

Level Up 2023 Playtest #2

OBSCURE ORIGINS & SPECTACULAR SPELLS

What This Is

This is a playtest document. We'd love you to try out the rules presented here, and then answer the follow-up survey in a couple weeks.

What This Is Not

These are NOT final versions of mechanics. It's OK if you don't like elements of these rules; that's the purpose of a playtest document. Be sure to participate in the follow-up survey in a few weeks. All data, positive or negative, is useful.

What We Use This For

Your survey responses help form the direction of the game as it goes through the development process.

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Fowl Turncoat (Culture)

The plane of [Veskrollo](#) is filled with animalfolk but there are more avians than any others and they hold onto authority by their sheer magnitude. Not everyone born into their feathered civilization can suffer the pecking order however, and society is filled with saboteurs eager to turn the balance of power towards all of the people—not just the ones with beaks or bills.

Characters raised among Veskrollo turncoats share a variety of traits in common with one another.

Animalized. Choose one animal from the Animalization table (page @@). You've completely undergone Animalization into that animal. You gain proficiency in the listed skill (or you gain an expertise die when using the listed skill if you are already proficient), an expertise die on saving throws made against spells of the listed school, and the benefits of the Second Phase of transformation. You are unable to remove the effects of Animalization (even with a *wish* spell) or undergo it again.

Eat Feces, Fascist. Once per round you gain an expertise die when making a weapon attack roll against an authority figure such as a guard, knight, noble, soldier, or royalty.

Planar Explorer. You gain an expertise die on saving throws made against planar traits.

Traitorous Talent. It's not easy living beneath a curtain of steel feathers, and cunning is a requirement for anyone trying to survive while fighting the powers that be. You gain proficiency in Deception, Intimidation, or Persuasion.

Languages. You can speak, read, write, and sign Common and one other language.

Mergian Migrator (Culture)

All of civilization lives as on the move as possible in Mergia, the ever present danger of being subsumed into the environment making life in the realm even less stationary than in other nomadic societies. When away from their homes most Mergians keep their old habits, never sitting still for longer than a few hours and sleeping in a different bed every night—proclivities that serve them well as adventurers.

Characters raised among Mergian migrators share a variety of traits in common with one another.

Item Experienced. You gain an expertise die on ability checks made against sentient items.

Mergian. Choose one primary trait from the Abundant Amalgamation table (see [Mergia](#)). You permanently gain the chosen trait.

Never the Same Bed. As long as you are sleeping on something different from the last time you took a long rest, you only require slightly less than 4 hours of sleep to benefit from a long rest.

Perfect First Step. You gain advantage on the first ability check you make in an unfamiliar land or region.

Planar Explorer. You gain an expertise die on saving throws made against planar traits.

Practiced Carry. You are able to carry one additional bulky item.

Languages. You can speak, read, write, and sign Common and two other languages.

Plantfolk Heritage

On the plane of [Plantasia](#) everyone is green borne whether from the womb or the vine. Plantfolk (or planters as they are known amongst each other) are in tune with nature in a way that others cannot understand, able to play a part in it or speak directly to their simpler leafed kin. While most easily fall into a natural urge to remain where they are to participate in the remade cycle of nature on their world, there are many with an urge to take root elsewhere that find adventuring to be a fine way to do it.

Plantfolk walk upon two legs, have two arms, and faces that resemble other humanoids albeit more verdant. Otherwise their physical features are as broad and varied as the plants in a forest—some have hair of vines, sprout flowers or small branches, or leaves that eliminate the need for clothing altogether. The bark-like skin of plantfolk runs the gamut of shades from blue to brown, green, red, yellow, white, or a mixture. Carving tattoos into the skin is a common practice across Plantasia, and it is rare to find an adventuring plantfolk that doesn't have at least a few scarring over with time.

For millennia the hivemind of Plantasia has been in a conversation trying to determine for certain the origins of the first plantfolk, yet it's still unclear whether they were true natives or travelers that never left (and it could be eons before that discussion reaches an end). Ecomancers that have studied the matter by interviewing the oldest trees are just as inconclusive—but they've also heard accounts that hint at The Dreaming's influence, visits from deities, and the presence of unnatural seeds responsible for the initial wave of native plantfolk.

It's uncommon for the average person to recognize a plantfolk as something other than a dryad or baby treant, though this hardly bothers

them as these observers tend to live and die in a matter of only a hundred seasons or less. Similarly long-lived peoples like dwarves, gnomes, and elves can find kinship through shared longevity but most become friends with plantfolk through a shared understanding of nature—whether the bond is forged by acceptance, through aid, resistance, or otherwise.

Plantfolk Traits

Characters with the plantfolk heritage share a variety of traits in common with one another.

Age. With their resiliency and capacity for survival, plantfolk age much more slowly than people made from typical flesh. Plantfolk can live to be millenia or older, and legends speak of some that simply never die.

Size. Plantfolk that are more like bushes tend to be only a few feet tall and weigh up to 70 pounds, but those more like trees are as big as an average humanoid. Your size is Small or Medium (your choice).

Speed. Your base walking speed is 20 feet.

Bark-Like. Your AC increases by an amount equal to half your proficiency bonus.

Fire Vulnerability. You are vulnerable to fire damage.

Phloem Down. You gain an expertise die on saving throws made to resist going prone.

Plant Person. For the purposes of features, spells, and traits, you count as both a humanoid and plant. You are unable to undergo the final phase of Plant Transformation on Plantasia. In addition, you have disadvantage on saving throws made to resist being slowed and 24 hours after you die your body crumbles into pollen.

Pliable. You gain an expertise die on ability checks made to contort or squeeze.

Xylem Up. You gain an advantage on saving throws against poison, and you are resistant to poison damage.

Plantfolk Gifts

Whether predicated to wandering or taking root, all plantfolk have additional talents that connect them to their home. In addition to the traits found in your plantfolk heritage, select one of the following gifts.

GREEN TALKER

The whispers of the forest are far easier for you to understand than for others. You can cast *speak with plants* once per short rest.

Root Down

There's more sustenance offered by nature than the flesh of beasts or fruit. When you have access to sunlight, water, and a patch of earth of at least your size you can root yourself instead of consuming Supply over the course of a long rest. While rooted you are restrained, requiring an action to unroot yourself. You are unable to use Root Down if you have not consumed any Supply in the last week.

Plantfolk Paragon

When you reach 10th level, you are an exemplar of plantfolk and gain one paragon gift from the following list.

SPORER

With concentration you can sprout sensors from yourself that let you see more clearly than with simple eyes. You can cast *sporesight* without the need for material components once per long rest. In addition, you become immune to poison.

TRAVERSE

Tendrils and vines sprout from your body making it easier to grasp upon handholds or power through the waves. Your Speed increases by 5 feet, and you gain both a climb speed and swim speed equal to your Speed.

Plantfolk Culture

Nature is utterly sacred in plantfolk societies where literally every citizen—from the smallest blade of grass to the mightiest tree—has some say. Maintaining harmony and the cycle of life across Plantasia are the foremost concerns, and everyone is expected to play their part in the vast system conceived by them all. Those who refuse are not shunned for abandoning their role though, the dissonance of their path considered punishment enough.

SUGGESTED CULTURES

While you can choose any culture for your plantfolk character, the following cultures are linked closely with this heritage: forest gnome, forgotten folx, settler, villager, wildling.

Building Pressure

4th-level (transmutation; attack, force, water)

Classes: Cleric, druid, ranger, sorcerer, warlock, wizard

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration (1 minute)

Saving Throw: Strength halves

You bring the immense pressures of Aquestio's depths to bear on an open space, conjuring a 30-foot radius, 100-foot high cylinder centered on a point within range. This area becomes a zone of harsh pressure, and at the start of each of your turns you can choose to amplify the pressure by one step.

Harsh Pressure. Each 5 feet moved through the area costs 10 feet of movement. When a creature starts its turn in the area or enters the area for the first time on a turn it makes a Strength saving throw. On a failure, it takes 4d6 bludgeoning damage and if it's flying it immediately starts falling. On a success, it only takes half damage.

Heavy Pressure. As harsh pressure, but the damage increases to 6d6.

Extreme Pressure. As heavy pressure, but falling damage is doubled in the area, and flying creatures have disadvantage on the saving throw.

Deadly Pressure. As extreme pressure, but each 5 feet moved through the area costs 20 feet of movement, the damage increases to 8d6, and at the end of each of your turns while concentrating, you suffer a level of strife.

Exposure of Drunath

5th-level (transmutation; planar, weather)

Classes: Artificer, bard, cleric, druid, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Self

Area: 1-mile radius circle

Components: V, S, M (stone from [Drunath](#))

Duration: 1 day

You open a pinprick to the plane of Drunath directly above you and wash the area in its solar energies. Roll 1d20 and refer to Table: Exposure of Drunath to determine how the area is affected. If you are under the effects of the *calculate* cantrip when casting this spell, you may increase or lower the d20 result by an amount determined by your level (9th–10th level: 1d4, 11th–16th level: 1d6, 17th–20th level: 1d8).

Cast at Higher Levels. When using a 7th-level

spell slot, the area increases to a 5-mile radius circle. When using a 9th-level spell slot, the area increases to a 10-mile radius circle.

TABLE: EXPOSURE OF DRUNATH

| 1d20 | Solar Calendar | Effect |
|-------|------------------------|--|
| 1 | Ragdrian Total Eclipse | Extreme heat and high gravity. In addition, saving throws against extreme heat have disadvantage and cannot benefit from expertise dice. |
| 2–9 | Double Suns | Extreme heat. |
| 10 | True Night | Extreme cold. |
| 11–19 | Double Suns | Extreme heat. |
| 20 | Scarian Total Eclipse | Low gravity. |

Golden Weapon

4th-level (conjunction; enhancement, planar, summoning, weaponry)

Classes: Bard, cleric, sorcerer, wizard

Casting Time: 1 minute

Range: Touch

Target: One creature with a free hand

Components: V, S, M (toy weapon)

Duration: 1 hour

A golden melee weapon of your choice teleports from the vaunted vaults of Valhal into the target's hand, remaining for the duration. It disappears if the target drops it, but a bonus action can be used to recall it.

The target gains a +1 magical bonus to attack and damage rolls made with the golden weapon, and it shines with a golden aura that casts bright light in a 20-foot radius and dim light for another 20 feet.

The target is proficient with the golden weapon as long as it is wielded. In addition, while the target is wielding the golden weapon, once per turn it can use any Unending Wheel combat maneuver of 2nd degree or lower without spending exertion. The target does not need to know the Unending Wheel tradition or these maneuvers to use them.

Cast at Higher Levels. When using a 6th-level spell slot, once per turn the target can use any Unending Wheel combat maneuver of 3rd degree or lower without spending exertion. When using an 8th-level spell slot, once per turn the target can

use any Unending Wheel combat maneuver of 4th degree or lower without spending exertion.

Gravitoss

3rd-level (transmutation; enhancement, movement)

Classes: Bard, cleric, druid, warlock

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration (1 hour)

You focus and shift your gravitational energy.

Choose one of the following effects when casting this spell. As a bonus action, you can change which effect is active.

Heavy Hand. You gain an expertise die on damage for melee attacks, proficiency with the Leading Throw combat maneuver, and you do not have to spend exertion to activate it.

Leapabout. You triple your jumping distance.

Sidewalk. When you touch a surface such as a wall or ceiling, you can use your reaction to change the direction of your personal gravity and walk on that surface as if it were the ground.

Steadfast. For the duration, you cannot be knocked prone or pushed back.

Impose Law

6th-level (enchantment; affliction, compulsion, law, planar)

Classes: Cleric, druid, wizard

Casting Time: 1 action

Range: Long (120 feet)

Target: One creature

Components: V, S, M (merchant's scales)

Duration: 24 hours

Saving Throw: Charisma negates

You draw upon the power of the Echo Emperor to impose lawfulness upon the target. The target gains a criminal aura. The target does not receive saving throws to resist the aura and it cannot be suppressed, but must make a saving throw when committing a crime to avoid emitting visible kaleidoscopic light that can be seen from 60 feet away (see Table: Criminal Auras in [Luria](#) for save DCs and durations). On a failure by 5 or more the target is rattled while the aura is visible, or on a failure by 10 or more the target also has disadvantage on ability checks made to commit crimes while the aura is visible.

The durations stack and ability checks made regarding multiple durations use the highest DC between them.

Cast at Higher Levels. For each spell slot above 6th, you affect one additional target.

Interplanar Vision

5th-level (divination; scrying, senses)

Classes: Artificer, cleric, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Touch

Target: One willing creature

Components: V, S, M (salve made from nixie dust and mud from The Bleak Gate costing 50 gold, consumed by the spell)

Duration: Concentration (1 minute)

The target closes its eyes and a salve applied to its eyelids augments its vision. When you cast this spell choose one plane adjacent to the one in which the target currently exists. For example, while on the Material Plane, you might choose the astral, ethereal, faerie (The Dreaming), or shadow (The Bleak Gate) plane. For the duration of the spell the target can see clearly into that plane as if it exists there instead, though it only hears sounds from its current plane. In addition, while on The Gyre the target can see beyond any planar divisions that separate one region from another.

The target can still see things on its current plane of existence, but everything looks desaturated and its vision is lightly obscured beyond 30 feet. As a bonus action, the target can shift its focus and concentration to its current plane of existence, reversing the visibility (clear in its current plane while desaturated and lightly obscured beyond 30 feet in the adjacent plane).

Cast at Higher Levels. For each slot level above 5th, you can target an additional creature. Each target requires its own material component.

Rare: Vornsift's Mindbreaking Interplanar Vision.

You can target an unwilling creature, forcing it to make a Charisma saving throw or see the adjacent plane and be confused until the beginning of your next turn. Once on a subsequent turn while the spell lasts, you can use a bonus action to switch its focus. The first time you do this, the target makes another saving throw or is confused until the beginning of your next turn.

Planar Disruption

7th-level (transmutation; chaos, earth, nature, planar, terrain, transformation)

Classes: Cleric, sorcerer, wizard

Casting Time: 1 action

Range: Special (500 feet)

Area: 50-foot radius sphere

Components: V, S, M (diamond worth at least 500 gold, consumed by the spell)

Duration: 1 hour

You reach into the distant past or far future to where the world is unformed and make everything nearby resemble the disrupted plane of [Darakoa](#). The area becomes a void filled with up to 8 hemispherical stone platforms that float around a 15-foot diameter stationary rock you stand upon.

Floating Platforms. The spell creates at least 5 platforms each of which is between 5-feet in diameter to 10-feet in diameter, and appear underneath any creatures in the area. The platforms rotate around the stationary rock, each moving between 10 feet and 20 feet at the end of each round.

Jumping and Falling. A creature attempting to leap from a platform to travel further inside has to make an Acrobatics or Athletics check. On a failure it hits a platform and must climb up with an Athletics check to avoid falling off, or on a failure by 5 or more on its check to jump it simply falls into the void.

Spells and Attacks. Spells cast from outside of the area strike a floating platform before hitting a target on the stationary rock, creatures on the stationary rock gain half cover from attacks made outside of the area, and attacks made while on a floating platform have disadvantage.

At the end of the spell's duration any creatures in the area safely land on the reformed ground and creatures falling into the void reappear in unoccupied spaces below or above where they fell.

Cast at Higher Levels. When using a spell slot of 8th-level, the duration increases to 1 day. When using a spell slot of 9th-level, the duration increases to 1 week.

Rapid Evolution

3rd-level (transmutation; enhancement, nature, shapechanging, transformation)

Classes: Druid, ranger, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Touch

Target: One creature

Components: V, S, M (vial of blood from a shapechanger)

Duration: Concentration (1 minute)

The magics of Xyclione grant the target a metamorphosis of its choice from the following list:

Adapt. The target chooses one ability score, gaining advantage on saving throws using that ability score.

Fortify. The target gains temporary hit points equal to 2d6 + your spellcasting ability modifier.

Grow. The target grows by one size category. Its size doubles in all dimensions and its weight increases eight-fold. It gains advantage on Strength checks and Strength saving throws. The target's weapons also enlarge, dealing an extra 1d4 damage.

Swiftness. The target's Speed increases by 15 feet.

At the start of its turn, the target can change its metamorphosis to another option from this list. However, it can't return to an option that it has already used previously during this casting of the spell.

Sandblast

Cantrip (evocation, earth, fire)

Classes: Sorcerer

Casting Time: 1 action

Range: Short (30 feet)

Target: One creature or object

Components: S

Duration: Instantaneous

With a sharp gesture you lash out toward your target and smash it with searing hot sand. Make a melee spell attack. On a hit, you deal 1d4 bludgeoning damage and 1d4 fire damage. A creature's damage resistance does not reduce any of this damage unless it is resistant to both bludgeoning and fire damage. Immunity to bludgeoning or fire damage is instead treated as damage resistance, unless a creature is immune to both bludgeoning and fire damage.

This spell's damage increases by 1d4 bludgeoning and 1d4 fire damage when you reach 5th level (2d4 and 2d4), 11th level (3d4 and 3d4), and 17th level (4d4 and 4d4).

Skyward

2nd-level (transmutation; air, movement)

Classes: Druid, sorcerer, wizard

Casting Time: 1 action

Range: 60 feet

Target: One creature or object

Components: V, S, M (feather)

Duration: Instantaneous

Saving Throw: Strength negates

You call upon the winds of Guncalta to send the target skyward, flinging it 20 feet directly upwards where it hangs until the start of its next turn. If it has something anchored nearby to grab onto, the target can use its reaction to gain advantage on this saving throw, or if it's already anchored to the ground it automatically succeeds. If there's not enough room for it to fly the full 20 feet upwards, the target is launched as far as possible before colliding, taking 1d6 bludgeoning damage for each additional 10 feet it would have traveled.

At the start of its next turn, the target starts to fall if it has no way to remain aloft.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, the distance the target is launched increases by 15 feet for each slot level above 2nd.

Summon Forgotten God

8th-level (conjuration; divine, planar, summoning)

Classes: Cleric

Casting Time: 1 minute

Range: Medium (60 feet)

Components: V, S, M (ancient scripture or sacred relic, consumed by the spell)

Duration: Concentration (1 hour)

You summon a **forgotten god** (*Monstrous Menagerie* page 208) eager to escape from the horrors of Ambitio.

The forgotten god is friendly to you and your companions and takes its turn immediately after yours.

While the forgotten god is under your control, you establish a telepathic link with it while you are on the same plane. You may issue commands through this link and the forgotten god does its best to obey. No action is required to issue commands, which can be a simple and general course of action such as "attack that target," "go over there," or "bring me that object." Without commands the forgotten god only defends itself. The forgotten god continues to follow a command until its task is complete.

You can use your action to assume direct control of the forgotten god. Until the end of your next turn, you decide all of the forgotten god's actions and it does nothing you do not allow it to. While a forgotten god is directly controlled in this way, you can also cause it to use Legendary Actions. As long as it is within this range, you can see through the forgotten god's eyes and hear through its ears, gaining the benefit of any special senses it has.

The forgotten god disappears when reduced to 0 hit points. If your concentration is broken before the spell ends, you lose control of the forgotten god, which may become hostile and attack you and your companions or simply flee. An uncontrolled forgotten god disappears 1 hour after you summoned it.

Transform Head

3rd-level (transmutation; affliction, arcane, planar, shapechanging, transformation)

Classes: Artificer, bard, sorcerer, warlock, wizard

Casting Time: 1 action

Range: Medium (60 feet)

Target: One humanoid with at least 1 hit point that is not a shapeshifter

Components: V, S, M (Small or Tiny item)

Duration: 24 hours

Saving Throw: Wisdom negates

The target's head transforms into the same item used as a material component for this spell. For the duration it has disadvantage on Perception checks, and on Deception, Insight, Intimidation, and Persuasion checks made against humanoids. In addition, when the target becomes bloodied it also becomes rattled.

A *remove curse* spell ends the effect if the spell slot used to cast it is equal to or greater than the spell slot used to cast *transform head*.

Cast at Higher Levels. When using a spell slot of 5th-level, the duration increases to 1 week.

When using a spell slot of 7th-level, the duration increases to 1 month. When using a spell slot of 9th-level, the duration increases to 1 year.

Rare: Eisenpath's Improved Transform Head. The target gains the full benefits from the first phase of Objectification (see [Objectio](#)). Additional castings of this spell on the same target incur the second and then third phase of Objectification.

Other Materials

There are a few other things aside from feats and spells that we're very eager to get your feedback about! In particular we're keen to know...

- if the following encounter guidelines are a solid approach when it's *possible* for PCs to be noticed by one of the dominant lifeforms on Ingens
- which of these artificer archetypes (the humachinist and vitalizer) is the best fit for *Level Up*
- if the Shared Mind feature for the Urbanite wizard archetype is more trouble than it's worth

Influencing an Infant Colossus

Killing the native lifeforms that dominate Ingens is simply impossible: striking them is as effective as sticking a sword into a mountain, and their minds are far too big to be targeted by magic (at least from the outside; there are rumors of mages that have managed the feat with rituals from within). Indeed the scales and skin of these region-sized creatures are stronger than solid stone, making most of their bodies nearly impossible to damage—but they are not completely invincible in their infancy, and each has vulnerable points that can be attacked in order to dissuade or redirect them. Even so, only the smallest and youngest colossuses of Ingens are able to notice creatures so diminutive to their senses.

STATISTICS

Although they are unique from one another, adventurers are to a colossus as a human is to a mite and so each shares the same general statistics. The colossuses of Ingens do not have the same kind of statistics as a typical monster however—for they cannot be killed, at least not by the usual methods.

Armor Class. The AC of a colossus is determined by the party's tier (16 for tier 0, 20 for tier 1, 23 for tier 2, 26 for tier 3, or 30 for tier 4).

Hit Points. A colossus has a hit point maximum measured by the thousands, but its weak spots share a number of temporary hit points determined by the party's tier (60 for tier 0, 80 for tier 1, 100 for tier 2, 160 for tier 3, or 200 for tier 4). When a colossus has lost half of its temporary hit points it turns its attention to targeting areas its attackers are in.

Movement. Every colossus has a Speed of at least 50 feet plus one of the following: burrow speed of 50 feet, climb speed of 70 feet, fly speed of 60 feet,

swim speed of 100 feet, or an increase to a Speed of 80 feet.

Maneuver DC. The Maneuver DC of a colossus is determined by the party's tier (13 for tier 0, 16 for tier 1, 19 for tier 2, 22 for tier 3, or 26 for tier 4).

Saving Throws. The immense size of a colossus causes it to automatically fail Dexterity saving throws and automatically succeed all other saving throws.

Immunities and Resistances. A colossus is immune to all types of damage and conditions excluding damage from attacks or spells targeting its weak spots. At the Narrator's discretion, a colossus may be immune or resistant to different types of energy damage even on its weak spots (like an arctic colossus and cold damage).

Weak Points. Every colossus has a number of exposed weak spots determined by its form and the party's tier (3 weak spots for tiers 0–2, or 5 weak spots for tiers 3 and 4), the minority of which are only exposed in the second stage of encountering it. For example, an avian colossus might have 2 weak spots on the underside of its wings (which can be attacked from below while it's in the air) and a third at the base of its skull where the scale-like skin is weakest (which must be targeted from above). Identifying a weak spot requires a Perception check (DC equal to 12 + the party's tier × 2), though there is no guarantee that targeting it will be either easy or simple.

ACTIONS

It's incredibly unlikely that a colossus targets a specific PC for an attack which is fortunate—even the most resilient adventurer would be pulverized. How a colossus moves through the environment is a different matter however as in their wake they leave destruction as immense as they are, and once they've been sufficiently harmed (losing half the temporary hit points shared by its weak spots) they deal with whatever is annoying them.

First Stage. On initiative count 20 each round a colossus takes the Dash action and moves across the landscape. Each creature within 50 to 100 feet of the colossus' movement (the exact range is determined by the Narrator based on the environment it is encountered in and its type of movement) makes a Strength or Dexterity throw against its maneuver DC. On a failure a creature takes bludgeoning damage equal to the party's tier × 3d6 (minimum 3d6) and is knocked prone, or on a success it takes half damage and is not knocked prone.

Second Stage. When a colossus has lost half its temporary hit points it takes ire against the creatures that have annoyed it, targeting areas they are in by sweeping through the sky with one wingtip on the ground, dragging a claw through the earth, stomping a foot, or the like. On initiative count 20 each round the colossus attacks in either a line that is 30-feet wide and 90-feet long, a 120-foot cone, or a 50-foot radius circle. Each creature in the area makes a Strength or Dexterity saving throw against its maneuver DC. On a failure a creature takes bludgeoning damage equal to the party's tier × 4d6 (minimum 4d6), is knocked prone, and takes 1d6 ongoing damage from internal bleeding. On a successful save a creature takes half damage and is only knocked prone, and can use its reaction to make a Grab On maneuver with advantage.

While clinging to a colossus a creature can climb about by making an Athletics check (DC equal to 12 + the party's tier × 2), moving up to half its Speed on a success. On a failure it stays in place, or on a failure by 5 or more it falls back 10 feet and has to succeed on a DC 12 Dexterity saving throw to avoid losing its grip and plummeting to the ground. Depending on where a creature is when it loses its grip (such as at a weak spot), the Narrator may allow for the saving throw to be made with disadvantage to merely lose more ground without completely falling off the colossus.

After it is out of temporary hit points, a colossus shakes off anything clinging to it and takes the Sprint action, disappearing into the vastness of Ingens.

Humachinist (Artificer Archetype)

Cooperation is at the heart of any well-constructed device—but what of devices with hearts? Artificers of a fanciful bent, who have visited Objectio, or merely dream of the strange realm find that they can be a conduit of its peculiar nature, magically transforming those around them into objects that through teamwork become machines as remarkable as they are unusual.

Object Friend

At 3rd level when you select this archetype, you learn how to vitalize and awaken an item to make it your object friend. When touching a mundane item of Huge size or smaller, you can spend 1 minute to

make it your object friend by expending a number of infusions based on its size (Tiny: 1, Small: 2, Medium: 3, Large: 4, Huge: 5). Your object friend uses the statistics found within the *animate objects* spell with the following changes:

- It is a humanoid and construct.
- Its Intelligence, Wisdom, and Charisma scores equal 10 + your proficiency bonus.
- It sprouts arms, legs, and a face, and has a Speed of 30 feet (instead of a flying speed).
- It can understand and speak languages you know.
- It gains advantage on Stealth checks made while pretending to be inanimate.
- If it is a spell invention, it can cast its intended spell using your spell attack modifier and spell save DC. Your object friend must roll your fizzle die as normal and is destroyed on a fizzle result.
- It gains the benefit of the second phase of Objectification (see [Objectio](#)) for the object it is most similar to (determined by the Narrator).

You can use a bonus action to mentally command your object friend while it is within 500 feet. You decide the action it takes and where it moves during its next turn, or you can issue a general command, such as guarding an area. Without commands your object friend only defends itself.

Your object friend reverts to a mundane object when destroyed and whenever you finish a long rest, but it can remain imbued indefinitely if you commit to regular upkeep. Whenever you finish a long rest you can maintain your object friend by expending the number of infusions required for its size.

Humachinist Spells

Also at 3rd level, when you prepare your artificer spells you can prepare certain spells and create spell inventions for them in addition to your normal number of prepared spells. These spells count as artificer spells for you, even if they aren't on the artificer spell list.

TABLE: HUMACHINIST SPELLS

| Artificer Level | Spell |
|-----------------|--|
| 3rd | <i>hideous laughter, identify</i> |
| 5th | <i>lesser restoration, locate object</i> |
| 9th | <i>spirit guardians*, transform head</i> |
| 13th | <i>greater restoration, polymorph</i> |
| 17th | <i>animate objects, reincarnate**</i> |

* Spirits form as thousands of Tiny animated objects.

** Creatures are always reincarnated as objectians.

Speak With Objects

Starting at 5th level, you've learned how to listen and converse with the subtle souls that inhabit every non-living thing. You can use an action to converse with mundane items within a 30-foot radius (as the *speak with plants* spell, except targeting man-made objects rather than plants). Information provided by objects is usually focused on the object's intended purpose, and they only have very vague inklings regarding information beyond that.

Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Simple Humachines

Beginning at 9th level, you can briefly transform several allies into objections, and with your engineering skills and a bit of magic they can work together to become incredible machines! The process of transformation requires a 1 minute ritual at the end of which a number of willing creatures equal to your proficiency bonus are transformed, becoming objections of your choosing for the next hour (otherwise as if targeted by a third casting of *Eisenpath's improved transform head*).

After they have been transformed into objections, your allies can work together (each spending an action and acting on the lowest initiative score between them) in extraordinary ways as listed on the Simple Humachines table. At the Narrator's discretion, a simple humachine may have different components or benefits based on how it is used.

Once you have used this feature a number of times equal to half your proficiency bonus, you can't do so again until you finish a long rest.

Compound Humachines

At 15th level, your capacity for channeling Objectio into your allies increases dramatically. When you spend 10 minutes undertaking the ritual of transformation, you can target a number of willing creatures equal to your proficiency bonus plus your Intelligence modifier, and the duration increases to 10 minutes × your artificer level. In addition, you learn how to implement simple humachines together

TABLE: SIMPLE HUMACHINES

| Components | Simple Humachine | Benefits |
|--|------------------|---|
| Bookcase or Crowbar + an objectified adventurer | Inclined Plane | Allow for an object to be pushed or pulled up to a higher elevation (instead of carried), and grant an expertise die to any benefits from Objectification. |
| Crowbar + any other objectified adventurer | Lever | Strength checks made using this machine combine the Strength modifiers of each creature. |
| Crowbar + Coin or Die + rope | Pulley | Lift or drag an amount of weight up to 10 × the carrying capacity of the strongest creature involved. |
| Weapon (piercing) + artificer | Screw | The weapon can be turned by the artificer to affix two objects with AC no higher than the artificer's level, after which the bond cannot be broken for the duration or until the weapon is removed. |
| Weapon (bludgeoning) + Weapon (bladed or piercing) | Wedge | Attacks by this machine deal triple damage to objects. |
| Simple Toy or Umbrella + Coin or Die + Coin or Die + artificer | Wheel and Axle | Quadruple the carrying capacity of the strongest creature involved. |

to create compound humachines. Examples of these are listed on the Compound Humachines table, and any additional possible compound humachines are at the Narrator's discretion.

Urbanite (Wizard Tradition)

Many mages unsurprisingly choose a life of comfortable hermitage—after all, common folk startle at the power a wizard wields. Nowhere could be further from this than the teeming expanse of Terrapolis, where a moment of privacy is near

TABLE: COMPOUND HUMACHINES

| Simple Machines Required | Compound Humachine | Benefits |
|------------------------------------|--------------------|--|
| Lever + Pulley + Wheel and Axle | Crane | Lift an amount of weight up to 20 × the carrying capacity of the strongest creature involved. |
| Inclined Plane + Pulley | Escalator | Drag an amount of weight up to 30 × the carrying capacity of the strongest creature involved. |
| Wedge + Wheel and Axle | Fan | Create winds of a strength equal to 10 miles per hour × the combined Strength modifiers of creatures involved. |
| Screw + Wheel and Axle + Wedge | Jackhammer | Destroy up to a 5-foot cube of unworked stone or 1-foot cube of worked stone each round. |
| Lever + Wheel and Axle + Wedge | Lifting Bucket | Move up to a 10-foot cube of earth each round. |
| Lever + Wedge + Wedge | Scissors | Cleanly cut through an object with AC no higher than the combined proficiency bonuses of the creatures involved. |
| Lever + Wedge | Shovel | Move up to a 5-foot cube of earth each round. |
| Lever + Wheel and Axle + artificer | Wheelbarrow | Multiply the carrying capacity of the strongest creature involved by 6. |

impossible to find. Even so for a sharp mind the city is as much a place for magical research as any other environment, full of history, memories, and secrets for the inquiring wizard to uncover. Of course its dangers are no less real. Like any arcane tome or unearthed ruin the city realm does not give up its secrets easily, and one who gazes deep within must expect to find the metropolis gazing back.

Ready for Anything

At 2nd level when you take this archetype, if you have your spellbook in hand you can cast a spell from it, even if you don't have it prepared. Once you have used this feature, you can't do so again until you finish a short or long rest.

Sensible Discretion

Also at 2nd level, choose two of the following schools: communication, compulsion, enhancement, knowledge, movement, obscurement, or senses. When you cast a spell from one of these schools, you can do so without the use of vocalized or seen components. If the spell's material component has no listed cost, you can also ignore it. At 10th level, you may choose a third and fourth school to apply this to.

Additionally, if a spell you cast would damage objects or the environment, you can instead deal no damage to either.

Eye For Trouble

At 6th level, you gain the following benefits:

- You can't be surprised while conscious.
- Ability checks to track you or ask around about you have disadvantage when made in urban environments.
- When you roll initiative, you can cast a single spell with a casting time of 1 action and which only targets you.
- When a hostile creature moves within 5 feet of you, you can use your reaction to move up to half your movement speed without provoking opportunity attacks.

No Collateral

At 10th level, you know how to weave your spells between crowds and in tight spaces. When you cast a spell that targets an area, you can choose precisely who and what in the area is affected by the spell.

Additionally, Terrapolis has made you sharp to approaching threats. When you finish a long rest, choose one countdown that you know is progressing, and which directly affects you. Add a d6 to that countdown.

Shared Mind

At 14th level, your experience plying your craft in crowded urban areas allows you to access the collective unconscious of a group to find answers to a query. After spending 1 hour concentrating in an urban area, you declare one piece of information you would like to learn. If anyone within 1 mile knows the answer, you learn it, but the rarer the information, the more taxing it is to acquire. The amount of strife you suffer to acquire the answer is listed below; you never know how much strife you will suffer beforehand, and creatures protected from divination are ignored by this effect. You can't use this feature again until you've finished a number of long rests equal to the levels of strife suffered.

TABLE: SHARED MIND

| Prevalence of the Knowledge | Strife Suffered |
|--|-----------------|
| Known by a hundred or more people in range. | 1 |
| Known by fewer than a hundred people in range. | 2 |
| Known by only a select few people in range. | 3 |
| Known by only one person in range. | 4 |

Vitalizer (Artificer Archetype)

Many artificers who visit the plane of Objectio finally get confirmation of what they've always suspected or felt: the machines they tinker with have spirits, sparks of life just out of reach until given vitality and awareness. Vitalizers see the world through a lens of potential for a new friend hides in every bit and bauble.

Vitalize Object

At 3rd level when you select this archetype, you learn how to vitalize and awaken objects rather than merely animate them. When infusing a Medium or smaller item, you can choose to vitalize it instead of transforming it into a magic item. A vitalized object uses the statistics found within the *animate objects* spell with the following changes:

- Vitalized objects are humanoids and constructs.
- Vitalized objects have Intelligence, Wisdom, and Charisma scores equal to 10 + your proficiency bonus.

- Vitalized objects sprout arms, legs, and faces, and have a Speed of 30 feet (instead of a flying speed).
- Vitalized objects can understand and speak languages you know.
- Vitalized objects gain advantage on Stealth checks made while pretending to be inanimate.
- Vitalized spell inventions can cast their intended spell, using your spell attack modifier and spell save DC. They must roll your fizzle die as normal and are destroyed on a fizzle result.
- A vitalized object gains the benefit of the second phase of Objectification (see [Objectio](#)) for the object it is most similar to (determined by the Narrator).

You can use a bonus action to mentally command any objects you've vitalized while they are within 500 feet. When you command multiple vitalized objects, you may simultaneously give them all the same command. You decide the action they take and where they move during their next turn, or you can issue a general command, such as guarding an area. Without commands the vitalized objects only defend themselves.

Any vitalized objects revert to mundane objects when destroyed and whenever you finish a long rest, but they can remain imbued indefinitely if you commit to regular upkeep. Whenever you finish a long rest you can maintain any vitalized objects you have access to by expending one infusion use for each vitalized object.

Vitalizer Spells

Also at 3rd level, when you prepare your artificer spells you can prepare certain spells and create spell inventions for them in addition to your normal number of prepared spells. These spells count as artificer spells for you, even if they aren't on the artificer spell list.

TABLE: VITALIZER SPELLS

| Artificer Level | Spell |
|-----------------|--|
| 3rd | <i>hideous laughter, identify</i> |
| 5th | <i>lesser restoration, locate object</i> |
| 9th | <i>spirit guardians*, transform head</i> |
| 13th | <i>greater restoration, polymorph</i> |
| 17th | <i>animate objects, reincarnate**</i> |

* Spirits form as thousands of Tiny animated objects.

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Speak With Objects

Starting at 5th level, you've learned how to listen and converse with the subtle souls that inhabit every non-living thing. You can use an action to converse with mundane items within a 30-foot radius (as the *Speak With Plants* spell, except targeting man-made objects rather than plants). Information provided by objects is usually focused on the object's intended purpose, and they only have very vague inklings regarding information beyond that.

Once you have used this feature a number of times equal to your proficiency bonus, you can't use it again until you finish a long rest.

Objectimorph

At 9th level, you've built a kinship with non-living things and their straightforward purposes that extends into the realm of magic. Whenever you finish a long rest, you can choose to magically objectimorph yourself. While objectimorphed you gain the following features:

- For the purposes of features, spells, and traits, you count as both a construct and a humanoid.
- You gain your choice of a second phase benefit and feat from the Objectification table (see Objectio).
- You gain advantage on Stealth checks made to imitate an inanimate object of your choice (chosen when you objectimorph yourself).
- You have disadvantage on Charisma checks against humanoids.

Whenever you finish a long rest you may reselect these choices objectimorphing into different objects, or you may choose to un-objectimorph yourself.

Greater Vitalization

At 15th level you've learned how to awaken even the bulkiest creations into the people they could be. You may choose to awaken bigger objects with Vitalize Object, though it is more difficult to do so (requiring 2 infusions for a Large object or 3 infusions for a Huge object).