

Tir

Enter a world of steam and sorcery, where clockwork contraptions labor tirelessly and danger lurks in wilderness sunsets and city streets. Runaway trains, cutthroat executives and volatile geography are the least of your worries.

On account of a scientific breakthrough that allows people to harness the power of Tir's natural resources, the world has seen many revolutions over the past century. Old institutions – rulers, guilds, governments and religions – have crumbled, replaced by conglomerates devoted to finding, distilling and using Essentia for their gain.

Within these pages you'll find details on a world full of intrigue, subterfuge and monsters in both strange and human forms. Prospectors, investigators, inventors and adventurers of all kinds are welcome – though a warm reception isn't always guaranteed. Solve murders before they happen. Prevent villages from being swallowed whole by The Dark. Foil (or join) militant insurrectionists. These are just a few of the adventures you can expect from your time in Tir.

Enjoy.

a brief note

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Ecology and Environment



Orange Loop = L'Arc Rail Line; White Lines = Ley Lines

Tir is a continent about 900 miles from its easternmost to westernmost points and 700 miles from its northernmost to southernmost points. There is a large island to the east and a handful of smaller islands to the southwest. 3 kingdoms, 5(ish) city-states, and an island nation make up the civilized world.

In the winter, snow is common and average temperatures vary between 30 and 45 degrees with extremes as cold as -20. Summertime temperatures average 68 but may climb as high as 95. Certain regions of its central desert get significantly hotter.

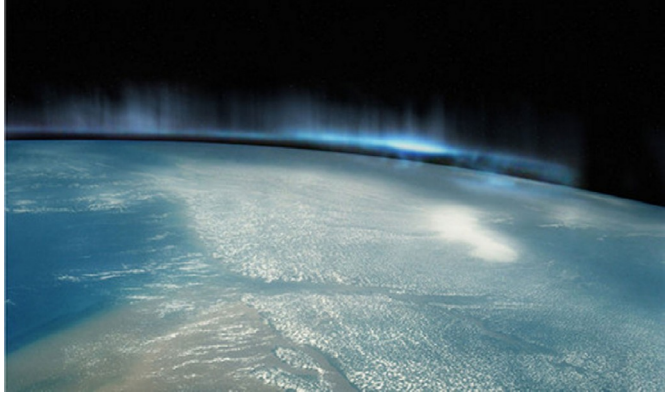
The world has 2 moons. One is burnt orange in an asynchronous orbit like Earth's moon. The other is a smaller ice blue one in synchronous orbit; it oscillates above the northern horizon year-round.

The Sidhe hills make the northernmost reaches sparsely habited. Over the past few hundred years two errant ley lines have sapped the west of its greenery; a desert stretches across nearly a fifth of the land. The continent is mountainous, with peaks, valleys and plateaus quite common. This has contributed to a quick rise in aerial transportation.

War wracked the four kingdoms until twenty years ago dark forces seized the now-fallen western nation. A cease-fire agreement that's set to expire soon keeps the remaining three from tearing one another apart.

Ley Lines

Ley lines have criss-crossed Tir since the beginning of time. Like the Deep Fog, these lines are known to augment and affect arcane energy. Also like the fog, the lines defy explanation or logic. Where two or more cross, strange occurrences have been known to happen. According to a recent tale, one day at a ley crossing every coin toss resulted in the coins landing on their edges. The next day they were normal. If the villagers near a different crossing are to be believed, every year they lose one random day from the calendar.



Following are additional notes on ley lines. Common folk and beginning adventurers are advised to steer clear of them.

- Most are visible; some aren't.
- Most are intangible; some have substance.
- Most have a specific color; some shimmer in all colors of the rainbow.
- Most move a few hundred feet per year but stay near the same spot; some are stationary; others move around the world seemingly at random.
- Most will turn brains to mush upon close study; others unlock enlightenment or secret knowledge.
- Most affect surrounding flora and fauna in a positive (if bizarre) way; others blight the area around them for miles.
- Most seem to attract or generate the Deep Fog; some drive it away.

The Deep Fog



A heavy mist with arcane qualities blankets some areas of Tir. The fog is more likely to be found near ley lines, and exhibits similar qualities. The mist affects spells as well, but only to the same extent where it is densest. Arcane casters can attempt to draw upon the power of the mist to avoid using components, or magnify the potency of their spells. Many cities have distilled the fog into "liquid magic" called *Essentia* that powers devices and automatons.

Prolonged exposure to the mist has been known to cause insanity and mutate flora and fauna.

Wild Magic

Ley lines and the Deep Fog can have profound effects on spells cast nearby. When an arcane spell is cast within 100 feet of a ley line, or cast in dense Deep Fog, the caster rolls a d10 and determines the result based on the following table:

<i>Roll</i>	<i>Effect</i>
1	The spell inflicts 1d6 Force damage per level to all creatures in a 30ft radius (Dex half)
2	The spell inflicts 1d6 Force damage per level to caster
3	The caster is affected by a targeted Dispel Magic with no save
4	The caster is affected by a targeted Dispel Magic with no save
5	No special effect
6	No special effect
7	The spell affects an additional creature within 30ft (caster's choosing)

8	The spell affects an additional creature within 30ft (caster's choosing)
9	The spell's effect die are maximized
10	The spell affects any number of creatures of the caster's choosing within 30ft

Spirituality and Religion

Spirituality has recently occupied a less prominent role in daily life than it had before the discovery of Essentia. While faith is still important to most of Tir's inhabitants, in many places the role of religion has been confined to individuals and homes, rather than spanning societies and uniting strangers.

The gods of Tir are divided into 2 groups: the Immortals (sometimes called the "True Gods" by zealous followers) and the Gods of Men.

The Immortals – so called because they have neither beginning nor ending – exist as the supernatural creators of the known universe. They are distant and incomprehensible to ordinary folk, often preoccupied with the tasks of watching over the multitude of other planets under their control.

In contrast to the Immortals, the Gods of Men started out as ordinary men and women living on Tir. In life, they were legendary kings, queens, warriors and leaders. Most ascended to godhood through selection by the other gods. Others, through the worship of their followers – most notably God-Emperor Carhillion of the Flesh, the only deity to ascend while still living. A couple ascended through deicide; their followers are forever branded with a cursed mark.

The power of the Gods of Men is relative to their age and how many worship them. Humans are more likely to worship the Gods of Men, who act like people; they form alliances, break vows, interfere in each others' business, and aren't always good at what they do.

The Gods and Goddesses of Men

First of the Ascended (Neutral): God of light. The first of the New Gods whose method of ascension, name, and even gender are lost to time. The First is many millinea old, and the only God of Men whose power rivals the Immortals.

Carhillion of the Flesh (Good): an emperor who brought lasting calm and prosperity to Tir after a time of great turmoil. God of peace, celebrations and luck.

Matilde the Darklight (Order Good): a paladin who rose to power, slew the former God of Darkness, and was forced to take his place. The companions she led into the fight, and their bloodlines, are branded with the Mark of the Godslayer on their palms and foreheads.

Solemn Luc (Order Neutral): God of birth/death and trade. Luc has perhaps the heaviest task of the New Gods: ensuring the balance between humankind and nature does not sway too far in either direction. Luc is reluctantly responsible for plague, famine and natural disasters. Because of his network of alliances and contracts with the other gods, he often plays the role of mediator.

Adele (Neutral): Goddess of magic. Adele killed Circe and Pericles, the former gods of craft. If she is to be believed, Adele was defending herself. Her actions in part led to the war between Dewin and Deshret. A faction of her followers have voluntarily adopted the Mark of the Godslayer.

Civilizations

Deshret/Kemet

In the central reaches of the civilized world, a steam-powered kingdom stretches across a young desert. Deshret is full of hardened veterans, wracked by decades of war on two fronts - the battle against Dewin in the east and the Dark in the west. It was once called Kemet, a fertile prairie until decades ago Ley lines converted its greenery into Deep Fog. The people of Deshret are well-acquainted with hardship but stubbornly survive. This "grit," as they call it, defines who they are.



Government

Deshret's people, commonly referred to as Dusters, are fiercely independent. While they take pride in belonging to their country (or at least not being owned by another), they don't take kindly to authority. As such, they enjoy a low taxation rate and primarily city-centric governments. Each city is governed by its mayor, with checks and balances from nobles, landowners, merchants and trade guilds. The mayors meet once a year to discuss... Whatever it is mayors discuss.

Talk to anyone on the street and you'll catch the sentiment that government policies don't have much effect on citizens' everyday lives. Many note that's for the best.



History and Culture

Deshret was once a thriving grassland whose chief exports were livestock and wheat. When the country dried up, tens of thousands died in a resulting famine. In this weakened state, other kingdoms laid claim to what little greenery remained. 2 of its major cities declared their independence. But with the curse came a blessing: the ley lines in Deshret attract a massive amount of Deep Fog every evening. The people of Deshret quickly harnessed and distilled the power of the mist into liquid magic, creating complex gearwork contraptions that allowed them some semblance of recovery.

Gearworks, also called steamworks or mistworks, have been an integral part of everyday life for Deshret ever since. Using the fog as fuel, shields rotate to protect cities from sandstorms; fast-traveling trains and high-flying airships connect one city to another; and two-legged automatons labor tirelessly in scorching heat. Inventors and mechanics are esteemed and essential members of society. Prospectors who traverse the desert in the hopes of finding and mapping the Deep Fog, and harvesters who distill the fog into its useable form, can look forward to a well-off life.

Common Adventuring Classes

The following classes can be found native to Deshret:

Bard colleges: Eloquence; Glamour; Swords; and Valor.

Cleric domains: Arcana; Forge; Grave; Life; Light; Trickery; and War.

Fighter archetypes: Battle Master; Brute; Champion; and Eldritch Knight.

Monk traditions: Drunken Master; Kensei; Open Hand; and Sun Soul.

Paladin oaths: Conquest; Redemption; Vengeance; and Oathbreaker.

Ranger archetypes: Hunter and Monster Slayer.

Rogue archetypes: all manner of rogues can be found in Deshret.

Sorcerer origins: Divine Soul and Wild Magic.

Warlock patrons: Celestial; Fiend; and Great Old One (an Immortal).



Environment and Ecology

Deshret is 80% desert. Sandstorms brew in the north and central parts of the country where it's hottest. Two of its largest Ley lines intersect just north of its centermost point, where patches of sand turn to glass in the summer. This area is only traversible in the heart of winter when nighttime temperatures drop to 90 degrees.

Other areas of Deshret, most notably the eastern and southern regions, are more tolerable. Here, corn and cattle can be raised reliably in certain times of the year. Other foodstuffs are imported in exchange for the complex contraptions and liquid magic so plentiful in the country.

L'Arc, the Fifth City

Not everyone considers L'Arc ("Leh Ark") to be a real city. It's easy to see why.



Government

L'Arc is at once a megacorporation and, by its claims, a sovereign mobile city. Governing this transport and the fifty or so resupply stations scattered in the shadow of its rails is an unelected board of its largest stakeholders, chief among them Rose LeFer. The board pursues its profits first, which generally – but not always – means its passenger-workers' needs are satisfied. Passenger-workers are free to trade and leave however they like; those seeking residence on L'Arc must work or otherwise rely on others' charity. Each level of each car is patrolled by a handful of guards, though the luxury apartments further toward the engine receive more attention than the rearmost lawless frontiers where rents are low.

Swift justice awaits those who break any of L'Arc's handful of laws, though a thick coinpurse can turn even murder into a wink and a nod. Those who cannot afford the services of the guards may prove themselves innocent to a judge chosen by fellow passenger-workers. Exile – without so much as a tap on the massive train's brakes – greets those found guilty.

History and Culture

Until recently, squabbles between nations and city-states was nearly constant. Wars require manpower and equipment. For Rose LeFer, service operator on one of Tir's first railways, the challenge of transporting these resources was an opportunity to be conquered. Over 9 years, her meteoric rise to power was the stuff of legend. Overseeing increasingly larger railways – several of her own design – LeFer purchased enough shares in the company in which she worked to establish herself as majority shareholder and oust the president.

What would become L'Arc's engine, rails and cars were built decades ago as a way to move supplies to and from cities and military outposts in especially mountainous regions. When the train was attacked by bandits and local officials attempted to excise taxes on the trade goods, Rose kept the supplies –

including military recruits, arms and armor – for herself. Slowly the train outfitted upgrades and housing for larger numbers of people. By the time the wars came to an end, L'Arc was self-sufficient and a net exporter of livestock, fruits, vegetables, fine silk, and other trade goods that could be planted, grown and harvested entirely on board. Ever since, L'Arc has traveled along a circuitous route year-round, stopping once a month in trade cities.

Common Adventuring Classes

The following classes can be found in L'Arc:

Bard colleges: Eloquence; Glamour; Lore; Swords; Valor; and Whispers.

Cleric domains: Death; Forge; Grave; Knowledge; Life; Light; Nature; Twilight; and Trickery.

Fighter archetypes: Battle Master; Brute; Champion; and Eldritch Knight.

Monk traditions: Drunken Master; Four Elements; Kensei; Long Death; Open Hand; Shadow; and Sun Soul.

Paladin oaths: Crown; Devotion; Redemption; Vengeance; and Oathbreaker.

Ranger archetypes: Gloom Stalker; Horizon Walker; Hunter and Monster Slayer.

Rogue archetypes: all manner of rogues can be found in L'Arc.

Sorcerer origins: Aberrant Mind; Divine Soul; and Wild Magic.

Warlock patrons: Great Old One (an Immortal); and Hexblade.

Environment and Ecology

Each of L'Arc's cars are three quarters of a mile long by a fifth of a mile across, divided into massive shelves stacked one on top of the other. The topmost shelf is composed of grates designed to catch and funnel precipitation through the train while letting in sunlight. The second shelf is devoted to the raising of food, from swine to cattle to fruits and vegetables. The third through eighth shelves serve as housing and semipermanent storage, and can be interchanged while the train is at rest to adjust the climate. The ninth houses trade goods.

Specialty cars, like those near the engine, are used entirely for tree growth and lumber mills (to fuel the cathedral-sized wood-burning engine) and mechanical functions.

First among the tens of thousands of passenger-workers are its engineers. Mechanics, inventors, mathematicians and physicists quickly find fat purses and fine rentals toward the front of the train. Those who work to keep the train moving, be they lumber workers or ironmongers, along with farmers, count themselves in its burgeoning middle class. Those who can't or won't find work are sequestered further toward the caboose, where fumes suffocate and gangs rule dark alleyways.

Closest to the caboose is Car Thirteen. You will not find Car Thirteen on a map of L'Arc. In L'Arc's earliest days, the train was unfortunate enough to run headlong into a Ley Line. The Line left untouched the engine, first twelve cars, and caboose. But the thirteenth car was not spared. Thousands died when the middle shelves in the 1,000 ton car were torn apart. Passenger-workers on board L'Arc commemorate this day with shrouds draped over their faces. Now, what remains of the car is infested with creatures mutated beyond recognition by Ley Magic. None dare board the car in its state, though the unluckiest engineers are sent to reinforce the underbelly. Many are never heard from again.

Dewin

The old arts of magic and alchemy are alive and well in the kingdom of Dewin, where scholars in their towers rule the nation and mist-run contraptions of any kind are expressly forbidden. Nowhere else will you find such a profound respect for knowledge and the power that comes with it.



Government

Dewin's laws are written by a council of 13. In each city, natural-born citizens that own land and bear a diploma vote for 4 council members to represent that city for the next 5 years. Voting is mandatory, though write-ins are allowed. Additionally, all citizens can vote in the general election for the Head Councilman (or councilwoman) every 10 years. Councilors must meet the same requirements as voters.

The council members for each city select its mayor (a primarily administrative position), chancellor (in charge of the city's university) and captain of the guard. These three personally select the men and women under their command, and answer directly to the Council which has authority over their salaries.

The Council controls the standing army and 80% of the kingdom's funds, which it divvies out to the cities if and when its laws are enforced. While city officials don't in theory have to enact the laws the Council creates, not doing so means slashes to income and salaries. In practice, the Council has total control over city policies.

The handful of smaller towns and villages in the kingdom are taxed at a lower rate but receive only marginal protection from bandits and monsters.



History and Culture

The people of Dewin are devoted wholeheartedly toward the study of magic. Its scholars occupy the highest positions in government and its great wizards enjoy superstar status. From an early age, children are tested and encouraged in the arts of magic and sorcery – this being an ideal occupation. The Goddess of Magic Adele is by far its most-worshipped deity, followed by the God of Knowledge, and finally the Immortals. Reading and writing nonfiction is the predominant pastime; talking in a library is a literal crime.

Most Dewini look down on other peoples, viewing them as stupid or uncultured. Its way of thinking clashes sharply with the practical-mindedness of Deshret, with whom it shares a border. ~~About a hundred years ago, the Council decided~~ For the past hundred years, the Council has believed much of the territory claimed by Deshret belongs to Dewin. Because the Deshret desert was created by ley lines, the land is a hotbed for arcane research. Disputes over kingdom borders and friction between the nations' deities have led to war more than once. Each ends in a stalemate.

Dewin law expressly forbids mechanical contraptions that run on the fog or the Essentia distilled from it. Dewini see this as an affront to the purity and sanctity of magic.

Dewini culture is distrustful of outsiders, and goes to extreme lengths to keep the secrets of magical knowledge to itself.

The civilized world is grudgingly thankful to Dewin for its contributions in the field of magic. The spells Temporal Stasis, Clone, Dimensional Lock, Mage's Disjunction, Gate, Astral Projection, and Etherealness as well as the Echoing and Seeking Metamagics were discovered by scholars in the kingdom of Dewin. Additionally, Dewin was the world's first democracy.

Common Adventuring Classes

The following classes can be found in Dewin:

Barbarian paths: Wild Soul.

Bard colleges: Eloquence; Glamour; and Lore.

Cleric domains: Arcana; Knowledge; Life; Light; Nature; Tempest; Trickery; Twilight; and War.

Druid circles: Land; Moon; Spores; and Shepherd.

Fighter archetypes: Arcane Archer and Eldritch Knight.

Monk traditions: all manner of monks can be found in Dewin.

Paladin oaths: all manner of paladins can be found in Dewin.

Ranger archetypes: all manner of rangers can be found in Dewin.

Rogue archetypes: all manner of rogues can be found in L'Arc.

Sorcerer origins: Aberrant Mind; Divine Soul; Storm Sorcery; and Wild Magic.

Warlock patrons: Great Old One (an Immortal); and Hexblade.

Wizards: all manner of wizards can be found in Dewin.

Environment and Ecology

Dewin occupies the southeastern corner of the continent. Rivers, lakes and wetlands are quite common, and combined with Tir's mountains and plateaus make for some of the largest waterfalls around. Dewin has harnessed this water by building dam-mills that power magical devices. Due to its proximity to the ocean, the climate tends to be mild with frequent precipitation.

Variant Humans

These sub-races are not predetermined characteristics associated with certain bloodlines; they are instead traits commonly found in the lives and habits of people who grow up in different areas of Tir. Eerie that move to the Empire before becoming parents would have children that benefit from Ludus, but not Highlands Upbringing. Follow the links to view each variant human on DnD Beyond.

Dewini

[Dewini](#) reside in Dewin, easternmost country on the continent of Tir and keeper of deeply-held secrets of arcane power. Dewini are highly insular and harbor distrust for outsiders, using a magical identification system to keep visitors out of its major cities. Dewini alone know the secrets of magic, and are so fearful of its knowledge spreading that wizards raised in the country must submit to an enchantment that erases their memories should they reveal the secrets of magic to a non-Dewini.

Physical Description

Dewini are close descendants of Eerie; however because of how common inbreeding is among them, it's rare to see a Dewini without a physical or mental deformity.

Male Names

Demyan, Egor, Feliks, Iosif, Konstantin, Nikolai, Petya, Rasputin, Sasha, Timur, Vladimir, Yaromir

Female Names

Anastasia, Diana, Elizaveta, Esfir, Karina, Matrona, Nadia, Natasha, Roksana, Svetlana, Tatiana

Surnames

Chernov, Gusev, Ivanov, Kalashnik, Kozlov, Kuznetzov, Lebedev, Mikhailov, Petrov, Rabinovich, Sokolov, Volkov

Traits

Ability Score Detriment: Your Dexterity or Constitution score decreases by 2, or your Intelligence score decreases by 1.

Secrets of the Arcane: You may choose Wizard at character creation.

Erase: Dewini Wizards are subject to Erasure, a spell that wipes all knowledge of magic from the Dewini's mind if they reveal their secrets to an outsider.

Age

Dewini mature slower than other humans, taking 18 to 25 years to reach maturity. They also die 5 to 15 years earlier than other humans.

Languages

Common, Arcanum

Duster

[Dusters](#) (formally "Deshreti") are residents of Deshret, the blasted lands in central continental Tir. Deshret is rich in Ley Lines and Ley Fog and attracts researchers and inventors from all corners of the world. Recent war in the West, along with few useful exportable goods, has put pressure on Deshret to create and refine its technology, so many Dusters are familiar with Essentia-powered tech along with the extreme weather.

Physical Description

Dusters are stout, squat and typically sun-darkened humans with brown hair and eyes.

Male Names

Austin, Bill, Butch, Clay, Clayton, Cooper, Flynn, Hank, Holt, Levi, Jesse, Morgan, Owen, Porter, Reid, Wayne, Wyatt

Female Names

Abigail, Belle, Betsy, Charlotte, Claire, Daisy, Eleanor, Emma, Isabel, Jane, Josephine, Lorraine, May, Minerva, Pearl, Rebecca, Rose, Ruth, Susannah

Surnames

Adams, Anderson, Baker, Barnes, Bass, Blake, Brewer, Brooks, Brown, Buck, Burrow, Canton, Carver, Cassidy, Clement, Collins, Dalton, Daniels, Dunn, Evans, Ford, Gardner, James, Marlow, Mason, Miller, Milton, Moore, Murphy, Poole, Reed, Reeves, Rockwell, Smith, Sparks, Stephens, Taylor, Thompson, Tucker, Walters, West, Wilson, White

Traits

Ability Score Improvement: Your Constitution score increases by 1.

Grit: You have advantage on skill and ability checks to resist nonmagical weather-related effects.

Under the Sky So Blue: Starting at 3rd level, harsh desert terrain doesn't slow your group's travel.

Age

Dusters age and mature the same as other humans, but have a life expectancy 10 years less than average. Skin-related diseases tend to affect Dusters more often than others; older Duster amputees are relatively common.

Languages

Common, Duster slang

Eerie

[Eerie](#) are nomads residing in the Highlands of the Eastern Isles. They shun and fear any use of Ley Lines, Ley Fog or Essentia. Most Eerie learn to speak Common alongside Eerie, but very few learn to read or write. Eerie families, both immediate and extended, are especially close-knit.

Physical Description

Eerie are tall and fair-skinned, with red or light brown hair and brown eyes.

Male Names

Adair, Alastair, Craig, Douglas, Drummond, Ewan, Gavin, Graham, Grant, Hamish, Lachlan, Lewis, Malcolm, Owen, Ross, William.

Female Names

Adamina, Agnes, Alisa, Alana, Arabel, Blair, Bridget, Cairstine, Ellie, Fiona, Heather, Hilda, Innis, Sorch, Ythomasina, Una

Titles

All male and all female Eerie, respectively, born to the same parents share the same first name, with the title Eldest, Elder, Elden, Youngen, Younger or Youngest depending on their birth order. Comically, in the rare instance an Eerie family has a 7th son or daughter, they are called Youngestest. Adding -est continues indefinitely; the known record was written some centuries ago in a census of the MacDaniel clan for the eleventh daughter of a local family, the Youngestestestestestest Bridget MacDaniel.

Surnames

Eerie are organized into 12 extended families, or clans, spread across the Eastern Isles: Adair, Boyd, Campbell, Duncan, Ewing, Galloway, MacCloud, MacDaniel, MacElroy, MacKenzie, Ross and Sinclair. ("Elder William MacElroy" or "Youngen Ellie Sinclair").

Traits

Highlands Upbringing: Eerie have proficiency in Athletics, Light armor, Longbows and all types of Axes.

Age

Eerie age and mature at the same pace as other humans.

Languages

Eerie, Common (spoken but not read).

Imperial

Most [citizens of the theocracy](#) Imperious Carhillion worship its former emperor Carhillion, who ascended to godhood while living more than a century ago. The Empire is lead by a hierarchy of religious figures, from the pope, to cardinals residing over territories, to bishops governing cities, to monks and friars who assist in various local roles.

Physical Description

Imperials are mostly average height, fair-skinned and physically fit with blonde hair and green or blue eyes.

Male Names

Albus, August, Evander, Janus, Julius, Laurentius, Marcus, Pollux, Rufus, Silvanus, Tiberius, Vulcan

Female Names

Aurora, Bellona, Concordia, Diana, Flora, Julia, Lucretia, Maia, Minerva, Rhea, Silvia, Victoria

Surnames

The vast majority of Imperials do not have surnames; instead, when they need to differentiate one another they refer either to their birth city or their patriarch ("Tiberius of Salernum" or "Rhea, daughter of Pollux")

Traits

Ludus: Imperial children are given basic education in their local temples. As an Imperial, you are proficient in Religion as well as 1 of the following: Arcana, History, Nature or Medicine.

Age

Imperials age and mature at the same pace as other humans, though they tend to live an extra 5-10 years.

Languages

Common, Lingua

Languages

Aklo

A language of dark and alien power spoken by otherworldly beings. It is unlearnable by mortal minds, and mere scant phrases can drive lesser men mad.

Algebra

Algebra is the language of advanced mathematics. It is useful when designing and altering spells.

Arcanum

An ancient mystic language used by the Immortals to create the world and discovered syllable-by-syllable by arcane casters. This language is spoken by wizards and the like during their incantations to allow them to warp reality.

Aquan

The language of emotions and images understood by fish and other sea creatures.

Avian

The language of emotions and images understood by fowl and other sky creatures.

Bestial

The language of emotions and images understood by beasts of the earth.

Common

The language used by most humans of Tir; about three-quarters of people can speak Common and a third can read and write it.

Eerie

This language of the Eerie, distant precursor to Common, is spoken but not written. Someone who knows Common can, if concentrating, succeed on a DC 15 Intelligence check to get the gist of what is said in Eerie, but the particulars, connotations and idioms are lost.

Geometry and Trigonometry

Geometry and Trigonometry are the mathematical languages primarily concerned with angles. They are used when designing buildings and all kinds of man-made contraptions.

Lingua

The language of the holy texts of Carhillion. Lingua was used by most Imperials until the Empire began expanding and absorbing new towns, which slowly changed its common tongue. Now, most Imperials speak Common; those in and around the southern capitol, as well as religious figures, also speak Lingua on Church grounds and Sundays.

Physics

Physics is the language that describes matter and energy in nature; along with Geometry and Trigonometry, it is used when creating complex contraptions.

Sidhe ("seed")

A lost language spoken by Tir's ancient residents who lived and died off long before the dawn of modern man.

Undercommon

Undercommon is deep slang spoken in seedy taverns and tenement shelters.

Equipment

Follow the links to view relevant pieces of equipment on DnD Beyond.

Boots of Lunging

Wondrous Item, uncommon

[These boots](#) draw their power from 2 Essentia canisters (1 on each boot), which together give the boots 5 charges. While you wear these boots and at least 1 charge remains in the Essentia canisters, you can use a bonus action to click the boots' heels together. If you do, the boots swiftly propel you up to 50 feet in any direction of your choosing; while moving this way any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you move in a straight line toward a creature and use the Attack action on that creature just after moving, you can roll one additional weapon damage die when determining the damage for a hit with a single melee Attack.

Once used, the boots have a cooldown period of 1 turn (6 seconds) before they can be used again.

Notes: Bonus: Speed (Flying), Bonus: Speed, Buff, Movement, Utility, Footwear

Essentia Canister

Wondrous Item, common

Ley Fog that has been collected and distilled is called Essentia, and is bottled in metal-and-glass canisters and sold to supply power to various pedestrian contraptions and armaments. These [Essentia canisters](#) can be found in most cities and generally sell for 20g-30g each.

Essentia Canister, Large

Wondrous Item, rare

[This large Essentia](#) canister holds the volume of 80 standard canisters (10 gallons), but is reinforced with steel bands and a stabilizer cage that cocoons the canister to protect it from impacts. Liquid Essentia is nearly twice as heavy water; a full canister weighs 240 pounds and an empty one weighs 90. Many cities meticulously track the location and production of these and require a license to handle them. A combination of two different tamper-resistant screw heads seal the canister.

Essentia Syringe

Wondrous Item, rare

[This syringe](#) contains a heavily diluted cocktail of Essentia, saline solution and various chemicals. The syringe holds 4 charges' worth of this cocktail. While at least 1 charge remains in the Essentia syringe, you can activate the following effect as a free action during your turn:

Jabbing the needle into your thigh, a wave of euphoria overwhelms you. You may immediately take an additional action or bonus action, on top of your regular action and a possible bonus action, based on the number of charges expended:

- 1 charge: use a bonus action.
- 3 charges: use an action.

If the syringe is in your hand or otherwise readily useable, then you may activate this effect as a reaction after a combatant takes an action. Doing so increases the number of charges expended by 1.

The sickly-sweet taste of Essentia is highly addictive in the short term. When you start your turn, if you used this item between the start of your previous turn and the start of your current one, roll a Constitution saving throw. You have disadvantage on this roll if you have used a syringe more than once within the past hour. If the result is 14 or below, you are compelled to use the syringe immediately. If there are no charges left in the syringe, you must use your action to locate one in your equipment and use it. If you have no syringes, you waste your action rifling through your equipment and suffer one level of exhaustion.

Flintlock Pistol

Weapon (flintlock pistol), uncommon

Flintlock Pistols deal 1d12 damage. Shots from a flintlock pistol emit a thunderous boom audible out to 300 feet.

Reloading a flintlock pistol is an action.

Range: 30/90

Proficiency with handguns allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Damage: Piercing, Ammunition, Light, Loading, Range

Ley Fog Distiller

Wondrous Item, uncommon

[This newfangled contraption](#) is typically worn on the back. When activated it absorbs surrounding Ley Fog, distills it into Essentia and stores the liquid in canisters at a rate of 2 canisters every 6 hours.

An active Ley Fog Distiller emits a quiet hum that grants its user a disadvantage on Stealth rolls.

The device does not require concentration and can be switched on and off freely.

Leymechanical Armor

Armor (medium or heavy, but not hide), rare (requires attunement)

This suit of armor houses up to 2 Essentia canisters along with hoses that pass from the canisters to the extremities. Attuning to it requires routing the hoses under the armor to your Essentia-powered equipment. While you are attuned to it, wearing it, and at least one of the canisters is full, you can use a bonus action to refill a spent Essentia canister in one of your pieces of Essentia-powered equipment.

Activating this effect empties one of the canisters in the armor. Expelling a spent Essentia canister and loading a new one requires an action.

Find Leymechanical versions of armors here: [Scale Mail](#), [Breastplate](#), [Half Plate](#), [Ring Mail](#), [Chain Mail](#), [Splint](#), [Plate](#).

Lodestone Gauntlet

Wondrous Item, rare

[This gauntlet](#) draws power from an Essentia canister, which gives it 5 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use an action to activate one of the following effects:

Ferromanus: This effect has a range of 30 feet and can only manipulate objects that are primarily made of ferromagnetic materials (cobalt, iron, nickel, magnetite and their alloys). You may manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You cannot use this effect to attack or carry more than 10 pounds. Activating this effect expends 1 charge from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Ferrokineses: This effect has a range of 60 feet and can only manipulate objects that are primarily made of ferromagnetic materials. You can try to move a Medium or smaller creature that is made of, or wearing armor of, an appropriate material. Make an Intelligence ability check contested by the creature's Strength check. If you win the contest, you move the creature up to 30 feet in any direction, including upward. Until the end of your next turn, the creature is grappled by your ferrokinetic grip. A creature lifted upward is suspended in mid-air.

Alternatively, you can try to move an object made of ferromagnetic materials that weighs up to 500 pounds. If the object isn't being worn or carried, you move it up to 30 feet in any direction. If the object is worn or carried by a creature, you must make an Intelligence ability check contested by the creature's Strength check. If you succeed, you pull the object away from the creature and can move it up to 30 feet in any direction.

You can exert fine control on objects with your ferrokinetic grip, such as manipulating a simple tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial. Activating this effect expends 4 charges from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Lodestone Shield

Armor (shield), rare (requires attunement)

[This shield](#) draws power from an Essentia canister, which gives it 3 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use your reaction to activate the following effect:

A loud hum fills your ears as a field of repelling magnetism radiates from your shield. Until the start of

your next turn, you have a +2 bonus to AC when targeted by, and resistance to, attacks using an implement made of metal (including against the triggering attack).

Activating this effect expends 1 charge from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Prefabricated Olmschenke for the Weaponization of Essentia - Revised (P.O.W.E.R.)

Wondrous Item, uncommon

[These complex screw-on tops](#) replace the typical input/output valves found on the ends of Essentia canisters, transforming a canister from a latent source of energy into a devastating weapon.

Prefabricated Olmschenke for the Weaponization of Essentia - Revised (POWER for short) consist of two parts: the Filter mechanism and the Trigger mechanism:

There are multiple Filter mechanisms:

- **Black Powder:** This mechanism causes a small black powder detonation near enough the Essentia that the canister explodes with concussive force, dealing 5d6 damage in a radius of 20 feet (a successful DC 15 Dexterity saving throw halves this damage) and pushes creatures 5 feet away from the canister.
- **Napalm:** This mechanism injects a small amount of oil into the Essentia then sets it aflame, coating a surface with a searing flame that cannot be put out via typical means. The fire deals 2d6 damage per turn up to a maximum of 30 minutes.
- **Gas:** This mechanism evaporates the contents of an Essentia canister, creating a thick Ley Fog in a radius of 20 feet. Ley Fog throws spells and magical effects within into chaos, and has a strong effect on the psyches of those who inhale it (DC 15 Wisdom saving throw vs the effects of the Confusion spell).

The Trigger mechanism can be set either time- or pressure-sensitive. A time-sensitive mechanism can be set to activate 1, 2 or 3 turns from setup. A pressure-sensitive mechanism triggers when the canister strikes an object with a small amount of force.

POWER is virtually indestructible and can be used and reused indefinitely so long as it is recovered.

POWER is not particularly reliable; with every use there is a 10% chance of a failure or unintended consequence. The DM will roll the chance of failure and determine outcome.

POWER was outlawed nearly everywhere between the years of 53 and 57 LD.

Revolver

Weapon (revolver), uncommon

Revolvers house 5 bullets and deal 1d10 damage. Shots from a revolver emit a thunderous boom audible out to 300 feet.

Reloading a revolver is an action.

Range: 40/120

Proficiency with handguns allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Damage: Piercing, Ammunition, Light, Loading, Range

Ripsaw Longsword

Weapon (longsword), uncommon

[This toothed longsword](#) draws power from an Essentia canister within the handle, which gives it 3 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use a free action to activate the following effect:

With a twist of the pommel, the sharp teeth wrapping around the blade of this sword whirl to life for the next minute. While in this state the ripsaw longsword is treated as an adamantine weapon. In addition, you can squeeze the throttle to decrease the next attack roll made using this weapon by 3 and increase the damage by 5.

Activating this effect expends 1 charge from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Proficiency with a longsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Versatile

Searing Greatsword

Weapon (greatsword), uncommon

[This double-edged sword](#) draws power from an Essentia canister within the handle, which gives it 3 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use an action to activate the following effect:

With a twist of the pommel, the blade glows red hot. For the next minute, the greatsword is considered a magic weapon and deals an additional 2d6 fire damage on a hit. Dealing 9 or more points of fire damage to a target on hit sets them ablaze, dealing 1d6 fire damage at the start of each of the creature's turns. The creature may use an action to put the fire out.

Activating this effect expends 1 charge from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Proficiency with a greatsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Heavy, Two-Handed

Searing Sabre

Weapon (scimitar), uncommon

[This single-edged sabre](#) draws power from an Essentia canister within the handle, which gives it 3 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use an action to activate the following effect:

With a twist of the pommel, the sabre's blade glows red hot. For the next minute, the sabre is considered a magic weapon and deals an additional 2d6 fire damage on a hit. Dealing 9 or more points of fire damage to a target on hit sets them ablaze, dealing 1d6 fire damage at the start of each of the creature's turns. The creature may use an action to put the fire out.

Activating this effect expends 1 charge from the Essentia canister. Expelling a spent Essentia canister and loading a new one requires an action.

Proficiency with a scimitar allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Finesse, Light

Volt Gauntlet

Weapon (gauntlet), uncommon

[This gauntlet](#) draws power from an Essentia canister, which gives it 3 charges. While it is equipped and at least 1 charge remains in the Essentia canister, you can use an action to activate the following effect:

With a flick of your wrist, lightning springs from your gauntlet to deliver a shock to a creature you try to touch. Make a melee attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the wielder of the Volt Gauntlet declares how many charges to expend; the target can't take reactions until the start of its next turn, and takes lightning damage based on the number of charges expended:

1 charge: 2d8 lightning damage

2 charges: 3d8+2 lightning damage

3 charges: 4d8+2 lightning damage

Expelling a spent Essentia canister and loading a new one requires an action.

Proficiency with simple weapons allows you to add your proficiency bonus to the attack roll for any attack you make with this weapon.

Damage (when used as a weapon): 1d6 bludgeoning

Classes

Mage

Not as bookish as a Wizard or as limited as a Sorcerer, the hallmark of a Mage is its ability to unleash the arts of magic as a destructive force.

Hit Points

Hit Dice: 1d8 per Mage level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at higher level: 1d8 (or 5) + Constitution modifier per Mage level after 1st

Proficiencies

Armor: Light

Weapons: Simple weapons, rapier, shortsword

Tools: Alchemist's Supplies

Saving Throws: Dexterity, Charisma

Skills: Choose 2 from Arcana, Acrobatics, Deception, Insight, Intimidation, Perception, Sleight of Hand and Stealth

Equipment

You start with the following equipment, in addition to the equipment granted by your background:

(a) a rapier or (b) a shortsword and a dagger

(a) a hand crossbow or (b) any simple weapon

A scholar's pack

Magic Points

Starting at level 1, Mages receive a pool of Magic Points (MP) equal to (caster level+Cha modifier) times 4. You regenerate all spent MP when you finish a long rest. See "Spells" below for details.

Blink

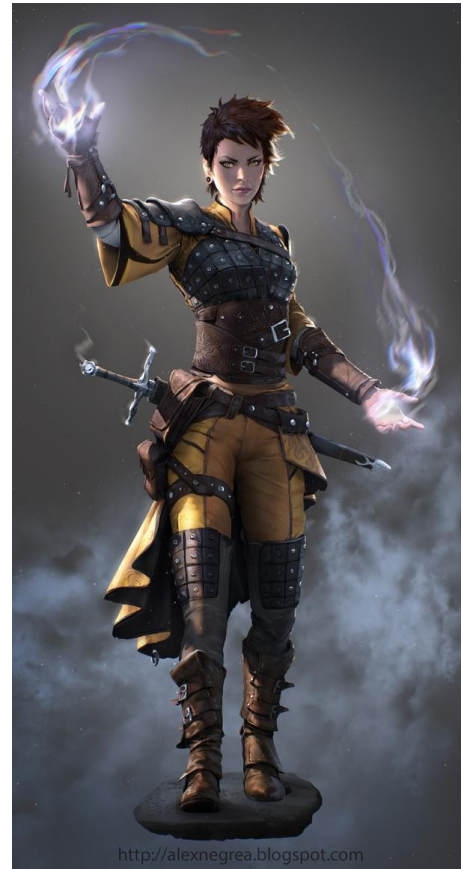
Starting at level 3, on your turn you may spend 3 MP to teleport to a place you can see within 20 feet as a bonus action.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 20th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Meditation

Starting at level 5, you regain up to a quarter of your maximum MP upon completing a short rest.



Use Magic Device

Starting at level 9, a Mage may spend a number of MP equal to (spell level*4) to use a Spell Scroll if the scroll contains a spell that is on the Wizard spell list.

Master of Destruction

Starting at level 14, during the Decide Damage step of spell creation (see below), add 1d6 + 1 damage (rather than 1d6 damage) per 1 MP cost of the spell. Starting at 19th level, this increases to 1d6 + 2 damage.

Spells

Mages do not learn spells from a predetermined list like other casters. All spells cast by a Mage are created by the Mage using the following method. A Mage may choose to memorize a number of spells equal to his/her caster level. A memorized spell costs 1 MP less than it otherwise would (minimum 1 MP). A Mage may spend up to (caster level + (Cha modifier*2)) on a single spell. By default a Mage's spells deal physical damage which counts as bludgeoning for the purposes of overcoming damage resistances and immunities.

Step 1: Decide Spell Range

Touch or Self: 1 MP

30ft: 2 MP

60ft: 3 MP

200ft: 4 MP

Step 2: Decide Spell Effect Area

1 creature: 0 MP

Piercing line (use spell range, Dex save to avoid): 2 MP

Cone (spell range/2, Dex save for half): 3 MP

Cube, Cylinder or Sphere (20ft radius, Dex save for half): 4 MP

Step 3: Decide Damage

For every 1d6 damage, add 1 MP to the cost of the spell.

Step 4: Decide Additional Effects

Add element (Acid, Cold, Fire, Force, Lightning, Poison or Thunder): 1 MP

Careful, Empowered or Subtle Spell: 2 MP

Heightened or Quickened Spell: 4 MP

Twinned Spell: 8 MP

Save or be Blinded, Charmed, Deafened, Frightened or Restrained (1d4 rounds): 7MP

Step 5: Cast the Spell

Spells that cost 20 or fewer MP are standard actions; those that cost more are full-round actions (Adding the Quicken Spell effect does not count toward this total)

Spell save DCs are equal to 8 + proficiency bonus + Charisma modifier.

Subclasses

Leywalker

While powerful, Ley Magic is notoriously unpredictable in its raw state. Whether a luminous blue spark dancing through dense patches of fog or the glowing tendrils of energy that criss-cross the continent, this source of the Essentia that powers machines and wonders is handled with care and uncertainty. Some Rangers seek to harness this power for themselves.

Leywalker Magic

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

<i>Ranger Level</i>	<i>Spell</i>
3	Burning Hands
5	Misty Step
9	Magic Circle
13	Wall of Fire
17	Hallow

Leywalker

Starting at 3rd level when you select this Archetype, you have attuned yourself to Ley Magic and its workings. You treat Necroses, and any creatures that have been affected by Ley Magic or the Necrosis, as your Favored Enemies. In addition, your Primeval Awareness senses these creatures and Ley Lines.

Fog of War

Starting at 3rd level when you select this Archetype, you can see normally through natural and magical weather and weather-related effects that would normally obscure your vision (for example, Fog Cloud).

Fog Shroud

At 7th level, you gain Resistance to Necrotic damage.

In addition, as an action you can cast the Fog Cloud spell a number of times per day equal to your Wisdom modifier (minimum 1). When you do, you may attempt to infuse it with Ley Magic; make a DC 15 Wisdom check. On a success, the fog you conjure is Ley Fog. You have advantage on this check if the sun is down. As a bonus action on each of your turns, you may move the centerpoint of the fog 10 feet.

Tame the Wild

Starting at 11th level, you have grown accustomed to the manipulation of Ley Magic. You have 3 uses of Tame the Wild, which can be used to perform any of the following features; you regain all expended

uses when you finish a short or long rest.

- As a bonus action, you add or suppress the Wild Magic property of Ley Fog within 100 feet.
- As a bonus action, when you are in Ley Fog, you can teleport up to 60 feet to an unoccupied space that is also in Ley Fog.
- While you are within 100 feet of Ley Magic, as a bonus action, you may imbue a melee or ranged weapon with arcane energy. For 1 minute, hits with this weapon deal an additional 1d6 Force damage.
- While you are within 100 feet of Ley Magic, as part of the casting of a spell, you may siphon the nearby arcane energy to cast a spell without using material components or consuming a spell slot.

Ley Magic Mastery

Starting at 15th level, while allies are within 30 feet of you, they gain the Fog of War and Tame the Wild class features, as well as gain Resistance to Necrotic damage.

Gunslinger

Explosive powder and thunderous steel dissuades most from studying, or even interacting with, firearms. But those who see the potential for both help and harm foster a keen interest in these dangerous and mysterious pieces of technology. While monks at first seem an unlikely pairing for these booming contraptions, Gunslingers have found the trancelike states embraced by fellow members of their class to hone their perception and heighten their performance. Enter The Quiet, Gunslinger, and do what you do best.

The Quiet

Starting when you choose this tradition at 3rd level, you gain proficiency with the Revolver.

In addition, you can use an Action to enter a meditative state called The Quiet. While in this state, you can add your Wisdom modifier (rather than Dexterity modifier) to the attack and damage rolls for attacks made with firearms. Also, on each of your turns you can spend 1 Ki point to make a single attack with your firearm as a Bonus Action (including on the turn you enter The Quiet).

The Quiet requires concentration - a clear mind, free from distractions. Whenever you take damage while in this state, you must make a Constitution saving throw to maintain your Concentration. The DC equals 10 or half the damage you take, whichever number is higher.

Quick Draw

At 6th level, you add your proficiency bonus to initiative rolls. In addition, while you are in The Quiet you gain the ability to reload as a Bonus Action.

Covering Fire

At 6th level, you can provide cover to your allies. While you wield your loaded Revolver, when a creature within range that you can see makes a ranged attack: as a Reaction, you can spend 1 Ki point to make a ranged attack against it with your Revolver. Regardless of whether your attack hits, the creature's attack has disadvantage.

Slip Hammer

At 11th level, you can spend 2 Ki points and use your action to make a ranged Attack with your firearm(s) against any number of creatures within 10 feet of a point you can see within your weapon's range. You must have Ammunition for each target, as normal, and you make a separate Attack roll for each target.

This is the Way

When you reach 17th level, while in The Quiet you treat firearms as Monk weapons, and when a Monk class feature calls for a melee weapon attack or unarmed strike you can use your firearm to deliver a ranged weapon attack instead.

Changelog

November 2020

- Added world map
- Increased chances of Wild Magic effect
- Added intro paragraph to Spirituality and Religion
- Added intro paragraph to Variant Humans
- Added Flintlock Pistol to Equipment
- Added Revolver to Equipment
- Added Subclasses section
- Added Leywalker to Subclasses
- Added Gunslinger to Subclasses
- Added Changelog

Further Information for DMs

Mage vs Wizard Damage Comparison

Below is a comparison of the damage output of a Mage vs a Wizard. Mages have significantly better damage output vs single targets, especially when delivering touch attacks, but are outclassed or neck-and-neck when comparing ranged AoE attacks. Wizards are strong utility and support casters (and are Dewini-only in the world of Tir) while Mages are flexible strikers with relatively little staying power.

			Touch spell damage		Ranged aoe spell damage	
Level	Max MP	Max MP spell	Mage	Wizard	Mage	Wizard
2	20	8	25	17	4	11
4	32	12	39	22	18	21
6	40	14	46	28	25	28
8	52	18	60	38	39	38
10	60	20	67	43	46	43
12	68	22	74	75	53	49
14	76	24	104	86	77	77
16	84	26	113	96	86	81
18	92	28	122	140	95	140
20	100	30	160	140	127	140

Additional World Details

Not contained above are details on the following:

Aerie ("ear-ee"), an island nation home to the nomadic Eerie tribes. All manner of martial and nature-leaning classes and subclasses can be found in Aerie.

Imperious Carhillion, a southern theocracy that worships Carhillion, an emperor that ascended to godhood while still living centuries ago. All manner of religious classes and subclasses can be found in Imperious Carhillion.

Regen, a city-state high in the mountains that shares borders with Deshret, Imperious Carhillion and Dewin. Its advantageous location allowed it to declare independence from Deshret decades ago without violent conflict, and it has since prospered as the second-largest exporter of Ley technology in Tir and home to the largest Essentia research company, the Bauer Cooperative. Regen is one of the only places in the world where refugees and outcasts from Dewin settle outside of their home country. While still Dewini, these individuals have introduced a highly secretive study of the arcane arts and is one of the only places in the world where wizards practice their craft outside their home country.

Monsters and Mayhem

In terms of sheer numbers, the largest body of monsters in the world of Tir are humans. But there are things darker still.

Necroses and The Dark

Necroses are black, oily oozes drawn to Essentia and the Ley Fog, blotting out greenery on their way. Rumor has it The Dark – a mass of these oozes miles in length and width – has swallowed entire westernmost cities whole, and unless something is done the world of Tir is finished. At least, that's what the rumors say.

Necroses infest machines and anything that runs on Essentia/Ley technology to varying degrees; the larger the fuel source, the larger and more powerful the infestation. Of particular concern are necroses that infest clockwork automatons meant to serve as scouts, guards and workers. Automatons going haywire due to an otherwise-unnoticeable infection is not unheard of. Thankfully, it's rarer for the automaton to serve as a sort of host for a full-size parasitic Necrosis. During a typical series of encounters it is recommended players face off against one or more Necrosis/Necroses, one or more Clockwork Soldiers/Brawlers/Goliaths, then an Infected version/s of those automaton(s).

Monster statblocks

The following monsters can be found on DnD Beyond, arranged in order of Challenge Rating (CR) lowest to highest:

[Necrosis](#)

[Clockwork Soldier](#)

[Clockwork Soldier \(infected\)](#)

[Clockwork Brawler](#)

[Clockwork Brawler \(infected\)](#)

[Clockwork Goliath](#)

[Clockwork Goliath \(infected\)](#)

[Corrupted Hero Amadeus \(human form\)](#)

[Corrupted Hero Amadeus \(infected form\)](#)

Monsters encountered in Tir

Aberrations

The Immortals are the source of aberrations on Tir – mispronounced syllables and errant lines during the creation of distant races, sent hurtling through space with a wave of their creator's hand. Scant few of these terrible monsters landed on Tir millennia ago, spawning lowly copies or cross-breeding with lesser creatures. Aberrations are the rarest monsters in Tir. Below is a list of aberrations that may be found there:

Choker

Gibbering Mouther

Nothic

Spectator

Chuul
Mindwitness
Otyugh
Gauth
Mind Flayer
Cloaker

Mind Flayer Arcanist
Ulitharid
Death Kiss
Balhannoth
Beholder
Neothelid

Beasts

All manner of beasts can be found on Tir and are by far the most common enemies encountered outside of cities and towns. Those driven mad by the Ley fog are hyper-aggressive and will stop at nothing short of killing their prey. Beasts mutated by the Ley fog may gain the following traits or actions; if they do, they are considered Monstrosities. If a beast gains the Breath Weapon, Enlarged, Ethereal Jaunt or Petrifying Gaze traits, increase its CR by 1 and the XP awarded by an appropriate amount.

Breath Weapon (Recharges 5-6). The beast exhales an elementally-infused blast in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking $((\text{Beast's CR} - 1) \times 1d8)$ damage of an appropriate element on a failed save, or half as much damage on a successful one. The DC for this saving throw is equal to $((\text{Beast's CR} / 2) + 11)$ rounded up (minimum 13). The throat and mouth of a beast that has gained a breath weapon glows with an element-appropriate color.

Enlarged. The beast is one size category larger than is typical. This increases its reach by 5ft., its bonus to attack rolls by 1 and damage for its weapon attacks by 2. In addition, its Hit Die grow by one step; this increases its hit point total by a number equal to its number of Hit Die. For example: a creature with 68 hit points $(8d10 + 24)$ would gain 8 hit points for a total of 76 $(8d12 + 24)$.

Ethereal Jaunt. As a bonus action, the beast can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Petrifying Gaze. If a creature starts its turn within 30 feet of the beast and the two of them can see each other, the beast can force the creature to make a Constitution saving throw if the beast isn't incapacitated. The DC for this saving throw is equal to $((\text{Beast's CR} / 2) + 11)$ rounded up (minimum 13). On a failed save, the target magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the beast until the start of its next turn, when it can avert its eyes again. If it looks at the beast in the meantime, it must immediately make the save. The eyes of a beast that has gained a petrifying gaze appear glossy and white, without pupils.

Fling Spike. Ranged Weapon Attack. Range: 100/200 ft., one target.

Tentacle. Melee Weapon Attack. Range: 10ft., one target. If the beast is Large or larger, and the target is Medium or smaller, on hit the target is grappled and restrained until the grapple ends. The escape DC is equal to $((\text{Beast's CR} / 2) + 11)$ rounded up (minimum 13).

Humans

Crime lords, crooked cops, greedy corporate higher-ups, thieves, bandits, armies on all sides and folks who don't trust outsiders make up the bulk of the antagonists adventurers will face off against. Regen, L'Arc and some cities within Deshret are ripe with adventures to thwart mob bosses and corporate espionage. Bandits raid northern Deshret towns and villages. Border towns between Dewin and Deshret see their share of blood as their armies skirmish on the precipice of war. As the Dark creeps eastward, Deshret's southwesternmost cities prepare defenses and accept all volunteers, but Imperial "reinforcements" see the cries for help as an invitation to occupy the lands as their own.

Monstrosities

Sightings of monstrous creatures are very rare in Tir, but they do happen. A wild and strong Ley influence is to blame, morphing and rending and sometimes splicing animals together until they are hardly recognizable. Monstrosities near cities and large towns are quickly hunted down and killed for their bounties. The following monstrosities can be found in Tir:

Cockatrice	Owlbear
Worg	Phase Spider
Death Dog	Winter Wolf
Hippogriff	Girallon
Griffon	Bulette
Peryton	Catoblepas
Shadow Mastiff	Chimera
Basilisk	Hydra
Cave Fisher	Behir
Displacer Beast	Roc
Hook Horror	Gray Render
Leucrotta	Purple Worm
Manticore	

Plants

Ley magic has been known to cause radical changes in flora. While dangerous, these monsters are almost never seen wandering outside of their forest (most do not even uproot themselves). The following plant life can be found in forests and forest caves where Ley magic has been sighted:

Awakened Shrub	Awakened Tree
Shrieker	Shambling Mound
Violet Fungus	Corpse Flower
Gas Spore	

Regarding Custom Equipment

Gizmos and contraptions are an integral part of the world of Tir, so it is recommended each party member be outfitted with one of more pieces of equipment from the custom equipment list as early as level 4 and at the very latest level 7. The weapons in the custom equipment list should be approached as a strict substitution for magical or otherwise enchanted weapons provided for in other Dungeons and Dragons material. Essentia-powered equipment can be broken just like any mundane equipment.

Starting at level 3, in lieu of or in addition to monetary rewards the party should discover 1 to 2 Essentia canisters per adventuring session until each party member has 3. Alchemists, artificers, Ley corporations and the like would prefer to give these as payment over gold. They would also be relatively common in the armories of town guards, freely given to adventurers who assist city officials; and canisters can be harvested 2 or 4 at a time, respectively, from automatons like Clockwork Soldiers & Clockwork Brawlers (though these canisters are frequently half-spent).

Encourage player characters to use their new weapons by pitting them against opponents with resistance against (or immunity to) bludgeoning, piercing and slashing damage from nonmagical weapons, as well as enemies that are weak to fire or lightning damage. Because the Volt Gauntlet only requires proficiency in simple weapons, make sure your players know that certain non-martial classes are able to use it too.

If a character finds a pair of Boots of Lunging, where appropriate during combat you can add high ledges on which he/she can perch and snipe from, or use Huge and Colossal monsters with exploitable weak points the character can reach. Out of combat, the character should be able to find advantageous positions where he/she is able to scout or avoid enemies, cross difficult terrain, hide from NPCs, or otherwise manipulate the flow of the game in intriguing ways.

In general it is thematically appropriate (see below) for player-characters to feel a dependence on their Essentia-powered equipment, echoing Tir's relationship with Essentia; foster this sense of dependence whenever possible.

On Setting and Theme

The world of Tir is one where humans have taken control of and (presumably) tamed a latent energy source for their own benefit, unknowingly sewing the seeds for future catastrophes in the form of Necroses and The Dark. It is not difficult (in fact, it is intentional) for the DM and possibly the players to draw parallels between the people of Tir and modern humankind. Do what you will with this information when planning your sessions.