

MYSTICAL AURAS

Anyone living in the Five Kingdoms knows that our world is just one of many realms. Everyone has heard stories of the chaos of the Abyss, the joy of the Heavenly Realms, and ancient power of the Feywild. These worlds overlap our own, and when the barriers are low, it is possible to step from one to the other—sometimes without even realizing it.

Even when the barriers between worlds are intact, the power from other realms can seep into our own world over time, eventually forming small pools of power from the outer planes. The mystical auras from these locations affect all magical activity that takes place there, and can cause unusual physical effects in those who spend time in them.

Auras are not necessarily constant. They can ebb and flow according to a cycle, such as a faerie ring that has no power during the day, but gains a magical aura at night, or during the full moon. Likewise, certain dramatic effects might create new auras where one did not exist before, such as the celestial aura created by a new shrine to the Lord of Light.

There are three main types of Aura in the realms:

MAGICAL OR FAERIE AURA

These are mystical places where raw magic has collected over time. This could be due to the pattern of ley lines beneath the surface of the earth, the unleashing of powerful magical effects in the First Age, or because the barrier between our world and the Faerie realms is especially weak. Areas of intense magic like this are highly sought after by spellcasters, as their magic is more potent there. The homes of Fey creatures are often faerie auras, but no one knows whether the creatures sought the auras out, or whether the aura develops because of their presence.

You can detect a magical or faerie aura on a successful Intelligence (Arcana) or Intelligence (Nature) check against a DC of 15. Elves, gnomes, druids and arcane spellcasters make this roll with advantage. A *detect magic* spell will also indicate the presence of a magical or faerie aura.

Magical or faerie auras are unusually vibrant places. Colours seem brighter, shadows seem darker, and sounds are more intense. Plants and animals are often larger and more intelligent than normal. The ruins of ancient structures can often be found within magical or faerie auras, built ages ago by worshippers of pagan gods whose names have been forgotten.

Inside an active magic/faerie aura, all saving throws against arcane or druidic spells and other magical effects are made with disadvantage. Saving throws made against cleric spells or celestial magic are not affected. Spell Checks for arcane spells surge on a 19-20.

Long Rest. Spending a long rest in a magical or faerie aura has the following effects:

1. Full of Magic. Druids and arcane spellcasters gain bonus spell points equal to 1 spell point/level.
2. Refreshed. Injured characters heal an extra 2 hit points/level, and Exhausted characters recover one extra level of Exhaustion.
3. Full. Characters do not feel hungry and do not need to eat that day.

CORRUPTION AURA

These are dark places tied to the evil, chaotic realms of the Abyss. There have always been Corruption auras, but there is no question that they have become larger and far more numerous since the Great Doom. Corruption auras can form anywhere that evil rituals are regularly practiced, or where powerful curses have been unleashed. Corrupted areas tend to be dark and colourless. Green plants fade and die, or are overgrown with thorns and black razor vines. Most animals avoid these auras, and those that do not eventually turn savage, often developing aberrant physical characteristics over time.

You can detect a corruption aura on a successful Intelligence (Arcana) or Intelligence (Nature) check against a DC of 15. The following characters make the roll with advantage: clerics, tieflings, warlocks with a Fiend or Old One patron, and anyone with Corruption points. A *detect evil or good* or *detect magic* spell will also indicate the presence of a corruption aura.

Corruption auras tend to make spellcasting even more unpredictable than normal. Spell Checks botch on a 1-2, and surge on a 19-20. On any botch or surge, roll on the Wild Magic table.

The dark, chaotic magic of corruption auras is in direct contrast to both the power of celestial light and the power of nature itself. Inside an active corruption aura, all saving throws against cleric and druid spells or celestial magic is made with advantage, and all magical healing heals half as many hit points as normal (round down).

Any saving throw against a magical effect from a fiend or aberration is made with disadvantage. This includes the magic and spells of a warlock with a Fiend or Old One patron.

Long Rest. Spending long periods of time in corruption auras can be dangerous for mortals. After spending a long rest in a



DESECRATED GROUND

As described on page 110 of the *Dungeon Master's Guide*, this area has been defiled by evil. Unlike a corruption aura, desecrated ground is primarily related to necromantic magic. Undead gain advantage on all saving throws in this area. Clerics and druids who spend a short or long rest on desecrated ground recover only half of their regular spell points (round down).

corruption aura, make a Wisdom saving throw against a DC of 15.

If you fail, you suffer terrible nightmares keeping you from restful sleep. You gain a level of Exhaustion and heal only half as many hit points as usual.

After the second consecutive long rest in a corruption aura, use the variant Corruption rules from the *Dungeon Master's Guide*.

Warlocks with a Fiend or Old One patron get advantage on rolls to avoid corruption.

In addition to the above, clerics and druids who spend a short or long rest in a corruption aura recover only half of their regular spell points (round down), regardless of whether their saving throw was successful.

CELESTIAL AURA

These are holy places where the power of the gods radiates. The most common cause of celestial auras are the construction of holy shrines, or the consecration of an area by a powerful cleric or celestial being. Celestial auras can often be felt more strongly on holy days. Areas of celestial power tend to be beautiful, with vibrant colours and intense light driving away most shadows. Flowering plants flourish and animals that live in the area become more docile than usual. Pilgrims and other pious individuals seek out celestial auras in order to better commune with the gods.

You can detect a celestial aura on a successful Intelligence (Religion) check against a DC of 15. The following characters make the roll with advantage: clerics, tieflings, warlocks with a Fiend or Old One patron, and anyone with Corruption points. A *detect evil or good* or *detect magic* spell will also indicate the presence of a corruption aura.

Inside an active celestial aura, all saving throws against cleric spells or celestial magic are made with disadvantage. All healing magic heals twice as many hit points as normal.

The power of celestial auras tends to interfere with the raw magic needed to cast arcane spells. Arcane Spell Checks botch on a 1-2. In addition, warlocks with a Fiend or Old One patron make all Spell Checks with disadvantage.

Fiends, aberrations, and undead find celestial auras uncomfortable and they will not willingly remain in one for long. These creatures have disadvantage on all saving throws against spells or magical effects for as long as they remain inside an active celestial aura.

Long Rest. Spending a long rest in a celestial aura has the following effects:

1. Refreshed. Injured characters heal an extra 2 hit points/level, and Exhausted characters recover one extra level of Exhaustion.
2. Mended. Wounded characters recover one extra level of Wounds.
3. Closer to the gods. Clerics gain bonus spell points equal to 1 spell point/level.

In addition to the above, warlocks with a Fiend or Old One patron who spend a short or long rest in a celestial aura automatically recover only half of their regular spell points (round down).

