

The Radiance for Dungeons and Dragons 5ed

Radiance Rules

Strenuous Casting

The Radiance is a powerful force and harnessing it can tire even the most expert caster. Every time a Radiance spell is cast the caster must make a DC (8 + Spell Level) Constitution saving throw or become exhausted. The DC goes up by two for every time a Radiance spell has been cast since a long rest.

Undispellable

A spell fueled by Radiance becomes so strong than normal arcane magic can't untangle it. Only Radiance spells, like Disjunction and Dissipate Magic, can affect Radiance Spells.

Special Material Components

To access Radiance power special material components are needed: a Radiance Receptacle or a Soul Crystal. It's impossible to use the Radiance without any of these item, unless the caster has a reserve of Rad points acquired by use of the Retain Power radiance spell

Canonical Spells

Call Upon Radiance

Level 5 Transmutation (Radiance)

Casting Time: 1 action

Range: Self

Components: V, M (soul crystal or radiance receptacle)

Duration: Up to 5 minutes

The caster infuses himself with Radiance power, granting him from 1 to 7 Rad points, depending on the material component he is using.

These Rad points can be used as if they were Sorcery points on all Metamagic options. Only 1 Metamagic option can be used per spell, unless otherwise noted, but it can stack with Metamagic option uses coming from other abilities.

The spell expires at the end of the duration or when all charges are spent.

When the spell is cast the caster must make a DC 13 Constitution saving throw or become exhausted, the DC goes up by two for every

time a Radiance spell has been cast since a long rest.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, casters using a radiance receptacle can cast it without the material component, if the receptacle is within a certain distance. Distance depends on the type of receptacles, but can vary from 24 to 168 miles.

Classes: Warlock, Wizard, Sorcerer

Subclasses: Arcana Cleric

Known as Call Upon Souls among the Shadow Elves

Control Destiny

Level 7 Enchantment (Radiance)

Casting Time: 1 minute

Range: Self

Components: V, S, M (soul crystal)

Duration: Permanent

The caster uses part of the radiance power at his disposal to change the outcome of one of his actions. If the caster possesses a Rad Reserve (acquired by uses of Retain Power),

he doesn't need the material component to cast the spell. Upon casting he decides how many Rads to draw from his soul crystal or Rad Reserve. Rads spent this way must be at least 5.

The caster must then state, before an event occurs, that its result will be altered by the spell. If the dice roll fails, the caster spends Rads to change the score, on the basis of 1 Rad per score point.

The spell can be used to alter Attack Rolls, Ability/Skill Checks, Saving Throws and Damage Rolls. Damage Rolls cannot be altered to a value exceeding their maximum.

One use of this spell can affect only one dice roll. Caster can pre-cast any number of these spells before leaving for an adventure.

When the spell is cast the caster must make a DC 15 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Discharge

Level 8 Evocation (Radiance)

Casting Time: 1 action

Range: Special

Components: V, S, M (soul crystal)

Duration: Instantaneous

The caster releases part of the radiance power at his disposal to create an extremely harmful explosion. If the caster possesses a Rad Reserve (acquired by uses of Retain Power), he doesn't need the material component to cast the spell. Upon casting he decides how many Rads to draw from his soul crystal or Rad Reserve. Rads spent this way must be at least 10.

A sudden intense flash of light, a clap of thunder, and a billowing cloud erupts from the caster. The blast has effect in a sphere with a 10-foot-radius per Rad spent. Each creature

caught in the blast must make a Constitution saving throw. A creature takes 10d8 radiant damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. For every Rad point spent beyond the minimum 10, the blast delivers 1d8 more of radiant damage.

A nonmagical object that isn't being worn or carried also takes the damage if it's in the spell's area.

The smoke rises to the sky and spreads out in a 600-foot-radius. Anything that remains for 24 hours within that area must make a Constitution saving throw against the caster DC or suffer Radiance disease. For every Rad point spent beyond the minimum 10, the cloud radius increases by 60 feet. The cloud is affected by winds and dissipates after a week. The caster is not affected by the blast but will be affected by the cloud if he stays in the area.

When the spell is cast the caster must make a DC 16 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

Classes: Warlock, Wizard, Sorcerer

Subclasses: Arcana Cleric

Known as Discharge Soul Power among the Shadow Elves

Retain Power

Level 7 Enchantment (Radiance)

Casting Time: 1 action

Range: Self

Components: V, S, M (radiance receptacle)

Duration: Permanent

The caster infuses himself with Radiance power, granting him 2d6 Rad points, plus some more points depending on the material component he is using. He can then retain the Rad points from this and other Radiance spells permanently.

Points can then be spent whenever the caster wishes, storing them indefinitely. The more Radiance is stored in the caster body the more difficult it becomes to cast spells. Every five points of Radiance stored gives a +2 to the DC of any skill checks made to avoid fatigue from casting Radiance spells.

Whenever the caster retains 12 or more Rads, he glows with an eerie blue aura. It cannot be dispelled and disappears when the caster reduces his power under 12 Rads.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Transcend Life Force

Level 9 Transmutation (Radiance)

Casting Time: 12 hours

Range: Self

Components: V, S, M (100.000 gp worth of exotic materials as determined by the DM, soul crystal)

Duration: Permanent

The ultimate spell of the Radiance, this spell gives you a chance at becoming an Immortal. Just learning this spell should be the goal of an entire campaign. The only way to acquire the spell is to learn it from a Prince or Archduke of Glantri, be a member of the Brotherhood of the Radiance, or be a White Shaman or the Radiant Shaman of the Cult of Rafiel.

To cast the spell the caster must have 50 Rad points available in his soul crystals. If the caster has them saved through the Retain Power spell, he doesn't need the soul crystals as material components. The other material components are used to build a complicated chamber or altar where the transformation will take place.

What will happen once this spell is cast is at the DM's discretion, but there should be one or more difficulties to overcome in order to achieve immortality. If the caster fails, he will wake in pain and won't be able to cast any magic for a week and make another attempt in one month. In addition he must make a DC15 Constitution save or lose a point of Constitution permanently.

If the caster succeeds, the caster will find himself in a demiplane before an Immortal of the Sphere of Energy, almost certainly Rad or Rafiel. The Immortal will explain everything that has just happened, and the meaning behind the Radiance. Then the immortal will test the caster. If the caster succeeds, he becomes an Immortal, if he fails his life force is used to power the Radiance.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Work in Progress Spells

Disjunction

Level 9 Abjuration (Radiance)

Casting Time: 1 action

Range: Self (30-foot emanation)

Components: V, M (soul crystal)

Duration: Instantaneous

The caster uses part of the radiance power at his disposal to entirely dissipate magic in an area or on a single target.

If the caster possesses a Rad Reserve (acquired by uses of Retain Power), he doesn't need the material component to cast the spell. Upon casting he decides how many Rads to draw from his soul crystal or Rad Reserve, at least 10, and then one of the two effects.

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined.

That is, spells being cast are separated into their individual components (usually spoiling the effect as a dispel magic spell does).

For each permanent and enchanted magical item make an ability check using your spellcasting ability against the DC shown below or be turned into normal items.

| Item Rarity | Disjunction DC |
|-------------|----------------|
| Common | 12 |
| Uncommon | 14 |
| Rare | 16 |
| Very Rare | 18 |
| Legendary | 20 |

If instead the spell is cast on single target, be it a magic item or spell magical effect, the target is disjoined instantly. When used in this way, the spell is also able to disjoin spells that usually can't be dispelled, like Antimagical Field and Forcecage

When the spell is cast the caster must make a DC 17 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Recharge

Level 4 Transmutation (Radiance)

Casting Time: Bonus Action

Range: Self

Components: V, S, M (soul crystal or radiance receptacle)

Duration: Instantaneous

The caster infuses himself with Radiance power, granting him from 1 to 7 Rad points, depending on the material component he is using.

If the caster possesses a Rad Reserve (acquired by uses of Retain Power), he doesn't need the material component to cast the spell and the new Rad points adds to his reserve.

Upon casting he decides how many Rads to draw from his soul crystal or Rad Reserve to a maximum of 9.

These Rad points can be used to replenish spell slots at the cost of 1 Rad point per Spell slot level. The number of Rad points spent can be divided in as many spell slots levels as desired (e.g. 9 Rad points can replenish a 9° level spell slot, or three 3° level, or one 5° level and two 2° level slots). Only spent spell slots can be replenished.

When the spell is cast the caster must make a DC 12 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, casters using a radiance receptacle can cast it without the material component, if the receptacle is within a certain distance. Distance depends from the type of receptacles, but can vary from 24 to 168 miles.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Cone of Radiation

Level 1 Evocation (Radiance)

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (soul crystal or radiance receptacle)

Duration: Instantaneous

The caster infuses himself with Radiance power, granting him from 1 to 7 Rad points, depending on the material component he is using.

The spell needs 1 Rad point to cast. If the caster spends another 5 Rad points, the Constitution saving throw has Disadvantage.

The caster shoots a blueish cone of light. Each creature in a 60-foot Cone originating from the caster takes 2d8 Radiant damage and has the

Poisoned condition until the end of your next turn.

In addition to that, the creatures in the Cone also make a Constitution saving throw, being affected by Radiance Sickness in a couple hours on a failed save.

When the spell is cast the caster must make a DC 9 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

At Higher Levels. The damage increases by 1d8 for each spell slot level above 1.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Control Luck

Level 3 Divination (Radiance)

Casting Time: 1 Reaction

Range: 60 feet

Components: V, S, M (soul crystal or radiance receptacle)

Duration: Instantaneous

The caster infuses himself with Radiance power, granting him from 1 to 7 Rad points, depending on the material component he is using.

The caster has the ability to twist fate using his radiance magic. Immediately after another creature in range rolls the d20 for a d20 Test, the caster can take a Reaction and for every 2 Rad point spent he can roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the d20 roll.

When the spell is cast the caster must make a DC 11 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Double Casting

Level 2 Enchantment (Radiance)

Casting Time: 1 action

Range: Self

Components: V, S, M (radiance receptacle or soul crystal)

Duration: up to 1 minute

The caster infuses himself with Radiance power, granting him from 1 to 7 Rad points, depending on the material component he is using.

Whenever the caster uses his magic action to cast a cantrip, he can use a bonus action on the same turn to cast that cantrip a second time.

If he spends Rad points, when he casts a spell with spell slots, he can use a bonus action on the same turn to cast that spell with spell slots a second time. The spell cannot use a spell slot higher than the number of Rad points spent (e.g. 5 Rad points spent, 1 spell using a spell slot of 5th level or below). The caster needs to have all the spell slots available to cast the spells.

The spell expires at the end of the duration or when is used to double a spell with spell slots.

When the spell is cast the caster must make a DC 10 Constitution saving throw or become exhausted, the DC goes up by two for every time a Radiance spell has been cast since a long rest.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, casters using a radiance receptacle can cast it without the material component, if the receptacle is within a certain distance. Distance depends from the type of receptacles, but can vary from 24 to 168 miles.

Classes: Warlock, Wizard, Sorcerer
Subclasses: Arcana Cleric

Dissipate Magic

Level 4 Abjuration (Radiance)

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (soul crystal)

Duration: Instantaneous

The caster uses part of the radiance power at his disposal to dissipate radiance magic. If the caster possesses a Rad Reserve (acquired by uses of Retain Power), he doesn't need the material component to cast the spell. Upon casting he decides how many Rads to draw from his soul crystal or Rad Reserve.

Choose one creature, object, or magical effect within range. Any ongoing spell of level 4 or lower on the target ends. For each ongoing spell of level 4 or higher on the target, make an ability check using your spellcasting ability

(DC 10 plus that spell's level). On a successful check, the spell ends.

This also applies to Radiance spells if they're powered by the same Rad points or less spent on Dissipate Magic.

Using a Higher-Level Spell Slot. You automatically end a spell on the target if the spell's level is equal to or less than the level of the spell slot you use.

Classes: Warlock, Wizard, Sorcerer

Subclasses: Arcana Cleric

Radiance Magic Items

Radiance Receptacle

Wondrous item, very rare (requires attunement arcane caster)

This large crystal is set in a complex framework of both noble and common metals. The entire apparatus is the size of a small table and weighs 400 pounds.

Distant Communication. A Radiance Receptacle is used to communicate with other Brotherhood of the Radiance members, similar to a Sending Stone, except that each receptacle is linked to all other Radiance Receptacles in existence, rather than just one other.

Special Arcane Focus. The Receptacle is required for all radiance spells that require it as a material component, as it is the conduit through which the power of the radiance is

accessed. While it is not consumed in the casting of spells, it cannot be replaced by other types of spellcasting foci. The Radiance Receptacle must simply be within 30 feet (9 meters) of the caster for the spell to be cast.

Connection to the Radiance. The capacity of the Radiance Receptacle is closely tied to the distance from Glantri City, beneath which lies the Nucleus of the Spheres, generator of the Radiance. The noble hierarchies of the principalities of Glantri secretly reflect this characteristic: the lower the rank of a noble, the further from the capital will be his possession.

| Rangk | Distance (mi) | Rad |
|----------|---------------|-----|
| Baron | 180+ | 1 |
| Viscount | 120+ | 2 |

| | | |
|----------|--------------|---|
| Count | 80+ | 3 |
| Marquis | 50+ | 4 |
| Duke | 40+ | 5 |
| Archduke | 30+ | 6 |
| Prince | Glantri City | 7 |

Radiance Poisoning. Radiance is a powerful but dangerous energy. Every spellcasting that harnesses its power risks tiring the caster. Additionally, whenever you suffer a level of Exhaustion, you have a rare 1 in 1d20 chance of being poisoned by the Radiance. Radiance poisoning is a plague incurable by even the most powerful mortal magic. A creature affected by it loses the use of a randomly chosen body part. The poisoning is not progressive. The affected parts can be hands, arms, legs, torso, back, part of the head or face (in these last cases the loss of use materializes as loss of Charisma, blindness, speech impediments or the like). Should the entire body be poisoned by the Radiance, the creature turns into a lich if at least level 14. Into a kind of sentient zombie animated by the Radiance otherwise.

Each Receptacle is normally personally constructed by the potential Brother of the Radiance. No one else can attune to the Receptacle, and thus use it, until the current holder of the attunement renounces it or dies. Creating a Receptacle can only be done by an arcane spellcaster (bard, warlock, sorcerer, or wizard); it requires a large, refined crystal; it costs 10,000 gp (for the crystal and other supplies); and it takes 3 months of work.

Soul Crystal

Wondrous item, artifact (requires attunement from a spellcaster)

Soul Crystals are irregular oblong gems that vary in size from 5 to 20 cm at their longest section. The gems can come in various colors and are never worked, just cleaned. Any attempt to cut or shape the crystal will result in the crystal shattering and losing all its power. The reflections and appearance will make it

clear, even to an untrained eye, the difference between a Soul Crystal and other types of gems of similar color.

Soul Crystals are revered by the Shadow Elves of Mystara as sacred vehicles for the passage of their souls awaiting reincarnation. In reality, they are natural receptacles of radiance, created by the explosion of the Blackmoor technomantic artifact that devastated the area that is now the Broken Lands.

Soul Crystals all possess the same properties but vary greatly in power depending on their type. The table refers to crystals found while mining, hence the Crystals Number column.

| d100 | Crystals N. | Level | "Souls" |
|-------|-------------|-------|---------|
| 01-25 | 1d4 | 1 | 2d4 |
| 26-45 | 1d6 | 2 | 2d6 |
| 46-60 | 2d4 | 3 | 2d8 |
| 61-75 | 2d6 | 4 | 3d6 |
| 76-85 | 2d8 | 5 | 2d12 |
| 86-92 | 2d10 | 6 | 3d10 |
| 93-96 | 2d12 | 7 | 3d10+2 |
| 97-99 | 5d6 | 8 | 3d12 |
| 00 | 2d20 | 9 | 4d10 |

Magical focus. Each Soul Crystal can be used as a magical focus. Anyone wearing a Soul Crystal gains a bonus to the attack rolls and DCs of all their spells equal to one-third the crystal's level down (level 1-5, +1; level 6-8, +2; level 9, +3).

Magical Enhancement. When a spell of first level or higher is cast while touching this focus, you can treat the spell as if it were cast from a slot equal to the crystal's level. If the crystal's level is 1, the spell slot of the first spell cast is not consumed. Once this property has been used, it cannot be used again for another 24 hours.

Soul Tapping. The 'souls' within soul crystals are actually Rad points. These points can be used in any Radiance spell that uses them without risk of Radiance Poisoning. The points used are considered spent (believers will say that the souls are weakened). The Soul Crystal regains the points spent after one week of use.

High Fragility. Soul Crystals are very fragile. Not enough to break in everyday use, but any violent action specifically directed against them will suffice (targeted attack, some spells at the DM's discretion). Furthermore, they are very sensitive to solar radiation. If brought to the surface during the day, they will disintegrate within 1d4 hours, even if kept covered.

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