

A BRIEF GUIDE TO EMBERS



embers are the most powerful tools in the world of Ithilion, with renown Mercers, military leaders and political figures often possessing the most predominant of these. Throughout your travels you'll meet people with Embers, interact with various types and maybe even unlock one of your own.

A shadow darts along a wall. Three guards are seen shouting, chasing after the shadow. The shadow is quick, silent. Black smoke plumes from the shadow. The guards begin to choke as the smoke wraps around their necks. They fall to the ground, motionless. The shadow slips into darkness.

A druid sits in meditation within her grove. Her arms extend outwards and the greenish vine-like markings down them begin to glow. She places her hands together as the plantlife around her flourishes, springing to life and pulling themselves from the ground. As she opens her eyes, they glow a vivid emerald. She stands, her arms swinging to her sides as her floral army gathers around her.

A man stands alone before the city gates, completely still. The guards watch from the walls. It appears. From behind the mountain to the east. An ancient white dragon. It swoops low, ready to unleash devastation upon the city. The man raises his hands as his left arm glows with the vibrance of a thousand stars. The clouds part as the sun starts to spin. A beam of radiant light erupts from the sky. He takes a single step back as the dragon skeleton slides to a halt in front of him, a trail of black smoke following it. He smiles, bowing his head in silence. His arm dims, revealing the symbol of Sarenrae burnt into it. The clouds slowly begin to reform.

WHAT IS AN EMBER?

An Ember is a tool for destruction, a utility for helping people, a force to be reckoned with, a gift from the gods or anything in between.

They manifest along either the left, right or both arms, often resembling that of a sleeve tattoo, normally stretching down to the wielders hands. The tattoo usually takes the base form of which the Ember resembles. A fire based Ember would be red and orange, with flames licking down the wielders arm. A Ember gifted by a deity might take the form of holy light surrounding the symbol of that god.

An Ember usually has an **active** and **passive** effect. **Passive** effects come into effect for the duration of the Ember. The duration is equal to half your character level, rounded up and is replenished on a long rest. **Active** effects can usually only be triggered once per long rest, and may be activated regardless of if your duration has already expired for this rest cycle. Embers can also possess **dormant** effects, which are continuous even when the duration has expired. These can be turned off at will.

EXAMPLE EMBER

CRIMSON TIDE

Tier 2

This Ember in its dormant form appears as a series of red lines that extend down in a spiral from the shoulder to the hand, two lines connecting with each fingernail. When active, the lines detach from the arm and swirl like ribbons around your body.

Wielder: Elyse Vorim

Dormant Effects

- You have a base swim speed of 40ft.
- You can breathe underwater.

Passive Effects

- +4 to Dexterity and Constitution
- Melee attacks drain 3d6 health from target, which is added as temporary hitpoints to you. These last until your next long rest. This damage is necrotic.

Active Effects

- As an action, you can call forth Crimson Tide. A tidal wave of red energy erupts from your body. Everyone within 30ft must succeed a DC 17 Constitution saving throw or be pushed back, falling prone. In addition, targets of your choice who failed the save drain 5d6 health. This damage is necrotic. This forms a pool of crimson blood with a number of temporary hitpoints equal to half of those drained. You may assign these temporary hitpoints to any ally within 30ft. The blood disappears after 1 minute.

Bases: Water, blood, energy drain, agility, utility

TIERS

There are 5 different Tiers of Ember. Each of these Tiers unlocks new powers for the wielder. Each Tier is increasingly difficult to obtain, however the payoff is certainly worth it.

TIER 4

The first Tier of Ember achieved by most adventurers and Mercers. You should expect to have a minor boost to one of your stats, an additional passive effect and an active effect. Dormant effects are uncommon at this stage.

TIER 3

The second Tier of Ember, often seen by powerful Mercers, Guard Captains, experienced magic users or anyone along a similar power level. You should expect an additional boost to another stat, a step increase in your passive effect or another passive effects, as well as an increase in the power of your active effect. It is also likely to see a dormant effect, but not definite.

TIER 2

The third Tier of Ember, usually seen by high ranking military, high powered Mercers, large political figures in a locality or people of similar expertise. You should expect a step increase in your stat boosts, additional increase in both passive and active effects as well as the chances of a dormant effect.

TIER 1

The fourth Tier of Ember, normally seen in military leaders, guildmasters and powerful wizards. You can expect there to be about 200 of these about Elos. You should expect to see an additional stat increase, another passive effect as well as a boost to your active effect.

TIER 0

The fifth and final Tier of Ember. It is unknown how many people have achieved this Tier, though there are at least 10 to be in existence at this current time. Due to the powerful nature of these Embers, they are rarely seen used and have been rumoured to be able to take down even Gods. Many Tier 0 users that are known to the public have stated that they limit the power of their Ember. You should expect to see **UNKNOWN** as well as **UNKNOWN**. It is very common to see **UNKNOWN** when this takes form, usually causing **UNKNOWN** and **UNKNOWN**.

TRIGGERS

"How do I unlock my Ember then?" You might find yourself asking. As said before, Embers are unlocked. Sometimes through random chance, sometimes through encounters with death, sometimes through achieving great things with your life. It is different for everyone, as are the Embers themselves.

Each Tier of Ember will have various **triggers**. These triggers come in different shapes and sizes and are known only to the DM. Usually each Tier will have at least one **positive** trigger and one **negative** trigger, each causing the same effect: Unlocking the Ember.

A **positive** trigger would involve doing something spectacular. Lower Tiers would be things such as scoring a natural 20 with a certain weapon, reviving an ally in battle or convincing an enemy to put down their weapons. Higher Tiers might involve building a structure of worship for your god, taking down an Elder Demon or negotiating a peace treaty between two nations.

A **negative** trigger would involve something bad happening to the character or their allies. Lower Tiers might involve rolling a natural 1 on a death save, witnessing the death of an ally or suffering a mental break. Higher Tiers might involve causing the death of a number of innocents through something you chose to do, desecrating the name of your god and breaking your pact with them or death.

As such, both good and evil people obtain Embers. Both lucky and unlucky. Both noble and peasant. It is merely the chaotic nature of the Universe which seems to command the ways these Embers are distributed, without bias or reason.

EXAMPLE EMBER

THE FACES OF THE DECIEVER Tier 4

This Ember in its dormant form appears as a series of musical notes and theatrical masks of different vibrant colours that lie down the right arm of the wielder. When activated, the notes light up and dance around the skin with the masks detaching as part of the active effect.

Wielder: Unknown

Dormant Effects

- None

Passive Effects

- +2 to Charisma
- When rolling for persuasion or deception, roll with advantage.

Active Effects

- As a bonus action, you may pull off a mask from your arm and place it over your face. Your form takes on the appearance of any person you have spent time with within the past week or any person you have spent at least an hour studying in your lifetime. Your vocal chords change to adapt to their voice, your height adjusts to theirs and your clothes warp to look like what they were last wearing. If you have not heard them, your vocal chords do not change. If you have only heard them, your appearance does not change. Your form lasts for 4 hours or until dismissed.

Bases: Persuasion, deception, shapeshifting
