

SPELL SLAYER

Nowhere in the Empire does the Dawnguard regulate the use of magic as strictly as they do in the plentiful steppes of Norfal. Ravaged with planar magic during the Outsiders War, it's no wonder that casting without a permit is punishable with a fine or jail time. That said, the Dawnguard doesn't hate mages any more than the next person - and it's a pity that so many spellcasters have been going missing, as of late.

PLAYER INFORMATION

The Handryn Empire is a series of campaigns set in a custom fantasy world, which utilizes content from D&D 5th edition, and also incorporates an array of homebrew races, classes, monsters, and magic items. Each campaign is structured in a set of four story arcs, referred to as "Books". Each Book encompasses five milestone levels.

When a new, level 1 game is beginning, you and your party may select from one of five stories: *Calico Nation*, *Shadowveil*, *Spell Slayer*, *Terra Serum*, or *Upon the Gears*. This story will inform your starting location in the world, the culture and society around your character, and the overarching plot of the first two Books

Spell Slayer is set in the rolling plains lands of Norfal. This adventure features a "person vs society" focused plotline, with themes of government overregulation, criminal underbellies, and the upper class manipulating the opinions and perspectives of the common folk. **To the extent that your party is comfortable**, it may contain scenarios of fantasy class warfare and ethnic tension.

Player Buy-In. Create a character that is an unregistered spellcaster, a member of a government organization attempting to persecute unregistered spellcasters, or has some other form of opinion on the debate about magic regulation.

Race Suggestions. Halfling, Human, Gnoll, Goliath

EXAMPLE BONDS

d6 Bond

- 1 The magic that I've learned is all that is keeping my family afloat. I can't afford a spellcasting permit, but I also can't afford the jail time, if I'm caught without.
- 2 Someone dear to me was harmed by an errant mage. If joining the ranks of the Dawnguard can help me prevent such a thing from happening again, so be it.
- 3 I serve a deity that is not approved for worship within Norfal. If I am to avoid deportation, I must keep my faith a secret.
- 4 My friend's spellcasting permit expired, and a few days later, they went missing. I'm going to get to the bottom of this, if it's the last thing I do!
- 5 Sure it's expensive to get a spellcasting permit, but it helps keep magic out of the hands of the riff raff! If someone really wants magic, they should work for it.
- 6 When people can't buy potions and magic items legitimately without the government getting involved, they come to me instead. Business is booming!

BUILDING YOUR CHARACTER

When building your 5th edition character for *Spell Slayer*, please follow the guidelines listed below.

Race. Your character may be of any race from the *Player's Handbook* and *Elemental Evil Player's Companion*. In addition, you may choose any race from *Volo's Guide to Monsters* (with the exception of Tritons and Yuan-ti Purebloods), Changelings or Warforged, as listed in *Eberron: Rising from the Last War*, Grungs as listed in *One Grung Above*, or one of my homebrew races, such as Chaondi. Races listed in other sources - including *Unearthed Arcana* - are not permitted, in order to maintain the verisimilitude of the *Handryn Empire* setting.

Class. Your character may be of any class from any official Dungeons & Dragons content. You may also choose the Blood Hunter class, as listed on D&D Beyond.

Archetype. You may choose any class archetype from any official Dungeons & Dragons content. You may also choose one of my homebrew archetypes, such as Spellthief.

Level. Please build your character at 1st level. We will be utilizing milestone leveling.

Ability Scores. In order to ensure a level playing field, *Spell Slayer* utilizes the Standard Array for all characters. In any order that you see fit, your base ability scores are:

15, 14, 13, 12, 10, and 8

If you choose to artificially lower any of your ability scores to 7 or below for the purposes of roleplay, you may add one point to any other ability score of your choice.

Alignment. You are not required to select any standard alignment for this campaign.

HOME BREW ELEMENTS

- Lightfoot and Stout Halflings represent two different cultural groups, rather than two subraces.
- Electrum pieces are used exclusively for purchasing magic items, and magic items cannot be purchased without electrum, except through the black market.
- Gnoll characters with non-fiendish origins.
- Emendari and Chaondi - custom planetouched subraces similar to Aasimar and Tieflings, with ties to Modrons and Slaadi, respectively.

STORY ELEMENTS

- Magic of any kind is illegal without a permit. Conjuration, Enchantment, and Necromancy are illegal regardless of a permit.
- Clerics & Paladins may only worship approved gods in the pantheon.
- Some classes are only legal when in service to government institutions.
- Some sorcerers are institutionalized. Warlocks are illegal.
- The military is widely regarded as a corrupt institution.
- References to kidnapping, disappearing, and human trafficking.