



INTRODUCTION

Welcome to the Phanterra! A diverse world filled with countless creatures, cultural, and villains. What's listed below only serves as a glimpse into what awaits you.

THE LAND

Broken and divided in the Star Fall War, the many kingdoms of the northern world struggle to restore what was lost, some more than others. This conflict and uncertainty have long lasting effects that impact all of the continents and peoples who live on them.

Shaling is a lush land of forests, mountains, and elemental power. Settle over 300 year ago, man stills fights to curve out space from the mist filled forests. Grand cities made my magic stand as the

only symbol of human efforts. Recently, the people of Shaling were put to the ultimate test as a long-forgotten lich made his return. It took an alliance of states and great heroes to save the land.

The Freelands are a broken land that bore the brunt of the Star Fall War. As just people were beginning to recover, Demonic Orcs started to invade and right after the Dwarven empire reclaimed what land they lost to the Star Fall War. Strength and might are all that rule in the Freelands.

Black Mire another land ravaged by war, Black Mire is fusion of western culture mixed with eastern brutality. Ruled by the Church of the Star Bringer and cruel noble lords, life is difficult for all but the elite of society.

Vizrith was blessed by the Nestar, the God of Light, Orde, and Justice during the Star Fall War. The land beams with holy energy and offers peaceful tranquility that cannot be found elsewhere. After fleeing their homeland that was corrupted by dark magic, the people of Vizrith are uneasy of others and have outlawed any magic that does not come from Nestar himself.

Orlain is respected by all as the land the knightly honor. The great lords and ladies struggle to protect their people from mortal and supernatural threats. The histories of Orlain are filled with epic tales and sinister villains and all citizens of the Orlainyn Kingdoms wish to one day be immortalized like their ancestors.

THE PEOPLE

Dragonborn are proud and majestic people with beautiful colored scales and powerful builds. Created by the dragons on long, they are now free to make their own choices.

Humans cover most of the world as the primary and dominate ancestry. The sheer number of the humans has created several different societies with varying ideals and goals.

Halflings are solitary people that can be found in only a few pockets of the world. Many of their societies are distrustful of outsiders and tend to self-isolate for fear that they will be conquered.

Dwarves are a honorable folk that tend to cluster together. Hailing from their great empire in the

Freelands, many dwarves have strong options either for or against the empire. Most dwarves outside of the empire tend to disfavor it and assume the culture of those around them.

Elves are rare in the world after facing two great wars. The two greatest elven tribes are Sun and Moons elves. Much like their Gods and namesakes, these elves are consistent aligned against one another, but never foes. They, and all other elves, strive to understand the natural world and be it's shepherd so that their soul's may one day give life anew. When an elf dies, another elf is born, processing the subconscious of all other elves in their line. The only way for a new elven soul to be created is for one's mind and soul to become so strong that it can be supported on it's own. This allows for two elven children to be born.

Goliaths and humans were kin, but the two diverged long ago. Now Goliaths live in isolation high above the world. Sworn foes of all goblins, but hobgoblins especially, the two peoples cannot exist next to each other without war and death.

Orcs were once of the great peoples of the world until they fell during the War in the of Heavens. Since then they have lived outcast from society as fierce warriors. The fury of their Gods shapes them and causes their bodies to be malleable to their surroundings.

Plane Touched are created many different ways and range in ability and appearance from the fiend linked Tieflings or the elemental Genasi.

THE HEROES

Artificers are trained mages with a specialty in enchantment and crafting. They imbue items with runes, gemstones, or other arcane paraphernalia and then use the items to mimic the power spells and magic.

Barbarians focus on physical might and power to dominate their foes. Able to use their rage to push beyond their mortal limits, they have few equals when it comes to strength and endurance.

Bards use rhythm to channel the souls of those around them and the earth itself to enter a state of extreme power. Bards must process natural ability

rhythmic and a strong sense of empathy to sense the world around them.

Clerics get their power from a God or Goddess by offering up their soul to be used as conduit. It isn't necessary for a cleric to follow or worship their deity, but it makes the connection easier.

Druids are a strange folk. Their bodies are covered in tattoos known as bindings that allow them to access the earth's power. Many druids forgo reading and working and prefer histories in favor of oral histories and communication.

Mechanical Changes: You can only wildshape into a number of animals equal to your proficiency modifier. Your wildshape forms will grow in strength as you level up.

Fighters are masters of skill and technique. They rely on their training and relaxes to survive against all kind of dangerous enemies.

Marshals are specialized fighters with a mind for planning in and out of battle. They defeat their foes by analyses them and exploiting any weaknesses they uncover.

Monks have reached a level of inner peace and unity that allows their body and souls to exist within the same space. This allows them to perform feats of supernatural speed and strength.

Rangers & Beasthearts have been bound to the power of the earth though a singular event. Perhaps a chance encounter with a great beast or freak burst of elemental power. This allows great strength and the ability to manifest limited powers of the earth.

Rogues relay on cunning and speed above all else. They are trained to use surprise and distraction to their advantage and will take any opportunity given to them in the heat of battle.

Runemages Etch their bodies and equipment with gem infused runes of power that allow them to channel the natural magic of the world into powerful spells.

Paladins channel the souls of creatures that share their devotion to certain ideals or a deity's divine might to aid them in battle as holy warriors. Their reliance on mortal souls makes them less potent than most clerics, but they make up for with martial ability.

Sorcerers wield an innate magical ability either passed down through their bloodline or acquire after a strange, otherworldly event.

Warlocks gain their power by bargaining with a great power. Typically, these bargains involve contracts of service or offering a humanoid soul. Once granted, this power cannot be revoked unless the contract is broken.

Wizards use complex formula and arcane knowledge to create powerful spells that change the world around them. They rely on study and hard work to gain power as opposed to natural talent or another entity.

LORE

Phanterra is fantastical world with many secrets and otherworldly phenomenon. Some are easy to observe while others are lost to time.

COMMON LORE

- With the exception of the Gem Cities, there is no moon or stars though the sun is still there. Recently two stars has appeared over 3 years.
- Wizards slowly consume their souls when they use their magic.
- The world has spilt into several pieces several hundred years ago during the Star Fall War

ELVEN LORE

- Elves can only be born only to two elven parents.
- Elves are shepherds of other creature's nature and perfectionists of their mind. Elves are made up of several ancestral lines, but not by blood and instead by soul. When an elf dies, their soul is released, and a new elf can give birth and their child will inherit

that soul. Elven families are less concrete than human blood relations. Elves retain the things their ancestors internalized into their subconscious. Elves strive to have fully understand a topic so that subconscious understanding can be passed down and persevered.

MAGICAL LORE

- Arcane casters interact with the Arcane Tongue (the source of arcane magic) in the following ways.
 - **Bards** use passion and rhythm to gather power from the souls around them and can release at using Words of Power combined with passion.
 - **Sorcerers** use one word (learned as a result of their innate abilities) and force their will upon it (for example, a sorcerer might use just the word for “fire” and force it to be a fireball).
 - **Warlocks** are similar to sorcerers, warlocks use one word and force their will upon it (again, using the word for “fire” and forcing it to be a fireball)
- Magic items are living things and require the echo of a powerful soul to maintain their enchantment.

RULE CHANGES

I’ve spent a lot of time fiddling with 5e and here are the results. The intent here is to make some things more consistent and balanced.

CLASS BALANCE

- All abilities that can be used based on ability score modifier will now be based on proficiency bonus.

Barbarian (Berserker)

- You may make an attack as part of the bonus action used to enter a frenzy.
- Intimidating Presence now uses constitution to determine the DC.

Cleric (Nature)

- At level 17th, in addition to master of nature, dampen elements no longer costs a reaction.

Cleric (Peace)

- Emboldening Bond can’t be added to attacks.
- Balm of Peace does not allow you to avoid attacks of opportunity.

Cleric (Twilight)

- You can only grant temporary hit points or remove an effect using Twilight Sanctuary once before the end of your next turn.
- The temporary hit points from Twilight Sanctuary is 2d6+cleric level.

Druid (Land)

Natural Recovery now allows you to spend a use of wild shape to retain spells instead of requiring a short rest. The amount of spell slots restored is the same. You can use this a number of times equal to your proficiency modifier.

Druid (Dreams)

- Renamed to Circle of Wode

- You can learn the following spells:

Druid (Stars)

- Full of stars* only applies to nonmagical damage.

Monks (All)

Sorcerer Level	Spells
1	<i>fog cloud, thunderwave</i>
3	<i>gust of wind, shatter</i>
5	<i>call lightning, lightning bolt</i>
7	<i>summon elemental, storm sphere</i>
9	<i>control winds, steel wind strike</i>

- You may learn stances

Sorcerer (all)

Sorcerers use spell points and know the read magic spell

Sorcerer (Divine Soul)

- Choose a cleric domain at level you. You will gain the listed domains spell when your sorcerer level matches the required cleric level

Sorcerer (Draconic Bloodline)

- You learn additional spells when you reach certain levels 1, 3, 5, 7, and 9 in this class. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. The spell must be both of the following criteria:
 - The spell's level must be equal to your highest known sorcerer spell level
 - Deal the same damage as your Draconic Ancestry or applied the charmed or frightened condition.

Sorcerer (Storm Sorcery)

- You learn additional spells when you reach certain levels in this class, as shown on the Storm Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Sorcerer (Wild Magic)

- You can try and cast any spell from the sorcerer list so long as you have enough spell points, and you have a sorcerer spell of the same level or lower. You must roll a d20 and add your proficiency bonus. If you get higher than 10+spell level you cast the spell. If you don't, the spell fails and the action and spell points are lost.

CHARACTER CREATION

- Ancestry gives two +1 ability score improvements and background gives one +1.
- When generating stats, you roll 4d6 and drop the lowest die. If you are not happy with your stats after rolling, you may choose to take the standard array (15, 14, 13, 12, 10, 8) instead. If the stat total of any character in the game is higher than 81, I will adjust the standard array.
- All character start with a number of contacts (an NPC that the character knows and is friendly enough with to inquire with them about getting aid) equal their charisma modifier (minimum 1).
- Humans can reroll one d20 roll per long rest.
- Dragonborn can use their breath weapon as a bonus action.

OTHER

- Wizards who cast 8th level spells cannot be resurrected other than revivify.
- You can only try a skill check once or until circumstances change. A change in circumstance is usually anything that would give you advantage. For some checks, you can spend additional time to gain advantage.
- All characters pick a background/cultural trait that grants them additional ways to use hero points.
- Several changes to how weapons work
- Critical hit damage will always be at least the maximum result of the dice.
- To cast the *identify* spell, the pearl used during the spell is consumed. After the spell is cast, you may attempt to identify your proficiency modifier plus your spellcasting modifier number of properties from any number of items you choose. You have a chance equal to your proficiency modifier plus your spellcasting modifier times 10 to determine a single property of a magic item. Additionally, using identify is the only way to find out what magic items do. If fail to identify an item, you must level up before trying again.
- Casting the spell chaos bolt or any chance magic will always trigger a wild magic surge for wild magic sorcerers.
- If you have taken the shield master feat, you may choose whether to make the shove attack that the feat grants before or after taking the Attack action.
- Each character that follows a deity or Higher Being has a concordance score. They are four concordance tables (Appendix X). When you roll on a table, you gain the effect as well as a penalty to your concordance. When you roll on a table, add your character level and any concordance.
- Casting commune or planar ally allow you to make a concordance check, adding your spell attack modifier and you accumulate no permanent penalties.
- Cleric's divine intervention is replaced with a feature that allows to them make a concordance check and accumulate no permanent penalties while also adding their level twice. If the check results in something positive happening, they cannot use the feature for the next week and if it is something negative, they cannot until they finish a long rest. At level 20, they gain an additional +20 to all concordance rolls.

STRONGHOLDS AND WARFARE

- I use [Matt Colville's Strongholds and Followers & Kingdoms](#) and [Warfare books](#) and [Kibble's crafting](#) guide with the following changes
 - Units have upkeep
 - A party can be made up of different organizations and work as one or all in one organization. The intent is party members can do their own thing in downtime, but then come together for the adventures. If the party has different organizations, a new one will be created by taking the averages and picking what abilities to keep

- Units still cost money equal to $150 \times \text{troop count} \times \text{experience}$ and equipment costs
 - You can reduce a unit's upkeep by changing the status of the unit
 - Standing: 100% upkeep and can be used in any battle
 - At Ease: 50% upkeep and can be raised as part of any domain turn for free, but won't be available until the next turn
 - Resting: 25% upkeep and require a full turn to raise. You can raise a number of
- units equal to domain size every turn
 - Keeps allow you to have standing medium units with a total tier equal to your strong hold level.
 - Units acquired from the follower's table cost half as much in upkeep.
 - Inspiration is replaced with hero points that can be stacked and used for all sorts of rolls

SCALE	TROOPS
Tiny	5
Small	50
Medium	500
Large	5000

and abilities.

— [Shiv, a smuggler], [A letter sent to Sage Ourlmon Pitva]

PLAYER OPTIONS

RACES

FIOSYNE

"We fucking saw one, you old goat. The freaks really do have gray skin. Me and my boys will be sneaking into a storehouse tomorrow to see what we can plunder. I hope you fucking remember I offered you the chance to come with. I'll charge you double for anything I got now. It was really easy too, just climbed right over the wall. Anyway, fuck you, you old bastard. I would find 200 gold pieces if I were you!"

The Fiosyne originated from the far south. The culture of the Fiosyne was based on a dislike of both men and divine magic. As time went on, those dislikes lessened and hatred from their origins started to fade, but due to selective breeding and chemical augmentation, the Fiosyne have increased sexual dimorphism. Men are tall and large with dark gray skin, while women can be as small as 4 feet tall and have light gray skin. Both sexes have green eyes and white hair.

The current Fiosyne culture still strongly encourages arcane magic and science while downplaying religion. Divine magic is welcome, but due to the hands-on approach taken by the ruling council, a divine practitioner may be forced to

perform magic against their will or face punishment.

FIOSYNE NAMES

The Fiosyne use Greek Names, and everyone is given both a surname and a middle name.

FIOSYNE TRAITS

Your Fiosyne character has a few traits shared with both sexes, but most of your character’s abilities are determined by the sex you choose.

Ability Score Increase. You may increase any ability score by 1, but not the one increased by your subclass.

Age. You age the same as humans but can regularly live to be 120.

Alignment. The Fiosyne have a strong sense of law. Good and Evil and rarely considered or important when judging a person in Ashlior. People care about whether a person will harm the state law and order.

Far Away Friends
The Lycans have very little interest in dealing with the other people that they share their lands with. They do their best to avoid and expect others to do the same. They do, however, understand the usefulness of making friends and will give aid if the request is reasonable.
The Drun. “They keep their word and offer fair trade but settling as they do will not end well for them.”
The Kainen. “Annoying little shits, they cannot keep their hands to themselves, the only way to keep in them check is take the hand.”
The Gikin. “They’re a bit bloodthirsty, but they keep out of our way and we do the same for them.”
The Zaton. “Cowards not worth the time. They use cheap tricks and dishonorable tactics to avoid true battle. At least they have the good sense to leave us alone.”

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five-foot tall weighing between 70 and 110 pounds. A male Fiosyne might stand seven or eight feet tall and weight over 300 pounds. Either way, your size is medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Elvish

FEMALE FIOSYNE

Slender Fiosyne with light gray skin, often practitioners of the arcane magics of the world.

Ability Score Increase. Your Intelligence score increases by 1.

Woman of Science. Trained by either the formal university or your mother, you gain proficiently in both Arcana and Alchemist’s supplies.

Keen Mind. You can speak, read, and write one extra language of your choice.

Innate Magic. Magic is in your blood and will always be a part of you. You learn two cantrips from the wizard spell list. Intelligence is your spellcasting ability for them.

MALE FIOSYNE

Strong and large Fiosyne with dark gray skin who spent centuries working in the fields or fighting.

Ability Score Increase. Your Strength score increases by 1.

Skilled Athlete. You gain proficiently in athletics.

Tradesman. Either you or a mentor spent years working by hand to create goods to serve others. You have been taught his trade and gain proficiently in an artisan tool of your choice.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Brutal Strength. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damages die one additional time and add it to the extra damage of the critical hit.

LYCAN

"When I was up [in the Northern Wastes] I had quite the run in with the wolfman I first I thought they were gnolls and I thought it would be an easy fight. But those things hit like a fucking dragon. I was so shocked, and they were smart enough to take advantage of that and disarm me. I know I was going to have a bad day."

—Fury, The Fury of Fighting

Large, wolflike creatures, Lycan are covered from head to toe with fur. Lycan have thick, rougher hair on their head that runs down their back. They have huge teeth that their maws can barely contain. They are bipedal and cannot effectively move on all fours. Their natural hunch gives them a looming presence.

Living in roaming bands of various size, the Lycans are a deeply social race with clear social order. While their appearance may give off the impression that they mindless beasts and bloodthirsty, as the gnolls resemble, they are capable of speech and often wish to talk before combat. Their voices are thick and gruff and many other races find them difficult to understand.

The Lycan are deeply religious with a heavy belief in fate and the idea of their God returning. Their culture is guided by ideals that they each have a part they must play and no matter what happens, it was meant to happen. Despite the name and obvious visual comparisons to werewolves, they are not many behavioral similarities between the two.

LYCAN NAMES

Lycan names are not given but rather earned. At birth children are called their parents name with prefix of "little" or "young." Once the Lycan has done something noteworthy, that becomes their new name. The clan's name for a Lycan clan is based on the leader's name.

Lycan Names: Axe Breaker, Earth Shifter, Elk Render, Gem Catcher, Scale Slayer, Steel Forger, Witch Taker.

LYCAN TRAITS

Your Lycan character has a variety of natural abilities thanks to their supernatural strength and harsh environment.

Ability Score Increase. Your Strength score increases by 1 your Dexterity score increases by 1

Age. Lycans reach adulthood by the age of 12 and live to be around 80 years old.

Alignment. Lycan value the order of the natural world very highly. All most of them want is to live out their fate without disturbing others. They tend to be Lawful Neutral

Size. Lycan stand between 74 and 88 feet tall and weigh between 280 to 400 pounds. Your size is medium.

Speed. Your base walking speed is 35 feet.

Natural Weapon. You are proficient with your unarmed strikes, which deal 1d4 damage on a hit.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Thick Fur. You have Resistance to Cold damage.

Natural Hunters. You have proficiency in the survival skill.

Languages. You can speak, read, and write Common and Lycan

SUBRACES

DHAMPIR

Dwarves who ventured into the depths of the earth and were cursed by a great power. Legends say that the Dhampir were once Duergar who called upon dark powers to aid them in their conquests and paid the price of their souls. Whether these stories are true is hotly debated topic.

Ability Score Increase. Your Charisma, Wisdom, or Intelligence score increases by 1.

Long Lived: You age at one tenth the speed of a normal dwarf.

Vampiric Fangs. You are proficient with your unarmed strikes, which deal 1d6 damage on a hit. Once per short rest, you can heal equal to damage done with this attack.

Advanced Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight. You cannot be healed when in sunlight and you have disadvantage on all saving throws while in sunlight.

Blood Magic. You know the *Toll the Dead* cantrip. When you reach 3rd level, you learn the *Inflct Wounds* spell once per day. When you reach 5th level, you also learn the *Blindness/Deafness* spell. Charisma, Wisdom, or Intelligence is your spellcasting ability for these spells. Once a day, you can cast these spells once per day without using a spell slot

FEATS

BLOOD MAGE

Prerequisites: The ability to cast a spell

- As an action, you may spend a number of Hit Dice up to your spell casting modifier. If you

cast a spell with a level equal to or less than the number of Hit Dice spent in the next minute, the spell is **improved**, and you lose d6 times spell level hit points.

- When you finish a Short Rest, you can choose to reduce your hit points to regain an expanded spell slot. The reduction is equal to 5 times the spell level and cannot be healed until you finish a long rest. The spell slot cannot be higher than 6th level.

DREAM WALKER

Prerequisites: Wisdom 17 or higher

You have spent many nights learning how to walk inside your dreams and the dreams of others.

- You are aware when someone is casting the dream spell on you and you can choose to have the spell fail. In addition, you are immune to the nightmare property of the spell.
- You can cast dream on a sleeping creature you can touch. When you cast the spell in this way, you are able to go deep into a creature's mind. If the creature charmed or frightened you are able to temporary end of the condition while in contact with the creature.
- While using the dream spell, you can cast the plane shift spell to the plane of dreams.

POWERFUL BUILD

Born with large bones and a towering presence, you can do feats of strength with ease.

- Increase your strength by 1, to a maximum of 20.

- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

RUNE, SPELL

*Prerequisites: Constitution 13 or higher**

You have been marked with a rune of great power.

- Choose a spell with a level no higher than half of your character level rounded up. You may cast this spell once before the rune loses its charges. You can recharge your rune during a short rest and placing 1,000 gold in gems per spell level on the rune. The rune consumes the gems. You can cast a spell using an uncharged rune, by reducing your constitution score by a number equal to the spell level. The lost constitution may be restored by a greater restoration spell.
- You can select this feat multiple times. Each time you do so, you must choose a different spell.

RUNE OF SIGHT

*Prerequisites: Constitution 13 or higher**

You have been marked with a rune of great power that allows you to see through darkness.

- Your darkvision range is increased by 60 feet.
- While using your darkvision, you can see as if it were bright light.

RUNE OF VITALITY

*Prerequisites: Constitution 13 or higher**

You have been marked with a rune of health that allows you to remain vigorous.

- You can complete a short, long, or full rest in half the time.

- You have advantage on all rolls to avoid exhaustion.

RUNE, PROTECTION

*Prerequisites: Constitution 13 or higher**

The runes embedded into your skin provide you with a protective shell of energy.

- Choose a type of elemental damage, while your rune is charged, you have resistance to the type of damage you choose. Your rune will lose its charges after absorbing 50 points of the damage type. After that, the rune stops working completely until it is recharged by spending a short rest and placing 1,000 gold in gems on the rune. The rune consumes the gems.
- You can select this feat multiple times. Each time you do so, you must choose a different spell.

REAWAKEN POWER, THIRD EYE

Prerequisites: Cyries

You have practiced enough that you can see through your third eye and into the magical world with greater ease.

- You may cast the following spells once per day using your Third Eye feature: Detect Magic and Mind Spike. You may use any mental ability score for your spellcasting stat for spells cast from this feature.

REAWAKEN POWER, ARMS

Prerequisites: Cyries

You have practiced enough that your arms are able to assist you for more than just everyday life.

- Your arms can lift 5 times your strength score and can be used to wield light weapons.

REAWAKEN POWER, DIVINE LIGHT

Prerequisites: Cyries

You have practiced enough that arms are able to asset you for more than just everyday life.

- You learn the scared flame cantrip and once per day, you can cause a small ball of sunlight to appear in your hand as action. The light gives off bright light for 10 feet and dim for another dim 10 feet. It vanishes after a minute.

* Only for games taking place in the Gem Cities

EXPANDED CLASS OPTIONS

NEW OPTIONS

Mega Magic

Twisted Spell

When you cast a spell that requires a saving throw, you can spend a number of sorcery points equal to twice the spell's level to change the saving throw type so long as the new type of match the general type (physical or mental).

Warlock Invocations

Call of the Dead

You may cast animate dead twice per long rest without using a spell slot. The level of the spell is the same as your spell level.

New Spells

Read Magic

1st level Divination

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass lense)

Duration: 10 minutes

Casters: Bard, Sorcerer, Wizard

You are able read the complex runes and spell work. While under the effect of this spell, you do not have to roll an Arcana check to identify a spell being cast and you may read any spell scroll. In addition, if the spell is a level less than your equal to your highest spell slot, you are able to cast it, even if it is not on your spell list.

At Higher Levels. The spells duration increases to an hour at 3rd level and eight hours at 5th level

Twist Luck

1st level Chance

Casting Time: 1 action

Range: 90 feet

Components: S

Duration: Instantaneous

Casters: Bard, Sorcerer, Wizard

As a reaction to someone spending a luck point within range, you may reroll it, after seeing the roll, not before the result is revealed.

Wild Surge

1st level Chance

Casting Time 1 action

Range: Self

Components: V, S, M (an object of chance)

Duration: Instantaneous

Casters: Bard, Sorcerer, Wizard

You trigger a wild magic surge.

At Higher Levels. When cast at 3rd level, two surges are triggered.

Shape Luck

2nd level Chance

Casting Time 1 action

Range: 120 feet

Components: V, S, M (a silver string worth 25 gp)

Duration: 1 minute (concertation)

Casters: Bard, Sorcerer, Wizard

Choose a creature within range, for the duration of the spell, you may use your bonus action to give them advantage or disadvantage on their next attack roll or ability check. As an action, you may change the target of the spell.

An unwilling creature must make a Charisma saving throw to avoid the effect.

At Higher Levels. The spell's duration increases to 10 minutes at 4th level, an hour at 6th level, and 8 hours at 8th level.

Misfortune

2nd level Chance

Casting Time 1 action

Range: 120 feet

Components: V, S,

Duration: An hour

Casters: Bard, Sorcerer, Wizard

Choose up to 2 creatures within range, the next natural 20 they roll before the spell ends becomes a natural 1.

Lucky Hit

3rd level Chance

Casting Time 1 action

Range: Self

Components: V, S, M (a weapon used in the spell)

Duration: Instantaneous

Casters: Bard, Sorcerer, Wizard

Use any weapon to make a spell attack (either melee or ranged based on the weapon). On a hit the target takes 6d6 damage. This attack is a critical hit on a roll of 19 or 20.

At Higher Levels. The spell's damage increases by 1d6 per level above 3rd.

Chance Ward

4th level Chance

Casting Time 1 reaction

Range: Self (30 feet)

Components: V, S

Duration: 1 minute (concentration)

Casters: Bard, Sorcerer

As a reaction to seeing a friendly creature targeted by an attack roll, you cause a faint aura of chance magic to appear 30 feet around you. Choose any number of creatures within the aura to be under the effects of the spell. Any attack roll against a chosen creature has disadvantage so long as that creature is still in the aura and has taken no action, bonus action, or reaction.

Chaos Chain

4th level Chance

Casting Time 1 action

Range: Self

Components: V, S, M (eight chance objects worth a total of 500 gold)

Duration: Instantaneous

Casters: Bard, Sorcerer

d8 small globes of lights appear in front of you and immediately dart away in a random direction. Each globe travels 2d6*5 feet or until it hits a solid object. If any two globes go in the same direction, recast the spell from the closest end point. When the globes end their movement, they explode dealing 2d6 force damage to all creatures and objects within 10 feet.

Monistic Stances

Monks can learn Monistic Stance from books, training, and exploring the world. These Stances are ways for the different monks of the world to feel distinct in and out of battle.

Stances each have requirement actions that must be done in the same turn in order to activate the stance.

Stance of the Guardian

Mastered by the loyal warriors of Quse, this stance is used to protect the weak.

Requirement: Attack two different creatures within 5 feet of you and an ally.

When you enter this stance, all attacks targeted towards allies within 5 feet of you are at disadvantage.

Stance of the Three Forms

Long used by the Azotar, the Stance of Three Forms focuses on versatility in battle.

Requirement: End your turn with 100 feet of unused movement

When you enter this stance, take your next turn at any point in turn order. Even interrupting someone's turn.

APPENDIX

APPENDIX A: GODS

THE WARRIORS OF THE HEAVENS

CREATION

After the humans, elves, dwarves, and halflings drove the evil beasts from below back under the earth, a new foe

arrived. They came from the sky elves clad in armor made of frost carried on huge ships and riding the winds down to slay anyone they could. The bravest of men and women charged into the sky to battle them, those brave warriors would, after many centuries, defeat the evil invaders. Now those live in the sky as the stars to protect those below.

FOLLOWERS

The followers of the Old Gods come in different shapes, sizes and alignments. Almost all of them are human, elven, dwarven, or halfling. They are mostly a good and lawful folk.

LIST OF GODS

Nestar (LG)

- Nestar is the God of law, order, honor, and justice. He is also known as "The Great Star".
- He is large human, who wears gold and white plate and wields a giant glaive with a silver and flaming blade. He has long golden hair glowing white eyes. He is one of the more powerful Gods and is widely worshiped as he is seen as good, kind, and fair.
- Symbol: is a man in armor holding a glaive while surrounded in light in North-South facing ovule.
- Domain(s): Light, War, and Grave

Rexal (CE)

- Raxel is the God of chaos and misery
- He is a Human with a bald head, a clean-shaven face, and blue eyes. He wears black clothes with along with a cloak and a staff. He is worshiped by evil doers and thieves. Like Vella he is treated with respect for being a God and while he doesn't want the Demons to control the mortal realm again...he wouldn't mind a few popping in now and then though.
- Symbol: A broken scale of justice

- Domain(s): Trickery

Elffa (CG)

- Elffa is the Goddess of love, fertility, life, forgiveness, and mercy.
- She is a beautiful, but plain looking Human. She wears a simple white dress and has long brown hair. She is the most widely worshiped God/Goddess partly because she is the Goddess of mercy and forgiveness, partly because she is the Goddess of marriage, but mostly because she is the Goddess of farmers.
- Symbol: A hand reaching down and radiating light.
- Domain(s): Life, Light, and Nature

Vella (LE)

- Vella is the Goddess of hate, death and destruction.
- She is a human with long black hair and piercing black eyes. She wears an elegant black dress and crown. Being the Goddess of death, she is worshiped by evil monsters, some assassins, and a few knights. While she is considered “evil” she is still a Goddess, so most people respect her, and in that same vein despite being evil she still stands against demons when needed.
- Symbol: A human skull
- Domain(s): Death

Lesmorea (CG)

- Lesmorea is the Goddess of nature, herbivores, light and the sun/day.
- She is an extremely pretty elf with very long blonde hair, bright blue eyes, and wears an elegant green dress. She is almost always accompanied by animals. She has a very fine walking stick with intricate patterns. Her followers are mostly druids and people who make their living the woods, but not hunters! While she

understands that hunting is an important part of live for both humans and animals, she detests it.

- Symbol: A large tree setting by a pond.
- Domain(s): Nature, Life, and Light

Nemic (LN)

- Nemic is the God of hunting, wind, vengeance, carnivorous animals, darkness and the moon/night
- He is an elf with long white, black eyes, and a sharp face. He wears scale mail made from an Ancient Red Shadow Dragon and cloak made of white silk. He also has two dogs named Fane and Nas. He hates lycanthropes.
- His symbol is a black arrow tilted slightly downwards inside an ovule.
- Domain(s): Grave and Tempest

Quse (LN)

- Quse is the God of knowledge and peace.
- Quse is a bald dwarf with a long, black, and braided beard and piercing black eyes. He wears a plain brown robe. Around his neck hangs The Eye of True Seeing, which allows him to see things for what they are and gives him the power to look through other people’s eyes. He is one of the less worshiped Gods.
- Symbol: An eye encircled by a golden oval.
- Domain(s): Knowledge and peace

Rorck (CN)

- Rorck is the God of war, battle, and fire.
- He is a Dwarf with red, a monstrous red beard, and flaming eyes. He wields a warhammer named “Earth Splitter”, he also wears flaming platemail, but no helm. He worshiped by bloodthirsty warriors. He is almost always at odds with Quse.
- Symbol: An Earth Splitter crossed with a shield
- Domain(s): War, Forge and Tempest

Visic (LN)

- Visic is the God of trade, craftsmanship, and money.
- He is a Dwarf with short black hair, a hammer at his belt, and a sweet looking face. He is worshiped by merchants and craftsman. He is good friends with Quse as they are both incredible intellectual.
- Symbol: A hammer laid down with a bag of gold next to it.
- Domain(s): Forge

Kil (CN)

- Kil is the God of luck, pleasure, drinking, and thievery.
- He is a Halfling, with short red hair, green eye, and mischievous smile. He is worshiped by gamblers, thieves, and drunks. Being the God of thieves, he doesn't get along with Visic very much.
- Symbol: Two playing cards.
- Domain(s): Trickery

Almir (LN)

- Almir is the God of earth and stone.
- He is a Dwarf with brown hair, a braided beard, and a joyful expression. He wears tan pants. He is worshiped by miners, mountaineers, and most Dwarfs.
- Symbol: A pickaxe
- Domain(s): Nature

Slivfa (CN)

- Slivfa is the Goddess of water, passion and the weather.
- She is an Elf with long blue hair and bright blue eye. She wears a simple light blue dress and a seashell necklace. She is chaotic Goddess and

loves to cause trouble. She'll also rarely kill her loyal followers, and as such most sailor is strict about proper procedure (although they disagree about what that is.)

- Symbol: CrFiosyne waves.
- Domain(s): Tempest and Trickery

The Star Bringer (LG)

- The Starbringer is the God of the forge and Kings.
- The Starbringer is the tallest of the Gods and glows with a bright light. That is all that is known about how he looks.
- Symbol: A warhammer crossed with a scepter.
- Domain(s): Forge and Light

Tiafa (N)

- Tiafa is the God time and fate.
- Their symbol is an hourglass

LIST OF CHURCHES

The Church of Nestar

Structure

Run much the same as a kingdom, there is religious leader that has unlimited power when it comes to the church. He elects priests who are given large temples in big cities, They then decide who should run the nearby temples, then those priests decide who works in their temple

Temples

There are two types of temples. The first is a circle room with doors facing North, East, West, And South. There are statues of the Gods surrounding the room. The second temple is to a specific God. These types of temples take on different shares and sizes depending on the God.

Practices

Each God has a day during the year in which their followers pay tribute and ask for guidance. In most places there is also a celebration depending on the God.

Founding

Long ago, a priest of Nestar founded out that the mages who ruled the post-apocalyptic world were dependents of Saint Valantha. He decided to place the blame of society solely on them and he started a mass witch hunt and is still going on.

Headquarters

In the Kingdom of Vizrith there is grand temple many, many stories tall. Older than anyone can remember, this legendary fortress is home to the Church of Nestar

Believes

Without order and law nothing will survive.

Order must be preserved always by any means necessary.

Magic is the enemy of law and justice.

Goals

To eliminate all crime

To eliminate all magic

To end the warship of false Gods

To install a holy king of all the world

The Church of **the** Heavens

Structure

Each God and Goddess has their own church. The churches all fight for power and the rulership of the Church of the Heavens. As it stands now, every 25 years all the leaders from each church vote on someone to run the Church of the Heavens.

Temples

The most common temple is one devoted to a specific God or Goddess. These temples always have statues and religious items for the saints of the temple's God or Goddess., but they vary in shape and size. Other temples are just to one saint and the rarest is a temple to all the Gods.

Practices

Each God has a day during the year in which their followers pay tribute and ask for guidance. In most places there is also a celebration depending on the God.–

Founding

Before anyone can remember, the man and woman who are now called gods took to the sky in order to defend the all that lived under the sky from a dark force. The worshipers of those man turned Gods founded the Church.

Headquarters

Located deep in Orlain on the top of Mountain of Heaven, there stands the Temple of Heaven.

Believes

That the Stars Above are warriors of the Gods protecting the mortal realm from destruction.

That the Star Above were once mortal.

That the afterlife of a person is depended on which god that person follows.

That in order for a person to reach the realm of their God, one of their God's Saints must carry them there.

THE GHOST HORDE

CREATION

After Gruumsh was slain by Arcavin, he was sent to the River Sytix where his soul was to be imprisoned. However, unwilling to die, Gruumsh freed himself from the River and rose a new. His hair turned white, his skin black, and his eye burned even brighter. Since his rebirth, he has gather a new horde of the other wayward souls to defeat all in his path.

FOLLOWERS

The Ghost Horde is followed by those orcs with a deep devotion to Gruumsh above all, even more than their

hatred of weakness. Other followers include those who dream of forging their own afterlife in the planes of Vestrin.

LIST OF GODS

The Ghost Strom **Gruumsh**

- Gruumsh is the God of war, storms, thunder, anger, and death. He is also known as The Great Strom, The Destroyer of Men, and The One-Eyed God.
- He is large orc with jet black skin, ghost white hair, a glowing red eye, and an eye made of pure blankess.
- Symbol: A skull with an axe in it
- Domain(s): Tempest, War, Death
-

THE STARBRINGER

CREATION

During the second great war between Demons, Gods, and Devils, there a hero was born and was forced to play a grand part in to war. This man become more God than mortal and become known as the Star Bringer

FOLLOWERS

Mostly localized in the East, the Starbringer is followed by the almost all members of theses societies because the religions are rarely tolerated.

LIST OF CHURCHES

The Church of Stars

Temples

The Temples are multi-room buildings with a room for each saint and the Starbringer given one single larger room.

Practices

The Starbringer is worshiped by his male followers trying to emulate how he lived (being a master smith, strength, horsemanship, having many holy wives, etc.). His female followers try to pick a saint and act as much like them as possible.

Founding

Exiled priests from Vizrith came into tribal land with no form of law brought with them religion, magic, law, and order.

Headquarters

The Kingdom of Black Mire is home to the Church of Stars A mixed of The Church of Nestar and The Star Touched. The main temple sits in the city of Black Mire.

Dogma

All men must strive to reach the same heights of the Starbringer, even though they cannot.

All women must follow their saint with the same determination they apply to their own life.

To keep men safe from the horrors of the other world, a ruler of all must be chosen by divine right.

Goals

To keep a king in power.

The Star Touched

Temples

The temples are usually circular with a statue Starbringer place in the center atop an altar. Below him are the saints' statues (usually kneeling) around him.

Practices

The Starbringer is worshiped by his male followers trying to emulate how he lived (being a master smith, strength, horsemanship, having many holy wives, etc.). His female followers try to pick a saint and act as much like them as possible.

Founding

A holy warrior from Black Mire journeyed East only to find some groups of men and women working together just to survive the night. This man decided to stay and form this group of people into perfect followers of the Starbringer.

Headquarters

There is no official headquarters for this new religion.

Dogma

Worth must be earned through combat.

A man's only purpose is to become as holy as the Starbringer is and was. To do this they must follow this every footstep to one day ascend to reach the heavens where he rests.

Goals

To create a new wave of Gods.

LIST OF SAINTS

Nella (CE)

- Nella is the Goddess of lies, trickery, honor, marriage, love and deception.
- She is a human with long blonde hair and is considered the prettiest of the saints. She was the first wife of the Starbringer.
- Symbol: Two snakes twisted together.
- Domain(s): Trickery

Jane (LG)

- Jane is the saint of Courage and Honesty
- She is a human who was once a great warrior but became injured and lost her abilities for battle. Is has plain brown hair and pretty face.
- Symbol: A heart.
- Domain(s): Light

Adlee (CG)

- Adlee is the saint of prostitutes and patience
- She is an average looking woman with brown hair and eyes. She has spotted pale white skin and wears a green dress.
- Symbol: A naked woman.
- Domain(s): Trickery

Irene (CN)

- Irene is the saint of music and joy.
- She is a halfling with bright red hair and green eyes.
- Symbol: A lute
- Domain(s): Trickery and Life

Bellamire (LG)

- Bellamire is the saint of war
- She is a short and stocky human with black hair. She wears chain and wields a shield and a warhammer.
- Symbol: A flaming warhammer
- Domain(s): War and Light

Valanthea (LN)

- Valanthea is the saint of the sky and magic
- She is a star elf with silvery skin and purple hair. She radiates magical energy.
- Symbol: A star
- Domain(s): Arcana, Tempest, and Knowledge

Ty (CN)

- Ty is the saint of craftsmen
- Ty is human with long platinum blonde hair and she always wears fine jewelry. She carries a wand encrusted with gems.
- Symbol: A gemstone with a rune in it.
- Domain(s): Arcana and Forge

Nitya (CG)

- Nitya is the saint of sport and competition

- She is a small, fit human with short brown hair and blue eyes. She has a rapier made of black metal at her side and is known for her dueling skill.
- Symbol: A rapier crossed with a dagger.
- Domain(s): Tempest

Ior and Sili (CG)

- Ior and Sili are the saints of fertility and life
- They are young elven twins with earth brown hair and clad in leaves.
- Symbol: A tree.
- Domain(s): Life, Grave, and Nature

THE ORCISH GODS

CREATION

Sensing the loss of power after the Warriors Heaven ascended, Gruumsh and his Host set sail on a grand journey through the Spheredomus looking for a place to call their own. They ended up in the Plane of the Elements, and they settled down. Shortly after, Gruumsh, being Gruumsh, started to war with the Elementals. This ended with the Treaty of Storms, which allowed Gruumsh and his Host, a place in the Elemental planes and made Gruumsh a member of the Titan Accords.

TEMPLES

Orcish temples are fairly unstandardized with a few exceptions. The temples have no roof, the priest(s) is above everyone else on a raised platform, below the priest there is a hole with fire burning in it, and no weapons are allowed inside the building.

PRACTICES

Every High Storm orcs make sacrifices to the Gods by leaving things out in the Storm. It is also common practice to dedicate kills to a specific God. They use storms to divine what to do in various ways. Priest will call down lightning on people which will either heal the strong of

body and kill the weak. They do not heal or help the dying unless it is sickness. They also view thunder storm as holy events. Tusked animals are considered holy animals.

FOLLOWERS

The Orcish Gods are deeply tried to the elements and so are their followers. While many ancient races worship the Elemental Gods, few worship the Orcish Gods, besides orcs themselves. This is because, the Orcish Gods, demand a high tribe and are quite involving in their follow activities. The Orcish Gods evoke fear into the heart of all orcs and those who fail to follow the Mandate of Gods will surely be punished.

Gruumsh (CE)

- Gruumsh is the God of war, storms, thunder, and anger. He is also known as The Great Strom, The Destroyer of Men, and The One-Eyed God.
- He is large orc, with one normal eye and a dark black gemstone in the other, he wears various skins on his body, he has dark black hair, and two one-foot tusks.
- Symbol: A lightning bolt crossed with an axe.
- Domain(s): Tempest and War
- Mandate: To kill in his name, to loot in his name, to destroy in his name, and to protect the orcish way.
- Rites and Rituals: **Storm Calling:** If you are worthy you may call down lighting upon yourself and let it into your body to either be healed or crushed by it. **Dura'ka:** As a storm rages outside you must give Gruumsh 10 virgin maidens clad in golden chains and gems for eyes, then as you slay the last one, you must turn the blade on your own eye. If you did not earn the gifts for Gruumsh, your sight will be only thing you have left as you are turned into a Wind Wisp. **Calling of the Wind:** Go out on a windy day and pray to Gruumsh while throwing an eye of an orc who has suffered injustice and Gruumsh may aid you in righting the injustice.

Atsune (LE)

- Atsune is the God of honor, tactics, swords, birds of prey, and hunting
- He is a Gruumsh's grandson and a half orc. He stands 7'11" with a bald head, a cleanshaven face except for two long black breeds on either side of his face, he has red eyes. He wears bone half plate, four longswords, two greatswords, nine daggers, and three shortswords. He also has a hawk name Shin.
- Symbol: A hawk.
- Domain(s): War
- Mandate: To become the best at your craft, be a ruthless killer, and always have a blade ready.
- Rites and Rituals: **Battle Chant:** A three-hour process that involves cutting a fresh kill with each blade you own while chanting all you know about the foes you are about to fight. When you chant is done, depending what the blades you used, what the kill was, and what you know about your foes, Atsune may reach down and bless for your battle the next day. **Hunter's Path:** You must go outwards into the wild with just a blade. You must eat nothing you do not kill and when you return you will have answered a question you did not ask.

Uomid (CE)

- Uomid is the Goddess of the sun, fire, and smiths.
- She is the daughter of Gruumsh and hates elves with a passion.
- She is an ugly woman covered in burns and with little hair. The hair she does have is a light red and the same colors as her eyes. She wields a pike with a skull on one end and a flaming point on the other.
- Symbol: A the sun with a hammer in it
- Domain(s): Forge and Light.
- Mandate: Burn your foes and turn their bodies into fuel for your forges. You must run towards

fire with the same heart as when you wield your hammer.

- Rites and Rituals: **Soul Forging:** After killing someone burn their body to ash in the same fire as your burn your forge. **Kiss of the Sun:** You must apply fire you somewhere on your body until there is nothing but burnt flesh.

Xith (LE)

- Xith is the Goddess of earth, life, death and fertility.
- She is an extremely pretty orc with very long white hair, bright green eyes, and wears an elegant red dress. She has a long, thin blade at her side.
- Symbol: A vine wrapping around an Orcish skull.
- Domain(s): Death, Grave, Life, and Nature.
- Mandate: Destroy the Undead, let that which is dead be reborn, turn those who stand in your way to rot, and defend the faithful sick from the evils humankind.
- Rites and Rituals: **Seal of Rot:** Incase someone who has wronged in such a way that they will waste away while still living to have the wrong deed undone.

Osman (CE)

- Osman is the Goddess of wind, art tricky, and emotion.
- The first and most powerful Djiin, Osman wears fine blue silks given to her by Gruumsh and golden jewelry that repersectes her greatest battles.
- Symbol: A knife over a heart
- Domain(s): Trickery

THE DRAGON GODS

The Nine Draconic Gods were created as such powerful beings that they shaped the fabric of the world. Their birth was so great that it shaped the planes of existence based on their personalities. Their conflicts with the Consumers and each other created so much energy they gave birth to the presence of magic.

CREATION

Ozirzeruis was the First God, how we came to be is a great mystery even to the great sages. He tried to battle his mysterious foes alone, but quickly realized he needed aid, so he used his magic to create 8 children. Splitting up the parts of himself into each of them, to maintain balance. Echoes of Ozirzeruis can still be found in the Plane of Dreams as Gemstone dragons. They wander the plane as guides and allies to the balance of the Realms. When the Dragon Giant War took hold, Tiamat and Bahamut's conflict became so hatred, dragons became actively fighting each other. Ozirzeruis did little to intervene and let them battle, even when their conflicts threatened to destroy the planes themselves. The war ended when Ortous, King of the Giants, slayed Bahamut in battle. Enraging by this, all dragons worked together to drive the giants into the corners of the Spheredomus. With no one left to challenge her, Tiamat quickly became Queen of the Dragons and starter her rein.

TEMPLE

The Dragons do not have temples, but some of the other worshiper do. The temples are to one God with the most expense statue as possible as a center piece.

PRACTICES

Unlike other pantheons, the Dragon Gods are all subservant to Tiamat. She wields ultimate power among them. Followers may pray to individual Gods when focusing on their domain, but they see Tiamat as the true power.

The dragons that are alive in the current age remember the dragons of old by hunting for religious artifacts to then to

hoard with the rest of their treasure. Other followers will give the Dragon Gods treasure as tribute.

FOLLOWERS

Dragons and mortals who worship dragons.

The Demand

The Demand are those dragons who fail to offer proper tribute. They are imprisoned in the deepest depths of Vestren and sold as warriors for hire, until they have repaid their debt to Timat. Most of young dragons, but a few older ones lurk and there is even a former member of the Divine among the Demand's ranks.

Delrous the Forgotten

Delrous was once the master of Taimat's magi, but she failed and was sent into the Damned. She is bitter, but wishes nothing more than to escape her fate. She is willing to bargain with those who summon her in order to find a way to free herself from her tournament.

The Divine

The Divine are made of some Tiamat's most loyal 7 seven priests' followers. They command grand palaces in Vastren and wield power over even the strong the oldest dragons.

LIST OF GODS

Ozirzeruis (N)

- Ozirzeruis is the God of fate, time, and magic.
- He was a dragon made entirely of diamonds, when he was weak from creating his seventh child, he was killed by Tiamat.
- Symbol: A diamond chain around an arcane rune.
- Domain(s): Arcana and Knowledge

Tiamat (NE)

- Tiamat is the Goddess of war, destruction, greed, and envy.
- She is a five-headed dragon and queen of all the Dragon Gods.
- Symbol: A five-headed dragon.

- Domain(s): Tempest, Death, and War
- Mandate: Every 100 years all her worshipers go out and bring back as much loot for her as they can to keep her favor.

Bahamut (NG)

- Bahamut is the God of the good and sacrifice.
- He is a platinum dragon that has spent his entire life imprisoned in this plane of existence. He is the youngest of the Dragon Gods
- Symbol: A shield with an unknown rune on it.
- Domain(s): Grave and Light.

Lorcwishix (LN)

- Lorcwishix is the Goddess of creation.
- She is a stone dragon with bright veins of color throughout her scales.
- Symbol: A four circles linked together.
- Domain(s): Forge

Yur'ta'murgol (LE)

- Yur'ta'murgol the God of decay and death
- A dark purple dragon whose flesh is rotting off.
- Symbol: A dying rose.
- Domain(s): Death

Thine (LG)

- Thine is the God of order, honor, fairness, and justice.
- A solid form of white fire in the shape of the dragon.
- Symbol: A horizontal rod with two white flames on either end.
- Domain(s): Light.

Veylix'Corlaxe (CN)

- Veylix'Corlaxe is the Goddess of the elements.
- She is a dragon made up of all the different elements that shift and change.
- Symbol: A storm cloud that rains fire.
- Domain(s): Tempest and Nature.

Aornix (CE)

- Aornix is the God of hunger.
- He is the largest dragon with bright yellow eyes and dirty green scales.
- His symbol is a set of open jaws
- Domain(s): Nature and Death

Timera (CG)

- Timera is the Goddess of life, rebirth, and fertility.
- She is bright silver dragon.
- Symbol: A bright red rose.
- Domain(s): Grave and Life