



DEVISOULS

DEVISOULS

Taming and Collecting Whimsical Creatures

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Complexity Rating: ●● (1-4)

THE PITCH

Read this section to your players to introduce them to the Campaign.

Millenia ago giant meteors crashed down from the heavens, scarring the world with massive craters filled with alien creatures and minerals. The creatures in the craters came to be known as Devisouls, whimsical creatures not found anywhere else that could be bonded to people. Over the centuries nations formed around the craters and civilizations thrived with people and Devisouls living side by side and working together.

The crater nations are where most adventures take place, seeking out new Devisouls or gathering the other-worldly materials found in their confines. But people don't always agree on how Devisouls should be treated, and every crater is ruled differently.

Perhaps your group is looking for riches, or just new companions. Unraveling the true origin of the meteors could be your quest, or you could seek glory in the Crater Tournament, proving your mastery over your own Devisouls to the world. Regardless of your goal, you will find a great adventure alongside your Devisoul allies!

tone & feel

Whimsy, Exploration, Collection, Competition

THEMES

Bonding with Nature, Personal Growth, Fun Collecting, Competitive Spirit

TOUCHSTONES

Pokemon (Video Game, 1996+),
Minecraft (Video Game, 2009),
Zootopia (Movie, 2016)

OVERVIEW - THE WORLD OF DEVISOULS

If your group decides to play this campaign, give your players the following information before character creation.

Welcome to the world of Devisouls! Massive craters mark where meteors struck down millenia ago, scarring the world permanently. From the ashes of that calamity new nations formed, many popping up near or inside the craters themselves.

Each crater seems to manifest life a world apart from the exterior, and creatures not found anywhere else called **Devisouls** can be discovered inside. These Devisouls come in all shapes and sizes, but are strictly found within the confines of the craters. When any are taken outside of a crater they become ghost-like and slowly fade from existence.

Devisouls can be bonded by sentient creatures as companions. This process is known as **Devibonding** and usually requires the Devisoul to be in a weakened state and then having someone use a **Bondstone** on it. With luck, users can fuse the Bondstone with the Devisoul's essence, allowing the wielder to summon the Devisoul later at will.

Once bonded, a Devisoul can be utilized in various ways. Most sentient creatures can summon a single Devisoul at a time, allowing it to follow them and provide support. Many Devisouls can learn "tricks" that allow them to support their masters in direct ways, from charming foes to providing strength increases to hurling fireballs.

Society has recognized Devisouls as very important creatures for building civilization and many activities are built around utilizing the creatures. Construction projects often use strong Devisouls for lifting and labor, while infrastructure projects such as communication networks and waterways value Devisouls suited for their needs.

Additionally, a thriving competitive scene has been built up from pitting Devisouls against one another in displays of combat. There are official tournaments and leagues of Devisouls masters that have ranks and systems of advancement for those seeking personal glory.

While each crater has its own society and biomes, there are similarities that permeate each. Some craters have a militaristic approach and others have more democratic

leadership, but they all have a group known as the **Khans** that oversee any Devisoul actions and regulations in their borders. Usually this is a group of four individuals that have proven their mastery over the Devisouls of the region, widely considered to be the strongest Devisoul masters in the crater. Procedure differs from crater to crater, but membership into the **Khans** is usually determined by direct Devisoul combat.

Also prevalent across all craters are some generic societies, almost religious in their beliefs. The **Soulless** is a group that seeks to eradicate all Devisouls, seeing them as unnatural and not part of the physical world. They state that the benefits Devisouls provide are unconscionable when viewed from the outside world, leading to an imbalanced class system and comparing their subjugation to working with demons.

The **Bonders** are a more benevolent group, pushing for the Devibonding of all wild Devisouls. They view the benefits of using the Devisouls as the foundation of civilization, and are constantly attempting to recruit more adventurers to bond more of the creatures for societal purposes. They regulate a market of buying and selling Devisouls across craters and claim to be the original inventors of the Bondstone.

The **Deviborne** are the most hostile group to sentient beings. They proclaim that civilization has no place in the craters and wish to leave the Devisouls alone. They are constantly attacking settlements in the craters and harassing any organized activity that involves using the creatures as "slave labor" as they call it. They are committed to craters free of outside influences, where the Devisouls can exist in peace and harmony without interference.

The craters themselves are usually quite distinct via either the society that exists there or the variation of Devisouls that inhabit it. Many Devisouls are only found in a particular place in a particular crater, so **Devology** was created to study the habits and habitats of the creatures. There are many unknowns around the Devisouls, and these scholars seek to learn and document the answers.

OVERVIEW - THE CRATERS

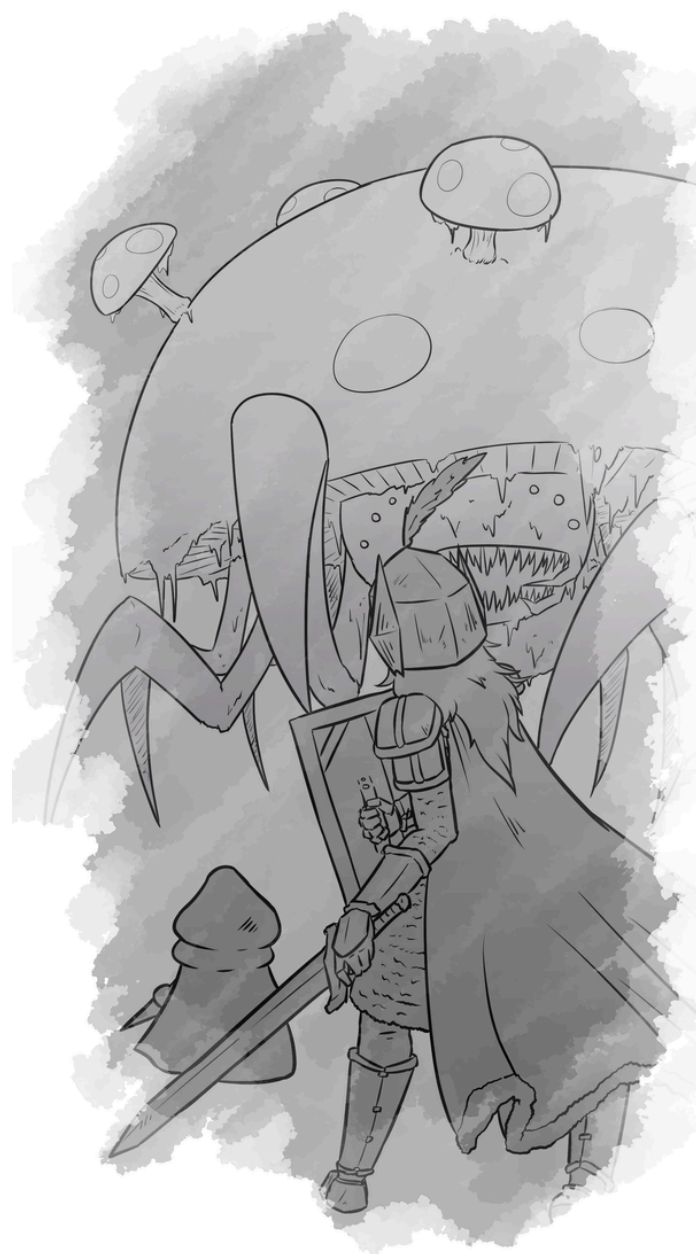
A popular starting spot for many adventurers is the Rokujo crater. **Rokujo** is a roughly circular crater that is split evenly into six equal sections, gigantic paved walls leading from the outer edge of the crater towards the center point with well travelled highways on top of each wall. Parties constantly traverse the walls from cities on the outer edge to the capital of Genesis in the center, where the University of Devology studies the creatures in the region. Each of the pie-slice-shaped regions in the crater has distinct geography, from the dry plateaus in the Northeast to the scorching volcanoes in the Southwest.

Nearly as popular is the **Sotoskye** crater, where large islands float above the crater, linked by rope bridges and magically constructed archways. Each island has distinct flora and Devisouls, with an eerie darkness permeating the crater floor thanks to the myriad islands blocking out sunlight.

Some choose to visit the spires of **Tovrok** crater, where four giant towers sit at the edge of the crater in the cardinal directions. A wild and untamed wilderness awaits in the crater, where erratic weather such as salt-snow and milkrain are constant factors. The Khans of Tovrok encourage constant battles amongst their people, focusing on honing their skills between each other to strengthen their nation.

There is constant trade outside of the craters as well, with many seeking the other-worldly materials found in and around craters. Trade of these materials is overseen by various merchant guilds who usually operate entirely outside craters. A black market of Devisouls leads to many unwary adventurers being ambushed and their Devisouls being forcefully removed from them, one way or another. Still, this is relatively uncommon in the more well-travelled areas.

The **Quartet** crater is one of the smallest craters but the most widely known and visited due to it being the home of the Galleria, the central hub for organized battles amongst Devisouls masters. Citizens of all craters come to challenge each other here to prove their abilities and rank up in the standings. Different battle tournaments with various rules are always being run here, with many coming just to watch the spectacle.



PLAYER PRINCIPLES

If your group decides to play this campaign, give your players the following information before character creation.

Embrace Exploration

The world is meant to be explored! A key point of any Devisouls campaign is travelling, whether within a crater or between them. There are fantastical sights around every corner, so be prepared to explain the places from your imagination and not always stay in the same place.

Make a Goal

Make a goal both for your character and for your group as a whole. Not every decision needs to be aiming to advance or achieve the goal, but having one will naturally build the narrative and help the world shape around your choices. This can be simple, like becoming the Khans of your chosen crater or collecting all of a certain kind of Devisoul, but they could also be more complex or specific in nature.

Imagination is the Only Limitation

While there are guidelines provided both in this document and supplemental Devisouls material, there is no limitation to what you kind of places and things you'll see in this world. Waterfalls that flow backwards, Devisouls that more closely resemble zombies than creatures, a crater where time flows backwards - anything is possible if your table agrees and wants to explore the idea. This goes for evolutionary traits as well as specific things like Devisouls or even rare crater materials - if you can all agree to some rules, then try it out! The guidelines here are simply there to help lead you in the right direction.

GM PRINCIPLES

Keep the following guidance in mind while you GM this campaign.

Be Flexible

As with most campaigns, your ability to improvise will be key to running a successful game. Don't be too discouraged though - remember that there are no "wrong" answers. If you try something out that isn't specified in one of the Devisoul documents and it gets out of hand, be honest with your players and try to modify things. If you give a custom Devisoul a bonus that makes it too strong, either think of a clever way to bypass this strength or have a conversation and try to balance things out. Stick with what's here to start with but try not to be afraid to branch out.

Cater to Your Group

If your group makes a goal to start the campaign, keep this in mind and always try to steer the narrative towards the goal. This doesn't mean you have to plan the entire campaign from the very beginning, but having that end goal (or first goal) will let you build a compelling and ultimately satisfying story.

Devisouls Are (Usually) The Focus

Depending on your group, you may want to lean heavily into Devisoul-only combat. Some groups only want to train and collect Devisouls, with their actual character being secondary to the gameplay. That's okay! A campaign could be limited to a majority of Devisouls fighting other Devisouls, with the characters themselves only there for the driving motivation. You can still utilize their characters for some parts of the story, even if the Devisouls take the main stage, especially for rolls.

Use this information to prepare your campaign. You can also share it with your players as needed.

About Devisouls

Devisouls are mysterious creatures found only within the confines of the craters that cover the world. They come in all shapes, sizes and forms but have a few features that all of them share:

- All Devisouls are essentially immortal, fading out of existence when they can no longer mark Hit Points. Bonded Devisouls will be returned after being cared for or healed via specific means, while wild Devisouls will eventually come back after a specific time, although commonly in a different location.
- All Devisouls will immediately fade from existence upon crossing the threshold of any crater into the "outside world". They can be resummoned from inside the confines of any crater if bonded.
- All Devisouls can be bonded and trained by characters or NPCs. The effectiveness of bonding and training will vary based on several factors.

Devisouls are primarily split into two categories - bonded and wild, with wild Devisouls being part of the natural habitat of craters and bonded Devisouls being captured or linked to a Bondstone.

Every Devisoul will have a standard set of statistics similar to adversaries: A number of Hit Points and Stress, a Difficulty/Evasion, an ATK modifier, thresholds for Major/Severe damage, and a Tier. Additionally they should have a basic attack with range and damage, and two "elements" (see the Elements Distinction).

Bonded and wild Devisouls differ in their features. A wild Devisoul may have any number of features similar to adversaries, while a bonded Devisoul has a limited number of possible abilities. See more on this in the Tricks Distinction below.

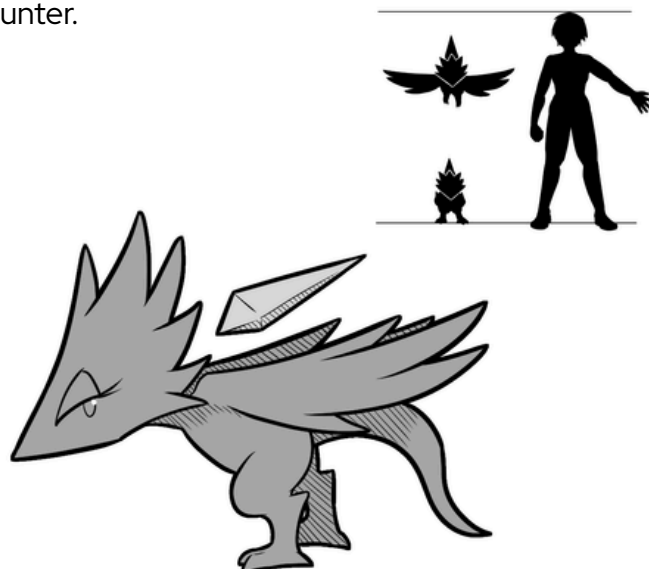
Encountering Wild Devisouls

Wild Devisouls can be encountered, tracked, or used as any other adversaries within the context of the narrative. If using a Devisouls environment, there will be an encounter table listed that will help determine which Devisouls can appear if a more random approach is desired.

When combat with a wild Devisoul is commenced, a Flee countdown should be started immediately. The Flee countdown will be marked down once every time any player makes an action roll with Fear (success or failure). If it reaches zero, the Devisoul immediately fade from existence.

The Flee countdown can start at 12, 10, 8 or 6 for Tier 1, 2, 3, or 4 respectively on generic Devisouls. These values can be raised or lowered depending on the Devisoul's demeanor - more skittish or harder-to-catch Devisouls will flee more quickly, while some Devisouls may choose never to flee.

You can choose to ignore the Flee countdown completely for particular encounters, or for more variation you can add **1d4, 1d6, or 1d8** depending on how much preparation the group has done for the encounter.



Bonding Devisouls

Bonding a Devisoul requires the use of a Bondstone which is a mundane magical item that can be found in most markets for a few handfuls of gold. Higher quality Bondstones can be made available that will change how difficult certain Devisouls are to catch, though these may cost significantly more and be harder to find or craft.

When encountering a wild Devisoul, any player can attempt to use an empty Bondstone to attempt to capture the essence of the creature. To attempt a capture, players make an action roll using the trait of their choice against a **capture value** for the Devisoul. This value will increase (get more difficult) with every unmarked Hit Point on the Devisoul, encouraging adventurers to weaken the creature before attempting to bond it. If the Devisoul is under the effect of any negative effects (such as Restrained or some other ailment from the narrative), the player will also gain advantage on the roll.

On a success, the Devisoul's essence is consumed by the Bondstone and the creature is then tied to the Bondstone permanently. All Bondstones can be confirmed to be occupied or not from a cursory glance - occupied Bondstones have a signature swirling of energies visible within their translucent exteriors. By touching an occupied Bondstone physically, the form of the encapsulated Devisoul can be seen as a ghostly image (but only by the person touching the stone).

Higher ranked Bondstones will add values to the roll as well. Particularly distinct or elusive Devisouls can have different base capture values at the GM's discretion. For some basic capture values to use for Devisouls, see the Appendix.

Bonded Devisouls

Once a Devisoul is bonded it becomes available for use by the players as a companion. To utilize a Devisoul companion, players will make a card (or take the corresponding card) for the Devisoul and a single Trick that matches at least one of its elements (see the Tricks Distinctions for more information). If using a custom Devisoul, determine starting values for the following:

- Hit Points
- Stress
- Evasion
- Thresholds
- A Primary and Secondary Element (choose two from the Elements Distinction)
- Passive Bonus (more information below)

When first captured, mark all Hit Points for the Devisoul (even if it had remaining Hit Points). To clear Hit Points from Devisouls, players may choose a new downtime action of **Mend Bond**. Choosing this on a short rest will clear both **1d4+Tier** Hit Points **and** **1d4+Tier** Stress from any single Devisoul in their possession. Choosing this during a long rest will clear all Hit Points and Stress from any singular Devisoul in their possession.

Once a Devisoul is linked to a Bondstone, players can then actively bond with it. To form an active bond, players must fuse the Bondstone into their body. Only one Bondstone can be fused this way at any given time. Exchanging a Bondstone can be done for free during any rest (not requiring a Downtime action) or by marking a Stress at other times. If an active Bondstone is removed outside of a rest, the Devisoul inside the removed Bondstone must mark all remaining Hit Points.

Summoning and Dismissing

Players may summon and dismiss their actively bonded Devisoul for free once per scene. If they are summoned or dismissed more than once, players must **mark a Stress** for each instance. When summoned, the Devisouls appear within Melee range of the player that summoned it. Devisouls cannot be summoned if they do not have at least 1 unmarked Hit Point.

Active Bondstones can only be removed if a player chooses (for free during a rest or by marking a Stress to do so). If a player marks their last Hit Point, the Bondstone is immediately inactivated and removed from their body.

If a Devisoul ever marks its last Hit Point it is dismissed automatically. If this isn't the first time this scene the Devisoul has been dismissed, the bonded player must immediately **mark a Stress**.

For NPCs, active Bondstones cannot be removed unless the character is knocked unconscious or killed.



Passive Bonus

While a Bondstone is active, the player gains a Passive Bonus for the bonded Devisoul at all times. This is a bonus that is tied to the specific Devisoul. If using a custom Devisoul, see the Appendix for examples of generic passive bonuses.

This bonus is removed immediately upon the removal of the Bondstone. Note that this Passive Bonus is still applied even when the Devisoul is not summoned (or cannot be summoned, such as outside of a crater).

Devisoul Combat and "Death"

During combat players can choose to take actions for their summoned active Devisouls as if it were their character, moving and performing actions as desired. The same rules should be followed for Devisouls as for players, including spotlights, Hope/Fear gain, and movement.

Devisouls will mark Hit Points and Stress the same as players, comparing damage to their thresholds. If they ever mark their last Hit Point they will immediately be dismissed (with players marking a Stress if this wasn't the first time they were dismissed this scene). They cannot be resummoned until they clear a Hit Point.

The only way to clear Hit Points from Devisouls is via the Mend Bond downtime action or specific consumables. Bondstones remain "active" and attached to a player even if a Devisoul marks its last Hit Point - only a player choosing to remove it (or being incapacitated) will deactivate it.

Elements

All Devisouls align with a specific set of elements dating back to when the meteors crashed into the world. Different craters have different balances of these elements but the elements behave the same everywhere. There are six elements that tie the world together - Wind, Rock, Water, Fire, Plant, and Lightning.

Each of the elements has a loose tie to the six traits. Agility is associated with Wind, Strength with Rock, Finesse with Water, Instinct with Fire, Presence with Plant, and Knowledge with Lightning. Additionally, this pattern represents the strengths and weaknesses for each element. Wind (Agility) beats Rock (Strength), Rock (Strength) beats Water (Finesse), and so on. This is easily remembered by looking at any character sheet - each trait is strong against the trait to the right of it.

Devisouls are linked to this elemental lifecycle. Every Devisoul is aligned with at least one of the elements (usually two and very rarely three). One element will always be the Primary element for the Devisoul, and that will be used to determine resistance and weakness to damage.

When any attack aligned with an element that is strong against the Primary element for a Devisoul hits, add **d10** damage to the damage roll using Proficiency (for players) or Tier (for Devisouls and adversaries). Devisouls are considered resistant to any damage from an element that is weak to their Primary element. For example, if a Lightning (Knowledge) attack hits a Devisoul with Wind (Agility) as their Primary element, they will take **d10** bonus damage (per Proficiency or Tier). If the same Devisoul takes a Rock (Strength) attack, damage will be halved. All damage modifiers are done before checking against Thresholds.

Incorporating Elements into Actions

Every ability for both players and adversaries can be assigned to an element if you wish. This means that Devisouls may be resistant or weak to any attack depending on your game's decisions.

Many abilities will lend themselves automatically to a specific element. For example Ice Spike (Book of Ava, Codex Level 1) can be associated with the Water element, even if the player's Spellcast trait isn't Finesse (commonly associated with the Water element); or Chain Lightning (Arcana Level 5) can be associated with Lightning. These distinctions can be contradictory depending on how players choose to describe or flavor their attacks and don't necessarily need to line up perfectly - for example Whirlwind (Blade Level 1) could be described as a torrent of Wind element slicing up adversaries.

If players or the GM want to assign an element to any abilities, they must be agreed upon once and be adhered to for the future uses of that ability. The player (or GM) should not be able to choose a different element for the same attack; once an element is assigned, it will remain that element indefinitely.

As long as all abilities are clarified to deal specific elemental damage before they are used and they remain consistent, there are no other restrictions on what elements can be assigned to which abilities.

Any attacks that do not have an element do damage as normal, ignoring elemental strengths and weaknesses. If a Devisoul is resistance to either the element or type of damage (physical or magical), then damage will be halved. If it is resistant to both, then it will be considered immune (no damage will be done).

Tricks

Every bonded Devisoul can learn Tricks, which are abilities that they can use if summoned. All bonded Devisouls can learn **at most** two Tricks at any given time, although these Tricks can be replaced with training.

All Tricks are related to a specific element, and Devisouls can only learn Tricks that correspond with one of their aligned elements (either Primary or other). A Devisoul can never learn any Tricks for an element that it doesn't align with.

All Tricks also have a corresponding Tier. Devisouls cannot learn Tricks from Tiers that are above their own, regardless of the element alignment. Bonded Devisouls may learn Tricks from Tiers below their own via training.

Tricks are not necessarily attack actions, though many of them are related to attacking. A Trick that is an attack must specify what type of damage it does, and if that damage is elemental in nature. Many Tricks will do damage related to their element, but some may either do non-elemental damage or a different element entirely.

Tricks commonly specify damage without number of dice (eg. d4 instead of 1d4). Unless otherwise stated, use the Tier of the attacking Devisoul as the number of dice in these instances.

Unless the Trick states otherwise, the Devisoul must be actively summoned to perform the Trick. When a player chooses to perform a Trick, treat the action as you would a normal player action (gaining Hope/Fear on action rolls, limiting movement to Close range without an Agility action roll, etc).

Training

Devisouls can learn new Tricks through rigorous training. Many Tricks are learned via manuals, commonly sold in most markets. These manuals allow the player to take a new **Training** downtime action, which will create a countdown for the player's active Devisoul. Each time this Downtime action is taken, reduce the countdown by 1. When it reaches 0, the Devisoul will learn the Trick and utilize it.

Most Tricks will specify a "Training Downtime" count, which will indicate the starting value for the countdown when training. If using a custom Trick, use a base value of **2 times Tier** for the Training Downtime. Particularly hard or easy Tricks can take longer or shorter, up to your GM's discretion.

If the Devisoul learns a new Trick and already knows 2 Tricks, one Trick must be forgotten and the Devisoul will lose access to it. Forgotten Tricks may be relearned even without a manual, but the training countdown must be reset and ticked down appropriately to do so.

New Tricks can only be learned if their associated element matches one of the Devisouls' elements. When a manual is used to learn a Trick, that manual can be transferred and reused as desired. If multiple players choose the Training Downtime action to teach the same Trick to their Devisouls, the countdown can be marked down twice instead for all Devisouls participating in the Training.

Only one Trick can be taught to a Devisoul at one time. If the player begins training a new Trick, any previous Training countdowns are removed and must start from their base value to be learned.

Leveling/Morphing

When players raise their Tier, Devisouls may also grow and develop. This can come as a drastic transformation or as simply a natural strengthening of the bond between the player and their Devisoul.

When players move up a Tier, during their next long rest their active Devisoul may also move up a Tier during a dramatic metamorphosis phase commonly known as **Morphing**. For non-custom Devisouls, many of them will have an indication of what Devisoul they morph into, becoming a different creature entirely in some cases. When this happens, replace the card for the active Devisoul with the new Devisoul's card, clearing all Hit Points and Stress and keeping any learned Tricks.

If no clear advancement exists (such as a Devisoul without an advancement or a custom Devisoul), the Devisoul can still morph, usually accentuating some of their primary features or attributes. An example would be growing horns or elongating their head/face. Let the player describe the changes, or draw a new form if so desired.

In the case of transformations without new Devisoul cards, adjust the Devisoul's passive to the higher tier (see Passive Bonuses in the Appendix). Additionally gain one additional Hit Point, 1 evasion, and 2 on both Major and Severe thresholds.

If the player has multiple Devisouls' Bondstones in their possession, they may morph one Devisoul per long rest. This assumes they swap their active bond between the Bondstones and "finish" their rest with the newly morphed Devisoul active.



Crater Materials

The craters were created by meteors ravaging the world in the distant past, and traces of whatever these falling objects were can still be found. Several materials can be found within and sometimes near craters:

- Mythshards - Crystals that commonly attune with the elements and are the base material for Bondstones
- Skysteel - Ore that is incredibly malleable, offering greater variation to weapons and items crafted from it
- Mercurial Stone - A liquified substance with properties of rock that is extremely rare and valuable

Gathering these special materials can earn the group gold, or they can be used to craft items themselves. Most Bondstones require Mythshards and Skysteel, with more advanced models requiring Mercurial Stone. Additionally consumables for healing Devisouls or providing protection can also be crafted from the materials if recipes are learned.

Besides items for Devisouls, Skysteel can be used to upgrade existing equipment with new features or bonuses. This usually requires a skilled blacksmith but can lead to improved versions of armor or weapons.

The Mercurial Stone is a vanishingly rare material, with its most well known use being in the creation of medals used in ranks for both crater politics and the Galleria Tournaments.

Crater Ranking

Devisouls are constantly used to fight each other both in real combat and for entertainment purposes, sometimes even for political reasons. These battles have become so prevalent that there are rules and ranks around them.

In formal Devisoul combat, the unspoken rule is that Devisoul masters are not permitted to interfere. Except in specific formats, Devisouls are intended to fight each other directly without external assistance.

Most craters have a hierarchical system with Khans being the heads of the government ruling the crater, or at least being prominent advisors. The Khans are considered to be the highest ranking Devisoul masters, usually being the strongest in Devisoul battles. This is reflected in a ranking system that many craters utilize, composed of 3 tiers - Lower, Middle and Upper - and 4 ranks - Initiate, Novice, Journeyman, and Master. Anyone can challenge anyone within their tier and gain ranks if they win. It is considered shameful to refuse more than a few requests from anyone in a lower rank, so most challenges will be accepted.

To move into a higher tier, a person must first obtain the rank of Master in their current tier. After someone reaches the rank of Master and defeats a person in the next tier, they move up to the rank of Initiate in the next tier.

If a person ever reaches the title of Upper Master, they have the opportunity to challenge the Khans to take their place. Unlike previous tiers, Khans do not have the right to refuse any viable challengers, but instead they are challenged as a group. The Khans will collectively choose the challenger's opponent (usually selecting someone with expertise in countering the challenger) and the rules of the match. These challenge matches are usually grand spectacles with significant implications, as the winner will become a new Khan for the crater. If a Khan loses this challenge, they are demoted to the title of Upper Master. Many choose to retire after a defeat, although some will attempt to recapture their position (usually after a waiting period, depending on the crater).

This is a short list of tables and information that can be used to help with encounters and creating Devisouls to be used in the campaign.

Base Flee Countdown Values

Tier	1	2	3	4
Easy	12	10	8	6
Normal	9	7	6	5
Hard	7	6	5	4
Very Hard	5	4	3	2

Add **1d4**, **1d6**, or **1d8** if the party prepares. Higher numbers provide more chances to bond the Devisoul.

Base Capture Values

Tier	1	2	3	4
Easy	0	3	6	9
Normal	3	6	9	12
Hard	6	9	12	16
Very Hard	9	12	16	20

Add 4 per unmarked Hit Point. Player gains advantage if Devisoul is under any detrimental condition such as Restrained.

Base Tier 1 Devisoul Stats

Type	Tank	Melee	Range
Hit Point	5	4	3
Stress	2	2	3
Evasion	9	11	10
Threshold	8/15	5/11	6/13
Attack	Melee d8	Melee d8+3	Close d6+3

There are other types of Devisouls available in the full campaign frame, but these are good starting stats for generic/custom Devisouls.

Sample Tier 1 Passive Bonuses

Below are some examples of Passive Bonuses for Tier 1 Devisouls.

- +1 Evasion
- 1 Bonus Armor Slot (Refreshes automatically on rest)
- 1 Bonus Hit Point (does not automatically refresh)
- 1 Bonus Stress (Refreshed automatically on rest)
- Add 2 tokens to this Devisoul - Spend a token to gain advantage on any action roll. Refresh tokens on rest.
- +1 to Attack rolls with weapons (choose physical or magical weapons)
- +2 to Attack rolls with a specific Spellcast Trait
- Add 2 Tokens to this Devisoul - Spend a token to gain a Hope. Refresh tokens on long rest.

This document is intended as a starting point into the world of Devisouls, giving base information about the larger campaign frame.

For additional information, please check out Devisouls and other Daggerheart material on the Heart of Daggers website at <https://heartofdaggers.com>

Devisouls Material

This is the “preview” frame for the Devisouls world which includes the basic information and a few general ideas to start your own campaign. Below are some supplemental materials that are planned - once they are released I will update this document with links directly to them to purchase.

- **Devisouls - Full Campaign Frame**

- Includes everything from this frame preview plus...
- Community, Ancestry, and Class Distinctions
- Inciting Incidents and a World Map
- Galleria Tournament Instructions and Formats
- Campaign Features, including more information on custom Devisouls and Tricks and things like Beastbound Rangers
- Crafting and Custom Items for Devisouls such as Bondstones, Tonics, and Charms
- Crafting and Upgrading equipment with Crater materials
- Printable cards for several Tier 1 and Tier 2 Devisouls
- 10+ Tier 1 and Tier 2 Tricks to teach Devisouls
- More artwork featuring Devisouls and the world!

This product includes materials from the Daggerheart System Reference Document 1.0, © Critical Role, LLC. under the terms of the Darrington Press Community Gaming (DPCGL) License. More information can be found at <https://www.daggerheart.com>. There are no previous modifications by others.

- **One-derful One Shots - Rokujo Crater**

- A series of five unique Tier 1 adventures and guides for players and GM's to get started
- Premade characters and artwork for each adventure, including enemy standees and terrain
- Maps and step-by-step instructions for beginners to Daggerheart or Devisouls

- **The Devisouls Devilog**

- A fully illustrated manual featuring 100+ Devisouls of Tiers 1 through 4, as both adversaries and companions
- Over 100 unique Trick cards to teach your Devisouls of all elements
- Dozens of unique consumable items to bond Devisouls and strengthen them in combat
- 40+ upgrades to equipment across all Tiers via Crater Materials
- Complete rules and guidelines on how to craft items, including material lists and breakdowns
- 20+ Devisoul environments including unique features and encounter tables for various Devisouls
- Compilation of tips for creating Custom Devisouls and Morphs of existing Devisouls
- Alternative rules and thoughts on how to enhance any Devisouls campaign

Conclusion

Thank you for your support! All artwork for this project is done by Salts, with Edgar R. R. Ridge being the designer and writer. If you'd like to learn more about the Daggerheart game, please check out daggerheart.com (I am unaffiliated with Daggerheart or Critical Role).

No A.I. was used in the making of any part of this product.