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HEXMASTER

Players Guide



Written By

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FANTASY ROLE-PLAYING GAME

Hexmaster Players Guide

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Michael Robinson

Dedicated to
The memories of Gary Gygax and Dave Arneson

Designed for Compatibility with Hexmaster products

<https://maxxia.boardhost.com/index.php>

<https://witchesmirror.wordpress.com/>

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Malidrex sighed with contentment as she cracked open the fresh copy of Hexmaster Player's Guide, the tome's spine giving a satisfying creak. The sweet scent of fresh ink and parchment hit her nostrils as she skimmed through the pages, the content both rich and inviting.

"Ah, there's nothing quite like a fresh book full of adventures, just waiting to be explored!" she exclaimed, flipping through the vast array of classes and races. "Oh, would you look at this? Adventurer, Arcane Gambler, Witch... my kind of folk."

Suddenly, The Magus's Mirror on the wall buzzed into life, its smooth glassy surface rippling as an image formed. "Oh, indeed, Malidrex. I noticed you conveniently skipped over 'Jester'," it quipped, a touch of sarcasm edging its usually serene voice.

A rolling laugh erupted from Malidrex, "Oh, Mirror, with a tongue as sharp as yours, I'd dare say you'd make a great Jester yourself!"

The Mirror sighed, the image within its frame reflecting a rolling eye. "Oh yes, because that's exactly what a magical artifact of my stature aspires to be - a court jester. Bravo, Malidrex. Bravo."

Before the Mirror could throw more jibes, The Book of Eldritch Shadows rustled, its pages fluttering as though disturbed by a phantom wind. "Quiet, both of you!" it grumbled, its voice a dusty whisper. "Don't you see? Hexmaster is more than your petty squabbles. Look at this!"

It flipped open to a page detailing the myriad spells available to players. "Over a thousand unique spells! And here you are bickering like children when we could be harnessing this knowledge."

Malidrex rolled her eyes, but a smile played on her lips. "Oh, relax, Book. We're just having a bit of fun."

Book snapped back, "Fun? We're on the verge of an arcane breakthrough, and all you can think of is 'fun'? I swear, you're more like a Lash Savant than a witch."

"But look at this," Malidrex countered, pointing to the vast equipment list. "Even a Lash Savant would appreciate the breadth of choice here. From the humble sword to the most alien of technologies... I mean, who wouldn't want to own a piece of land or two? Even a magic mirror, perhaps?" she added, winking at the Mirror.

The Mirror merely shimmered, unamused. "How generous of you. Maybe then, I could finally have some peace and quiet."



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Chapter 1: Introduction and Basic Rules

Malidrex, looking vibrant and self-assured, stood before a massive wooden table cluttered with flasks, scrolls, and strange artifacts. "Ah, aspiring adventurers of Maxxia, you've finally decided to delve into the mystical and often unpredictable realm of Hexmaster!" she announced, her eyes gleaming with mischief. "Trust me, you're in for a roller-coaster of a journey."

The Magus's Mirror, resting lazily on the table, chimed in, "Roller-coaster? Don't you mean a randomized series of unfortunate, and often hilarious, events?"

Malidrex rolled her eyes. "Oh hush, you reflective show-off! We're trying to entice them, not scare them away."

The ancient Book of Eldritch Shadows then creaked open, its pages fluttering dramatically, "Newcomers, huh? How many of them will just flip to the spells section, I wonder?"

Malidrex smirked. "Considering the wealth of knowledge you contain? Maybe...all of them?"

The book huffed, a gust of old, dusty air blowing from its pages. "Typical. But since you're all here, might as well learn the ropes from the beginning."

Shooting a glance at her companions, Malidrex agreed, "Indeed. So, for those unfamiliar with the nuances of Hexmaster or those dipping their toes into role-playing for the first time – this is where your tale begins. By the end of this chapter, you'll grasp the basics of gameplay, character creation, and the foundation upon which your unique narratives will be built."

The Magus's Mirror, never one to stay quiet, chimed in again. "And let me guess, dear Malidrex, will you tell them about the extensive world of over 2,000 races or the fascinating array of classes available?"

Before she could answer, the Book of Eldritch Shadows interjected, "Or maybe the sheer volume of equipment, spanning from the blade of a simple dagger to grand mansions? Oh, the things mortals desire..."

Malidrex waved her hand dismissively. "All in due time! This chapter, my precious, albeit sarcastic partners, is all about setting the foundation. Basics first, intricate details later."

The Mirror sighed melodramatically. "Well, in case you get lost, newbie, remember you can always check your reflection in me. Who knows? Maybe you'll see a more competent version of yourself."

"And if they look deeply enough," added the Book, its tone dripping with mockery, "maybe they'll find Malidrex actually sticking to a routine and not taking shortcuts."

Malidrex's cheeks reddened slightly. "Enough with the banter. To our eager readers, embrace the unpredictable. Let your imagination soar, your strategies evolve, and your narratives intertwine. You are the masters of your own fates in this vast world of Hexmaster."

The Mirror, in a rare moment of sincerity, added, "Indeed, and remember, even in a realm where magic blurs the lines of reality, it's the choices you make and the bonds you forge that truly shape your destiny."

Malidrex smiled. "Couldn't have said it better. Now, let's dive into the rules, shall we?"

Rules of Hexmaster

Character Creation:

1. Roll Ability Scores: Each player rolls 3D6 in order for their character's six basic Ability Scores: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

2. Determine Race: The player then rolls on the racial table to determine their character's race. Each race has associated Ability Score adjustments, which should be applied to the scores rolled in step 1. Some races may also provide additional benefits or abilities.

3. Determine Background: The player rolls on the background table to determine their character's background. This can provide additional Ability Score adjustments, skills, tools, or other benefits. It also helps shape the character's backstory and personality.

4. Select Class: Based on their final Ability Scores after racial and background adjustments, the player can choose a starting class for their character. The class must meet the stat requirements according to the provided chart. If no class requirements are met, the character starts as an Adventurer. Class selection determines a character's starting hit points, proficiencies, and special abilities.

Class	STR	DEX	CON	INT	WIS	CHR
Adventurer	-	-	-	-	-	-
Arcane Gambler	-	12	-	-	-	-
Jester	-	-	-	-	-	12
Lash Savant	-	12	-	-	-	-
Lord	-	-	-	-	-	12
Witch	-	-	-	12	-	-

5. Starting Gold: The player rolls a 1D1000 to determine their character's starting gold. This represents the character's life savings or funds provided by their background or initial circumstances.

6. Equipment: The player rolls 20 times on the basic equipment table, and may choose to purchase any of the rolled items using their starting gold. This forms the character's initial equipment. Any remaining gold can be saved for later use.

Class	STR	DEX	CON	INT	WIS	CHR
AI Whisperer	-	-	-	19	-	-
Alchemist	-	-	-	15	15	-
Archangel Stardust	15	-	-	-	15	15
Artificer	-	15	-	19	-	-
Blood Witch	-	-	-	19	15	-
Champion	19	15	-	-	-	-
Cultist	-	-	-	15	19	-
Cyberneticist	15	-	15	-	-	-
Dynast	-	-	-	-	15	19
Engineer	-	-	15	19	-	-
Golemancer	15	-	-	19	-	-
Hacker	-	15	-	19	-	-
Inquisitor	-	-	-	15	19	-
Mentor	-	-	-	-	19	15
Merchant	-	-	-	-	-	19
Phylactory Runesmith	-	-	-	19	15	-
Rebel	19	-	-	-	15	-
Shadow	-	19	-	-	15	-
Temporal Bandit	-	19	-	15	-	-
Thought Police	-	-	-	15	-	19
Virusweaver	-	15	15	-	-	-
Visionary	-	-	-	19	-	15
Wildshaper	19	-	15	-	-	-

7. Character Details: The player can then fill out additional character details, such as their character's name, alignment, faith, appearance, and personal goals. While these might not directly impact mechanics, they are crucial for role-playing and character development.

8. Leveling: All characters start at Level 1. As they gain experience from adventuring, they will level up, gaining additional hit points, class features, and possibly even new classes if they meet the requirements for the advanced classes.

Remember, the goal of this process is to create a character who is not only mechanically interesting to play, but also engaging in the story and world!

Ability Scores and Checks

1. Ability Scores: Each character has six basic Ability Scores: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). These scores typically range from 3 to 18 for most humanoid characters and influence a wide variety of abilities and skills.

2. Modifiers: For each Ability Score, a Modifier is

derived which is used in gameplay. This is calculated by subtracting 10 from the ability score, dividing by 2, and rounding down. For example, a score of 14 would have a **+2** modifier, while a score of 9 would have a **-1** modifier.

3. Ability Checks: When you attempt an action that has a chance of failure, you make an Ability Check. This involves rolling a D20, adding the relevant Ability Modifier, and comparing the total to a Difficulty Class (DC) set by the Hex Master (DM). If your total equals or exceeds the DC, the check is a success.

4. Proficiency Bonus: If a character is proficient in a certain ability or skill, they add their Proficiency Bonus to the Ability Check. This bonus is based on the character's total level, starting at **+2** for a 1st level character and increasing as they gain levels.

Strength Score Abilities (cumulative)

1 (Almost No Strength):

Minimal Function : Movement speed reduced to 5 feet.

Helpless Grasp : Cannot wield melee weapons, and ranged weapon attacks have a range reduced by half.

Frail Life Force : Maximum hit points reduced by half (rounded down) for each Hit Die.

2 or lower (Incredibly Feeble):

Crippling Weakness : Movement speed reduced by an additional 10 feet (total reduction of 30 feet).

Barely Capable : Disadvantage on all Strength-based ability checks and saving throws.

Severely Vulnerable : -3 penalty to AC due to the inability to avoid attacks.

3 or lower (Pathetically Weak):

Incapacitating Weakness : Movement speed reduced by an additional 10 feet (total reduction of 20 feet).

Helpless Strikes : Melee weapon attacks deal -2 penalty to damage rolls.

Fragile Constitution : Maximum hit points reduced by 2 for each Hit Die.

4 or lower (Utter Weakness):

Debilitating Weakness : Movement speed reduced by 10 feet.

Struggle to Lift : Disadvantage on Strength checks to lift heavy objects or break objects.

Frail Defense : -2 penalty to AC due to the inability to protect oneself effectively.

5 or lower (Extreme Weakness):

Severely Limited Carry Capacity : Carrying capacity reduced to half of normal.

Feeble Strikes : Melee weapon attacks deal -1 penalty to damage rolls.

Frail Constitution : Maximum hit points reduced by 1 for each Hit Die.

6 or lower:

Struggle of the Weak : -2 penalty to AC due to the inability to defend effectively.

Weakling's Burden : Disadvantage on melee weapon attack rolls.

Feeble Grasp : Disadvantage on Strength (Athletics) checks and saving throws.

7 to 13 - Nothing

14 to 15 Burly Resilience : Resistance to bludgeoning, piercing, and slashing damage from non-magical weapons. Intimidating Presence : Advantage on Intimidation checks.

5. **Saving Throws:** Sometimes a character is subjected to a threat or hazard and has a chance to avoid or mitigate it, this is where Saving Throws come in. These are also tied to Ability Scores. For example, a spell might require a DEX Saving Throw to avoid full damage.

6. Skill Checks: Skills are specific applications of an Ability, like Perception (WIS) or Stealth (DEX). If a character is proficient in a Skill, they add their Proficiency Bonus to checks with that skill, which are usually Ability Checks.

16 to 17 Grappling Mastery : Proficiency in grappling, advantage on Strength (Athletics) checks when grappling. Encumbrance Limit : 50% increase in encumbrance limit.

18 to 19 Raw Power : **+1** bonus to melee weapon damage rolls for every point above 15. Powerful Blows : Once per short rest, can add an extra damage die to a melee weapon attack. Feat of Strength : Once per long rest, perform a feat of strength.

20 to 21 Brutal Critical : Once per turn, when scoring a critical hit with a melee weapon, roll one additional damage die. Crushing Strike : Attacks made with two-handed melee weapons ignore enemy resistance to bludgeoning, piercing, and slashing damage.

22 to 23 Indomitable Might : When attempting to grapple or shove, treat your strength score as 24. Unyielding Fortitude : Advantage on saving throws against being paralyzed, restrained, or knocked prone.

24 to 25 Titanic Endurance : Maximum hit points increased by 10. Mighty Hurl : You can make a ranged weapon attack with a thrown weapon using your Strength modifier for both attack and damage rolls.

26 to 27 Wrecking Ball : Your melee attacks ignore resistance to bludgeoning, piercing, and slashing damage, and treat immunity as resistance. Devastating Blow : Once per short rest, deliver a devastating blow, forcing the target to make a Constitution saving throw (DC 8 + proficiency bonus + Strength modifier) or be stunned until the end of your next turn.

28 to 29 Herculean Strength : Your carrying capacity is multiplied by 4. Unstoppable Force : Immune to effects that would cause you to be moved against your will or knocked prone.

30 Colossal Might : Your melee weapon attacks deal an additional 2d6 damage. Unmatched Power : Once per long rest, you can make an attack that automatically scores a critical hit.

Dexterity Score Abilities (cumulative)

1 (Almost No Dexterity):

Impaired Mobility : Disadvantage on all Dexterity-based ability checks, attacks, and saving throws.

Slow Reactions : Initiative reduced by 5.

Inadequate Defense : -3 penalty to AC due to the inability to avoid attacks.

2 or lower (Incredibly Clumsy):

Profoundly Inept : Movement speed reduced by 20 feet.

Sloppy Hands : Cannot perform tasks that require fine motor skills, such as lock picking or sleight of hand.

Major Vulnerability : Automatic failure on all Dexterity saving throws.

3 or lower (Significantly Incompetent):

Poor Balance : Prone to stumbling and falling, 5% chance to fall prone each round of combat.

Poor Reflexes : Disadvantage on Initiative rolls.

Limited Defense : -2 penalty to AC due to reduced reaction speed.

4 or lower (Substantial Lack of Coordination):

Slow Response : Reaction time is so slow that you lose your reaction each round.

Limited Precision : Disadvantage on attacks with ranged and finesse weapons.

Reduced Agility : -1 penalty to AC and movement speed reduced by 10 feet.

5 or lower (Highly Uncoordinated):

Imprecise Strikes : Ranged weapon attacks deal -1 penalty to damage rolls.

Clumsy Movements : Disadvantage on Dexterity (Acrobatics) checks and saving throws.

Decreased Evasion : Fails Dexterity saving throws on a roll of 10 or lower.

6 or lower:

Untrained Movements : **-2** penalty to AC due to the inability to react quickly.

Unreliable Dexterity : Disadvantage on all Dexterity-based checks.

Diminished Precision : Ranged weapon attacks have their range reduced by half.

7 to 13 - Nothing

14 to 15 Catlike Reflexes : Advantage on Dexterity saving throws. Fleet Footed : **+10** feet to movement speed.

16 to 17 Quick Response : Gain an additional reaction per round. Sneaky : Advantage on Stealth checks.

18 to 19 Precise Aim : **+1** bonus to ranged weapon damage rolls for every point above 15. Rapid Reflexes : You can take the Dodge action as a bonus action once per short rest.

20 to 21 Lightning Reflexes : When hit by an attack, you can use your reaction to halve the damage. Expert Marksman : Attacks made with ranged weapons ignore half cover and three-quarters cover.

22 to 23 Evasion Mastery : When subjected to an effect that allows a Dexterity saving throw for half damage, you take no damage on a successful save, and only half damage on a failed one. Agile : Advantage on Acrobatics checks.

24 to 25 Nimble Escape : You can Disengage or Hide as a bonus action on your turn. Accurate Shot : Your ranged weapon attacks score a critical hit on a roll of 19 or 20.

26 to 27 Rapid Movement : Your movement speed is doubled. Unerring Aim : Your ranged attacks ignore resistance to piercing damage, and treat immunity as resistance.

28 to 29 Elusive Target : Attacks against you have disadvantage. Unstoppable Velocity : You can't be restrained or paralyzed.

30 Flash Speed : Once per long rest, you can take two turns consecutively. Unrivaled Agility : Once per long rest, you can make an attack that automatically hits and is a critical hit.

Constitution Score Abilities (cumulative)

1 (Almost No Vitality):

Life on a Thread : Maximum hit points reduced by 5 for each Hit Die.

Easily Exhausted : Disadvantage on all checks and saving throws that require physical effort.

Susceptible : Vulnerable to poison and disease.

2 or lower (Fragile Health):

Life Hanging by a Thread : Maximum hit points reduced by 4 for each Hit Die.

Breathless : Halve your movement speed due to exhaustion.

Feeble Resistance : **-2** penalty to saving throws against poison, disease, and death saves.

3 or lower (Very Weak Constitution):

Frail Health : Maximum hit points reduced by 3 for each Hit Die.

Quick to Tiring : Movement speed reduced by 15 feet.

Vulnerable System : Disadvantage on all saving throws against poison and disease.

4 or lower (Weak Constitution):

Delicate Health : Maximum hit points reduced by 2 for each Hit Die.

Unsteady Stamina : Halve your carrying capacity due to fatigue.

Weak Resistance : Disadvantage on Constitution saving throws.

5 or lower (Poor Constitution):

Unhealthy : Maximum hit points reduced by 1 for each Hit Die.

Easily Winded : Disadvantage on checks and saving throws related to physical exertion (including some Athletics and Acrobatics checks).

Low Resistance : -1 penalty to saving throws against poison, disease, and death saves.

6 or lower:

Failing Health : Maximum hit points reduced by 1 for every two Hit Die.

Low Stamina : Your speed is reduced by 10 feet.

Weakened Immune System : You have disadvantage on saving throws against diseases and poisons.

7 to 13 - Nothing

14 to 15 Stout Vitality : Maximum hit points increased by 2 for each Hit Die. Resilient Body : Advantage on saving throws against poison and disease.

16 to 17 Robust Health : Maximum hit points increased by 3 for each Hit Die. Tireless : Your speed is not reduced by wearing heavy armor.

18 to 19 Strong Vitality : Maximum hit points increased by 4 for each Hit Die. Steadfast : You have advantage on Constitution saving throws.

20 to 21 Iron Constitution : Maximum hit points increased by 5 for each Hit Die. Resilience : Resistance to poison and disease.

22 to 23 Herculean Health : Maximum hit points increased by 6 for each Hit Die. Endurance : You can add your proficiency bonus to Constitution saving throws.

24 to 25 Colossal Vitality : Maximum hit points increased by 7 for each Hit Die. Recovery : You regain the maximum number of hit points possible from any healing.

26 to 27 Epic Stamina : Maximum hit points increased by 8 for each Hit Die. Indomitable : Once per long rest, you can choose to succeed on a failed Constitution saving throw.

28 to 29 Immortal Constitution : Maximum hit points increased by 9 for each Hit Die. Unyielding : Immune to the poisoned and diseased condition.

30 Titanic Vitality : Maximum hit points increased by 10 for each Hit Die. Absolute Fortitude : You gain resistance to all types of damage.

Intelligence Score Abilities (cumulative)

1 (Almost No Intelligence):

Primitive Understanding : Can only understand basic gestures, cannot read or write.

Intuition Over Logic : Wisdom-based checks are made at a disadvantage.

Memory Impairment : The character has disadvantage on checks related to recalling information.

2 or lower (Incredibly Unintelligent):

Dim-Witted : Movement speed reduced by 10 feet due to the inability to plan routes effectively.

Poor Reasoning : Disadvantage on all Intelligence-based ability checks and saving throws.

Social Misunderstanding : Disadvantage on Charisma checks due to inability to understand social cues.

3 or lower (Pathetically Unintelligent):

Lack of Awareness : -2 penalty to initiative rolls.

Poor Planner : Cannot take the Ready action or use tools.

Incoherent Speech : Difficulty in expressing thoughts verbally. Disadvantage on any Charisma checks related to communication.

4 or lower (Utter Stupidity):

Lack of Insight : Cannot make investigation checks.

Unfocused Mind : Disadvantage on saving throws against being charmed.

Confused Mind : Cannot cast spells or understand languages.

5 or lower (Extreme Stupidity):

Irrationality : Must roll a d20 before taking any action; on a roll of 10 or lower, the DM decides the character's action.

Impulsive Decision : All saving throws are made with disadvantage.

Lack of Understanding : Can only understand simple concepts, cannot use tools or devices.

6 or lower:

Easily Tricked : Disadvantage on Wisdom saving throws.

Primitive Communication : Can only communicate through very basic gestures and expressions.

Limited Insight : Cannot make Wisdom (Insight) checks or saving throws.

7 to 13 - Nothing

14 to 15 Clever Thinker : Advantage on Intelligence (Investigation) checks. Fluent Speaker : You can learn and understand one additional language of your choice.

16 to 17 Analytical Mind : Can deduct an enemy's weakness once per encounter, granting advantage on the next attack against it. Quick Learner : You gain proficiency in a skill or tool of your choice.

18 to 19 Strategic Mastermind : Once per short rest, can devise a plan that grants advantage on an ability check or attack roll. Quick Thinking : Add your Intelligence modifier to initiative rolls.

20 to 21 Tactical Genius : Once per turn, when scoring a critical hit, the enemy is stunned until the end of your next turn. Scholarly Mind : You can comprehend and communicate in any language you have heard or seen before.

22 to 23 Superior Intellect : When making an Intelligence-based skill check, treat rolls of 9 or lower as a 10. Witty : Once per encounter, you can gain advantage on a single saving throw or attack roll.

24 to 25 Eidetic Memory : Can remember any information, details, or events witnessed. Perfect Planner : Gain advantage on all ability checks when a plan is made beforehand.

26 to 27 Masterful Strategist : Can make a second reaction each round. Critical Thinker : If you fail an Intelligence check, you can choose to succeed instead once per long rest.

28 to 29 Supreme Intellect : You can cast any 1st-level spell without expending a spell slot. Unraveled Mystery : Once per short rest, can ask the DM a question about the game world, and they must answer

truthfully.

30 Cosmic Mind : You can cast any 1st or 2nd-level spell without expending a spell slot. Once per long rest, you can automatically succeed on any Intelligence check or saving throw.

Wisdom Score Abilities (cumulative)

1 (Almost No Wisdom):

Spiritually Barren : Your character is unable to cast spells, regardless of class.

Impaired Intuition : Disadvantage on Perception, Insight and Survival checks.

Emotionally Blind : Disadvantage on all Charisma-based skill checks.

2 or lower (Incredibly Foolish):

Tunnel Vision : Perception range is halved.

Constant Misjudgment : Disadvantage on all Wisdom saving throws.

Misreading Intentions : Social interactions always start one stage worse in NPC reactions.

3 or lower (Ignoramus):

Detached from Reality : You fail to perceive magical effects unless they're physically manifesting.

Confused Compass : Disadvantage on Survival checks. Always get lost when you don't have a guide.

Hazard Prone : You trigger traps even with a successful Perception check due to clumsy avoidance attempts.

4 or lower (Absentminded):

Inattentive : You have disadvantage on Initiative rolls.

Gullible : Deception checks against you have advantage.

Low Empathy : You cannot tell when an NPC is lying.

5 or lower (Oblivious):

Negligent Healer : Healing spells you cast only heal for half the rolled amount.

Misinterpret Signs : Can't understand written or spoken languages.

Feeble Resistance : -1 penalty to saving throws against spells.

6 or lower:

Spiritual Numbness : Can't gain benefits from rest (neither long nor short).

Chronic Confusion : Disadvantage on all Intelligence checks and saving throws.

Broken Compass : Always get lost when trying to navigate, even in familiar territory.

7 to 13 - Nothing

14 to 15 Intuitive Instinct : Advantage on Perception, Insight and Survival checks. Empathic Understanding :

Advantage on Charisma-based skill checks.

16 to 17 Spiritual Awareness : Resistance to psychic damage. Instinctual Initiative : Advantage on Initiative rolls.

18 to 19 Spiritual Guardian : Can cast the Shield spell as a reaction once per short rest, reflecting the power of their wisdom. Accurate Healer : Healing spells you cast add your Wisdom modifier to the amount healed.

20 to 21 Keen Intuition : Once per turn, when you would be hit by an attack, you can choose to impose disadvantage on the attack roll. Mystic Affinity : Advantage on saving throws against spells and other magical effects.

22 to 23 Unerring Perception : You can't be surprised and your passive Perception can't be less than 20.
Guiding Hand : Advantage on Survival checks. You always know which way is North.

24 to 25 Enlightened Healer : Your healing spells always heal for the maximum amount. Indomitable Mind :
Advantage on saving throws against being charmed or frightened.

26 to 27 Seer's Vision : You can cast the Divination spell once per long rest without needing any components.
Empathic Savior : Once per short rest, when an ally fails a saving throw, you can allow them to reroll it and they must use the new roll.

28 to 29 Untouchable Mind : You are immune to being charmed or frightened. True Empathy : You can always tell when an NPC is lying.

30 Cosmic Understanding : You can cast the Wish spell once per long rest. You also gain Truesight up to a range of 60 feet. Boundless Wisdom : You can add your Wisdom modifier to your AC.

Charisma Score Abilities (cumulative)

1 (Almost No Charisma):

No Personal Presence: No one takes you seriously. Disadvantage on all Charisma-based ability checks and saving throws.

Ignored by Society: You can't use Charisma for persuasion or deception checks, and merchants refuse to deal with you or only offer the worst deals.

Detrimental Influence: Any attempts to assist allies using Charisma skills such as Inspire or Rally result in disadvantage for the ally.

2 or lower (Incredibly Feeble):

Alone in the Crowd: NPC's are immediately hostile or fearful, and allies have disadvantage on morale checks while you're present.

Uninspiring Presence: You can't aid another on Charisma-based checks.

Frightful Image: Creatures that rely on sight have advantage on attacks against you.

3 or lower (Pathetically Weak):

Repugnant: Animals are hostile towards you, and sentient beings ignore your suggestions and commands.

Lack of Leadership: You cannot be chosen as a group leader or spokesman.

Ostracized: Social events, gatherings, or congregations result in disadvantage to the party's social standing.

4 or lower (Utter Lack of Charisma):

Unsettling Presence: You give disadvantage to all allies on Charisma checks when in your presence.

Misunderstood: When trying to communicate complex ideas or instructions, others interpret it in the worst possible way.

Frightful Visage: Children and animals run away from you in fear.

5 or lower (Extreme Lack of Charisma):

Ostracized: You are automatically perceived as a threat or a problem.

Misinterpreted Intent: Any attempts to defuse a situation escalate it instead.

Social Outcast: You're not allowed into social gatherings, fine establishments, or well-mannered places.

6 or lower:

Repulsive: Disadvantage on all Charisma (Persuasion) checks and saving throws.

Antisocial: You're unable to form or maintain relationships.

Distrusted: You're always suspected to be lying.

7 to 13 - Nothing

14 to 15 Charming Presence: You can make an additional friend during downtime. Persuasive: Advantage on Charisma (Persuasion) checks.

16 to 17 Inspiring Leader: Once per long rest, you can inspire your allies, granting them temporary hit points equal to your Charisma modifier. Silver Tongued: You can make Deception checks as a bonus action.

18 to 19 Fearless Presence: You have advantage on all Charisma (Intimidation) checks. Art of the Deal: When negotiating prices, you always receive the most favorable terms.

20 to 21 Natural Leader: You can spend 1 minute inspiring your companions, bolstering them with renewed vigor. All of your allies gain advantage on their next attack roll, saving throw, or ability check. Deceptive Mastery: Once per short rest, you can automatically succeed on a Deception check.

22 to 23 Charismatic Immunity: You are immune to being Charmed. Master Manipulator: You can cast Charm Person as a cantrip without using spell slots.

24 to 25 Legendary Influence: You can spend 1 minute talking someone out of hostility unless they are immune to being charmed. Intimidating Might: Once per short rest, you can force a creature to make a Wisdom saving throw or become frightened until the end of your next turn.

26 to 27 Irresistible Charm: You can cast Dominate Person once per long rest. Imposing Presence: You can use your action to frighten someone with your menacing presence.

28 to 29 Compelling Presence: You can cast Mass Suggestion once per long rest. Undying Loyalty: Your allies will follow you to the death, and they gain advantage on saving throws against being frightened.

30 Unrivaled Influence: Once per long rest, you can cast the Power Word Kill spell, with the target needing to succeed on a Charisma saving throw against your spell save DC instead of having a certain number of hit points. Only a creature who can see and hear you can be affected by this feature. Beguiling Persona: Once per long rest, you can automatically succeed in a Persuasion, Deception, or Intimidation check.

Combat:

- 1. Initiative:** At the beginning of a combat encounter, each participant makes an initiative check to determine the order of combatants' turns. Roll a D20 and add any initiative modifiers (usually determined by the Dexterity modifier). The higher the total, the earlier a character acts.
- 2. Movement:** On your turn, you can move a distance up to your speed. This may vary depending on your race, class, and other factors.
- 3. Action:** You can also perform one action on your turn. This might include attacking, casting a spell, using an item, or doing something else specified in the game rules. Some conditions or abilities may allow for multiple actions.
- 4. Attacks:** To attack, roll a D20 and add relevant modifiers (usually your proficiency bonus and your Strength modifier for melee attacks, or Dexterity modifier for ranged attacks). If the total equals or exceeds the target's Armor Class (AC), the attack hits.
- 5. Damage:** If you hit, you then roll for damage. The damage die depends on the weapon used (a longsword deals 1D8 damage, for instance). Add your Strength modifier to the damage for melee attacks, or Dexterity for ranged attacks. Some weapons or spells may deal additional types of damage.
- 6. Bonus Actions and Reactions:** Depending on your character class and abilities, you might be able to

take additional actions called bonus actions. You can only take one bonus action per round. A reaction is a special action you can take in response to a trigger of some kind, which can occur on your turn or someone else's.

7. Conditions: Certain abilities, spells, or weapon effects can apply conditions to characters, like being stunned, grappled, poisoned, etc. These conditions have various effects and are often ended by succeeding on a saving throw.

8. Death and Dying: If a character's hit points reach 0, they are unconscious and must start making death saving throws on their turn, which are straight D20 rolls. Three failures result in death, while three successes result in stabilization.

9. Magic: Spellcasting follows its own set of rules, including the use of spell slots, components, and saving throws.

Special Combat Maneuvers:

1. Opportunity Attack: When an enemy moves out of your reach, you may use your reaction to make an opportunity attack against them. This is a single melee attack. You don't add your proficiency bonus to the attack roll, unless you have a feature that allows you to do so. If the attack hits, it deals damage as normal.

2. Bull Rush: You can use your action to make a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you push the target up to 5 feet away from you. You can push the target an additional 5 feet for each size category you are larger than the target.

3. Disarm: As an action, you can make an attack roll opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you beat the target's check, you knock one item of your choice that the target is holding out of their hands.

4. Grapple: You can use your action to make a Strength (Athletics) check opposed by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you succeed, you and the target are both Grappled, and you can move at half speed dragging the target with

you. The grapple ends if you are incapacitated, or if an effect removes the target from your reach.

5. Charge: If you move at least 20 feet straight toward an enemy and then hit it with a melee weapon attack on the same turn, you can use a bonus action to attempt to shove that enemy. You can't use this ability if you're wearing heavy armor. The enemy must be no more than one size category larger than you.

6. Overrun: When you use your movement to move through an enemy's space, you can use your action to make a Strength (Athletics) check opposed by the enemy's Strength (Athletics) check. If you win the contest, you can move through the enemy's space once this turn.

7. Trip: As an action, you can make a melee attack against an enemy's legs. If you hit, the target must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use) against a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If the check fails, the target is knocked prone.

8. Parry: If another creature damages you with a melee attack, you can use your reaction and expend one hit die to reduce the damage by the number you roll on your hit die + your Dexterity modifier.

9. Sunder: As an action, you can make an attack against an item held or worn by an enemy. If you hit, the attack deals damage to the item instead of the enemy.

10. Feint: As a bonus action, you can attempt to deceive an enemy within 5 feet of you. Make a Charisma (Deception) check opposed by the enemy's Wisdom (Insight) check. If you succeed, you have advantage on your next attack roll against that enemy.

11. Pin: When you have a creature grappled, you can use an action to try and pin them. Make another grapple check. If you succeed, the creature is restrained until the grapple ends.

12. Disengage: If you take the Disengage action, your movement doesn't provoke opportunity attacks for the rest of the turn.

13. **Fend Off:** As a reaction to being targeted by a melee attack, you can attempt to fend off your attacker. Make a Strength (Athletics) or Dexterity (Acrobatics) check (your choice) against a DC equal to the attack roll. If you succeed, the attack misses you.

14. **Blind:** As an action, you can attempt to blind an enemy. Make a melee attack against the target. If you hit, the target must make a Constitution saving throw against a DC of 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If they fail, they are blinded until the end of your next turn.

15. **Ready:** You can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn. Decide what perceivable circumstance will trigger your reaction, then choose to either make an attack, cast a spell, or take another action in response to that trigger.

16. **Lunge:** As an action, you can make a melee attack with 5 feet more range. You make this attack with disadvantage.

17. **Help:** You can lend your aid to another creature in the completion of a task. When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.

18. **Cleave:** If you make a melee attack, and your attack roll would hit the AC of an adjacent enemy, you can use your bonus action to deal your Strength or Dexterity modifier (your choice) in damage to the second enemy.

19. **Dodge:** When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage.

20. **Feat of Strength:** As an action, you can show off your physical prowess to try and intimidate an enemy. Make a Strength (Athletics) check with a DC determined by the GM. If you succeed, one enemy of your choice within 30 feet that can see you must make a Wisdom saving throw or be frightened until the end of your next turn.

21. **Quick Draw:** If you have a weapon that isn't currently drawn, you can draw it and make an attack with it as a single action.

22. **Cover Fire:** As an action, you can use a ranged weapon to create a distraction, giving your allies a chance to move. Choose a point within your weapon's range. Until the start of your next turn, your allies have advantage on Dexterity (Stealth) checks and their movement doesn't provoke opportunity attacks from enemies within 30 feet of the chosen point.

Air Combat Rules:

1. **Movement:** A flying character can move up to their flying speed in any direction, including upward or downward, during their movement phase. Diagonal movement works the same as on the ground.

2. **Ascend/Descend:** A flying creature can ascend at half speed and descend at double speed. To maintain a steady altitude, no additional movement cost is required.

3. **High Speed Maneuvering:** If a character wishes to make a sudden change in direction or perform an evasive maneuver while flying at high speed, they must make a Dexterity (Acrobatics) check. The DC is set by the DM based on the complexity of the maneuver.

4. **Hover:** If a flying creature possesses the hover ability, it can stay in one place while airborne. It can do this without needing to make any checks.

5. **Falling:** If a creature is knocked prone while flying, doesn't maintain minimum forward speed (if it has one), or is affected by a spell that brings it down, it begins to fall. A creature falls 500 feet in the first round and 1,000 feet per round thereafter. The creature takes 1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. If it's still falling at the start of its next turn, it must make a DC 10 Dexterity saving throw or remain prone.

6. **Attack Roll Advantage:** A creature that is flying has advantage on melee attack rolls against creatures that are not flying or hovering.

7. **Spellcasting:** Casting spells while flying works the same as on the ground, but remember to consider the vertical range of spells.

8. Landing: If a creature ends its turn in the air without landing, it must make a Dexterity (Acrobatics) check with a DC set by the DM (based on conditions and speed) or risk falling.

Naval Combat Rules:

1. Ship Stats: Each ship has three primary stats: Hull Points (HP), Speed, and Maneuverability. Hull Points are the ship's health. Speed represents how far the ship can move in one turn. Maneuverability affects how quickly the ship can change direction.

2. Ship's Crew: The crew is divided into three key roles: Captain, Helmsman, and Cannoneers. The Captain issues orders and makes key decisions. The Helmsman steers the ship and determines movement. Cannoneers operate the ship's weapons. Each role uses different skills.

3. Initiative: At the start of a naval encounter, each Captain makes an initiative check using their Wisdom (Insight) skill. The ship with the higher result acts first each round.

4. Movement: During the ship's turn, the Helmsman can move the ship up to its Speed in any direction. The ship can change direction, but the amount it can do so depends on its Maneuverability rating and current speed.

5. Attacking: Cannoneers can fire the ship's weapons once per turn. This is an attack roll using Intelligence (Artillery) skill against the target ship's AC (which is set by the DM based on factors like size, construction, and distance).

6. Damage: If a weapon hits, it deals damage to the ship's Hull Points. Different weapons have different damage dice.

7. Special Maneuvers: The Captain can attempt special maneuvers like a Ramming Speed, Full Broadside, or Evasive Maneuvers. These maneuvers require successful skill checks and can provide advantages in combat.

- Ramming Speed: The ship attempts to ram into an enemy ship. This requires a successful Dexterity (Sailing) check from the Helmsman and deals significant damage if successful but also damages

the ramming ship.

- Full Broadside: All Cannoneers on one side of the ship unleash a simultaneous attack. Requires a successful Charisma (Intimidation) check from the Captain to coordinate.

- Evasive Maneuvers: The Helmsman attempts to make it harder for enemy ships to hit. This requires a successful Dexterity (Sailing) check, and if successful, increases the ship's AC until the next turn.

8. Ship Conditions: As a ship takes damage, it may suffer conditions like "On Fire" (requires crew to put out fire or takes ongoing damage), "Taking on Water" (requires crew to repair or ship sinks), or "Broken Mast" (reduces Speed and Maneuverability).

9. Repair: Crew can attempt to repair damage during combat. This requires a successful Strength (Carpentry) check and restores a certain amount of Hull Points or removes a condition.

10. Boarding Actions: If ships are adjacent to each other, a crew can attempt to board the enemy ship. This initiates personal combat per the standard Hexmaster rules.

Underwater Combat:

1. Movement: Unless a creature has a swimming speed, it uses twice as much movement to move through water than on land. Creatures with a swim speed can move through water without penalty.

2. Melee Attacks: Melee attacks are at a disadvantage unless the weapon used is a dagger, javelin, shortsword, spear, or trident. These weapons don't suffer this disadvantage due to their thrusting nature.

3. Ranged Attacks: Ranged weapons are impractical for use underwater, even crossbows. When making a ranged attack roll, the attack is at a disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart). In addition, these attacks automatically miss beyond the weapon's normal range, and the attack roll has disadvantage within the weapon's long range.

4. Vision and Light: Water can limit visibility,

especially in deep or murky water. The Hex Master determines how far characters can see underwater, but as a general rule, bright light illuminates up to 20 feet, and dim light 20 feet beyond that. Beyond this light, the water is considered heavily obscured.

5. Casting Spells: Spells can be cast underwater but spells that require the caster to breathe or speak may fail or have their effects changed at the Hex Master's discretion.

6. Breathing: Unless a creature has the ability to breathe underwater, it can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum 30 seconds). Once a creature runs out of breath, it must succeed on a DC 10 Constitution saving throw at the start of each of its turns or drop to 0 hit points. The DC increases by 5 for each consecutive turn the creature is without breath.

7. Pressure: At depths greater than 100 feet, the water pressure can have various effects. For every additional 100 feet a character descends, the DM might require a Constitution saving throw to avoid gaining one level of exhaustion.

8. Temperature: Cold waters can pose a risk of hypothermia. In freezing temperatures, a creature requires a Constitution saving throw each hour or gain one level of exhaustion.

Zero-Gravity Space Combat:

1. Movement: In zero-gravity, all characters have a flying speed equal to their walking speed. However, if they end their movement without something to grab onto or a way to propel themselves, they will continue moving in the same direction and speed until something stops them. A character who collides with an object stops moving and takes 1d6 damage for every 10 feet they moved that turn.

2. Propelling: A character can use a weapon to propel themselves in the opposite direction of their attack. The character moves 5 feet in the opposite direction after making a ranged attack. A melee attack can also be used in this way, but it propels the character and the target in opposite directions, up to 5 feet, depending on their relative sizes.

3. Unstable Attacks: All melee and ranged attacks have disadvantage unless the attacker has a means

of stabilizing themselves, such as by bracing against a wall or using a special ability or equipment designed for zero-gravity combat.

4. 3D Combat: Combat in zero-gravity is three-dimensional. Make sure to keep track of everyone's positions relative to one another, not just in two dimensions, but up and down as well.

5. Grappling: When you successfully grapple an opponent, both of you are considered grappled, and any movement either of you take is split between the two of you, unless the one doing the moving is two or more sizes larger than the other.

6. Gravity Shifts: If gravity is suddenly restored, all creatures that are not holding onto something fall to the floor and take fall damage as normal. If gravity is suddenly reversed or comes from a different direction, creatures are flung in that direction and take damage as if they had fallen.

7. EVA Equipment: Equipment such as jetpacks, magnetic boots, or specially designed zero-g weapons can greatly assist in space combat. Jetpacks or thrusters can allow for controlled movement, magnetic boots can help a character keep their footing on metallic surfaces, and zero-g weapons can help negate the disadvantage on attack rolls.

Siege Combat

1. Units: In siege combat, individual characters are typically part of larger units. A unit could be a group of archers, a squad of infantry, or a team operating a siege weapon. Each unit has a total number of Hit Points (HP) and an Armor Class (AC). The HP represents the unit's overall health and morale, and when it reaches zero, the unit is defeated and can no longer participate in the siege.

2. Movement and Positioning: During a siege, movement and positioning are more strategic. Units might move to occupy a wall, guard a gate, or operate a siege weapon. Each round, a unit can move and take an action.

3. Actions: Units can take actions such as Attack (engage another unit), Defend (increase their own AC for a round), Use Siege Weapon, Repair (restore some HP to a fortification or siege weapon), or others appropriate to the situation.

4. **Attack Rolls:** When making an attack, the unit rolls a d20 and adds their attack bonus. If the roll equals or exceeds the target's AC, the attack hits and deals damage.

5. **Damage:** If a unit's attack hits, they roll damage based on the type of unit they are. For example, a unit of archers might deal 1d10 damage, while a unit of infantry might deal 2d6. When a unit's HP reaches zero, the unit is defeated.

6. **Siege Weapons:** Siege weapons (like trebuchets or battering rams) can be used to deal significant damage to fortifications or units. Using a siege weapon requires a unit's full action and might require an Ability Check to hit a target.

7. **Fortifications:** Walls, gates, and towers can also have HP and AC. If a fortification's HP reaches zero, it is breached or destroyed. Some fortifications might have defenses like boiling oil or arrow slits that can be used against attackers.

8. **Morale Checks:** In certain situations, units may need to make morale checks to see if they continue fighting. This could be a Wisdom saving throw, with a DC set by the DM based on the circumstances. A failed morale check could result in a unit fleeing or surrendering.

9. **Heroic Actions:** Don't forget about the player characters during a siege! They might be leading units, operating siege weapons, or taking on special missions like sneaking into the enemy fortress or dueling the enemy commander. These can be handled with regular combat rules and ability checks.

Mass Combat:

1. **Units:** A unit represents a group of similar creatures fighting together. Each unit is assigned an Ability Score that represents its combat effectiveness. This can range from 1 (militia) to 5 (elite warriors).

2. **Health:** A unit's health is equal to its Ability Score times 10. For example, a unit of elite warriors with an Ability Score of 5 would have 50 health.

3. **Attack Roll:** When a unit attacks, roll a D20 and add the unit's Ability Score. The targeted unit's Ability

Score acts as its Armor Class (AC). If the attack roll equals or exceeds the targeted unit's AC, the attack hits.

4. **Damage:** On a successful hit, roll a D6 and add the unit's Ability Score. The result is subtracted from the targeted unit's health.

5. **Morale Check:** When a unit is reduced to half of its health or less for the first time in a battle, it must make a morale check. Roll a D20 and add the unit's Ability Score. If the roll is less than 10, the unit flees the battle.

6. **Movement:** A unit can move up to 30 feet per turn unless the terrain or other circumstances would slow it down.

7. **Special Abilities:** Depending on the types of creatures in a unit, it might have special abilities. For example, a unit of wizards might be able to cast a large-area spell once per battle, or a unit of cavalry might have a charge attack that does extra damage.

8. **Commanders:** Commanders can add strategy and variability to mass combat. A unit with a commander can add the commander's Charisma modifier to attack rolls, damage rolls, and morale checks. If a commander is part of a unit that is reduced to 0 health, roll a D20. On a 1-5, the commander is slain.

Spellcasting:

1. **Spellcasting Ability:** Each spellcasting class has a specific ability that is used for their spellcasting (Intelligence for wizards, Wisdom for clerics, druids, and rangers, Charisma for sorcerers, warlocks, bards, and paladins). This ability is used to determine the spell save DC and spell attack bonus.

2. **Spell Save DC:** This is the difficulty class for saving throws against your spells. It's calculated based on your spellcasting ability modifier, proficiency bonus, and a base number (usually 8). It's typically calculated as follows: 8 + proficiency bonus + spellcasting ability modifier.

3. **Spell Attack Bonus:** When you make an attack with a spell, you use this bonus. It's usually calculated as follows: proficiency bonus + spellcasting ability modifier.

4. **Spell Slots:** To cast a spell, you must expend a

spell slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. Some classes have additional rules for spell slot recovery.

5. **Casting a Spell:** When casting a spell, follow the spell's casting time, range, components, and duration. You may need to make a spell attack roll (if it's a spell that requires an attack roll), or the target might have to make a saving throw (if the spell requires one).

6. **Spell Attack Roll:** Some spells require you to make an attack roll to see if the spell hits the intended target. Roll a D20 and add your spell attack bonus. If the total equals or exceeds the target's AC, the spell hits.

7. **Saving Throws:** Some spells instead require the target to make a saving throw to avoid some or all of a spell's effects. The type of saving throw is specified in the spell's description. The DC is your spell save DC.

8. **Spell Level:** Spells have levels ranging from 0 (also called a cantrip) to 9. Cantrips are spells that can be cast at will, without using a spell slot and without being prepared in advance. Higher-level spells (1 through 9) require preparation and consume spell slots when cast.

9. **Preparing and Learning Spells:** Some classes prepare spells each day from a broader list (like clerics and wizards), while others know a fixed number of spells that can be cast (like sorcerers and bards).

10. **Concentration:** Some spells require concentration to maintain their effects. If you are casting a spell that requires concentration, you can't cast another spell that also requires concentration. You must also make concentration saving throws (usually 10 or half the damage you take, whichever number is higher) when you take damage to maintain the spell.

Learning New Spells:

In Hexmaster, the knowledge of arcane arts is not limited to certain classes. Anyone with enough intellect and determination can unravel the secrets of spellcraft. Whether it is from a dusty old scroll, an ancient tome or a willing teacher, the method of learning spells remains the same:

1. **Source:** In order to learn a new spell, you first need a source. This could be a spell scroll, a spellbook, or another individual who already knows the spell and is willing to teach you.

2. **Intelligence Check:** Learning a new spell involves a great deal of study, practice, and mental acuity. As such, you must make an Intelligence check to see if you successfully comprehend and memorize the spell. The DC for this check is 10 + the level of the spell you are trying to learn.

3. **Time:** Learning a new spell requires a significant investment of time. You must spend 8 hours studying the spell for each level of the spell. This study does not need to be all at once, but no single period of study can be less than 1 hour. You can only study one spell at a time.

4. **Failure:** If you fail the Intelligence check, the arcane formula of the spell eludes your understanding for now. You must gain another level of experience before you can attempt to learn the spell again.

5. **Spell Research:** If you do not have access to a teacher or a written source, you can attempt to research a spell yourself. This requires access to a library or other collection of arcane texts, as well as any necessary research materials. Researching a spell takes 1 week per spell level and costs 100 gold pieces per spell level to cover the costs of materials and expenses. At the end of the research period, you must make the Intelligence check to learn the spell as normal.

Once a spell has been learned, it is forever etched in your memory and can be prepared as per the rules of spellcasting. Keep in mind that casting a spell may still require components, as specified in the spell's description. Additionally, you must have an ability score equal to at least 10 + the spell's level in your spellcasting ability score to cast the spell.

Magic Items:

Magic items are a key part of many adventures, providing magical effects beyond spells. They can be anything from a simple potion to a legendary artifact. Magic items are often found in treasure hoards or ancient ruins, won from powerful enemies, or given as rewards by grateful allies.

In Hexmaster, there are no restrictions on how many magic items a character can wear or wield, nor are there class restrictions. This allows a broad and flexible approach to magic items, but remember that a character's equipment must still be managed logically. For example, a character cannot wear eleven rings and gain the benefit from each, as they only have ten fingers.

Here are some general rules for using magic items:

1. **Activating an Item:** Some magic items need to be activated to use their magical properties. Activating an item requires an action unless specified otherwise in the item's description.

2. **Intelligence Restrictions:** Some magic items, particularly those that use high-level spells or have complex effects, require a minimum Intelligence score to use. This represents the mental acuity required to channel and control the item's magic.

3. **Spells from Items:** When a magic item allows a character to cast a spell, they don't need to provide components, unless the item's description says otherwise. The spell's level is set by the item, and the spell save DC or spell attack bonus are also set by the item. When not specified the DC is 10 and attack bonus is +0. The Intelligence restrictions apply here, where a high-level spell would require a higher Intelligence score to use.

4. **Cursed Items:** Some magic items bear curses that bedevil their users. Often, a character can't get rid of a cursed item without undertaking a special quest or receiving a powerful spell.

5. **Magic Item Rarity:** Magic items are categorized by their rarity: Common, Uncommon, Rare, Very Rare, and Legendary. The rarer the item, the more powerful it tends to be. The rarity of an item is generally in line with the minimum level at which a character could reasonably expect to handle its effects and the Intelligence required to use it.

6. **Identification:** The identify spell is the fastest way to reveal an item's properties. Alternatively, a character can focus on one magic item during a short rest, after which the character learns the item's properties, as well as how to use them.

7. **Selling Magic Items:** Selling magic items is up to

the discretion of the DM. In general, a magic item can't be sold until its properties have been fully identified.

Magic Item Category	Price Range (in gold)
Common	50-100
Uncommon	100-500
Rare	500-5,000
Very Rare	5,000-50,000
Legendary	50,000-1,000,000

Magic Item Category	Maximum Spell Level	Required Intelligence
Common	Cantrip (0)	8
Uncommon	1st-2nd level	10
Rare	3rd-4th level	12
Very Rare	5th-6th level	14
Legendary	7th-9th level	16-18

Notes on Usage:

1. **Equivalent Effects:** Some magic items don't necessarily cast spells but have effects that are equivalent to them. For instance, an item that allows the user to fly could be treated as having an effect equivalent to the 3rd level spell 'fly' and thus would require an Intelligence of 12 to use.

2. **Scaling with Rarity:** You could tie these Intelligence requirements to the rarity of an item as well. For example, Common items might only require an Intelligence of 8, whereas Legendary items might require an Intelligence of 20, irrespective of their effects.

3. **Flexibility:** This chart is intended as a guideline. The Hex Master (or Hexmaster in your game's case) can adjust requirements based on the specific magic item's lore, origin, and function. For example, a powerful but straightforward sword might only require an Intelligence of 10 to wield despite having a very potent effect.

4. **Artifacts:** Artifacts are unique items of immense power. While they are categorized as requiring an Intelligence of 20 in this chart, some might be usable by anyone, while others might have their own specific criteria, such as a particular lineage or destiny.

5. **Complexity Over Spell Level:** Some items might

have a series of smaller effects that, when combined, lead to a more complex item overall. In these cases, even if no single effect is above a 2nd level spell, the combined complexity might warrant a higher Intelligence requirement.

Spellcasting From Ability Scores:

A character gains bonus spell slots based on their INT, WIS, and CHA scores. They are gained in addition to any spell slots from their class. These bonus slots can be used to cast spells from any class the character has levels in, as well as spells from the general spell list if the character has no spellcasting class. If a character has more than one spellcasting ability, they can choose which ability to use when casting a spell.

However, a character's Intelligence score limits the highest level of spell they can cast. If their Intelligence score is too low, they are unable to cast spells of higher levels, regardless of their spell slots. This represents the mental acuity required to comprehend and cast more complex spells.

Please see the table below for bonus spell slots and spell level limits:

Ability Score	Bonus Spell Slots	Max Spell Level (INT only)
1-9	-	Can't cast spells
10-11	1 (1st Level)	1st Level
12-13	1 (1st Level)	2nd Level
14-15	1 (1st Level), 1 (2nd Level)	3rd Level
16-17	1 (1st Level), 1 (2nd Level)	4th Level
18-19	1 (1st Level), 1 (2nd Level), 1 (3rd Level)	5th Level
20-21	1 (1st Level), 1 (2nd Level), 1 (3rd Level)	6th Level
22-23	1 (1st Level), 1 (2nd Level), 1 (3rd Level), 1 (4th Level)	7th Level
24-25	1 (1st Level), 1 (2nd Level), 1 (3rd Level), 1 (4th Level)	8th Level
26-27	1 (1st Level), 1 (2nd Level), 1 (3rd Level), 1 (4th Level), 1 (5th Level)	9th Level
28-29	1 (1st Level), 1 (2nd Level), 1 (3rd Level), 1 (4th Level), 1 (5th Level)	9th Level
30	2 (1st Level), 2 (2nd Level), 2 (3rd Level), 2 (4th Level), 2 (5th Level)	9th Level

Experience and Leveling Up:

1. Experience Points (XP): Characters earn experience points from overcoming challenges and completing quests, but most notably by killing monsters and obtaining treasure. For each gold piece's worth of treasure successfully recovered and returned to civilization, characters gain 1 experience point. Experience points from defeated monsters are determined by the Hex Master (DM) based on the monster's challenge rating or difficulty.

2. Leveling Up: Once a character earns a certain amount of XP, they level up, or gain a level. The XP needed to reach each level is determined by the DM and typically follows an incremental pattern (e.g., 300 XP to reach level 2, 900 XP to reach level 3, etc.). When a character gains a level, they may increase their hit points, gain new abilities based on their class, and potentially increase their proficiency bonus.

Level | Experience Points Needed

1	0 XP
2	500 XP
3	2,500 XP
4	7,500 XP
5	18,000 XP
6	40,000 XP
7	75,000 XP
8	125,000 XP
9	200,000 XP
10	310,000 XP
11	450,000 XP
12	625,000 XP
13	850,000 XP
14	1,200,000 XP
15	1,650,000 XP
16	2,250,000 XP
17	3,000,000 XP
18	4,000,000 XP
19	6,000,000 XP
20	50,000,000 XP

Proficiency Bonus:

1. Proficiency Bonus: The proficiency bonus is an extra bonus added to ability checks, attack rolls, saving throws, and other rolls where a character's training, class, or expertise comes into play. The bonus starts at +2 at 1st level and increases as the character gains levels.

Levels 1-4: Proficiency bonus is +2.

Levels 5-8: Proficiency bonus increases to +3.

Levels 9-12: Proficiency bonus increases to +4.

Levels 13-16: Proficiency bonus increases to +5.

Levels 17-20: Proficiency bonus increases to +6.

Multiclassing:

1. **Multiclassing:** Multiclassing allows characters to gain levels in more than one class. This represents training in a new set of skills and abilities.

2. Prerequisites: To multiclass, characters must meet the Ability Score prerequisites for their current class and the new one. This usually means having at least a score of 13 in the key Ability Score(s) for both classes (e.g., Strength for fighters, Intelligence for wizards).

3. Leveling Up: When a character levels up, they can choose to take a level in their current class or any other class they have the prerequisites for.

4. Class Features: When a character gains a level in a class other than their first, they gain all of the class features for that new level in the new class. They do not, however, gain the starting equipment of the new class.

5. Proficiency Bonus: Your proficiency bonus is always based on your total character level, not individual class levels. So a 2nd-level fighter/1st-level wizard (a 3rd-level character) still has a proficiency bonus of +2, not +3.

6. Hit Points and Hit Dice: If you gain a level in a class other than your first, you gain the class's Hit Dice for hit points, but you don't double your initial hit points. So a 1st-level wizard/1st-level fighter would have hit points equal to their wizard hit points + their fighter hit points (including Constitution modifier).

Glossary:

Ability Score: The six fundamental attributes defining a character's skills and talents: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

Advantage/Disadvantage: When a roll has advantage, two D20s are rolled and the higher result is used. When a roll has disadvantage, two D20s are rolled and the lower result is used.

Armor Class (AC): A measure of how well-protected a character is against attacks. An opponent's attack roll must equal or exceed the target's AC to hit them.

Attack Roll: A roll of a D20, plus any relevant modifiers, to determine if an attack hits a target.

Bonus Action: A type of action that can be taken in addition to the main action on a character's turn.

Character Class: A profession or vocation chosen by a character that dictates their abilities and role in the game.

Character Level: A measure of a character's overall power and experience.

Character Race: The species of a character (e.g., elf, dwarf, human), which can affect their abilities and attributes.

Critical Hit: A natural 20 rolled on an attack roll, often resulting in extra damage.

Damage Roll: A roll determining the amount of damage inflicted by a successful attack.

Hexmaster (GM): The person who guides the game, controls non-player characters, and presents the story and world to the players.

Hit Points (HP): A measure of a character's health. When a character's HP reaches zero, they fall unconscious.

Initiative: A roll determining the order of characters' turns in combat.

Proficiency Bonus: A bonus added to rolls for skills and abilities that a character is proficient in, which increases as a character's level advances.

Saving Throw: A roll made to resist or avoid an effect or spell, like dodging a fireball or resisting a charm.

Spell Slot: The energy used to cast spells. Each slot has a level, and higher-level slots can be used to cast more powerful spells.

Short Rest/Long Rest: Periods of downtime where characters can recover HP and abilities. Short rests usually last about an hour, and long rests usually last about 8 hours.

Skill Check: A roll made to determine the outcome of an attempted action, like picking a lock or persuading a guard.

Spellcasting Ability: The ability score a spellcasting class uses to cast their spells (Intelligence, Wisdom, or Charisma).

Spell Save DC: The difficulty class for saving throws against your spells. If the saving throw roll is lower than the Spell Save DC, the spell is usually effective.

Chapter 2: Races

"Welcome, fellow Hexmasters, to what I consider one of the most delicious parts of our guide - the Races," Malidrex exclaimed with an almost childish excitement, her hands eagerly splayed over the parchment.

"But you're a witch, Malidrex, shouldn't you be more excited about the spell chapter?" chimed in the dry, exasperated voice of the Magus's Mirror, his glossy surface rippling with mirth. "After all, what are races to one who spends more time with her nose in a book than in the wide world of Maxxia?"

The Book of Eldritch Shadows fluttered its ancient pages in agreement, a low chuckle echoing from within its bindings. "You, interested in races? This ought to be amusing. Pray tell, dear Malidrex, what is your favorite race? Is it the Murmuring Myconids, or perhaps the Gallant Gargoyles?"

"Both excellent choices," Malidrex shot back, not missing a beat, her eyes sparkling with enthusiasm. She wore a smug grin as she said, "But I've always found myself partial to the Humorous Hobgoblins, a race known for their uncanny ability to find jest in even the gravest of circumstances."

The Magus's Mirror gave a chuckle, his surface gleaming with amusement. "Really? I've always thought you'd identify more with the Brooding Banshees."

"As if you have room to talk, Magus," the Book of Eldritch Shadows interjected, its pages fluttering with mirth. "Last time I checked, you reflected an awful lot of Melancholic Mirrors."

Ignoring the two, Malidrex continued, her eyes dancing with an uncharacteristic fervor. "In this chapter, dear readers, we shall delve into the fantastical myriad of races that inhabit the world of Maxxia. From the Smiling Sylphs that dance on the winds of the Stormtop Mountains, to the Dour Dwarves who burrow deep beneath the stony heart of the world, each race is a unique weave in the vibrant tapestry that is Maxxia."

"But remember," the Book of Eldritch Shadows warned, its tone taking a sober turn.

"Choosing a race is not merely about selecting physical and mental attributes. It's about defining the fundamental identity of your character. It's about the heritage they carry, the society they grew up in, and the traditions they follow."

"Spoken like a true tome," Malidrex admitted, her tone fond. "This chapter presents over 2000 races, each with unique traits, histories, and cultures. It is these details that will shape your characters, giving them depth and making them truly alive."

"And they said you couldn't get passionate about anything other than spells," the Magus's Mirror quipped, shimmering with delight.

Roll D100 and consult the sub-table

1-50 Normal Human (+1 to all stats)
 51-52 Humanoids
 53-54 Elves
 55-56 Dwarves
 57-58 Orcs
 59-61 Goblins
 62-64 Giants
 65-66 Demons
 67-68 Angels
 69-72 Undead
 73-74 Shape-shifters
 75-76 Elemental beings
 77-78 Constructs
 79-80 Mutated creatures
 81-82 Aliens
 83-85 Underwater
 86-87 Mushroom Folk
 88-90 Fey creatures
 91-92 Beastfolk
 93-94 Avian creatures
 95-96 Plant-based beings
 97-98 Mixed, roll twice and combine all features
 99 Tribreed, roll three times and combine all features
 100 Custom Race (consult the race creation template)

1. Humanoids**1. Aetherclad**

Description: Hailing from the farthest edges of the Maxxia cosmos, Aetherclads are creatures that seem to be made from the very substance of the cosmos. Their bodies flicker with astral radiance, their veins flowing with stellar light, often mistaken as constellations in humanoid form.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- **Starlight Resilience:** Aetherclads gain resistance to radiant damage due to their celestial composition.
- **Aether Walk:** Once per long rest, Aetherclads can teleport up to 30 feet as a bonus action. This movement leaves a trail of ethereal starlight, which fades after a minute.

2. Astral Architects

Description: The Astral Architects are an ancient and wise race that shapes the fabric of space and time using mystical cosmic forces. They often have an ethereal appearance, bodies appearing semi-transparent with celestial bodies contained within.

Ability: +2 Wisdom, +1 Constitution

Special Traits:

- **Cosmic Crafting:** Astral Architects can cast the *Mending* spell at will, without needing any components.
- **Astral Form:** They have resistance to force damage, and they can pass through other creatures and objects as if they were difficult terrain, taking 1d10 force damage if they end their turn inside an object.

3. Astral Artisans

Description: The Astral Artisans are humanoid beings who have developed a unique affinity with the cosmos. Their bodies are typically adorned with galaxies, star clusters, and nebulae, and they have a knack for creating exquisite artifacts imbued with cosmic energy.

Ability: +2 Intelligence, +1 Dexterity

Special Traits:

- **Stellar Craftsmanship:** Astral Artisans are proficient with artisan's tools of their choice. In addition, they can imbue their crafted items with a minor cosmic trait, such as glowing like a star or being weightless.
- **Cosmic Knowledge:** They can cast the *Identify* spell once per long rest.

4. Astro Artificers

Description: The Astro Artificers are ingenious tinkers who draw upon the cosmic energies to infuse their inventions. Their eyes glow with the light of distant stars and their skin has a metallic sheen.

Ability: +2 Intelligence, +1 Strength

Special Traits:

- **Starforged Crafting:** Astro Artificers can add their proficiency bonus to any ability check made to create or repair a mechanical device.
- **Cosmic Infusion:** They can cast the *Magic Weapon* spell once per long rest, infusing a weapon with cosmic energy.

5. Celestial Children

Description: The Celestial Children are thought to be descendants of deities that once roamed the cosmos. They possess an innate grace and a serene aura, their bodies exhibiting a slight but noticeable luminescence.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- **Divine Blessing:** Celestial Children can cast the *Cure Wounds* spell once per long rest.
- **Aura of Tranquility:** Any creature within 10 feet of them has advantage on saving throws against being frightened.

6. Celestial Nomads

Description: The Celestial Nomads are wanderers of the cosmos, believed to be the souls of dead stars given humanoid form. Their bodies are a spectacle of interstellar wonders, shimmering with starlight.

Ability: +2 Dexterity, +1 Constitution

Special Traits:

- Celestial Navigation: They have proficiency in the Survival skill and can't be lost in non-magical cosmic or astral environments.

- Starborn Resistance: They have resistance to cold damage.

7. Celestials

Description: The Celestials are a race of divine beings who have descended from the heavens, bringing with them the purity and brilliance of the celestial realms. They have ethereal beauty and their eyes twinkle with starlight.

Ability: +2 Wisdom, +1 Charisma

Special Traits:

- Celestial Resistance: They have resistance to radiant and necrotic damage.

- Heavenly Magic: They can cast the *Light* cantrip at will, and the *Lesser Restoration* spell once per long rest.

8. Comet Chasers

Description: Comet Chasers are a thrill-seeking race that harness the power of comets and meteors for their adventurous pursuits. They are lean, agile, and their skin is dotted with craters and streaks that resemble shooting stars.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Meteor Rush: Once per long rest, Comet Chasers can increase their movement speed by 30 feet for 1 minute.

- Comet Resilience: They gain resistance to fire damage.

9. Comet Crafters

Description: The Comet Crafters are skilled artisans who harness the raw materials of comets to create powerful cosmic artifacts. Their bodies are sturdily built and their skin reflects the icy blue color of comets.

Ability: +2 Strength, +1 Intelligence

Special Traits:

- Comet Crafting: Comet Crafters can double their proficiency bonus to any ability check made to create or repair an item made from celestial materials.

- Comet's Blessing: They have resistance to cold damage.

10. Cosmic Crusaders

Description: The Cosmic Crusaders are a noble and fearless race of warriors who patrol the cosmos, protecting it from unknown threats. They bear the mark of their commitment in the form of constellations etched onto their skin.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Celestial Shield: Once per long rest, Cosmic Crusaders can cast the *Shield* spell without needing any material components.

- Astral Combatant: They have proficiency with all martial weapons.

11. Cosmos Crafters

Description: The Cosmos Crafters are an ingenious race, known for creating intricate items infused with the essence of the cosmos. They are sturdy and compact, their bodies speckled with the colors of nebulae and distant galaxies.

Ability: +2 Intelligence, +1 Dexterity

Special Traits:

- Cosmic Artisan: Cosmos Crafters have proficiency with any set of artisan's tools. They can craft magical items using cosmic elements with half the usual time and resources.

- Nebulae Knowledge: They can cast the *Detect Magic* spell at will without needing any material components.

12. Cosmos Custodians

Description: Cosmos Custodians are a stoic and steadfast race, dedicated to preserving the cosmic balance. They are usually tall and imposing, their skin etched with the patterns of celestial bodies.

Ability: +2 Wisdom, +1 Strength

Special Traits:

- Cosmic Guardian: They have advantage on saving throws against spells and other magical effects.

- Celestial Restoration: They can cast the *Lesser Restoration* spell once per long rest without needing any material components.

13. Cragfaces

Description: The Cragfaces are a resilient and hardy race that inhabit the rocky terrains of Maxxia. Their bodies mimic the textures and colors of the mountains, making them nearly invisible in their native habitats.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Mountain Born: Cragfaces are acclimated to high altitude, including elevations above 20,000 feet, and they're naturally adapted to cold climates.
- Stone's Endurance: They can focus themselves to occasionally shrug off injury, reducing damage taken from an attack by 1d12 + their Constitution modifier, once per short or long rest.

14. Crystal Chrysalids

Description: Crystal Chrysalids are beings of living crystal, able to manipulate their forms to refract and reflect light in extraordinary ways. They are visually stunning, their bodies appearing as a dynamic interplay of light and color.

Ability: +2 Charisma, +1 Intelligence

Special Traits:

- Prismatic Resistance: They have resistance to radiant damage.
- Refractive Body: As a reaction, they can refract light to impose disadvantage on an attack roll against them, once per short or long rest.

15. Dimension Dancers

Description: Dimension Dancers are a unique race that can effortlessly shift between dimensions. They have an ethereal appearance with translucent skin that shifts color depending on the dimension they currently inhabit.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Dimension Step: Once per long rest, they can teleport up to 60 feet to an unoccupied space they can see.
- Ethereal Resistance: They have advantage on saving throws against spells and other magical effects.

16. Dust Drifters

Description: Dust Drifters are nomadic entities composed of interstellar dust and cosmic energy. They appear as humanoid figures made of swirling stardust, constantly changing and shifting.

Ability: +2 Wisdom, +1 Dexterity

Special Traits:

- Stardust Form: They can move through other creatures and objects as if they were difficult terrain, taking 1d10 force damage if they end their turn inside an object.
- Cosmic Whisper: They can cast the *Message* cantrip at will without needing any material components.

17. Eclipse Envoys

Description: Eclipse Envoys are a mysterious race that embodies the dark and light aspects of the cosmos. Their bodies appear as if they are in a perpetual state of eclipse, one half bathed in darkness, the other in radiant light.

Ability: +2 Charisma, +1 Intelligence

Special Traits:

- Twilight Form: They can choose to be resistant to either radiant or necrotic damage after each long rest.
- Eclipse Magic: They can cast the *Darkness* spell once per long rest without needing any material components.

18. Emberkin

Description: Emberkin are descendants of ancient cosmic entities associated with stars and celestial fire. Their bodies flicker with a flame-like aura, their eyes glowing like embers.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Fire Resistance: They have resistance to fire damage.
- Starfire Touch: They can cast the *Produce Flame* cantrip at will without needing any material components.

19. Ether Engineers

Description: Ether Engineers are masters of harnessing the raw ether of the cosmos, turning it into incredible technology. They have a mechanical appearance with bodies made of an alloy infused with ether energy.

Ability: +2 Intelligence, +1 Strength

Special Traits:

- Ether Infusion: They can cast the *Mending* cantrip at will, infusing broken objects with ether energy to repair them.
- Ether Resistance: They have resistance to force damage.

20. Ethereal Echoes

Description: Ethereal Echoes are ghost-like entities that exist partially out of phase with the material plane. They appear as translucent figures, with an echo of cosmic energy coursing through them.

Ability: +2 Wisdom, +1 Dexterity

Special Traits:

- Ethereal Step: They can cast the *Misty Step* spell once per long rest, partially phasing into the Ethereal Plane to teleport.
- Echo's Intuition: They have advantage on Insight

checks.

21. Etherial Entities

Description: Etherial Entities are beings that are more at home in the ether between stars than on solid ground. They appear as shifting silhouettes filled with a celestial ether, constantly in motion like a miniaturized nebula.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Ether Affinity: They can cast the *Levitate* spell once per long rest, harnessing the ether to float above the ground.
- Nebulous Form: They have resistance to non-magical bludgeoning, piercing, and slashing damage.

22. Flux Echoes

Description: Flux Echoes are entities that seem to exist simultaneously in multiple timelines. They are in constant flux, their appearance flickering between different states.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Temporal Flux: They can cast the *Blur* spell once per long rest, causing them to shift and waver, making them harder to hit.
- Echoes of Time: They have advantage on History checks, having experienced multiple timelines.

23. Galaxy Guardians

Description: Galaxy Guardians are devoted protectors of cosmic order. Their bodies appear as a tiny galaxy, stars sparkling on their skin and celestial bodies orbiting around them.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Celestial Ward: Once per long rest, they can cast the *Shield of Faith* spell without needing any material components, summoning a protective ward of stellar energy.
- Galactic Resolve: They have advantage on saving throws against being frightened.

24. Galaxy Guides

Description: Galaxy Guides are celestial beings, able to navigate the cosmos effortlessly. Their bodies are an interplay of cosmic colours, their eyes twinkling like distant stars.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Stellar Navigation: They have advantage on Survival checks to navigate in outer space and other celestial environments.

- Guiding Star: They can cast the *Guidance* cantrip at will without needing any material components.

25. Gravity Graced

Description: The Gravity Graced are a rare species who control the gravity around them. Their appearance seems normal, but their presence feels heavy or light depending on their mood.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Gravity Manipulation: They can cast the *Jump* spell at will, altering local gravity to leap great distances.
- Weight of the Cosmos: As a reaction, they can increase their weight, gaining advantage on Strength (Athletics) checks to resist being moved or knocked prone.

26. Halo Heralds

Description: Halo Heralds are angelic entities that glow with a halo of pure cosmic energy. They have ethereal wings that ripple with the colours of the cosmos.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Radiant Resistance: They have resistance to radiant damage.
- Halo's Glow: They can cast the *Light* cantrip at will, causing their halo to glow brightly.

27. Helix Weavers

Description: Helix Weavers are master geneticists, their bodies showcasing their mastery over their own DNA. Their skin is a tapestry of diverse genetic traits, their eyes sparkling with an inner light.

Ability: +2 Intelligence, +1 Constitution

Special Traits:

- Genetic Manipulation: They can cast the *Alter Self* spell once per long rest, altering their genetic code to assume a different form.
- Adaptive Resistance: Once per long rest, they can gain resistance to a damage type they have taken damage from until they finish a long rest.

28. Hydrospirits

Description: Hydrospirits are entities made entirely of cosmic water, with a bluish glow and a serene aura. Their bodies are in constant flow, reshaping and adapting to their surroundings.

Ability: +2 Wisdom, +1 Dexterity

Special Traits:

- Fluid Form: They can move through a space as narrow as 1 inch without squeezing, and they are

resistant to bludgeoning damage.

- Aquatic Nature: They can breathe underwater, and they have a swim speed equal to their walking speed.

29. Infinity Ignited

Description: Infinity Ignited are beings of pure energy that embody the boundless potential of the universe. They radiate light and warmth, their bodies seeming to flicker and crackle with cosmic fire.

Ability: +2 Charisma, +1 Strength

Special Traits:

- Boundless Energy: They have resistance to exhaustion and do not require sleep. Instead, they enter a state of low-power rest for 4 hours a day.
- Radiant Touch: They can cast the *Sacred Flame* cantrip at will without needing any material components.

30. Iron Immortals

Description: Iron Immortals are ancient beings of living metal. Their bodies are intricate assemblies of metal plates and gears, animated by unknown cosmic forces.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Living Construct: They do not require air, food, drink, or sleep, and they are immune to disease.
- Iron Res

31. Luminary Legion

Description: Luminary Legion are beings of radiant energy, carrying a part of a star within them. Their bodies shimmer and glow with an internal light that's blinding to behold.

Ability: +2 Strength, +1 Charisma

Special Traits:

- Luminary Radiance: They can cast the *Light* cantrip at will, causing parts of their body to illuminate their surroundings.
- Solar Resistance: They have resistance to radiant and fire damage.

32. Lunar Lurkers

Description: Lunar Lurkers are a nocturnal race, their bodies in tune with the cycles of the moon. Their skin has a silvery sheen, and their eyes glow with a soft, ethereal light.

Ability: +2 Dexterity, +1 Wisdom

Special Traits:

- Lunar Camouflage: They have advantage on Stealth checks to hide in dim light or darkness.
- Moonlight Magic: They can cast the *Moonbeam*

spell once per long rest without needing any material components.

33. Meteor Mariners

Description: Meteor Mariners sail through the cosmos on chunks of celestial rock. They are sturdy and robust, with bodies covered in star-studded patterns that echo the cosmos.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Meteor Sailing: They have a flying speed of 30 feet in zero gravity and are acclimated to high altitudes.
- Stellar Sustenance: They don't need to eat, drink, or breathe, drawing sustenance from cosmic radiation.

34. Meteor Melders

Description: Meteor Melders are expert craftsmen, creating artifacts from meteors and other celestial objects. They have strong, muscular bodies covered in metallic tattoos that glow with an inner light.

Ability: +2 Strength, +1 Intelligence

Special Traits:

- Meteor Crafting: They can craft weapons and armor with half the usual time and resources.
- Stellar Forging: They can cast the *Heat Metal* spell once per long rest without needing any material components.

35. Moon Marauders

Description: Moon Marauders are a race of formidable warriors, drawing power from the moon. They have lean, muscular bodies and eyes that reflect the phases of the moon.

Ability: +2 Strength, +1 Dexterity

Special Traits:

- Moon-Touched Weapons: Their weapon attacks are considered magical for overcoming resistance and immunity to nonmagical attacks and damage.
- Lunar Frenzy: When the moon is visible in the sky, they can enter a state of frenzy, gaining advantage on Strength-based attack rolls, Strength checks, and Strength saving throws.

36. Nebula Nomads

Description: Nebula Nomads are a nomadic race that travel through the cosmos. Their bodies are composed of gases and stardust, creating a miniature nebula.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Nebula Form: They can pass through small holes, narrow openings, and even mere cracks. They also

have resistance to nonmagical bludgeoning, piercing, and slashing damage.

- Cosmic Wanderer: They can cast the *Comprehend Languages* spell at will, reflecting their travels through the cosmos.

37. Nebula Nurturers

Description: Nebula Nurturers are keepers of cosmic life, using the energy of nebulas to create and nurture life. Their bodies are vibrant, filled with constantly shifting colors and patterns.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Lifebringer: They can cast the *Goodberry* spell once per long rest, creating small, glowing berries that restore health.

- Nebula Empathy: They can communicate with, understand, and influence celestial creatures.

38. Nebula Nymphs

Description: Nebula Nymphs are beautiful entities composed of the dust and gases of nebulas. They have an ethereal beauty, their bodies shifting and changing like the nebula they originate from.

Ability: +2 Charisma, +1 Dexterity

Special Traits:

- Nebula Form: They can cast the *Misty Step* spell once per long rest, transforming into a cloud of nebula gases to teleport.

- Nebula Charm: They have advantage on Persuasion checks.

39. Nebular Navigators

Description: Nebular Navigators are skilled travelers and explorers of the cosmic realms. Their bodies bear the marks of numerous nebulae, each one a testament to their travels.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Stellar Navigator: They have advantage on Survival checks to navigate in space and other celestial environments.

- Cosmic Knowledge: They can cast the *Identify* spell once per long rest without needing any material components.

40. Neutron Nomads

Description: Neutron Nomads are a race of beings born from the remnants of exploded stars. They are dense and compact, their bodies emitting a faint, pulsating light.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Neutron Resistance: They have resistance to necrotic and radiant damage.

- Neutron Pulse: As an action, they can emit a pulse of neutron energy, forcing all creatures within 10 feet to succeed on a Strength saving throw or be pushed 10 feet away and knocked prone. They can use this trait once per short or long rest.

41. Nexus Children

Description: Nexus Children are born from the meeting point of various cosmic energies. They have multicolored skin that appears to warp and shift with the flow of unseen forces.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Nexus Manipulation: They can cast the *Chaos Bolt* spell once per long rest, causing a surge of chaotic energy.

- Cosmic Convergence: They gain advantage on saving throws against spells and other magical effects.

42. Nova Nurturers

Description: Nova Nurturers are cosmic caregivers, often seen tending to the needs of newborn stars and planetary bodies. They radiate a comforting warmth and their bodies flicker with soft, golden light.

Ability: +2 Wisdom, +1 Charisma

Special Traits:

- Stellar Caregiver: They can cast the *Healing Word* spell at will, pouring out soothing, restorative energy.

- Warm Presence: They emit a warm light, providing bright light up to 10 feet and dim light for an additional 10 feet.

43. Orbit Oracles

Description: Orbit Oracles are seers of cosmic fate, their bodies attuned to the ebbs and flows of celestial bodies. Their eyes twinkle like distant stars and they move with an ethereal grace.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Celestial Foresight: They can cast the *Augury* spell once per long rest, glimpsing into the future through the movements of the cosmos.

- Orbit Understanding: They have advantage on History and Arcana checks related to cosmic events and celestial bodies.

44. Phase Phantoms

Description: Phase Phantoms exist on the edge of

material existence, constantly flickering between dimensions. They appear ghostly and translucent, a soft glow surrounding their bodies.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Phase Shift: They can cast the *Blink* spell once per long rest, flickering back and forth from the Ethereal Plane.
- Ethereal Resistance: They have resistance to necrotic damage and cannot be paralyzed.

45. Photon Phreaks

Description: Photon Phreaks are beings of pure light energy. They have a radiant presence, their bodies shifting in intensity and color depending on their mood.

Ability: +2 Charisma, +1 Dexterity

Special Traits:

- Radiant Form: They can cast the *Dancing Lights* cantrip at will, using their own body's energy to create radiant lights.
- Light Speed: Once per long rest, they can take the Dash action as a bonus action, their form turning into a streak of light.

46. Photon Striders

Description: Photon Striders traverse the cosmos at the speed of light. They have a slender, elongated appearance, their bodies shining with a blinding intensity.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Light Speed Travel: Once per long rest, they can cast the *Haste* spell on themselves, moving at incredible speeds.
- Photon Resistance: They are immune to blindness and have resistance to radiant damage.

47. Planet Puppets

Description: Planet Puppets are formed from the very substance of planets, their bodies composed of rock, soil, and precious metals. They are sturdy and robust, moving with an unexpected grace.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Terramancy: They can cast the *Mold Earth* cantrip at will, manipulating the soil and rock around them.
- Planetary Resilience: They have resistance to poison damage, and they're immune to poison condition.

48. Plasma Pioneers

Description: Plasma Pioneers are explorers of the

cosmos, their bodies composed of superheated plasma. They radiate intense heat, their bodies constantly crackling with energy.

Ability: +2 Intelligence, +1 Dexterity

Special Traits:

- Plasma Form: They can cast the *Produce Flame* cantrip at will, summoning a flickering flame from their own body.
- Heat Absorption: They have resistance to fire damage.

49. Plasma Prodigies

Description: Plasma Prodigies are young, energetic entities born from cosmic plasma. They have a fiery temperament, their bodies constantly radiating a mix of colors from the intense heat within.

Ability: +2 Charisma, +1 Strength

Special Traits:

- Plasma Blast: They can cast the *Fire Bolt* cantrip at will, throwing a mote of plasma at a creature or object within range.
- Heat Resistance: They have resistance to fire damage.

50. Psyonic Spectres

Description: Psyonic Spectres are beings of pure psychic energy, their forms barely perceptible to the naked eye. Their presence can be felt more than seen, sending a shiver down the spine of those nearby.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Psychic Form: They can cast the *Mage Hand* cantrip at will, using psychic energy to interact with the environment.
- Mental Fortress: They have resistance to psychic damage, and they have advantage on saving throws against being charmed or frightened.

51. Pulsar Prophets

Description: Pulsar Prophets are born of stellar pulsations, their bodies rhythmically fluctuating in brightness. Their eyes pulse with a calming rhythm, echoing the distant signals of their stellar birthplace.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Stellar Prophecy: Once per long rest, they can cast the *Divination* spell, using the rhythm of pulsars to reveal insights.
- Radiation Resistance: They have resistance to radiant damage.

52. Pulsar Pursuers

Description: Pulsar Pursuers are trackers and hunters, using the pulsations of distant stars to find their prey. Their bodies pulse with light, their eyes capable of seeing even the faintest traces of energy.

Ability: +2 Dexterity, +1 Wisdom

Special Traits:

- Starlight Tracker: They have advantage on Wisdom (Survival) checks to track creatures.
- Radiation Immunity: They are immune to radiation damage and effects.

53. Pyro Prophets

Description: Pyro Prophets are born of cosmic fire, their bodies perpetually enveloped in flames. Their words often carry profound wisdom and warnings of things to come.

Ability: +2 Charisma, +1 Intelligence

Special Traits:

- Fire Tongue: They can cast the *Burning Hands* spell once per long rest, setting the surrounding area ablaze.
- Fire Resistance: They are resistant to fire damage and cannot be set on fire.

54. Quantum Menders

Description: Quantum Menders understand the fragile and interconnected nature of reality at a quantum level. Their form appears to fluctuate, as they exist in a state of flux.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Quantum Healing: Once per long rest, they can cast the *Cure Wounds* spell, repairing bodily harm on a quantum level.
- Superposition: They have advantage on saving throws against effects that would alter their physical form.

55. Quantum Quelled

Description: Quantum Quelled are beings that have found a way to suppress their own quantum fluctuations. They are incredibly stable, their form appearing solid and unchanging.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Quantum Stability: They have advantage on saving throws against being paralyzed or stunned.
- Particle Resistance: They have resistance to force damage.

56. Quark Quellers

Description: Quark Quellers are beings who

understand the fundamental particles of the universe. Their form appears to be in constant flux, flickering between different states of matter.

Ability: +2 Intelligence, +1 Dexterity

Special Traits:

- Quark Manipulation: They can cast the *Mage Hand* cantrip at will, manipulating objects on a quantum level.
- Particle Understanding: They have advantage on Intelligence (Arcana) checks related to fundamental particles and forces.

57. Quasar Questors

Description: Quasar Questors are adventurers born of the intense energy of quasars. They shine brightly, their bodies radiating intense energy.

Ability: +2 Strength, +1 Charisma

Special Traits:

- Quasar Burst: They can cast the *Radiant Sun Bolt* spell once per long rest, hurling a bolt of radiant energy.
- Radiation Immunity: They are immune to radiation damage and effects.

58. Quasar Quickeners

Description: Quasar Quickeners use the energy of quasars to enhance their own speed. They are quick and agile, their bodies emitting streaks of light when they move.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Quasar Speed: Once per long rest, they can cast the *Haste* spell on themselves, moving at incredible speeds.
- Light Speed Resistance: They are resistant to effects that would slow their movements.

59. Quasar Quilombolas

Description: Quasar Quilombolas are beings who thrive in the harshest of cosmic environments. They have a resilient constitution, their bodies capable of withstanding the intense energy of quasars.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Radiation Absorption: They can cast the *Absorb Elements* spell once per long rest, absorbing and storing harmful energy.
- Radiation Immunity: They are immune to radiation damage and effects.

60. Rad-Melded

Description: Rad-Melded are beings that have been fused with raw radioactive materials. Their bodies

glow with a soft, green light, and they carry an aura of undeniable power.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Radioactive Punch: They can cast the *Inflict Wounds* spell once per long rest, imbuing their attack with raw radiation.

- Radiation Resistance: They have resistance to poison and necrotic damage.

61. Radiant Reapers

Description: Born from the fading light of dying stars, Radiant Reapers embody the inevitable end of all things. They appear as humanoid figures, their bodies shimmering with ethereal, radiant light.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Ender's Touch: Once per long rest, they can cast the *Blight* spell, draining life force from the target.

- Fade Resistance: They have resistance to necrotic damage.

62. Radiant Reclaimers

Description: Radiant Reclaimers are beings that thrive on cosmic recovery and renewal. They glow with a brilliant radiance, their touch capable of restoring what was once lost.

Ability: +2 Wisdom, +1 Constitution

Special Traits:

- Restorative Radiance: They can cast the *Lesser Restoration* spell once per long rest, mending ailments with their radiant touch.

- Recovery Aura: They have advantage on all saving throws related to regaining hit points.

63. Radiant Remnants

Description: Remnants of ancient stars, these beings carry the echo of cosmic explosions. Their bodies are made of dense stellar material, covered with radiant cracks that shimmer in the dark.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Radiant Resistance: They have resistance to radiant and fire damage.

- Stellar Echo: They can cast the *Echoing Eruption* spell once per long rest, causing a miniature stellar explosion.

64. Rift Runners

Description: Rift Runners are born of the fabric tears in the universe. They exist simultaneously in multiple places, and their bodies appear as shimmering afterimages.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Rift Step: They can cast the *Misty Step* spell once per long rest, stepping through a rift in space.

- Multi-Locality: They have advantage on Dexterity saving throws against effects that would target them in a single location.

65. Singularity Sages

Description: Singularity Sages are born of the mysteries of the universe. Their bodies are dense and compact, resembling a miniature black hole.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Singularity Knowledge: They can cast the *Identify* spell at will, unraveling the mysteries of items they come into contact with.

- Event Horizon: They have resistance to force damage and advantage on saving throws against being moved against their will.

66. Singularity Shades

Description: Singularity Shades are shadows born from the edge of black holes. They exist in a state of constant flux, their forms shifting and pulsating with unseen energy.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Shadow Slip: They can cast the *Invisibility* spell once per long rest, slipping into the shadows of reality.

- Ethereal Form: They have resistance to non-magical physical damage.

67. Skysifters

Description: Skysifters are humanoid beings made of dense clouds. They float lightly, always a few inches off the ground, and their touch carries the chill of the upper atmosphere.

Ability: +2 Wisdom, +1 Dexterity

Special Traits:

- Cloud Form: They can cast the *Gaseous Form* spell once per long rest, dissolving into a cloud.

- Aerial Adaptation: They can breathe at high altitudes and have resistance to cold damage.

68. Solar Sirens

Description: Solar Sirens are celestial beings bathed in the light of the sun. They are breathtakingly beautiful and possess a voice that can charm even the most stoic of creatures.

Ability: +2 Charisma, +1 Intelligence

Special Traits:

- Solar Charm: They can cast the *Charm Person* spell once per long rest, their voice as compelling as the sun.
- Radiant Resistance: They have resistance to radiant damage.

69. Solar Soothsayers

Description: Solar Soothsayers draw their wisdom from the stars. Their bodies radiate a soft, comforting light, and their eyes sparkle with stellar insight.

Ability: +2 Wisdom, +1 Charisma

Special Traits:

- Stellar Insight: They can cast the *Augury* spell once per long rest, reading the stars for omens.
- Starlight Resistance: They have resistance to psychic damage.

70. Solmysts

Description: Solmysts are ethereal beings composed of solar winds and cosmic dust. Their bodies shimmer and fluctuate, leaving trails of stardust as they move.

Ability: +2 Intelligence, +1 Dexterity

Special Traits:

- Solar Gust: They can cast the *Gust of Wind* spell once per long rest, manipulating solar winds.
- Ethereal Form: They have resistance to non-magical physical damage.

71. Solstice Spirits

Description: Solstice Spirits are beings tied to the cycles of celestial bodies. Their appearance and abilities change with the movement of the stars and planets.

Ability: +2 Wisdom, +1 Constitution

Special Traits:

- Celestial Cycle: They can cast the *Moonbeam* spell at night and the *Daylight* spell during the day once per long rest.
- Seasonal Resilience: They gain resistance to cold damage in winter and fire damage in summer.

72. Spacefarer Sentinels

Description: Spacefarer Sentinels are guardians of the celestial highways, their bodies adorned with constellations that chart the path through the cosmos.

Ability: +2 Strength, +1 Intelligence

Special Traits:

- Cosmic Guard: They can cast the *Shield* spell once per long rest, forming a barrier of cosmic energy.
- Astral Resilience: They have resistance to psychic

and necrotic damage.

73. Spatial Shifters

Description: Spatial Shifters are beings that exist in the margins of reality. They can manipulate the fabric of space around them, appearing and disappearing at will.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Spatial Blink: They can cast the *Blink* spell once per long rest, shifting into a different spatial plane.
- Planar Resistance: They have resistance to force damage.

74. Spectral Sculptors

Description: Spectral Sculptors are artist-like beings that shape reality with a thought. They have translucent, ethereal bodies and an otherworldly grace.

Ability: +2 Intelligence, +1 Charisma

Special Traits:

- Reality Weave: They can cast the *Minor Illusion* cantrip at will, and the *Major Image* spell once per long rest.
- Astral Resistance: They have resistance to psychic damage.

75. Spireborn

Description: Spireborn come from the cosmic spires that pierce the fabric of the universe. They have elongated bodies and a natural ability to move in three dimensions.

Ability: +2 Dexterity, +1 Strength

Special Traits:

- Spire Climber: They have a climbing speed equal to their walking speed and can climb difficult surfaces without needing to make an ability check.
- Multi-Dimensional Movement: They can cast the *Levitate* spell once per long rest.

76. Star Shadows

Description: Star Shadows are the dark reflections of the cosmos, born in the space where light does not reach. They have the ability to move in darkness seamlessly.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Shadow Step: They can cast the *Shadow Step* spell once per long rest, teleporting between shadows.
- Darkvision: They can see in the dark up to 60 feet.

77. Starborn

Description: Starborn are beings infused with stellar energy. They radiate a soft glow and have an innate understanding of the cosmos.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Starfire: They can cast the *Burning Hands* spell as a 1st-level spell once per long rest, their hands igniting with starfire.
- Stellar Knowledge: They have proficiency in the Arcana skill.

78. Starfall Savants

Description: Starfall Savants are the children of falling stars. They embody the energy of celestial motion and have an instinctual understanding of trajectories and speed.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Falling Star: They can cast the *Feather Fall* spell at will, controlling their descent speed.
- Motion Insight: They have advantage on Dexterity (Acrobatics) checks related to falling, jumping, and dodging.

79. Starlight Siblings

Description: Starlight Siblings are celestial beings who share a common star of origin. They shine with a soft, comforting light and have an unspoken bond with their kin.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Starlight Link: They can cast the *Message* cantrip at will, communicating telepathically with their kin.
- Radiant Resistance: They have resistance to radiant damage.

80. Starstone Sentinels

Description: Starstone Sentinels are beings created from cosmic mineral formations. They have bodies made of dense, star-forged stone and have an innate connection to the cosmic ley lines.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Starstone Skin: They have a natural armor class of 13 + their Dexterity modifier.
- Ley Line Connection: They can cast the *Detect Magic* spell once per long rest, sensing the flow of magical energies.

81. Stellar Scribes

Description: Stellar Scribes are the chroniclers of celestial movements. Their bodies are covered in

markings that map the cosmos and their minds are filled with billions of years of celestial history.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Cosmic Chronicle: They can cast the *Comprehend Languages* spell at will, interpreting the language of the cosmos.
- Stellar Lore: They have proficiency in the History skill.

82. Stellar Smiths

Description: Stellar Smiths are beings of creation, having learned to forge from the cores of stars. Their bodies radiate heat, and their touch can manipulate and mend materials.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Starforged Hands: They have advantage on Strength (Athletics) checks to bend, lift or break objects.
- Mend Matter: They can cast the *Mending* cantrip at will.

83. Stellar Sprites

Description: Stellar Sprites are small, playful beings filled with cosmic energy. They twinkle like stars and have the ability to project luminous images.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Starshine Illusion: They can cast the *Minor Illusion* cantrip at will.
- Flight: They have a flying speed of 30 feet.

84. Stellar Stewards

Description: Stellar Stewards are the custodians of celestial objects. Their bodies reflect the object they are bound to, changing as their celestial body moves through different stages.

Ability: +2 Wisdom, +1 Constitution

Special Traits:

- Cosmic Shift: They can cast the *Alter Self* spell once per long rest, changing their physical form to match their celestial object.
- Celestial Guardian: They have resistance to radiant and necrotic damage.

85. Stellar Sylphs

Description: Stellar Sylphs are beings of stellar wind and cosmic energy. Their bodies shimmer with starlight and they can manipulate the energy around them to form shields and barriers.

Ability: +2 Charisma, +1 Intelligence

Special Traits:

- Stellar Wind Barrier: They can cast the *Shield* spell once per long rest, creating a barrier of stellar wind.
- Energy Absorption: They have resistance to force and radiant damage.

86. Suncasters

Description: Suncasters draw power from suns and stars, their bodies glowing with solar energy. They have the ability to channel this energy to create intense heat and light.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Solar Flare: They can cast the *Burning Hands* spell as a 1st-level spell once per long rest, their hands erupting with solar energy.
- Solar Resistance: They have resistance to fire damage.

87. Sunsear Sages

Description: Sunsear Sages are wise beings, bathed in the knowledge of the sun. Their eyes emit a soft, warm light, allowing them to see the truth of things.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Sunsear Vision: They can cast the *True Seeing* spell once per long rest.
- Solar Enlightenment: They have proficiency in the Insight skill.

88. Tachyon Tenders

Description: Tachyon Tenders are beings of speed and time, moving faster than light. Their bodies are elongated and distorted, seemingly always in motion.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Tachyon Burst: They can cast the *Expeditious Retreat* spell at will, their bodies accelerating to incredible speeds.
- Time Dilation: They have advantage on Dexterity saving throws against effects that would slow them.

89. Terra Gravewalkers

Description: Terra Gravewalkers are beings of rock and soil, having emerged from Maxxia's vast landscapes. They carry the weight of the world and have an innate connection to the earth.

Ability: +2 Strength, +1 Constitution

Special Traits:

- Terraform: They can cast the *Mold Earth* cantrip at will.
- Stoneform: They have resistance to bludgeoning

damage.

90. Time-Stretched

Description: Time-Stretched are beings for whom time moves differently. Their bodies are in constant flux, appearing young one moment and old the next.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Temporal Flux: They can cast the *Slow* or *Haste* spell once per long rest.
- Time Resistance: They have resistance to necrotic damage.

91. Twilight Touched

Description: Twilight Touched are beings that exist in the ephemeral moment between day and night. Their skin shifts hues with the setting sun, and their eyes sparkle like the first stars of the night.

Ability: +2 Charisma, +1 Wisdom

Special Traits:

- Twilight Veil: They can cast the *Invisibility* spell once per long rest, blending into the twilight.
- Night Sight: They have superior darkvision up to a range of 120 feet.

92. Veil Voyagers

Description: Veil Voyagers are beings that move through the thin veils separating realities. Their bodies flicker with the images of countless other planes.

Ability: +2 Dexterity, +1 Intelligence

Special Traits:

- Plane Step: They can cast the *Misty Step* spell once per long rest, slipping through the veil to a different location.
- Veil Sight: They have the ability to perceive into the Ethereal Plane within a range of 60 feet.

93. Void Vagrants

Description: Void Vagrants are beings that roam the great nothingness of the void. Their bodies are black like the endless void, with specks of light twinkling like distant stars.

Ability: +2 Constitution, +1 Strength

Special Traits:

- Void Adaptation: They don't need to eat, drink, or breathe, and they are resistant to cold damage.
- Gravity Defiance: They have a hovering speed of 10 feet.

94. Void Veiled

Description: Void Veiled are beings shielded by the vast emptiness of the void. Their bodies are cloaked in darkness, making them difficult to spot.

Ability: +2 Dexterity, +1 Charisma

Special Traits:

- Cloak of Void: They can cast the *Pass without Trace* spell once per long rest, shrouding their presence.

- Void Resistance: They have resistance to psychic damage.

95. Voidseers

Description: Voidseers are beings that perceive through the emptiness of the void. Their eyes are pure black, seeing beyond the material plane into the vastness of the cosmos.

Ability: +2 Wisdom, +1 Intelligence

Special Traits:

- Void Vision: They can cast the *See Invisibility* spell at will, their gaze piercing through illusions and invisibility.

- Cosmic Insight: They have proficiency in the Insight skill.

96. Voidwalkers

Description: Voidwalkers are beings that traverse the emptiness of the void. Their bodies ripple with cosmic energy, and they can slip in and out of the material plane.

Ability: +2 Constitution, +1 Dexterity

Special Traits:

- Voidwalk: They can cast the *Blink* spell once per long rest, slipping into the Ethereal Plane.

- Cosmic Resilience: They have resistance to force and necrotic damage.

97. Vortex Visionaries

Description: Vortex Visionaries are beings that draw wisdom from cosmic vortices. Their bodies swirl with the colors of distant galaxies, and they can harness the vortex's power to distort reality.

Ability: +2 Intelligence, +1 Wisdom

Special Traits:

- Vortex Distortion: They can cast the *Minor Illusion* cantrip at will, creating visual or auditory distortions.

- Cosmic Knowledge: They have proficiency in the Arcana skill.

98. Vortex Voyagers

Description: Vortex Voyagers are beings that traverse cosmic vortices. Their bodies are distorted, as if constantly being pulled and stretched by a gravitational pull.

Ability: +2 Dexterity, +1 Constitution

Special Traits:

- Vortex Step: They can cast the *Misty Step* spell

once per long rest, travelling through a mini vortex.

- Gravitational Stability: They have advantage on Strength saving throws to resist being knocked prone or moved against their will.

99. Wisp Wanderers

Description: Wisp Wanderers are ethereal beings of light, able to navigate through the darkest corners of Maxxia. Their bodies glow softly, illuminating their path.

Ability: +2 Charisma, +1 Dexterity

Special Traits:

- Illuminating Presence: They can cast the *Light* cantrip at will.

- Wisp Form: They can pass through other creatures and objects as if they were difficult terrain, but take 1d10 force damage if they end their turn inside an object.

100. Zephyr Treaders

Description: Zephyr Treaders are beings of wind and sky, their bodies ethereal and always slightly aloft. They move with the grace of a gentle breeze.

Ability: +2 Dexterity, +1 Wisdom

Special Traits:

- Zephyr Flight: They have a flying speed of 30 feet but can't fly higher than 20 feet off the ground.

- Gust Control: They can cast the *Gust* cantrip at will, manipulating the wind around them.

2. Elves

1. Abyssal Elves

Name: Abyssal Elves

Description: Abyssal Elves are the inhabitants of the darkest, most unfathomable caverns of Maxxia. Their skin is ashen gray and their eyes are luminous in the dark. They're known for their attunement with the deeper forces of the universe, gaining wisdom from ancient, hidden knowledge.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Darkvision (up to 120 feet), Eldritch Knowledge (can cast a 1st-level spell once per day, the spell chosen at character creation)

2. Aether Elves

Name: Aether Elves

Description: Aether Elves are ethereal beings of the highest skies and floating islands of Maxxia. They are lithe and have an air of tranquility. Their eyes shimmer like stars and their skin radiates a faint,

otherworldly light.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Levitate (can levitate 10 feet off the ground for up to 10 minutes a day), Aether Manipulation (can cast a 2nd-level spell once per day, chosen at character creation)

3. Air Elves

Name: Air Elves

Description: Air Elves are the dwellers of the tallest mountains and wind-swept plains. Their skin is pale, almost translucent, and their hair often appears to be moving in a non-existent breeze. They are closely attuned to the elements, particularly air.

Ability: +2 Dexterity, +1 Wisdom

Special Traits: Wind Manipulation (can create a minor gust of wind at will), Gale Leap (can jump double the normal distance)

4. Amber Elves

Name: Amber Elves

Description: Amber Elves are found in the sprawling forests and thickets of Maxxia. They have golden-brown skin and hair that resembles autumn leaves. They have an innate connection to nature and are capable of drawing power from it.

Ability: +2 Wisdom, +1 Strength

Special Traits: Natural Camouflage (have advantage on stealth checks in forested areas), Nature's Aid (can cast a 1st-level spell once per day, chosen at character creation)

5. Amethyst Elves

Name: Amethyst Elves

Description: Amethyst Elves hail from the mystical, crystal-infused regions of Maxxia. Their skin has a violet hue and their eyes shine with an inner purple light. They are innately magical and have a strong connection to the arcane.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Crystal Resonance (can telepathically communicate with other Amethyst Elves within 100 feet), Arcane Enhancement (can cast a 2nd-level spell once per day, chosen at character creation)

6. Aquamarine Elves

Name: Aquamarine Elves

Description: Aquamarine Elves live in the vast oceans and great lakes of Maxxia. They have a blue-green skin tone and webbed hands and feet. They are attuned to water and can control it to a certain extent.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Amphibious (can breathe underwater), Water Manipulation (can shape water within a 5-foot cube at will)

7. Arch Elves

Name: Arch Elves

Description: Arch Elves are the oldest known elves, rumored to be the first progenitors. Their skin is pale, almost luminescent, and their eyes glow with timeless wisdom. They are known for their deep understanding of magic and the universe.

Ability: +2 Intelligence, +2 Wisdom

Special Traits: Timeless Knowledge (gain proficiency in two additional skills of their choice), Arch Magic (can cast a 3rd-level spell once per day, chosen at character creation)

8. Ascendant Elves

Name: Ascendant Elves

Description: Ascendant Elves are the product of long-forgotten rituals, ascended to a state beyond their mortal kin. Their skin appears almost transparent, and they glow with an inner light. They are spiritually attuned and can manipulate the energy around them.

Ability: +2 Charisma, +1 Wisdom

Special Traits: Energy Manipulation (can cast a 1st-level spell once per day, chosen at character creation), Astral Projection (can project their spirit out of their body for up to 10 minutes per day)

9. Aurora Elves

Name: Aurora Elves

Description: Aurora Elves hail from the polar regions of Maxxia, where they commune with the cosmic lights. Their skin reflects the shifting colors of the aurora, creating an enchanting sight. They can harness the cosmic energy and channel it into their spells.

Ability: +2 Dexterity, +1 Intelligence

Special Traits: Cosmic Resistance (resistant to cold damage), Aurora Magic (can cast a 2nd-level spell once per day, chosen at character creation)

10. Blood Elves

Name: Blood Elves

Description: Blood Elves are a mysterious and feared race. Their skin is a dark crimson, and their eyes glow a sinister red. Known for their ruthless pursuit of power, they can manipulate the life force of themselves and others.

Ability: +2 Strength, +1 Intelligence

Special Traits: Blood Magic (can sacrifice their own

health to power spells, dealing 1d4 damage to self to add 1d4 damage to a spell), Vampiric Touch (can drain health from a creature they touch, healing for half the damage dealt)

11. Bone Elves

Name: Bone Elves

Description: Bone Elves dwell in the bone-littered wastelands of Maxxia, where they commune with the spirits of the departed. Their skin is bleached white, and their eyes are deep black orbs. They are known to possess an innate understanding of death and necromancy.

Ability: +2 Wisdom, +1 Intelligence

Special Traits: Necromantic Touch (can cast a 1st-level necromancy spell once per day), Spirit Communication (can commune with the dead once per day)

12. Bronze Elves

Name: Bronze Elves

Description: Bronze Elves hail from the rugged mountain ranges of Maxxia, their bodies glistening like burnished bronze. They are resilient and have a natural knack for metalwork and combat.

Ability: +2 Strength, +1 Constitution

Special Traits: Metallurgy Mastery (gain proficiency with smith's tools), Armor Adaptation (no movement penalty in heavy armor)

13. Cave Elves

Name: Cave Elves

Description: Cave Elves dwell deep within the expansive cavern systems of Maxxia. Their skin is pale, their eyes adapted to the darkness. They are adept at navigating the subterranean world.

Ability: +2 Dexterity, +1 Wisdom

Special Traits: Darkvision (up to 120 feet), Echolocation (can perceive their surroundings without sight within 30 feet)

14. Chaos Elves

Name: Chaos Elves

Description: Chaos Elves are a rare breed that embrace the unpredictability of the universe. Their skin appears to constantly shift and shimmer, mirroring the chaotic nature of their magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Chaos Magic (can cast a 2nd-level spell from the Wild Magic table once per day), Unpredictability (advantage on saving throws against effects that control or manipulate them)

15. Comet Elves

Name: Comet Elves

Description: Comet Elves come from the frigid, comet-ridden tundras of Maxxia. Their skin is icy blue, and their eyes shine like comets. They harness the raw, cosmic energy of comets for their spells.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Comet Magic (can cast a 3rd-level spell once per day, chosen at character creation), Cosmic Resistance (resistant to cold damage)

16. Constellation Elves

Name: Constellation Elves

Description: Constellation Elves are celestial beings said to have descended from the stars. Their skin sparkles like a night sky, and their eyes glow like twin stars. They have an innate understanding of the cosmos.

Ability: +2 Wisdom, +1 Intelligence

Special Traits: Star Map (can navigate using the stars and never become lost), Starlight Magic (can cast a 2nd-level spell once per day, chosen at character creation)

17. Coral Elves

Name: Coral Elves

Description: Coral Elves hail from the vibrant coral reefs of Maxxia. Their skin is tinged in a myriad of colors, matching the hues of their aquatic homes. They can control water and breathe underwater.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Amphibious (can breathe underwater), Coral Communion (can communicate with sea creatures)

18. Crystal Elves

Name: Crystal Elves

Description: Crystal Elves dwell in the mystical, crystal-laden caves of Maxxia. Their skin refracts light like a prism, creating an enchanting glow. They are innately magical and can harness the power of crystals.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Crystal Resonance (can recharge a spent spell slot once per long rest), Crystal Magic (can cast a 2nd-level spell once per day, chosen at character creation)

19. Dark Elves

Name: Dark Elves

Description: Dark Elves, or Drow, reside in the deepest undercities of Maxxia. Their skin is a dark shade of purple, and their eyes glow a sinister red.

They are cunning and possess a natural affinity for shadow magic.

Ability: +2 Dexterity, +1 Charisma

Special Traits: Darkvision (up to 120 feet), Shadow Magic (can cast a 2nd-level spell once per day, chosen at character creation)

20. Dawn Elves

Name: Dawn Elves

Description: Dawn Elves are the dwellers of the highest peaks where the first rays of dawn touch. Their skin is as radiant as the morning sun, and their eyes reflect the warm hues of dawn. They harness the purifying power of the sunrise.

Ability: +2 Wisdom, +1 Charisma

Special Traits: Dawn's Grace (gain advantage on saving throws against being charmed), Solar Magic (can cast a 2nd-level spell once per day, chosen at character creation)

21. Death Elves

Name: Death Elves

Description: Death Elves are solemn individuals who have a profound understanding of the cycle of life and death. Their skin is pale, resembling a corpse, and their eyes are hollow, exuding a chilling aura.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Necromantic Affinity (can cast a 1st-level necromancy spell once per day), Death Sense (can sense the presence of undead creatures within 60 feet)

22. Descendant Elves

Name: Descendant Elves

Description: Descendant Elves are believed to be the children of ancient elven gods. They have a divine aura and their eyes gleam with celestial light. They can tap into their divine heritage to perform miracles.

Ability: +2 Charisma, +1 Wisdom

Special Traits: Divine Intervention (can cast a 2nd-level spell once per day, chosen at character creation), Blessings of the Ancestors (can heal a creature for 1d6 hit points once per day)

23. Desert Elves

Name: Desert Elves

Description: Desert Elves are the nomads of the expansive deserts of Maxxia. They have tanned skin, adapted to harsh sunlight, and their eyes resemble golden sands. They are resilient and can manipulate sand and heat.

Ability: +2 Constitution, +1 Strength

Special Traits: Desert Adaptation (resistant to heat damage and do not need to drink as often as other races), Sand Manipulation (can create minor sand constructs or illusions)

24. Dew Elves

Name: Dew Elves

Description: Dew Elves are connected to the tranquil forests of Maxxia, especially during dawn. Their skin is cool and dewy, and their eyes sparkle like dewdrops under the morning sun. They have an affinity for water and earth magic.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Nature's Bond (can communicate with forest creatures), Dew Magic (can cast a 1st-level spell once per day, chosen at character creation)

25. Diamond Elves

Name: Diamond Elves

Description: Diamond Elves hail from the diamond-rich mountains of Maxxia. They have translucent skin that reflects light, creating a sparkling effect. They are resilient and have an innate understanding of gem magic.

Ability: +2 Constitution, +1 Intelligence

Special Traits: Gem Affinity (gain proficiency in Jeweler's Tools), Diamond Skin (resistant to slashing damage)

26. Dream Elves

Name: Dream Elves

Description: Dream Elves are ethereal beings that exist partially in the dream realm. Their skin seems to constantly shimmer, and their eyes are like nebulous clouds. They can manipulate dreams and even step into the dream world.

Ability: +2 Charisma, +1 Wisdom

Special Traits: Dream Walking (can enter the dream world for up to 1 hour per day), Dream Manipulation (can cast a 2nd-level spell once per day, chosen at character creation)

27. Dusk Elves

Name: Dusk Elves

Description: Dusk Elves dwell in the realms where light fades into darkness. Their skin is a soft lavender hue, and their eyes glow like the last light of sunset. They can control shadows and have an affinity for twilight magic.

Ability: +2 Dexterity, +1 Charisma

Special Traits: Dusk Camouflage (have advantage on stealth checks during twilight), Dusk Magic (can

cast a 2nd-level spell once per day, chosen at character creation)

28. Duskwood Elves

Name: Duskwood Elves

Description: Duskwood Elves reside in the ancient, shadowy forests of Maxxia. Their skin is a dark green, resembling the forest canopy, and their eyes glow like moonlit leaves. They are adept at stealth and can communicate with forest creatures.

Ability: +2 Wisdom, +1 Dexterity

Special Traits: Forest Whisper (can communicate with forest creatures), Shadowmeld (can become invisible in shadowy areas until they move or take an action)

29. Earth Elves

Name: Earth Elves

Description: Earth Elves are deeply connected to the ground beneath them. Their skin is earthy in color, and their eyes resemble polished stones. They are sturdy and can manipulate earth and stone.

Ability: +2 Strength, +1 Constitution

Special Traits: Stone Manipulation (can mold earth and stone as if it were clay), Earth Magic (can cast a 1st-level spell once per day, chosen at character creation)

30. Eclipse Elves

Name: Eclipse Elves

Description: Eclipse Elves are tied to the celestial events of Maxxia. Their skin is a mesmerizing blend of light and dark, and their eyes resemble celestial bodies. They can tap into the power of the sun and moon.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Eclipse Magic (can cast a 3rd-level spell once per day, chosen at character creation), Light/Dark Adaptation (have darkvision and are resistant to radiant damage)

31. Emerald Elves

Name: Emerald Elves

Description: Emerald Elves come from the lush, emerald-colored forests of Maxxia. Their skin is a vibrant green, and their eyes gleam like precious gems. They are attuned with nature and can influence plant life.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Plant Manipulation (can communicate with and influence the growth of plants), Emerald Magic (can cast a 1st-level spell once per day, chosen at character creation)

32. Ether Elves

Name: Ether Elves

Description: Ether Elves exist on the cusp of the material and ethereal planes. Their skin appears translucent, and their eyes shimmer with ethereal energy. They can manipulate the fabric of reality and step into the ethereal plane.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Ethereal Step (can shift into the ethereal plane for up to 1 minute per day), Ether Magic (can cast a 2nd-level spell once per day, chosen at character creation)

33. Fae Elves

Name: Fae Elves

Description: Fae Elves are imbued with the whimsical energy of the Feywild. They have vibrant, pastel-hued skin, and their eyes twinkle like stars. They can weave illusions and have a natural affinity for enchantment magic.

Ability: +2 Charisma, +1 Dexterity

Special Traits: Fey Magic (can cast a 1st-level spell once per day, chosen at character creation), Fey Charm (can charm a creature once per day)

34. Fire Elves

Name: Fire Elves

Description: Fire Elves come from the volcanic regions of Maxxia. They have a fiery complexion, and their eyes glow like molten lava. They are resistant to heat and can control fire.

Ability: +2 Intelligence, +1 Constitution

Special Traits: Fire Resistance (resistant to fire damage), Pyromancy (can cast a 2nd-level spell once per day, chosen at character creation)

35. Flame Elves

Name: Flame Elves

Description: Flame Elves are a more volatile breed of Fire Elves, their skin perpetually flickering with flame-like iridescence. Their eyes burn like twin flames. They possess an extraordinary affinity for fire magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Flame Touch (melee attacks deal an extra 1d4 fire damage), Flame Magic (can cast a 3rd-level spell once per day, chosen at character creation)

36. Forest Elves

Name: Forest Elves

Description: Forest Elves are the guardians of the

vast forests of Maxxia. Their skin is a vibrant green, and their eyes shine like polished jade. They can communicate with forest creatures and influence plant life.

Ability: +2 Wisdom, +1 Strength

Special Traits: Forest Communion (can communicate with forest creatures), Nature Magic (can cast a 1st-level spell once per day, chosen at character creation)

37. Frost Elves

Name: Frost Elves

Description: Frost Elves come from the frigid polar regions of Maxxia. Their skin is as pale as snow, and their eyes glimmer like ice crystals. They are resistant to cold and can control ice.

Ability: +2 Constitution, +1 Intelligence

Special Traits: Cold Resistance (resistant to cold damage), Cryomancy (can cast a 2nd-level spell once per day, chosen at character creation)

38. Galaxy Elves

Name: Galaxy Elves

Description: Galaxy Elves are said to have descended from celestial bodies. Their skin sparkles like a starry sky, and their eyes radiate cosmic energy. They have a deep understanding of the cosmos and can harness cosmic magic.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Starlight Magic (can cast a 3rd-level spell once per day, chosen at character creation), Celestial Origin (advantage on checks related to astronomy and cosmology)

39. Garnet Elves

Name: Garnet Elves

Description: Garnet Elves hail from the garnet-rich mountains of Maxxia. Their skin resembles polished garnet, and their eyes gleam like precious stones. They have an innate understanding of gem magic and are sturdy.

Ability: +2 Constitution, +1 Strength

Special Traits: Gem Affinity (gain proficiency in *Jeweler's Tools*), Garnet Skin (resistant to piercing damage)

40. Ghost Elves

Name: Ghost Elves

Description: Ghost Elves exist on the boundary of life and death, imbued with a spectral aura. Their skin is pale and semi-transparent, and their eyes glow with a ghostly light. They can phase through objects and have an affinity for necromancy.

Ability: +2 Wisdom, +1 Charisma

Special Traits: Ghost Walk (can pass through walls and objects for up to 1 minute per day), Ghost Magic (can cast a 2nd-level necromancy spell once per day, chosen at character creation)

41. Glacial Elves

Name: Glacial Elves

Description: Hailing from the glacial regions of Maxxia, these elves possess skin as clear and reflective as ancient ice, and eyes that shimmer like trapped sunlight within a frozen landscape. They have a natural resistance to cold and can manipulate ice to their will.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Ice Resistance (resistant to cold damage), Glacial Shaping (can shape ice and snow, and can cast a 1st-level spell related to cold or ice once per day, chosen at character creation)

42. Golden Elves

Name: Golden Elves

Description: Golden Elves come from the highlands of Maxxia, bathed in sunlight. Their skin has a golden hue, and their eyes gleam like polished gold. They possess a natural affinity with light magic and are resistant to radiant energy.

Ability: +2 Charisma, +1 Constitution

Special Traits: Light Manipulation (can cast a 1st-level light spell once per day, chosen at character creation), Radiant Resistance (resistant to radiant damage)

43. Granite Elves

Name: Granite Elves

Description: Born of the mountainous terrains of Maxxia, Granite Elves have stone-gray skin that's as tough as granite, with eyes that gleam like quartz. They are resilient and have an affinity for earth magic.

Ability: +2 Strength, +1 Constitution

Special Traits: Stone Skin (additional +1 to Armor Class), Stone Magic (can cast a 1st-level earth spell once per day, chosen at character creation)

44. High Elves

Name: High Elves

Description: High Elves, often considered the pinnacle of elven society, exude grace and wisdom. Their skin appears to glow subtly, and their eyes are a myriad of colors, mirroring the heavens. They are known for their advanced magical abilities.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Magic Adept (can cast a 3rd-level spell once per day, chosen at character creation), Arcane Legacy (gain advantage on Arcana checks)

45. Ice Elves

Name: Ice Elves

Description: In the frozen tundras of Maxxia dwell the Ice Elves, with skin as pale as fresh snowfall, and eyes as clear and blue as glacial ice. They are resistant to cold and possess an inherent affinity for ice magic.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Ice Resistance (resistant to cold damage), Frost Magic (can cast a 1st-level ice spell once per day, chosen at character creation)

46. Iron Elves

Name: Iron Elves

Description: Iron Elves hail from the industrial regions of Maxxia, their bodies are as strong as iron, and their eyes are a deep, metallic gray. They are hardy and have a natural ability to endure hardship.

Ability: +2 Strength, +1 Constitution

Special Traits: Iron Skin (additional +1 to Armor Class), Tireless (can go twice as long without rest)

47. Island Elves

Name: Island Elves

Description: Island Elves hail from the tropical islands of Maxxia, with skin bronzed from the sun, and eyes as blue as the ocean depths. They are agile swimmers and have an affinity for water magic.

Ability: +2 Dexterity, +1 Wisdom

Special Traits: Aquatic Adaptation (can breathe underwater and has a swim speed equal to their walking speed), Water Magic (can cast a 1st-level water spell once per day, chosen at character creation)

48. Jade Elves

Name: Jade Elves

Description: From the jade caves of Maxxia, Jade Elves have skin that glows with a soft, green radiance, with eyes that gleam like precious jade stones. They are resilient and have a deep understanding of gem magic.

Ability: +2 Constitution, +1 Intelligence

Special Traits: Gem Affinity (gain proficiency in Jeweler's Tools), Jade Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

49. Jungle Elves

Name: Jungle Elves

Description: Jungle Elves come from the dense jungles of Maxxia, with skin that's as green as the lush vegetation, and eyes that sparkle like tropical rivers. They are agile and have a profound connection with nature.

Ability: +2 Dexterity, +1 Wisdom

Special Traits: Jungle Adaptation (can move through nonmagical difficult terrain without expending extra movement), Jungle Magic (can cast a 1st-level nature spell once per day, chosen at character creation)

50. Life Elves

Name: Life Elves

Description: Life Elves are deeply connected to the forces of life and growth. Their skin is vibrant, glowing with vitality, and their eyes radiate a comforting, warm light. They have an innate healing power and can rejuvenate the wounded.

Ability: +2 Wisdom, +1 Charisma

Special Traits: Healing Touch (can heal a creature for 1d6+Wisdom modifier hit points once per day), Life Magic (can cast a 2nd-level healing spell once per day, chosen at character creation)

51. Light Elves

Name: Light Elves

Description: Light Elves hail from regions of Maxxia where the sun never sets. Their skin has a radiant glow, and their eyes shine like daylight. They are resistant to radiant damage and can manipulate light.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Light Manipulation (can cast a 2nd-level light spell once per day, chosen at character creation), Radiant Resistance (resistant to radiant damage)

52. Lunar Elves

Name: Lunar Elves

Description: Lunar Elves are said to be born under the moon's blessing. Their skin reflects moonlight, and their eyes glow with a soft, silver light. They can tap into the moon's phases to bolster their magic.

Ability: +2 Wisdom, +1 Charisma

Special Traits: Lunar Magic (can cast a 2nd-level spell once per day, chosen at character creation, more potent during specific moon phases), Moonlight Vision (can see in darkness as if it were dim light)

53. Magma Elves

Name: Magma Elves

Description: Magma Elves come from the volcanic

regions of Maxxia. Their skin appears as if molten rock flows beneath it, and their eyes are a fiery orange. They are resistant to fire damage and can control magma.

Ability: +2 Strength, +1 Constitution

Special Traits: Magma Control (can cast a 3rd-level fire spell once per day, chosen at character creation), Fire Resistance (resistant to fire damage)

54. Marble Elves

Name: Marble Elves

Description: Marble Elves hail from the marble quarries of Maxxia. Their skin is as smooth and glossy as marble, and their eyes bear the hardness of the stone. They have enhanced durability and an understanding of stone magic.

Ability: +2 Constitution, +1 Strength

Special Traits: Stone Skin (additional +1 to Armor Class), Stone Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

55. Marsh Elves

Name: Marsh Elves

Description: Marsh Elves live in the marshlands of Maxxia. Their skin is a deep, earthy green, and their eyes reflect the murky marsh waters. They are skilled survivalists and have an affinity for water magic.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Marsh Adaptation (immune to disease, advantage on survival checks in marshy terrain), Marsh Magic (can cast a 1st-level water spell once per day, chosen at character creation)

56. Meteor Elves

Name: Meteor Elves

Description: Meteor Elves are believed to have descended from celestial bodies. Their skin shimmers like stardust, and their eyes gleam like meteor showers. They possess a deep understanding of the cosmos and can harness cosmic energy.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Meteor Magic (can cast a 3rd-level spell once per day, chosen at character creation), Celestial Legacy (advantage on checks related to astronomy and cosmology)

57. Mist Elves

Name: Mist Elves

Description: Mist Elves come from the misty valleys of Maxxia. Their skin has a misty, ethereal quality, and their eyes mirror the color of foggy mornings.

They can become insubstantial like mist, making them hard to pin down.

Ability: +2 Dexterity, +1 Wisdom

Special Traits: Mist Form (can become incorporeal for up to 1 minute per day), Mist Magic (can cast a 1st-level air spell once per day, chosen at character creation)

58. Moon Elves

Name: Moon Elves

Description: Moon Elves are attuned to the lunar cycles. Their skin has a pale, moonlit quality, and their eyes shine with a soft lunar glow. They can harness the moon's power to bolster their magic.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Lunar Magic (can cast a 3rd-level spell once per day, chosen at character creation, more potent during specific moon phases), Night Vision (can see in darkness as if it were dim light)

59. Mountain Elves

Name: Mountain Elves

Description: Mountain Elves come from the high peaks of Maxxia. Their skin is as tough as mountain stone, and their eyes reflect the colors of alpine vistas. They have increased durability and an understanding of earth magic.

Ability: +2 Strength, +1 Constitution

Special Traits: Mountain Adaptation (acclimated to high altitude, resistant to cold damage), Earth Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

60. Nebula Elves

Name: Nebula Elves

Description: Nebula Elves are believed to originate from stellar nurseries. Their skin is a swirling cosmos of colors, and their eyes twinkle like distant stars. They can tap into nebula energies to bolster their magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Nebula Magic (can cast a 4th-level spell once per day, chosen at character creation), Starlight Vision (can see in darkness as if it were dim light)

61. Nightmare Elves

Name: Nightmare Elves

Description: Nightmare Elves are steeped in shadow, their skin dark as night and their eyes glow ominously. They are often feared due to their affinity with shadow magic and their unsettling presence.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Shadow Magic (can cast a 3rd-level darkness or illusion spell once per day, chosen at character creation), Night Vision (can see in complete darkness)

62. Nova Elves

Name: Nova Elves

Description: Nova Elves have skin that shines like a star going nova, and their eyes are radiant and intense. They possess a deep understanding of the cosmos and can manipulate stellar energies.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Nova Magic (can cast a 4th-level fire or light spell once per day, chosen at character creation), Radiant Resistance (resistant to radiant damage)

63. Obsidian Elves

Name: Obsidian Elves

Description: Obsidian Elves come from the volcanic regions of Maxxia. Their skin is dark and glassy like obsidian, and their eyes are fiery orange. They are resilient to heat and can manipulate volcanic rock.

Ability: +2 Constitution, +1 Strength

Special Traits: Obsidian Skin (additional +1 to Armor Class), Magma Manipulation (can cast a 2nd-level earth spell once per day, chosen at character creation)

64. Onyx Elves

Name: Onyx Elves

Description: Onyx Elves hail from the deepest caves of Maxxia. Their skin is as black and shiny as onyx, and their eyes gleam like gems. They are resistant to psychic attacks and have an affinity for stone magic.

Ability: +2 Constitution, +1 Intelligence

Special Traits: Psychic Resistance (resistant to psychic damage), Stone Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

65. Opal Elves

Name: Opal Elves

Description: Opal Elves come from the opal mines of Maxxia. Their skin is a soft pastel hue, reflecting light like an opal, and their eyes shimmer with prismatic light. They are adept at gem magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Gem Affinity (gain proficiency in Jeweler's Tools), Opal Magic (can cast a 2nd-level light spell once per day, chosen at character creation)

66. Order Elves

Name: Order Elves

Description: Order Elves are the embodiment of law and structure. Their skin has a metallic sheen, and their eyes are clear and focused. They are resistant to chaos magic and have an affinity for order magic.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Law Magic (can cast a 3rd-level abjuration spell once per day, chosen at character creation), Chaos Resistance (resistant to chaos magic)

67. Pearl Elves

Name: Pearl Elves

Description: Pearl Elves hail from the deep sea caves of Maxxia. Their skin is as luminescent as a pearl, and their eyes reflect the depths of the sea. They are adept swimmers and can manipulate water.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Aquatic Adaptation (can breathe underwater and has a swim speed equal to their walking speed), Water Magic (can cast a 2nd-level water spell once per day, chosen at character creation)

68. Primal Elves

Name: Primal Elves

Description: Primal Elves are deeply connected to the wilds of Maxxia. Their skin is earthy, and their eyes reflect the vibrant colors of nature. They have an innate ability to commune with nature and control natural elements.

Ability: +2 Wisdom, +1 Strength

Special Traits: Nature Magic (can cast a 3rd-level druidic spell once per day, chosen at character creation), Wilderness Lore (advantage on survival and nature checks)

69. Quartz Elves

Name: Quartz Elves

Description: Quartz Elves hail from the quartz caves of Maxxia. Their skin is as clear and reflective as quartz, and their eyes shine with gem-like clarity. They have an affinity for gem and earth magic.

Ability: +2 Constitution, +1 Intelligence

Special Traits: Gem Affinity (gain proficiency in Jeweler's Tools), Quartz Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

70. Rainbow Elves

Name: Rainbow Elves

Description: Rainbow Elves have skin that shimmers with all the colors of the rainbow, and their eyes change color with their mood. They are known for their joyous natures and can manipulate prismatic energies.

Ability: +2 Charisma, +1 Dexterity

Special Traits: Rainbow Magic (can cast a 3rd-level illusion spell once per day, chosen at character creation), Color Change (can change the color of their skin and eyes at will)

71. Ruby Elves

Name: Ruby Elves

Description: Ruby Elves hail from regions of Maxxia known for ruby deposits. Their skin bears a rich red hue, and their eyes shine with a gem-like glow. They are resistant to fire damage and can manipulate ruby gem magic.

Ability: +2 Charisma, +1 Constitution

Special Traits: Ruby Magic (can cast a 2nd-level fire spell once per day, chosen at character creation), Fire Resistance (resistant to fire damage)

72. Sand Elves

Name: Sand Elves

Description: Sand Elves thrive in the deserts of Maxxia. Their skin is sand-colored, and their eyes mirror the desert sun. They are resilient against heat and can control sand.

Ability: +2 Constitution, +1 Dexterity

Special Traits: Desert Adaptation (resistant to heat, advantage on survival checks in desert terrain), Sand Magic (can cast a 2nd-level earth spell once per day, chosen at character creation)

73. Sapphire Elves

Name: Sapphire Elves

Description: Sapphire Elves hail from regions rich in sapphire deposits. Their skin bears a cool blue hue, and their eyes are deep and clear like sapphires.

They are resistant to cold damage and can manipulate sapphire gem magic.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Sapphire Magic (can cast a 2nd-level water spell once per day, chosen at character creation), Cold Resistance (resistant to cold damage)

74. Sea Elves

Name: Sea Elves

Description: Sea Elves hail from the coastal regions of Maxxia. Their skin bears a blue-green hue, and their eyes reflect the ocean's depths. They can

breathe underwater and control water magic.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Aquatic Adaptation (can breathe underwater and has a swim speed equal to their walking speed), Water Magic (can cast a 2nd-level water spell once per day, chosen at character creation)

75. Shadow Elves

Name: Shadow Elves

Description: Shadow Elves thrive in the darkness of Maxxia. Their skin is as dark as shadow, and their eyes are voids of light. They can move stealthily in shadows and have an affinity for shadow magic.

Ability: +2 Dexterity, +1 Charisma

Special Traits: Shadow Magic (can cast a 3rd-level darkness or illusion spell once per day, chosen at character creation), Shadow Stealth (advantage on Stealth checks in dim light or darkness)

76. Silver Elves

Name: Silver Elves

Description: Silver Elves hail from regions of Maxxia known for silver deposits. Their skin bears a cool, silver sheen, and their eyes shine like polished metal. They are resistant to necrotic damage and can manipulate silver magic.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Silver Magic (can cast a 2nd-level abjuration spell once per day, chosen at character creation), Necrotic Resistance (resistant to necrotic damage)

77. Sky Elves

Name: Sky Elves

Description: Sky Elves come from the lofty regions of Maxxia. Their skin mirrors the color of the sky, and their eyes are as clear as the atmosphere. They can control air magic and have a natural ability to levitate.

Ability: +2 Intelligence, +1 Dexterity

Special Traits: Air Magic (can cast a 2nd-level air spell once per day, chosen at character creation), Levitation (can levitate a few inches off the ground at will)

78. Snow Elves

Name: Snow Elves

Description: Snow Elves come from the snowy peaks of Maxxia. Their skin is as white as snow, and their eyes mirror the cool color of ice. They are resistant to cold and can control ice magic.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Ice Magic (can cast a 2nd-level cold

spell once per day, chosen at character creation), Cold Resistance (resistant to cold damage)

79. Solar Elves

Name: Solar Elves

Description: Solar Elves come from the sun-drenched regions of Maxxia. Their skin glows like the sun, and their eyes shine with a golden light. They can control solar magic and are resistant to radiant damage.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Solar Magic (can cast a 3rd-level light or fire spell once per day, chosen at character creation), Radiant Resistance (resistant to radiant damage)

80. Sound Elves

Name: Sound Elves

Description: Sound Elves have skin that resonates with harmonic frequencies, and their eyes echo with the colors of sound waves. They have an innate sense of rhythm and can manipulate sound waves.

Ability: +2 Charisma, +1 Dexterity

Special Traits: Sound Magic (can cast a 2nd-level enchantment or illusion spell once per day, chosen at character creation), Perfect Pitch (have advantage on Performance and Perception checks related to sound)

81. Space Elves

Name: Space Elves

Description: Space Elves have skin that shimmers like a starlit sky, and their eyes glow like distant nebulas. They have an innate understanding of the cosmos and can manipulate spatial magic.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Space Magic (can cast a 3rd-level conjuration or divination spell once per day, chosen at character creation), Cosmic Insight (advantage on Arcana checks related to outer space)

82. Spirit Elves

Name: Spirit Elves

Description: Spirit Elves bear skin that's ethereal and translucent, and their eyes flicker with otherworldly light. They can interact with the spirit world and manipulate spiritual energy.

Ability: +2 Wisdom, +1 Charisma

Special Traits: Spirit Magic (can cast a 3rd-level necromancy or enchantment spell once per day, chosen at character creation), Spirit Sight (can see and interact with ethereal creatures)

83. Star Elves

Name: Star Elves

Description: Star Elves possess skin that twinkles like a night sky, and their eyes glow like stars. They have a deep understanding of the cosmos and can manipulate astral magic.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Star Magic (can cast a 4th-level illusion or divination spell once per day, chosen at character creation), Night Vision (can see in complete darkness)

84. Stellar Elves

Name: Stellar Elves

Description: Stellar Elves have skin that radiates like a supernova, and their eyes shimmer with starlight. They can tap into cosmic forces and manipulate stellar energies.

Ability: +2 Intelligence, +1 Constitution

Special Traits: Stellar Magic (can cast a 3rd-level evocation spell once per day, chosen at character creation), Radiant Resistance (resistant to radiant damage)

85. Storm Elves

Name: Storm Elves

Description: Storm Elves bear skin that roils like storm clouds, and their eyes crackle with lightning. They can control the weather and manipulate storm magic.

Ability: +2 Wisdom, +1 Constitution

Special Traits: Storm Magic (can cast a 4th-level evocation spell once per day, chosen at character creation), Weather Prediction (can predict weather accurately)

86. Sun Elves

Name: Sun Elves

Description: Sun Elves bear skin that glows like sunlight, and their eyes sparkle with solar radiance. They can control light and heat and are adept at solar magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Solar Magic (can cast a 3rd-level light or fire spell once per day, chosen at character creation), Light Resistance (resistant to light damage)

87. Sunrise Elves

Name: Sunrise Elves

Description: Sunrise Elves have skin that shimmers like dawn, and their eyes radiate with the warm colors of sunrise. They have an innate positivity and

can manipulate light magic.

Ability: +2 Charisma, +1 Wisdom

Special Traits: Sunrise Magic (can cast a 3rd-level light spell once per day, chosen at character creation), Dawn's Blessing (can heal a small amount of hit points at sunrise)

88. Swamp Elves

Name: Swamp Elves

Description: Swamp Elves bear skin of green-brown hues, and their eyes reflect the marshy surroundings. They are adept at surviving in swamps and can control swamp magic.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Swamp Magic (can cast a 2nd-level nature spell once per day, chosen at character creation), Swamp Adaptation (advantage on survival checks in swampy terrain)

89. Time Elves

Name: Time Elves

Description: Time Elves possess skin that shimmers with temporal energy, and their eyes are hourglass-shaped. They can manipulate temporal magic and have a deep understanding of time.

Ability: +2 Intelligence, +1 Wisdom

Special Traits: Time Magic (can cast a 5th-level chronomancy spell once per day, chosen at character creation), Temporal Insight (advantage on History checks)

90. Topaz Elves

Name: Topaz Elves

Description: Topaz Elves come from regions of Maxxia known for topaz deposits. Their skin glows with a golden hue, and their eyes sparkle like gems. They can manipulate topaz magic.

Ability: +2 Charisma, +1 Constitution

Special Traits: Topaz Magic (can cast a 2nd-level earth spell once per day, chosen at character creation), Gem Affinity (gain proficiency in Jeweler's Tools)

91. Tundra Elves

Name: Tundra Elves

Description: Tundra Elves hail from the icy tundras of Maxxia. Their skin is white-blue, and their eyes reflect the cold tundra. They are resistant to cold and excel in surviving harsh climates.

Ability: +2 Constitution, +1 Wisdom

Special Traits: Tundra Adaptation (resistant to cold, advantage on Survival checks in cold climates), Ice Magic (can cast a 2nd-level cold spell once per day,

chosen at character creation)

92. Turquoise Elves

Name: Turquoise Elves

Description: Turquoise Elves hail from regions rich in turquoise deposits. Their skin bears a blue-green hue, and their eyes sparkle like turquoise gems.

They are proficient in water magic.

Ability: +2 Charisma, +1 Intelligence

Special Traits: Turquoise Magic (can cast a 2nd-level water spell once per day, chosen at character creation), Gem Affinity (gain proficiency in Jeweler's Tools)

93. Twilight Elves

Name: Twilight Elves

Description: Twilight Elves thrive in the dusk and dawn, their skin shimmering with the twilight colors, and their eyes reflect the fading light. They can manipulate light and shadow magic.

Ability: +2 Charisma, +1 Dexterity

Special Traits: Twilight Magic (can cast a 3rd-level light or darkness spell once per day, chosen at character creation), Dusk and Dawn Adaptation (advantage on Stealth checks during twilight hours)

94. Void Elves

Name: Void Elves

Description: Void Elves bear skin as dark as the void, their eyes are voids of light. They have an innate connection to the Void and can manipulate void magic.

Ability: +2 Intelligence, +1 Charisma

Special Traits: Void Magic (can cast a 4th-level necromancy or conjuration spell once per day, chosen at character creation), Void Resistance (resistant to necrotic damage)

95. Volcanic Elves

Name: Volcanic Elves

Description: Volcanic Elves come from the volcanic regions of Maxxia. Their skin bears a fiery red hue, and their eyes burn with volcanic fire. They are resistant to fire and control volcanic magic.

Ability: +2 Constitution, +1 Strength

Special Traits: Volcanic Adaptation (resistant to fire, advantage on Survival checks in volcanic areas), Fire Magic (can cast a 3rd-level fire spell once per day, chosen at character creation)

96. Water Elves

Name: Water Elves

Description: Water Elves hail from the coasts and