notably includes player characters—are immune to cankering, a disease that is sometimes confused with leprosy (see **Adventurers**, **Health: Diseases**). On the other hand, the effects of corruption are more gradual and insidious.

Nature of the Creature	Effect of an Exposure to Canker
Not Fate-chosen	Cankering (see **Adventurers** for a description of the disease).
Fate-chosen	Progressive corruption, described in this chapter.

Effects of Cankering and Measures to Remediate Them

Creatures who suffer from cankering over months, or even years, slowly turn into **reprobates**, a type of ravager (see **Bestiary**). Ordinary knowledge in Arcana and Medicine is insufficient to predict who will transform and when. As a result, creatures with cankering are ticking time bombs. There are even rumors of abnormally fast transformations into reprobates.

The fear of the emergence of hordes of reprobates sometimes gives way to frenzied witch hunts for any creature showing signs of physical affliction. Benign cases of eczema or leprosy are then easily mistaken for the evil that some seek to eradicate through slaughter. For this purpose, a pyre is the most common form of execution—or of body disposal—since it prevents the taint from spreading through spilled blood or decaying fluids. The purpose is to terminate the threat by cleanly cutting off the gangrenous members of society. There

The Connection Between Canker and Nightmare

Many sages wonder about the relationship between Canker and Nightmare. Did the first engender the second, or the other way around? Are they two deleterious entities working toward the same purpose of plunging the world into chaos? Whatever the truth is, creatures corrupted by Canker seem to be more vulnerable to Nightmare.

If your leader wishes to firmly establish such a correlation, madness, horror, dreams, Phantasm (see **Effects of Permanent Corruption**), Cankerous deformities, and ravagers will manifest conjointly, stressing the relation between the two entities.

are other methods following the same basic principle, such as casting individuals suspected of bearing the corruption of Canker into dry, rocky pits.

The Vale of Miegavirsotne

At first, we reasoned that Niemet was staying at the castle to pray for our late lord's soul and oversee his funeral. The thing was, on such occasions, nobles usually invite their relatives and summon their vassals and subjects. In this case, however, not a single letter was sent. Everyone had their take on the subject: the son and father had been on bad terms, the lord had succumbed to an illness and the fear of contamination meant that no one could come in or out, the lord wasn't dead and it was all a conspiracy for... something.

Since I was the closest thing to a priestess after Niemet, people came to me despite my inexperience, asking me to lead prayers and ceremonies. I did my best, studying the hymns in the temple. I believe I never prayed or read as much as during that time. It was a way not to think about the fear that crept everywhere. Everyone knew that something dire was taking place, but we had no idea what, and any attempt to gather information from the castle's staff was discouraged.

A river flowed under the castle and back out. People used it to water cattle and do their laundry. More and more of the villagers fell ill, and the nature of their sickness remained a mystery. They complained of fever, aches... it could be anything. The first to develop stigmas hid them for as long as possible. They feared the reaction of those who had been spared; those who had been lucky enough to draw water from the nearby spring instead.

Many beasts, young children, and old people succumbed. I was asked to carry out the rites ensuring that their souls would rest easy, and I hope that I performed them adequately. I was doing my best. I spent nights watching over them before they were given to the earth, and that is how I saw what they had fallen victims to. On their bodies, wrapped in makeshift shrouds, I could make out growths, deformities similar to those you sometimes see on trees infested with parasitic fungi. This troubled me greatly, but I dared not talk about it with anyone. Riders from the castle patrolled the village almost every day. They came and went at a walk, entirely clad in armor, their faces hidden by their helmets. Whoever dared speak to them barely got a response. It felt like they were watching us. Something was going down. People were sometimes arrested with barely an explanation. Given my status as a novice, I was left mostly undisturbed, but I had no clue of what I was supposed to do.

Alone in the study of our missing priest, I was sorting and consulting his books, desperate for something to do. It was then that I found a compendium of diseases. Finally, I had a lead, an answer.

It was cankering.

Excerpt from Noteïka's diary

The Many Faces of Corruption

aking root in the frailties of the body, the weaknesses of the mind, and the failings of willpower, corruption slips in and grows in many ways, all of them leading to the same loss of the self to the benefit of Canker.

The Forms and Progression of Corruption

There are two types of corruption: permanent and temporary. Whenever corruption points are mentioned, their type is included. **Permanent corruption** is very hard to purify, but grants access to powerful abilities. Conversely, **temporary corruption** has less severe consequences, but provides no benefit.

The evolution of the degradation of your body and essence is recorded on your character sheet and occurs in steps. Fill a box when you take a permanent corruption point, and tick it when you take a temporary corruption point. If all the boxes are filled or ticked, your essence is overcome with corruption and you undergo metamorphosis. When this happens, you no longer exist as an individual: you transform into a ravager of Canker, devoted to its cause. In other words, you become an NPC. The leader takes your character sheet and can use it to play this new antagonist, or instead use a suitable ravager profile among those included in **Bestiary**. In any case, you will have to create a new character. The table below defines the stages of corruption:

Stages of Corruption

Stage of Corruption	Corresponding Number of Corruption Points
Minor	○ ○ ○ ○ ○
Serious	○ ○ ○ ○ ○
Severe	○ ○ ○ ○ ○
Critical	○ ○ ○ ○ ○
Metamorphosis	All boxes ticked or filled

New Handicaps Related to Canker

Adventurers includes an optional rule on handicaps, which give a character vulnerabilities at creation in exchange for compensation. One of these handicaps is **Corrupted**, which gives the character 3 permanent corruption points. Below are two new handicaps thematically related to Canker. All three of these handicaps can be taken by characters that grew up in a region tainted by ravager excretions, or whose mother suffered from a severe exposure to Canker in the course of the pregnancy.

Flawed Integrity

There is within you a weakness that Canker can exploit to spread its influence. You have disadvantage on saving throws against corruption, horror, and madness.

Vulnerable Essence

Your essence is more susceptible to the taint of Canker than normal. When you fill the first 4 boxes of a line on the corruption tracker of your character sheet, the 5th box is automatically filled with a temporary corruption point.

You can take this handicap twice, which means that you have a **Weak Essence**. When you fill the first 3 boxes of a line on the corruption tracker of your character sheet, the 4th and 5th boxes are automatically filled with temporary corruption points.

A character with this handicap is particularly exposed to Cankerous influence, perhaps even more than a character with the Corrupted handicap. On the other hand, a weaker essence means quicker access to powerful Cankerous boons… Will the lure of power be their downfall?

The Sources of Corruption

Corruption can affect creatures in many ways, whether through the victim's soul or body. In the following table, you will find a detailed list of the most common sources of exposure to corruption.
Several of these circumstances include a saving throw. In this case, a failure with a result of 1 on the d20 means that the corruption points taken are permanent instead of temporary.

Overview of the Sources of Corruption

Circumstances	Saving Throw	Effect
Accepting Canker	N/A. This is a conscious choice.	Changes temporary corruption points into permanent corruption points.
Madness	The madness saving throw (usually a Wisdom saving throw).	1 temporary corruption point.
Being tainted by Cankerous fluids	DC 15 Constitution saving throw.	1 temporary corruption point.
Casting a corrupt spell	Saving throw against your spellcasting ability with a DC of 10 + the level of the spell slot used.	1 temporary corruption point.
Assimilating a corrupt spell	N/A. This is a conscious choice.	1 permanent corruption point.

Accepting Canker

Driven by despair, madness, or hunger for power, some individuals exposed to the corruption of Canker welcome its power within themselves. This is a conscious decision, which any creature with temporary corruption points can take at any moment. No roll is necessary, and the effect is immediate. Depending on the campaign's style, the leader can use either of the following options:

- The creature decides how many of its temporary corruption points become permanent corruption points.
- All of the creature's temporary corruption points become permanent corruption points.

Madness

Canker exploits the cracks that madness creates in a creature's soul (see the **Madness chapter**). Every time you take a madness effect, you also take 1 temporary corruption point, which cannot be removed as long as the madness is in effect.

Being Tainted by Cankerous Fluids

Being exposed to Cankerous fluids (blood, mucus, etc.) results in a DC 15 Constitution saving throw. On a failure, the creature takes 1 temporary corruption point.

- In case of prolonged exposure, the saving throw is repeated every hour, meaning that in such circumstances, it is very difficult to durably resist corruption.
- If the exposure is particularly direct or abundant (for example in the case of a creature immersed in Cankerous lymph or eating ravager flesh), the DC of the Constitution saving throw can increase to 20 or 25.

Canker-Born Ghouls

At the leader's option, cannibalism can be a profoundly tainted act echoing the depravations of Canker and its agents. In this case, performing such an act may lead to the acquisition of corruption points and ultimately transform the individual into a **ghoul** (see **Bestiary**). Such creatures gradually lose their mind and end up as near-mindless beings tormented by an undying hunger.
Mechanics-wise, an act of cannibalism is considered an exposure to Cankerous fluids, resulting in a DC 15 Constitution saving throw. Particular circumstances (such as a voracious "meal") may increase the DC.

Casting a Corrupt Spell

Corrupt spells are signaled in the spell compendium by the following icon: ⬤. An exhaustive list of corrupt spells is also included among this book's appendices. The corrupt nature of a spell does not depend on its creator's (or its caster's) intent, but on the influence of Canker on the very essence of magic. Many necromancy, transmutation, and enchantment spells carry this invisible taint. Canker insidiously infects energies close to its nature: immortal and aberrant (necromancy), protean (transmutation), and capable of invading the minds of creatures to turn them into puppets (enchantment).

The Importance of a Spell's Source

When a spellcaster is directly granted a normally corrupt spell by a divinity or non-corrupt power, said spell is not corrupt, its essence having been purified—filtered, so to speak—by the giving entity. Note that an entity can be evil without necessarily being corrupt, as is the case for demon princes and diabolic hospodar.
The table below references all possible cases depending on the spellcasting class:

Corrupt Spells Depending on the Class

Class	Corruption
Bard, Ranger, Sorcerer, Wizard	Refer to the spell's description.
Cleric, Druid, Paladin	Domain, circle, and oath spells are never corrupt. Other divine spells may be. Refer to the spell's description.
Warlock	Spells from the expanded spell list of an Archfiend or Primeval One are never corrupt. However, should a warlock directly receive their powers from Canker, the spells from their expanded spell list would be corrupt. Other spells acquired by the warlock may be corrupt. Refer to the spell's description.

The Casting of a Corrupt Spell

Whenever you cast a corrupt spell, you must make a saving throw against your spellcasting ability with a DC of 10 + the level of the spell slot used or take 1 temporary corruption point.

Assimilating a Corrupt Spell

A spellcaster may decide to assimilate a corrupt spell once and for all instead of risking temporary corruption upon each casting. This can be done in any circumstances as long as the spellcaster can dedicate at least a few minutes of rest to focusing on this irremediable change. In this case:

- The spellcaster takes 1 permanent corruption point.
- The spellcaster always has the spell prepared. It doesn't count against the number of spells you can prepare each day.
- The spellcaster no longer makes saving throws against corruption when casting the spell.

Cankerous Feats

Corruption changes its victims deeply, granting them access to feats evocative of Canker's loathsome aberrance. These feats can be acquired just like those presented in Adventurers, but they are the hallmark of creatures venturing down a most dark path.

Abominable Flesh

Prerequisite: 5 permanent corruption points.
Your body is filled with vivacious strength, the quintessence of a fierce survival instinct, enabling you to regenerate and even regrow limbs and organs.

- As a bonus action, you can make bone claws sprout from your hands. The claws deal 1d4 slashing damage + 1d4 necrotic damage and are considered a light natural weapon. You can retract them as a bonus action. With your leader's agreement, these Cankerous weapons can be of a different nature, such as horns, mandibles, or quills of horn, ivory, chitin, etc.
- When you roll a Hit Die to regain hit points, roll the die twice and keep the better of the two results.
- Your Wound threshold increases by the total of your corruption points.
- Your body can recover from any mutilation, except when vital organs are affected. Flesh and bones grow back by about 2 inches every long rest. The new limb or organ is functional, but its aspect is unmistakably Cankerous (bulges, throbbing veins, purulence, etc.) A regrowth results in 1 permanent corruption point.

Corrupt Touch

Prerequisite: 3 permanent corruption points.
Your body secretes poison and other harmful substances. Direct skin-to-skin contact is sufficient to inoculate another creature with the toxins.

- In case of direct contact, the effect occurs automatically. In combat, this requires a successful unarmed strike. The target must make a Constitution saving throw with a DC equal to 5 + the total of your corruption points or take 2d6 poison damage + 2d6 necrotic damage. On a successful save, the creature takes half as much damage.
  - If you wish to touch a creature without harming it, you can attempt to control your corrupt touch. Make a Wisdom saving throw with a DC equal to 5 + the total of your corruption points. If you fail the saving throw and this results in you causing pain to someone you hold dear, you must make a saving throw against horror. The DC is 15 if you harm the creature, or 20 if you kill it.

- Once you use this feature (willingly or not), you can't use it again until you finish a short or long rest.

You can take this feat multiple times, but the permanent corruption prerequisite increases by 2 points every time. Every additional time you take this feat increases the damage (+1d6 poison and +1d6 necrotic damage) and the number of uses between rests (+1).

Temporary Corruption Excretion

Prerequisite: 5 permanent corruption points.
You have developed a method to purge yourself of temporary corruption. The inside of your body turns into a Cankerous nest. Whenever you receive temporary corruption, it takes the shape of a ravager embryo growing in your stomach. You can vomit this creature, which expels it from your body and births it in full possession of its faculties. Once you use this feature, you must finish a long rest before you can use it again. Additionally, every purge has a chance of permanently worsening your corruption: you must make a DC 11 Constitution saving throw or take 1 permanent corruption point.

- The creature engendered by your purge takes the shape of a **Cankerous spawn** (see Bestiary, **Ravagers of Canker**), a ravager in a larval state. The spawn will experience an explosive growth, reaching its adult form in a few days. The exact nature of the spawn is at the leader's discretion, but its final CR cannot be higher than the total of your corruption points at the time of its birth.
- Following the purge, you are **stunned** for 1 minute.
- At the leader's discretion, your spawn may either ignore you or feel a visceral bond with you. By default, the spawn will seek to escape and join other ravagers. If it feels threatened, it will defend itself.
- You must make a DC 15 Wisdom saving throw or feel a visceral bond with your spawn, resulting in a parody of a parent-child relationship. As long as your spawn does not directly act in a hostile manner toward you, you are **charmed** by it.
- Any witness of the scene must make a DC 15 saving throw against horror.

The Vale of Miegavirsotne

Around me, the disease spread in silence. Villagers started to disappear... By which I don't mean that they died. They ran away in the dead of night, sometimes without any forewarning of such strange behavior. Those among us who were still sound of body and mind didn't know what to do. It was obvious that the heart of the problem lay in the castle, but opposing the lord's troops seemed inconceivable to us. They were armed, trained, and organized. What chance did we stand?

The crow-pecked bodies of the Nastariev brothers, hanging from the gallows at the village's entrance, stood as a warning to whoever would be mad enough to raise their voice, or worse, their hand.

In these dark times, I prayed Death and Flora to give me the strength to endure and to show me how to make it through the ordeal. I was beset by doubt and fear, but turning my back on my flock seemed inconceivable to me. I wanted to help them, I felt responsible for them. If I were to leave, who would lay them to rest? But then again, wasn't it prideful of me to think that I could actually make a difference?

On the other side of the vale, on its shadowed slopes, there was an icy spring dedicated to Death. I had run out of holy water at the temple and was incapable of blessing more myself, not having been granted the divine grace of Death. I asked the grim patrolmen for the authorization to leave, and they answered me with their usual aloofness. I could go, but alone. My intent wasn't to flee, only to bring sacred water back for those who were ill. I wasn't sure it would be enough, but I felt so powerless that I clung to this thin hope.

As I was traversing the forest, I heard the baying of hounds, obviously chasing after some unfortunate animal... Unless the lord's men had gotten tired of villagers running away? The furious barking rang through the silent forest. The atmosphere was bloodcurdling, and yet I blindly refused to believe it was me they were after. But panic irresistibly filled me and I made haste, my heart pounding. Niemet and many others had disappeared, never to come back; would I be next?

I ran with all my strength. The pack was gaining on me! My only hope of losing them lay in the steep mountainous incline I was now reaching. I started going upward, climbing between the rocks, firmly grasping the high grass. The dogs wouldn't reach me up there! However, in the middle of my headlong scrabbling, from the corner of my eye, I saw a rider move up a trail a hundred feet or so away from me. So they were after me.

I made for the most impracticable path with the plan of hiding up there, among the rocks near the spring. I prayed with all my heart that it truly was a holy sanctuary where I would be safe.

The rider had dismounted. Despite his equipment, the uneven ground seemed to give him no trouble. I tried not to look. The mere idea of seeing him gain on me when my refuge was still so distant made me feel faint.

"Come here!"

I couldn't see whoever was calling me, but I rushed toward the source of the voice, wasting no time in looking for its owner. The soldier was almost on me now. He had no sword, but from his clenched fists, blades of bone sprang forth like monstrous claws.

The mark of a minion of Canker.

Excerpt from Noteïka's diary

Effects of Temporary Corruption

Temporary corruption is when an emanation of Canker doesn't affect a creature to the point of altering its essence, but still has a hold on it and attempts to take control of it.

Among the following options, your leader can pick whatever effects best match the atmosphere they wish to cultivate. Note that this is not to be taken as an exhaustive list: the leader is free to come up with other manifestations as they see fit.

Nightmarish Invasion

Starting from 1 temporary corruption point, you can be targeted by Nightmare. Randomly or following a logic of its own, it can invade your dreams during your sleep. The leader decides when Nightmare manifests in such a fashion: it can be in the middle of an expedition through Cankerous lands, the night following a saving throw against corruption or horror, the anniversary of a traumatic event or your first contamination by Canker, etc. The leader can also determine it randomly. When Nightmare attempts to invade your dreams, roll a d20. If the roll is lower than or equal to the total of your corruption points (both temporary and permanent), you receive an oneiric order to submit to Canker. At that point, you can choose either of the following options:

- **Refuse to submit.** In this case, Nightmare seeks to harm you. You are targeted by the nightmare variant of the *dream* spell. The DC is equal to 5 + the total of your corruption points.
- **Submit.** In this case, Nightmare issues a command (see **Nightmarish Commands** below). When you wake up, you have no memory of what the command was, except that it was something loathsome to you.

Nightmarish Commands

The commands issued by Nightmare are always confusing, just like its speech and very nature. At some time in the day following the nightmare (to be determined by the Leader), the target of the nightmarish command must make a Wisdom saving throw with a DC equal to 5 + the total of its corruption points. On a failed save, the creature is under the effect of a *geas* spell. The purpose of the command is generally to increase the creature's corruption or favor its spreading, whether indirectly (through the spreading of horror, madness, and despair) or directly (through reprehensible or corrupting acts).

Here are a few examples of a *geas*'s command:

- Act in defiance of one's ideals.
- Betray, perform an action to the prejudice of the creature's friends or allies.
- Accept Canker (transform temporary corruption points into permanent ones).
- Crave inedible or morally reprehensible substances (Cankerous mucus, corpse flesh, live flesh, etc.)
- Kill an opponent instead of sparing it.
- Sully and profane a sanctuary or a maelossa (see the **Geomagic chapter**); vandalize and destroy anything pure and good.

Bodily Decay

Starting from 5 temporary corruption points, your vitality is sapped from the inside, weakening your body. You have disadvantage on saving throws against disease and poison.

Additionally, you look sickly. The more corruption points you accrue, the worse your health gets and the more frightening your appearance grows. In the most extreme cases, you may be mistaken for a ghoul.

Here are a few examples of stigmas:

- Wan or ghastly complexion.
- Dry, crackled skin.
- Bulging veins.
- Coughing fits.
- Loss of hair.
- Bleeding gums.

Introduction to the Compendium

he spell compendium gathers all the spells known to Eana's specialists in arcana. It also includes magic-related additions to **Fateforge**' modular system, designed to facilitate the leader's job in case they want to remove or restrict access to certain spells as suits the atmosphere of the scenario or campaign they wish to run. Finally, in the appendices at the end of the book, you will find a reference guide with all the optional rules and how they can be combined.

Spell Locks

If your leader makes use of this new modular system option, spells prefaced with one of the three Spell Lock icons will be unusable in certain areas, if not throughout the whole campaign. Players may be informed in advance of what Spell Locks will apply during the campaign, and if a spellcaster learns a spell that falls under the effect of a Spell Lock, they will intuitively be aware of it.

Below is a definition of each of the Spell Locks, accompanied by a description of their applications:

Magic Lock

Spells shown with a Magic Lock require great quantities of magical energy, independently of their spell level. This concerns in particular:

- **Spells linked to other planes of existence.** Such spells can consist of recalling a soul long departed in order to resurrect the individual, or of summoning creatures from other planes. This affects conjuration spells in particular, but the schools of abjuration and divination are also concerned.
- **Spells related to gravity.** Spells that modify gravity or make it possible to fly cannot be cast in areas of weak magic. Conversely, one usually feels light, if not downright buoyant, in regions of strong magic.
- **Spells that deeply alter the physical shape.** Powerful illusions and polymorph spells that modify the fundamental structure of an individual require great expenditures of energy.

Spells preceded by a Magic Lock are the first to become unusable in areas of weak magic. At the leader's discretion, however, the unavailability of such spells may be limited to regions affected by the following geomagical phenomena: Arcane Aridity, Arcane Deficiency, Burning Sap, Dampening, Dead Magic, Endosmosis, Ethereal Border, and Psychic Wall.

Conversely, the leader can make the Magic Lock even more restrictive if it suits their campaign. In a low fantasy, dark fantasy, or sword & sorcery-type campaign, the leader may decide that Magic Lock-related spells can only be cast in areas of strong magic, or even that they are not available at all.

Mind Lock

Spells indicated by the Mind Lock icon greatly facilitate access to information, thus making investigations much easier.

If the leader wants the campaign to be focused on Intrigue and Mystery with no possible shortcuts, they can restrict the use of these spells to strong magic areas, or even remove them entirely from the list of available spells.

Life Lock

Spells or spell modifications signaled by a Life Lock can heal grievous injuries and cure diseases in the blink of an eye. This option makes the game more dangerous by restricting or even removing access to these healing spells or aids. This will fit campaigns with a Dark or Gritty gameplay in particular.

By default, with this variant, the *At Higher Levels* option is not available for healing spells. The leader can also restrict access to these spells, or even make them entirely unavailable. These spells are indicated with the Life Lock symbol.

Corruption

This icon shows spells or features whose use leads to corruption (see the **Corruption chapter**). Certain non-corrupt spells can have a corrupted variant, included in the spell's description..

Choosing and Combining Modular Options

The leader can discuss with the players to determine the kind of campaign everyone wants to play. They can then use modular options to provide a suitable flavor and make for a gaming style conducive to the atmosphere they favor. Here are a few examples:

Two Ways of Playing an Intrigue Campaign

A leader wishes to play a subtle campaign, where double talk and facades are the rule.

*The leader may use the Mind Lock option to remove spells that would make a bona fide investigation unnecessary. This is the easiest solution, as it requires no in-depth knowledge of spells and geomagics (see the **Geomagic chapter**).*

*A more experienced leader can combine Death's Ban and Ethereal Borders (see the **Geomagic chapter**) with the rules on corruption. In such a case, divination and enchantment spells will be available, but the former will be restricted, failing in specific circumstances that the PCs may be aware of, whereas some of the latter will be corrupted, compromising the sanity and integrity of their users. This will grant an overwhelming advantage to practitioners of corrupt spells in terms of mental manipulation and domination, explaining the appeal of dark powers.*

Two Ways of Playing a Gritty Campaign

A leader wishes to play a harsh campaign, where the slightest error can spell doom and where the supernatural is equally rare and feared.

They may use the Life Lock option to drastically raise the stakes. A simple, efficient solution.

*They may also combine the following game options: Arcane Aridity (see the **Geomagic chapter**) + Magic Lock + optional rules on more complicated rests (see **Adventurers**, **Adventuring: Resting Hardships**). In these conditions, high-level spell slots will be harder to recover and kept for critical situations. The only healing available will come from low-level spells and non-spell features like a paladin's Lay on Hands. In such a context, curing diseases or tending to serious wounds may require moving to a region where magic is unrestricted.*

Increased Power

In their basic version, certain spells have no additional effects when cast with a higher-level spell slot. If you wish to expand the possibilities of spellcasters, you can use the additional options signaled by the Action icon next to the *At Higher Levels* mention. The same goes for some cantrips that normally develop no additional effects as their caster gains levels: the Action icon proposes an alternative in that regard.

Spells of Eana

The repertory of spells in the following pages includes about fifty spells specific to the world of Eana. These spells are indicated with the Red Dragon icon. The use of each of these spells is optional and the leader is free to authorize them or not on a case-by-case basis. Players who intend to use them should make sure that their leader allows them beforehand.

Divination Ritual

This game option adds the ritual tag to certain spells of the school of divination, making it possible to cast them as rituals (see the **Using Magic chapter: Rituals**). This is signaled with a dedicated aside for each concerned spell.

Jump

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a grasshopper's hind leg)
Duration: 1 minute

You touch a creature. The creature's jump distance is tripled until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. Additionally, when you cast this spell using a slot of 3rd level or higher, the duration increases to 10 minutes; with a spell slot of 4th level or higher, the range becomes 20 feet; with a spell slot of 6th level or higher, the duration increases to 1 hour.

Killer Shot

2nd-level transmutation
Casting Time: 1 bonus action
Range: Touch
Components: S, M (the projectile used)
Duration: 1 minute

You point your finger toward a creature and enchant a projectile to make it especially deadly against this creature. Any ammunition or weapon with the thrown property can be enchanted. Until the spell ends, the next time the enchanted projectile hits the designated creature, the attack inflicts 4d10 additional damage of the weapon's type. The projectile counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If the projectile hits another target than the one initially designated, it deals normal damage. If you attack the designated creature with the projectile and miss, the projectile immediately returns to your hand, ready to be used again. When the projectile has inflicted damage to the designated creature, another creature uses it, or the spell ends, the projectile loses its magic.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Knock

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.
A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.
If you choose a target that is held shut with *arcane lock*, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally. When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can reduce the noise's range by 100 feet for each slot level above 2nd. Therefore, with a spell slot of 5th level or higher, the spell produces no sound.

The Sound of a Knock

Depending on your playstyle, you can use either of the variants below concerning the noise a *knock* spell produces.

Reverberation

The spell makes a loud, brief, reverberating noise. Outdoors, it is audible up to 300 feet, but indoors, echoes and repercussions can carry it up to 600 feet. Simply by being mindful of their environment, adventurers can easily ascertain how far sounds carry, and therefore how blatant a *knock* spell would be.

Magical Chime

The sound emanating from the target object within a 300 feet radius is a pure, clear magical chime. It is immediately audible and traceable by any creature within range, and causes no discomfort or deafening.

Leech

4th-level necromancy
Casting Time: 1 action
Range: Self (30-foot radius)
Components: V, S
Duration: 10 minutes

ampiric energy radiates from you in a 30-foot radius. Until the spell ends, the aura moves with you, centered on you. Once per round, when a creature of at least small size that you can see within range takes bludgeoning, piercing, or slashing damage, you can recover a number of hit points equal to half the damage taken by the creature. This effect cannot apply if the creature's type is among the following: construct, elemental, ooze, plant, and undead.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius increases by 10 feet for each slot level above 4th.

Legend Lore

5th-level divination
Casting Time: 10 minutes
Range: Self
Components: V, S, M (incense worth at least 250 gp, which the spell consumes, and four ivory strips worth at least 50 gp each)
Duration: Instantaneous

ame or describe a person, place, or object. The spell brings to your mind a brief summary of the significant lore about the thing you named. The lore might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing you named isn't of legendary importance, you gain no information. The more information you already have about the thing, the more precise and detailed the information you receive is.

The information you learn is accurate but might be couched in figurative language. For example, if you have a mysterious magic axe on hand, the spell might yield this information: "Woe to the evildoer whose hand touches the axe, for even the haft slices the hand of the evil ones. Only a true Child of Stone, lover and beloved of Blacksmith, may awaken the true powers of the axe, and only with the sacred word *Rudnogg* on the lips."

Lesser Restoration

2nd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You touch a creature and can end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

Levitate

2nd-level transmutation
Casting Time: 1 action
Range: 60 feet
Components: V, S, M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)
Duration: Concentration, up to 10 minutes

One creature or loose object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

The target can move only by pushing or pulling against a fixed object or surface within reach (such as a wall or a ceiling), which allows it to move as if it were climbing. You can change the target's altitude by up to 20 feet in either direction on your turn. If you are the target, you can move up or down as part of your move. Otherwise, you can use your action to move the target, which must remain within the spell's range. When the spell ends, the target floats gently to the ground if it is still aloft.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature or object for each slot level above 2nd.

Light

Evocation cantrip
Casting Time: 1 action
Range: Touch
Components: V, M (a firefly or phosphorescent moss)
Duration: 1 hour

You touch one object that is no larger than 10 feet in any dimension. Until the spell ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast it again or dismiss it as an action.

If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the spell.

When you reach 5th, 11th, and 17th level, you can create 1, 2, and 3 additional lights respectively. At these same levels, the light radius increases to 30 feet, 40 feet, and 50 feet respectively. At 11th level, as a bonus action, you can modify the light's radius from 0 feet to its maximum. At 17th level, when you cast light, you can designate up to six creatures that, except for creatures with truesight, will be the only ones to perceive the light.

Lightning Bolt

3rd-level evocation
Casting Time: 1 action
Range: Self (100-foot line)
Components: V, S, M (a bit of fur and a rod of amber, crystal, or glass)
Duration: Instantaneous

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.
The lightning ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Lightning Strike

5th-level conjuration
Casting Time: 1 action
Range: Self
Components: S, V
Duration: Instantaneous

You spin and teleport to an unoccupied space that you can see within 60 feet, then immediately make a melee spell attack against every creature of your choice within your reach. On a success, the target takes 6d10 force damage.
Once you have made your attacks, you can instantly teleport back to the space you occupied when casting the spell.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d10 for each slot level above 5th.

Locate Animals or Plants

2nd-level divination (ritual)
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur from a bloodhound)
Duration: Instantaneous

Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Creature

4th-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a bit of fur from a bloodhound)
Duration: Concentration, up to 1 hour

Describe or name a creature that is familiar to you. You sense the direction to the creature's location, as long as that creature is within 1,000 feet of you. If the creature is moving, you know the direction of its movement.
The spell can locate a specific creature known to you, or the nearest creature of a specific kind (such as a human or a unicorn), so long as you have seen such a creature up close -within 30 feet- at least once. If the creature you described or named is in a different form, such as being under the effect of a *polymorph* spell, this spell doesn't locate the creature.
This spell can't locate a creature if running water at least 10 feet wide blocks a direct path between you and the creature. Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.

Locate Object

2nd-level divination
Casting Time: 1 action
Range: Self
Components: V, S, M (a forked twig)
Duration: Concentration, up to 10 minutes

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close—within 30 feet— at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

This spell can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object. Ethereal borders and Death's Ban (see the **Geomagic chapter**) thwart this spell.

Longstrider

1st-level transmutation
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of dirt)
Duration: 1 hour

You touch a creature. The target's speed increases by 10 feet until the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Nondetection

3rd-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S, M (a pinch of diamond dust worth 25 gp sprinkled over the target, which the spell consumes)
Duration: 8 hours

For the duration, you hide a target that you touch from divination magic. The target can be a willing creature or a place or an object no larger than 10 feet in any dimension. The target can't be targeted by any divination magic or perceived through magical scrying sensors.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target a creature, place, or object 10 feet larger in any dimension for each slot level above 3rd.

Overpowering Weapon

4th-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

ou fill your melee weapon with the overwhelming might of your divinity. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra force damage equal to twice your spellcasting ability modifier and the target must make a Strength saving throw or be knocked 10 feet away from you and fall **prone**.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the extra damage is equal to three times your spellcasting ability modifier.

Vampiric Touch

3rd-level necromancy
Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Vengeful Weapon

2nd-level evocation
Casting Time: 1 bonus action
Range: Self
Components: V
Duration: Concentration, up to 1 minute

Your melee weapon becomes a vector for your divinity's formidable ire. Until the spell ends, whenever you make a successful attack with this weapon, you deal extra psychic damage equal to your spellcasting ability modifier and the target must make a Wisdom saving throw or be **frightened** of you for the duration of the spell.
At the end of each of its turns, the target can make another Wisdom saving throw to reaffirm its will. On a success, it is no longer frightened of you.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the extra damage is equal to twice your spellcasting ability modifier.

Venomous Influx

2nd-level evocation
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Instantaneous

You instill poisonous miasma into a nearby creature. The creature must make a Constitution saving throw or take 4d8 poison damage and be **poisoned** for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned.

At the end of each of its turns, the creature can make another Constitution saving throw. On a success, it is no longer poisoned by this spell.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Vicious Mockery

Enchantment cantrip
Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

You unleash a string of insults laced with subtle enchantments at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Vivacity

Transmutation cantrip
Casting Time: 1 bonus action
Range: Touch
Components: S
Duration: 1 minute

You touch a willing creature, increasing its speed by 5 feet until the spell ends or you cast it again.

When you reach 5th level, a creature under the effect of this spell always jumps as if it had moved 10 feet beforehand. When you reach 11th level, a creature under the effect of this spell jumps an extra two feet when making a long jump and an extra foot when making a high jump. When you reach 17th level, these distances increase by the same amounts, for a total of four extra feet when making a long jump and two extra feet when making a high jump.

Appendix

References

Abbreviations

AC. Armor Class
CR. Challenge rating
DC. Difficulty Class
HD. Hit Di(c)e
hp. Hit point(s)

NPC. Nonplayer character
PC. Player character
Save. Saving throw
XP. Experience Point(s)

Modular System

Modular icons indicate optional rules and variants associated with a particular atmosphere.

Action. This icon indicates all the rules that offer epic options and put the character's feats and achievements at the forefront.

Awakening. To be able to call upon their spells and magical abilities, a character must have experienced the Awakening. All powers and abilities related to the Awakening are preceded by this icon.

Corruption. The Corruption icon shows spells and features whose use causes corruption, or that can only be used by corrupt beings.

Dark. The optional rules indicated by this icon are all related to horror, madness, or corruption.

Dragon. This icon highlights particularly important information that should not be skipped. It also shows spells exclusive to **Fateforge** in the Spell Compendium.

Elusive Magic. If the leader makes use of this optional rule, the players will not get to handpick their spells during the creation and evolution of their characters. Learning new powers may require finding a mentor.

Gritty. Use these options if you want harsher and generally more realistic gameplay.

Intrigue. Optional rules bearing this icon focus on the interactions between the characters, on the schemes and plots between the factions, and on anything that accentuates the roles of the characters and encourages their interpretation.

Life Lock. Spells or spell modifications signaled by a Life Lock can heal grievous injuries and cure diseases in the blink of an eye. By restricting or even removing access to these healing spells or aids, this option makes the game more dangerous.

Magic Lock. Spells preceded with a Magic Lock require large quantities of magical energy. As a result, they are usually the first to become unusable in areas of weak magic. The leader determines which spells the Magic Lock applies to in their campaign.

Mind Lock. Spells indicated by the Mind Lock icon greatly facilitate access to information, thus making investigations much easier. If the leader wants the campaign to be focused on intrigue and mystery with no possible shortcuts, they can restrict or even remove access to these spells.

Mystery. This icon designates rules dealing with mysteries, supernatural elements, and anything related to secrets and arcana.

Game Style

The table below lists the available game options and what genre of fantasy they are associated with. Most are non-exclusive, and can thus be implemented as part of the same campaign. The leader can select some of them to focus on a single tone or playstyle (such as low, dark fantasy or, at the other end of the spectrum, high-action heroic fantasy), or mix and match them as suits the scenario or place the players are currently going through. Keep in mind that it is entirely possible to only use part of the optional rules associated with a game style.

Daniel wants to go for a low-fantasy campaign, but he doesn't want the PCs' injuries to paralyze them or to get in the way of the players' enjoyment. He is therefore thinking about making use of the Wounds rule, but not the Life Lock one... or maybe the opposite?

Cindy is planning an urban campaign with mysteries and intrigue galore. To foster the right atmosphere, she decides to implement several suitable rules, such as Death's Ban, a divination-blocking effect related to the Ethereal Border geomagical effect.

Game Styles and Related Optional Rules

Game Style	Icon	Rules from Adventurers	Rules from Grimoire
Heroic, high fantasy		Improvised Weapons (see **Weapons**) Heroic Armor Use (see **Armor**) Optional Rules for d20 Rolls (Critical Failure on a Natural 1; Critical Success on a Natural 20) (see **Resolution**) Additional Options for Short Rests (see **Resting Hardships**)	Arcane Abundance; Thaumaturgic Halo (see **Geomagic**) Simple Rituals (see **Rituals**) Arcane Specialists The Light of Magic Critical Successes (see **Critical Magic**) Modifying Spells New Reactions Related to Magic
Mysteries and arcana		Elusive Magic	Awakening Perceiving Magical Fluctuations; Ethereal Border; Maelossa (see **Geomagic**) The Destruction of Material Components (see **Components**) Feeling the Duration of a Spell (see **Duration**) The Mark of Magic (see **The Effects of Magic on the Environment**) Fateforge (see **Back from the Dead**)
Intrigue, investigation, atmosphere, psychology, suspense		Planning Your Next Level (see **Multiclassing**) The Steinbanken (see **Coinage**) Playing and Cheating (see **Tools**) Misadventures at Inns and Roadhouses (see **Traveling**) Incite (see **Actions in Combat**) Choosing Your Victory (see **Damage**) Undergoing Ordeals and Overcoming Pain (see **Exhaustion**) Prolonged Unconsciousness (see **Death**)	Arcane Sanctification; Gigantism; Temporal Distortion (see **Geomagic**) Willingness and Reasonable Actions (see **Targets**) Willingly Failing a Saving Throw (see **Saving Throws**) The Mark of Cantrips Quest (see **Back from the Dead**) Mind Lock
Gritty, low fantasy		Reading and Writing (see **Languages**) Coinage and Politics (see **Coinage**) Damaged Weapons and Armor (see **Armory**) Realistic Armor Use (see **Armor**) Encumbrance (see **Strength**) Safety; Recovery Time (see **Resting Hardships**) The Art of Rendering Unconscious (see **Damage**) Wounds Exhaustion and Agony; Sudden Death (see **Death**) At the bottom of the bag (see **Filling out Your Character Sheet: Possessions**)	Arcane Aridity; Dampening; Dead Magic; Endosmosis; Psychic Wall (see **Geomagic**) Complex Rituals (see **Rituals**) Magical Environmental Perturbations (see **Duration**) Critical Failures (see **Critical Magic**) End of the Line (see **Back from the Dead**) Magic Lock Life Lock
Dark fantasy		Handicap Diseases	Madness Corruption Burning Sap; Gateway of the Dead; Melancholian Chaos (see **Geomagic**) Fooling the Gods (see **Back from the Dead**)

Appendix
Magical Lexicon
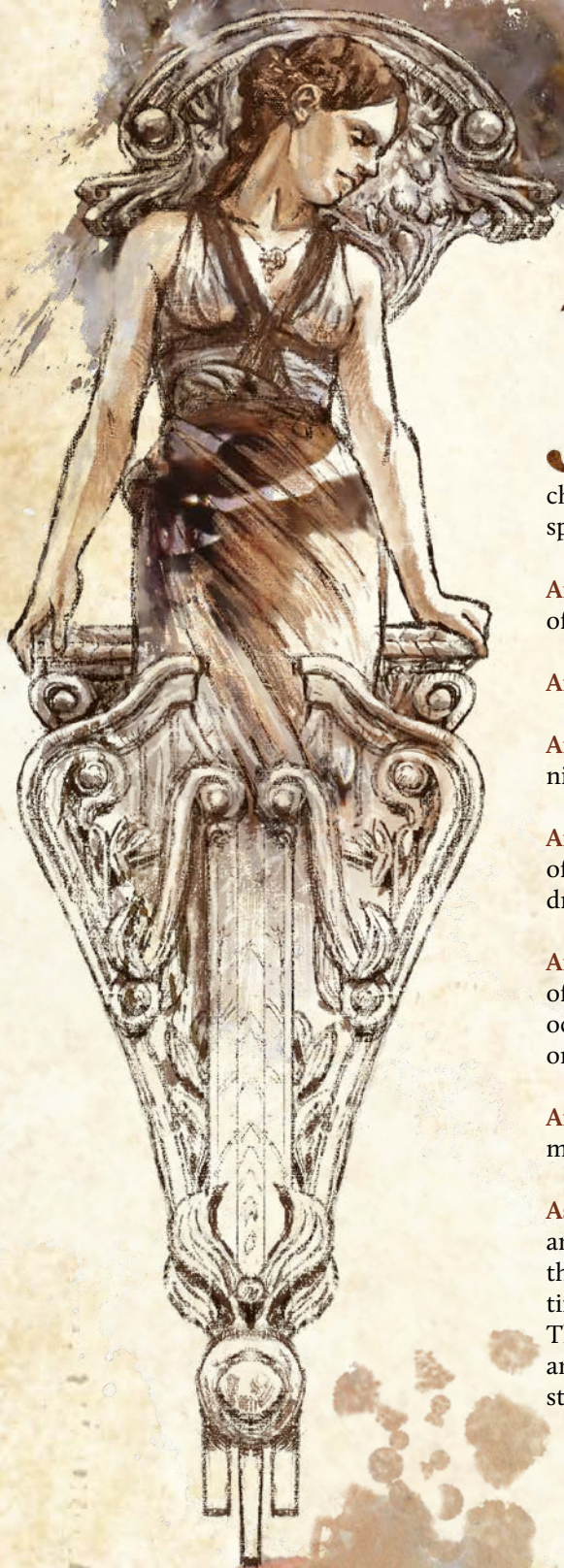
Many different terms are commonly used to designate an individual or creature that uses magic, or to talk about the related fields of knowledge. The purpose of this lexicon is to inform Awakened characters about core notions of their art and to describe magical phenomena they may face. For a technical glossary that covers game terms in general, refer to the appendices of **Adventurers**.

Aberration. A type of monster. Aberrations are utterly alien beings. Many of them have innate magical abilities drawn from the creature's alien mind rather than the mystical forces of the world. Aboleths, which dwell in the depths of the Netherworld, are quintessential aberrations. Despite how infamous they are, aberrations remain deeply mysterious. It is suspected that psychurges have a bond—conscious or not—with them. Most intelligent aberrations speak Deep Speech (see **Adventurers**, **Languages**).

Arcana. A domain that gathers disciplines devoted to the study of the mysteries of magic, occult phenomena, and planes of existence.

Arcane magic. Magic unrelated to a divine power. Also called profane magic.

Arcanist. A designation indicating a spellcaster who uses arcane magic. Arcanists include bards, sorcerers, warlocks, and wizards.

Archdruid. An archdruid is a druid who has mastered epic spells—that is, spells of 7th level and higher. Such a high-ranking individual is usually the leader of a druidic circle, the keeper of a sanctuary of Eana, or sometimes even both.

Archmage. An archmage is a wizard who has mastered epic spells—that is, spells of 7th level and higher. Archmages are held in very high regard and generally occupy positions of great prestige and power, such as head of a magic academy or ruler of a magocracy.

Area of effect. The area covered by the effects of a spell or feature. It can take many shapes (cone, cube, line, sphere, etc.) and spreads from a point of origin.

Astral Plane. The Astral Plane is an immaterial reality in which notions of space and time lose almost all meaning. Compared to the norms of the Material Plane, the flow of time is aberrant, while space can stretch, shrink, and grow, sometimes following the rules of Euclidean geometry, sometimes ignoring them. This dimension is where the main divinities of Eana have made their domains and where fey kingdoms are rooted. The Astral Plane is also the plane of dreams, stalked by Nightmare, an entity closely related to Canker.

Ateak. An ateak is a magical gate built during the Travelers' era, which can be entered to reach faraway countries, planes, and worlds.

Awakened. The term Awakened applies to any creature who has acquired the ability to wield supernatural energies. Most are spellcasters, but not all Awakened use magic, monks being an example.

Beast. A type of creature. Beasts are nonhumanoid creatures that are a natural part of ecology. Some of them have magical powers, but most are unintelligent and lack any form of culture or complex language. Beasts include all varieties of ordinary animals, dinosaurs, and giant versions of animals.

Boreal civilization. This civilization radiated from northern Cyfandir more than two millennia ago. Vestiges of it can still be found as far as the Drakenbergen. It was famous for its worship of Frostelle, its mastery of cold-based spells, and its academy of magic. Today still, explorers dream of finding the mythical seat of the lost Boreal civilization, said to be located amidst high mountains.

Builders' guild. Founded in the Free City, the builders' guild specializes in the construction of buildings designed to protect their occupants from the outside use of magic. It has subsidiaries in many cities of importance all over the world. The members of this organization are not the only ones capable of such architectural feats, but they are authorities in the domain.

Canker. A corrupting entity of godlike puissance, Canker has striven to expand its deleterious influence for as long as the people of Eana can remember. Some creatures, like gnolls or ettercaps, are bound to Canker by their very nature and are collectively called ravagers. Canker is capable of granting powers to mortals, defiling their deep essence in the process and ultimately transforming them into ravagers. Canker is both a plane and a power; its very nature defies classifications. It thrives in the depths of the Netherworld.

Cantrip. A minor spell that can be cast without expending a spell slot.

Celestial. A type of creature. Many celestials are the servants of deities, employed as messengers or agents in the mortal realm and throughout the planes. Celestials are good by nature. They include angels, couatls, and pegasi. Celestials speak and write Celestial, a language also called "the godly words." Many sacred texts and spells are written in this tongue (see **ADVENTURERS**, **Languages**).

Charlatan. This word can apply to someone who falsely claims to be Awakened. It is also used as a derogatory term for fledgling spellcasters.

Chosen one. Clerics and paladins are the chosen ones of a divinity or of celestial higher powers.

Concentration. Some spells and effects require you to maintain concentration in order to keep them active. If you lose concentration, the effect ends. Taking damage, for example, may break your concentration.

Cone. The area of effect of certain spells and powers. A cone's width at a given point along its length is equal to that point's distance from the point of origin. A cone's area of effect specifies its maximum length.

Construct. A type of creature. Constructs are made, not born. Some are programmed by their creators to follow a simple set of instructions, while others are imbued with sentience and capable of independent thought. Golems are the iconic constructs.

Corrupt. The term "corrupt" can apply to a spell, an object, or even a place, to signify that it is under the sway of Canker. Using corrupt spells or objects causes corruption.

Corruption. A phenomenon related to the influence of Canker and Nightmare, through which an individual is physically and mentally transformed. Causes of corruption include madness, the casting of corrupt spells and, in the case of divine spellcasters, the betrayal of one's values.

Creature. A creature is any being with six ability scores, as opposed to the environment and inanimate objects. Monsters, PCs, and NPCs are creatures.

Cube. The area of effect of certain spells and powers. A cube's size is expressed as the length of each side.

Cylinder. The area of effect of certain spells and powers. A cylinder is defined by its radius and height. It is always vertical.

Demon. Demons are fiends born in Melancholia from furious, resentful, or regretful souls. They usually speak Demonic. They claim to strive for freedom above all else, and lead fundamentally brutal lives. They initially take the form of soul cocoons to be reborn as weak demons, then progressively grow in power, changing in the process. The most exceptional of them are the demon princes: entities who offer powers to warlocks sharing their vision of existence.

Devil. Devils are created in Furnace from souls that had the misfortune of falling into the hands of preexisting devils. They commonly speak Diabolic. Unlike demons, devils follow a strict, downright totalitarian hierarchy. Lemures form the bottom of this social structure. Above them are the rabble, the weak, unreliable rank and file. Next in power and prestige are the rightly feared officers known as the knijaz. All these are commanded by the hospodar, the most terrifying of known devils. Each hospodar is a unique power, capable of granting spells to warlocks who form a pact with them. It is said that the hospodar are dominated by a single archdevil, but it is unknown whether such a being even exists.

Divine magic. Magic granted by a divine entity to some of their believers.

Djinni. The djinn are air elementals, the traditional enemies of efreet. Unlike their fiery nemeses, djinn are generally benevolent toward mortals, whom they sometimes rescue from the burning sands of the desert. The domains of djinn are structurally similar to those of fey, halfway between Eana and the Astral Plane.

Dormant. The term "Dormant" designates a person who has not Awakened. Spellcasters use it more commonly—and sometimes more contemptuously—than the less derogatory "Natural." However, there are more disparaging, colloquial variants, such as "sleeper," "snorer," or "unseeing."

Draconic. Draconic is the study of dragons, their secrets, their physiology, and their history. Not to be confused with the language of the same name.

Dragon. A type of creature. Large reptilian beings of ancient origin and tremendous power. True dragons, including the good metallic dragons and the evil chromatic dragons, are highly intelligent and have innate magic. Also in this category are creatures distantly related to true dragons, but less powerful, less intelligent, and less magical, such as wyverns and pseudodragons. Dragons speak Draconic, which they can also read and write. Many mystical and arcane works are written in this language. In countries like Rachamangekr or Shi-huang, dragons are often given royal or sacred status.

Eana. The name commonly given to the world the player characters live in. Among druidic cultures, this term also designates the spirit of the world, who is regarded as the living entity at the origin of all life, plagued by Canker. Eana is the exclusive source of the powers of druids and rangers, who regain their spells by communing with Eana. However, this is mostly a meditation technique. Eana cannot deprive a druid or ranger of their powers once they have mastered them: only death can sever the bond between a druid or ranger and Eana.

Efreeti. A towering, humanoid fire elemental, the efreeti is the hereditary enemy of the djinni. Efreeti kingdoms are located in Furnace. Efreet are known to be malevolent entities who take delight in twisting the pacts they make and the wishes they grant.

Elemental. A type of creature. The essence of these beings is closely tied to that of the elemental powers at the origin of the world. Some creatures of this type are little more than animate masses of their respective elements, including the creatures simply called elementals. Others have biological forms infused with elemental energy. Most elementals only speak Primordial, but some may understand other languages, depending on the creatures they interact with (see **ADVENTURERS, Languages**).

Eternity. The moon Eternity is one of Eana's two satellites. It is more distant than Melancholia and shines with a bronze glow. It is reputed to influence the fate of people and the development of heroic aptitudes (which translate into class features in game terms). The mythical Fateforge is said to be situated on Eternity.

Ethereal Plane. The Ethereal Plane is inhabited by the spirits of the dead and other creatures. Magical currents here are in constant flux, producing omnipresent ghost-like reflections. Certain scholars claim that instead of wandering through the Ethereal Plane, the souls of the dead should spontaneously join the Astral Plane. The origin of this phenomenon typical of Eana seems to lie in the deleterious influence of Melancholia, sometimes called the Lighthouse of the Damned.

Faerie. Faerie or feyland is the name given to a territory where fey are born and live. Such lands are almost always home to a maelossa.

Fallen. This qualifier is mostly used for clerics, druids, paladins, and rangers who have given in to corruption. Even if they do not actively serve the interests of Canker, they are rejected and hunted down by their former peers as soon as their corruption becomes apparent.

Fateforge. A mythical place said to be located on Eternity. Legend has it that if one were to cross its maze and defeat its smith, they could make their wildest dreams come true, and even become a god.

Fey. A type of creature. Closely tied to the forces of nature, fey dwell in twilight groves and misty forests, which are sometimes called feylands.

Feyland. See Faerie.

Fiend. A type of creature. Fiends are fundamentally evil beings from Melancholia, Furnace, and Gemoniae. The demons of Melancholia and the devils of Furnace are the most active fiends.

Focus. Most spellcasters make use of a focus, which they can substitute for material spell components. It is a portable object of mystical significance such as a wand, sprig of mistletoe, holy amulet, or shield decorated with a religious symbol.

Furnace. Furnace is an entirely underground, suffocatingly hot plane. Generally dark and fiercely burning in places, it is dominated by devils and efreet.

Gemoniae. Gemoniae is a frozen, hostile moon, the polar opposite of Furnace. It is ruled by frozen devils who are bound to the goddess Frostelle by a pact (see **Arcana**).

Geomagical. This adjective qualifies a localized supernatural phenomenon called geomagic, which can be short or long in duration. Those who practice the science of understanding and predicting these variations are called geomancers.

Geomancer. Usually trained as scholars or wizards, geomancers are experts in the variations of magic. They dedicate their efforts to studying these events and forecasting them. Some even seek to trigger them with the help of architects and landscape designers. The famous builders' guild of the Free City includes many geomancers.

Giant. A type of creature. They are humanlike in form, but their startlingly large size leaves no doubt as to their nature. Certain giants, such as cloud giants and storm giants, are famed as sages and keepers of secrets, similar to dragons. Conversely, some of them are infamous for their brutishness or aggressiveness. Others, like the ettins, have been horrifyingly corrupted by Canker.

Hierophant. A hierophant is a cleric who has mastered epic spells—that is, spells of 7th level and higher. Due to their might and holiness, hierophants tend to occupy positions of great import, such as protector of a hallowed place or head of a religious order.

Humanoid. A type of creature. The term humanoid applies to most of the bipedal beings that make up the majority of Eana's population, both civilized and savage, including humans and a tremendous variety of other species. They have language and culture, and few if any innate magical abilities (though most humanoids can learn spellcasting).

Law. A discipline dedicated to the knowledge and understanding of laws, which many spellcasters take an interest in, since their powers are often the object of the authorities' attention. It is common for the practice of certain types of spells (enchantment and necromancy ones in particular) to be forbidden or subjected to strict legislation. For example, using magic may require a license… or simply being a spellcaster may be punishable by death. Law enforcement often makes use of Xonim's Bonds, chains that prevent their wearer from using their Awakened powers.

Legendary creature. A legendary creature is one capable of feats unattainable by more ordinary creatures. Due to its particular connection with magical currents, it can modify the environment around its lair, sometimes over entire miles. For this reason, legendary creatures are considerably more powerful within the confines of their domain.

Line. The area of effect of certain spells and powers. A line extends from its point of origin in a straight path up to its length and covers an area defined by its width.

Line of sight. For something to be in your line of sight, you must be able to see it, which means that there are no obstacles between you and your target that conceal it completely and that there is enough light for you to see it.

Madness. An event can unsettle a character so much that they crack under the pressure and develop a mental disorder. Madness can be short-term (a few minutes), long-term (a few hours), or indefinite.

Maelossa. Maelossas are lands of vibrant life that express the deep essence of Eana. They appear within oceans, forests, the Netherworld, deserts, etc. These nexuses of pure life grow at a tremendous rate, engendering abundant life. The vitality and regenerative abilities of a maelossa are extraordinary: even if all that remains of one is a single seed, it can bring life anew. This life will be different, but as intense as before. There is a strong connection between maelossas and faeries (see ARCANA).

Magical current. Magic flows from the Astral Plane and Ethereal Plane. From these sources, it spreads to the Material Plane. Scholars speak of "the density of magical currents" to describe how easily magic impregnates matter and can be channeled by spellcasters. An analogy can be made with atmospheric humidity or sea currents, geomagic being the study of the variations and effects of magical currents. This metaphor has given birth to the insult "sponge" to designate spellcasters.

Magicology. A discipline focused on the theoretical study of magic, the Awakening, and the fluctuations of magic.

Magocracy. A regime in which executive power is in the hands of spellcasters and political legitimacy is synonymous with Awakening. An example of magocracy can be a city-state or small kingdom led by an archmage assisted by an entourage of advisors.

Malefactor. A person skilled in designing and crafting magic items, but who has no qualms in imbuing them with harmful effects or destining them to criminal purposes. A malefactor is the opposite of a mirafactor.

Maleficient. This noun applies to any Awakened who does harm to others with the use of magic. A maleficient can be a cleric, ranger, warlock, or any other spellcasting class. This is a highly negative word, which hints at an illegal or criminal practice of magic.

Melancholia. Melancholia is the moon closest to Eana, populated by demons. It shines with a blue glow, and one of its most striking characteristics is that its size and distance from Eana vary. Sometimes, it looks like it is about to drop on the earth, and at other times, it seems to be watching from far away, like a sentry of the skies (see ARCANA).

Mirafactor. A mirafactor is an arcanist with the know-how to design and craft magic items. They abide by a very strict oath never to make items that might serve nefarious purposes. It is a highly respected title, the opposite of a malefactor.

Monstrosity. A type of creature. Monsters in the strictest sense, these frightening creatures are not ordinary, not truly natural, and almost never benign. Some are the results of magical experimentation gone awry, and others are the product of terrible curses. They defy categorization, and in some sense serve as a catch-all category for creatures that don't fit into any other type.

Natural. This noun designates beings that have no influence of any kind on the supernatural weave of the world. It is often synonymous with Dormant, though with additional nuances of sometimes ideological significance.

Netherworld. A world of underground galleries, caverns, and tunnels of natural and artificial origin, the Netherworld stretches far beneath the surface of the earth. There, mysterious civilizations thrive and Canker grows.

Nightmare. Nightmare inhabits the Astral Plane. It is closely related to Canker. As its name indicates, Nightmare brings tormented dreams, some of which are said to induce revelations that may lead to madness.

Ooze. A type of creature. Gelatinous creatures that rarely have a fixed shape. They are mostly subterranean, dwelling in caves and dungeons and feeding on refuse, carrion, or creatures unlucky enough to get in their way. Black puddings and gelatinous cubes are among the most recognizable oozes.

Pagan. Applied to spellcasters, this term is a derogatory designation of druids and rangers, as opposed to clerics and paladins. It is particularly in use in regions where druids are looked down upon. It conveys an idea of obscurantism and savagery, in contrast with the refinement of civilization.

Paradise. Legends make mention of a lost Paradise that was destroyed by devils. Thus exiled, celestials made their homes on flying islands in the Astral Plane.

Plane. The term "plane of existence" applies to any universe, set of worlds, or dimension of reality. Several types of planes exist, starting with the Material Plane, the one on which the world of Eana is located. The notion of plane is convenient, but remains abstract, particularly considering certain "things" like Canker seem to be at the same time planes and forms of life (see Arcana).

Plant. A type of creature. Based on their appearance and characteristics, these beings are similar to flora or fungi. Most of them are ambulatory, and some are carnivorous. The quintessential plants are the shambling mound and the treant.

Point of origin. A virtual point in space from which the area of effect of a spell or other effect originates, within the limit of a specified range.
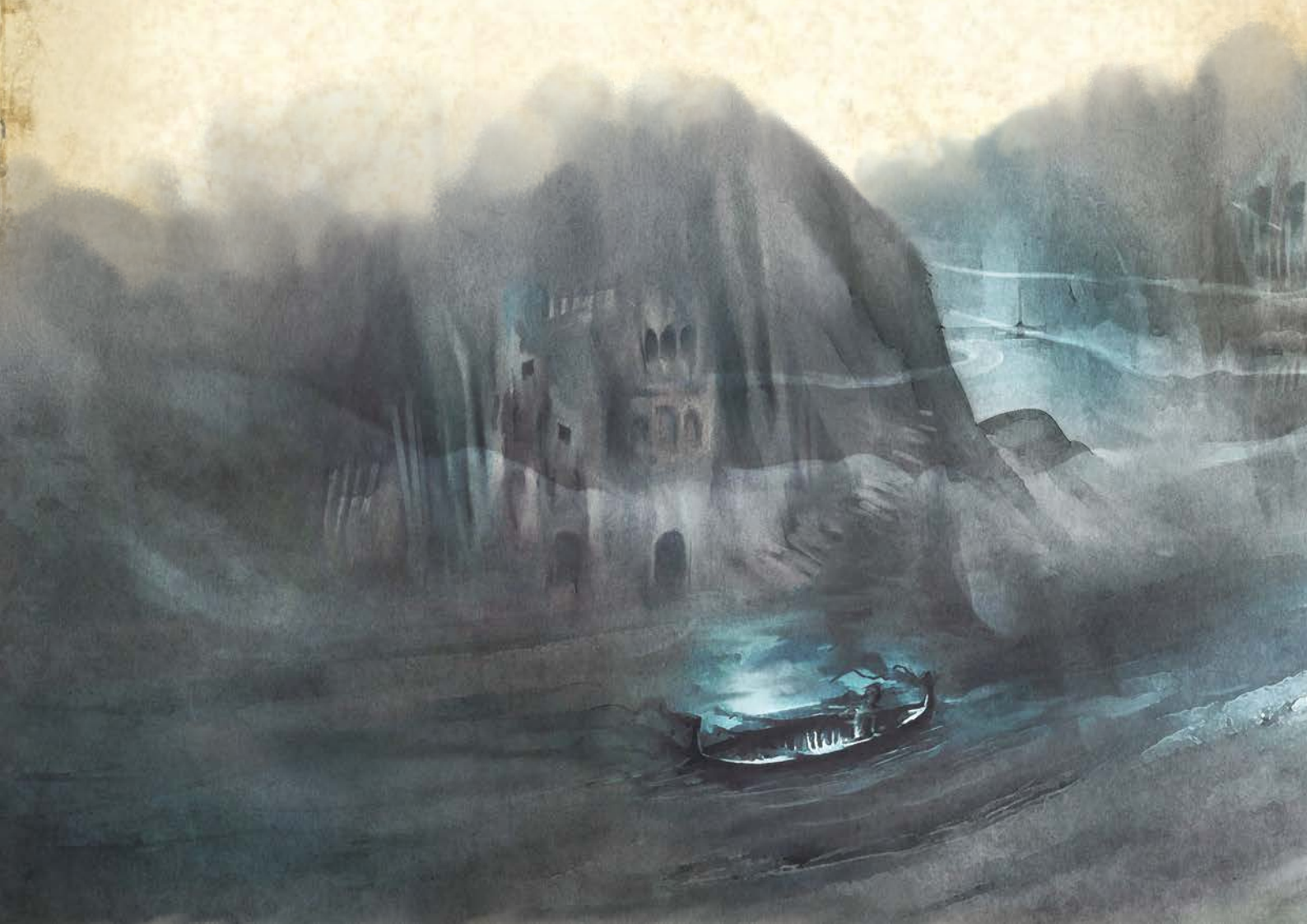
Power. This term refers to entities capable of granting powers to at least one warlock. Powers include demon princes, diabolic hospodar, fey crowns, lords of abjection, couatls, and nagas. The mightier a power is, the more warlocks it can support. Powers cannot grant divine spells, and therefore cannot have clerics. However, certain powers have made it their purpose to attain godhood.

Profane magic. See "Arcane magic."

Profaner. A spellcaster whose behavior toward the divine and the sacred is considered disrespectful or hostile. In countries where only divine magic—if not certain types thereof exclusively—is authorized, being a profaner is regarded as criminal behavior punishable by death.

Prophet. A prophet is a chosen one who has received a divine message from an angel, or even directly from their divinity in the Astral Plane.

Psychagogue. A spellcaster who wields spells related to death, but uses them responsibly, for the purpose of putting souls to rest. Psychagogues include both clerics and wizards.

Psychurge. Psychurges are sorcerers gifted with strange mental powers that operate outside the usual rules of magic. They are suspected of sharing bonds with aberrations or with the Netherworld following exposure to those subterranean powers (see **Adventurers, Sorcerers**).

Ravager. Ravagers are born from Cankerous nests. Brought forth by these organic structures, they share a communion of destructive emotions that drive them to gather in groups and destroy everything that stands in their path. Their shapes are as diverse as the strategies they employ. Every one of these monsters exists to serve the designs of Canker. As such, even though they may sometimes appear to possess free will, any semblance of independence disappears when they feel the call of the nest.

Repress. Repressing an effect makes it temporarily inactive, but does not remove it. As soon as it is no longer repressed, the effect becomes active again, provided its duration has not expired during that time.
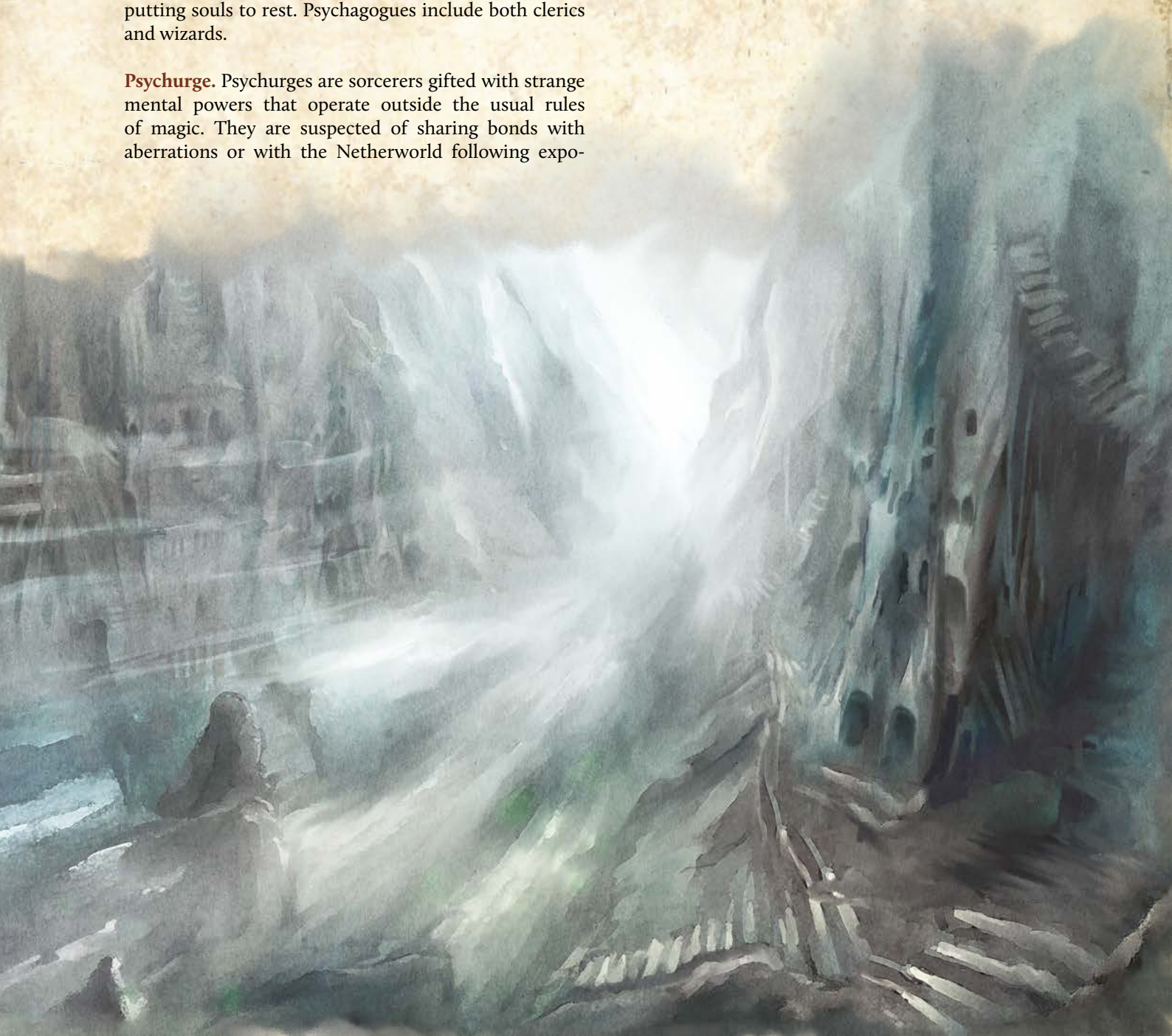
Ritual. A special method of spellcasting that greatly increases the spellcasting time but doesn't require the caster to expend a spell slot. Only certain spells can be cast in this fashion.

School of magic. Each spell is associated with a specific school of magic. The eight schools of magic are abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation.

Shaman. An individual who wields powers related to nature and makes use of their understanding of the untamed world to guide communities. Most shamans are druids, but spiritually-inclined rangers sometimes take on such a role.

Spell. A magical effect resulting from spellcasting.

Spellbook. Wizards have a spellbook in which they transcribe the spells they learn. In this fashion, they build their own repertoire of spells, which enables them to better face a variety of obstacles and dangers. A spell can be transcribed into a spellbook from a scroll, another spellbook, a fresco found in ruins, or other records. In addition, a wizard can discover or rediscover new spells through personal research. In game terms, this means that all wizards learn two spells of their choice every time they gain a wizard level past the first.

Spellcaster. A general term for anyone with the ability to cast spells, regardless of their nature or source.

Spellcasting. The act of casting a spell by means of chanting, arcane gestures, specific ingredients, or some combination of these components.

Spell component. Casting a spell requires intoning complex formula, making arcane gestures, and/or using specific—and possibly costly—ingredients. These necessities are respectively called verbal, somatic, and material spell components.

Spell slot. Spellcasters can only cast a limited number of spells each day. As such, a spellcasting character has a daily allocation of spells, and every time they cast a spell, they must expend a slot of the corresponding level. Once they have expended all their slots of a given level, they cannot cast spells of that level until they have recovered their spell slots (usually by means of a long rest).

Sphere. The area of effect of certain spells and powers. A sphere is defined by its radius.

Supernature. Supernature gathers everything that escapes the normally applicable rules of physics and biology: magic, immaterial beings, physiology of certain creatures, etc. It also manifests through geomagical variations, some of which can transform nature. Therefore, nature and supernature are not two realities distinct from each other.

Theurge. A person who is granted powers by a god or godlike entity, which includes clerics, druids, paladins, and rangers.

Travelers. The term "Travelers" with a capital "T" refers to the most ancient known civilization of Eana, which became extinct about 10,000 years ago following a major cataclysm. The Travelers are known for having created the ateak portals and for having brought extraordinary creatures to Eana. The works and knowledge of this people remain a source of fascination for many scholars and arcanists.

Undead. A type of creature. Once-living beings brought to a horrifying state of undeath through the practice of necromantic magic or some unholy curse. Undead creatures include walking corpses, such as vampires and zombies, as well as bodiless spirits, such as ghosts and specters.

Common Alchemical Potions

In this appendix, you will find an overview of the most common alchemical potions, all of which can be replicated with the *duplicate potion* spell.

Elemental Oil

Potion, uncommon

The contents of this vial look like a thick, syrupy concentrate of the corresponding element. To determine the type of an *elemental oil*, roll on the following table. The leader can also choose the type without rolling. You can anoint a melee weapon with the oil as an action. For 1 minute, successful weapon attacks with this weapon deal 2d6 extra damage of the oil's type.

If, due to another effect, the anointed weapon already deals damage of one of the types listed in the table, the elemental oil has no effect.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Radiant
8	Thunder

Night Drops

Potion, uncommon

Night drops can be instilled in a creature's eyes as an action. They grant the beneficiary darkvision out to a range of 60 feet for 1 hour. They are usually contained in a small glass tube and look like a milky, quasi-translucent liquid.

Oil of Etherealness

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *etherealness* spell for 1 hour.

Oil of Slipperiness

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

Philter of Love

Potion, uncommon

When you drink this potion, make a DC 13 Wisdom saving throw. On a failed save, the next time you see a creature within 10 minutes after drinking this philter, you become **charmed** by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

Potion of Animal Friendship

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

Potion of Clairvoyance

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

Potion of Climbing

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

Potion of Diminution

Potion, rare

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

Potion of Gaseous Form

Potion, rare

When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.

Potion of Giant Strength

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the following table). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare

Potion of Growth

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

Potion of Healing

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

Potions of Healing

Potion of...	Rarity	HP Regained
Healing	Common	2d4+2
Greater healing	Uncommon	4d4+4
Superior healing	Rare	8d4+8

Potion of Heroism

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bless* spell (no concentration required). This blue potion bubbles and steams as if boiling.

Potion of Mind Reading

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

Potion of Poison

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be **poisoned**. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Potion of Polymorph

Potion, rare

When you drink this potion, you must make a DC 13 Wisdom saving throw or be transformed into an animal, as per the effect of a *polymorph* spell. The nature of the animal is determined at the time of the potion's brewing by its creator. You can choose to willingly fail the save.
When the potion starts to take effect, a wave of fatigue washes over you and you feel the overwhelming need to rest in the following minute. You then become **unconscious** for 1 round during which the transformation occurs.

Potion of Resistance

Potion, uncommon

When you drink this potion, you gain resistance to one type of damage for 1 hour. The leader chooses the type or determines it randomly by rolling on the following table:

d10	Damage Type
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Necrotic
7	Poison
8	Psychic
9	Radiant
10	Thunder

Potion of Water Breathing

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

Restorative Ointment

Potion, uncommon

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.
As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

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