

IDOLS OF THE NEON DARK

A K-Pop-inspired fantasy play experience for Dungeons & Dragons 5E+



PLAY TEST
V2.1

A 60-minute one-shot featuring the Idol class
and a first glimpse of Lumenica.



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WHAT'S INSIDE

250+ PAGES OF K-POP FANTASY ROLEPLAY

i. IDOLS OF LUMENICA

✧For Experienced Players✧

- A Complete Idol Class & Setting
- A Full Campaign for Levels 1 to 6

ii. NEON SPARKS

✧For Parents & Children Aged 5-11✧

- 20 One-Shots of K-POP Fantasy
- Inclusive, Age Appropriate & Fun

iii. A D&D DEBUT

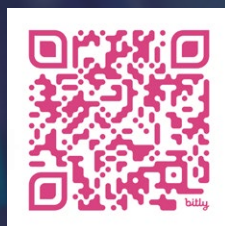
✧For Entirely New Players✧

- A Guided Introduction to D&D
- Support for First Time DMs



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KICKSTARTER

WHAT IS IDOLS OF THE NEON DARK?



This is a K-Pop-inspired fantasy play experience for Dungeons & Dragons 5E+. You play as Idols: fierce, magical performers who wield song, movement, and presence as weapons. Idols combine their talents through rhythm and harmony, amplifying one another's powers to become more than the sum of their parts. This is how they have protected the innocent for as long as anyone remembers.

The story unfolds in Lumenica, a fantastical place like all Dungeons & Dragons settings, except this one looks and feels a little more modern. The city hums with life. Arcane neon signs and traditional Korean architecture share the streets like they have for thousands of years. This is a place where style carries meaning, performance shapes power, and togetherness is everything.

WHO IS THIS PLAY TEST FOR?

The pages that follow are Play Test 1. They are not the whole game. This booklet contains the minimum required to get a sense of what the play experience will be like with this project.

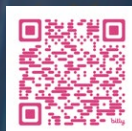
EXPERIENCED PLAYERS will find everything they need to incorporate the Idol class into their games with ease (Levels 1-3 and one subclass). They will also find a playable one shot that will take approximately one hour at the gaming table.

PARENTS will be able to play this content with their children (there are no adult themes to navigate), but we do not give guidance to new Dungeon Masters in here, and you would need to rely on your experience to know when to simplify and bend rules to keep younger children engaged in the flow of play.

ENTIRELY NEW PLAYERS will find a full tutorial on how to learn Dungeons & Dragons in our final book (when it is released), but that guidance is beyond the scope of this short taster document. Nevertheless, we hope new players may read these pages, see the fun experiences they contain, and be patient while we work up the supporting materials that will help them join our fabulous hobby in the future!

SHARE YOUR THOUGHTS

We hope you enjoy your time in Lumenica, and we really appreciate you taking a few minutes to share your feedback here:



<https://bit.ly/3Z6ault>

SAETNARU TO LOCALS,
LUMENICA TO THOSE BEYOND

The Aurelyth



Haneul

Downtown

The Crystal Palace

The Spontaneum

Lumenica is an underground city where light never fades. Arcane-neon sigils glow where daylight cannot reach, and a vast crystal floats high above the streets, casting its radiance across the cavern. Ancient handmade structures stand beside modern ones, shaped by magic rather than tools. Giant lanterns drift through the city, glowing as they carry passengers between districts.

Every quarter hums with music and colour. Practice spills naturally into the streets, often long before a stage is found. It's a place where people are not only drawn together to trade, create, and celebrate, but fundamentally, to be seen.

Life in Lumenica is lively, layered, and full of stories. After the city filled the cavern floor, it rose upward, stacking homes high above busy streets, each level offering its own view of the world. To some, Lumenica is a place of possibility; to others, it's simply home - a city where songs from the Spontaneum, often called Sponta, drift into daily life, where talent is shaped through discipline, collaboration, and endurance; where effort meets opportunity.



Nollol Amphitheatre

PRONUNCIATIONS

Haneul = HAH-nuhl
Aurelyth = OR-eh-liith
Saetnaru = SET-nah-roo
Spontaneum =
Spon-TAY-nee-um
Lumenica = Loo-MEN-ih-ka

The Sprawl

The Shatterways



THE IDOL:

A CLASS FOR DUNGEONS AND DRAGONS 5E/2024

CORE IDOL TRAITS

Primary Ability	Charisma
Hit Point Dice	D8 per Idol level
Saving Throw Proficiencies	Wisdom and Charisma
Skill Proficiencies	Choose any 3 skills (See PHB Chapter 1 2024)
Weapon Proficiencies	Simple weapons, Shortsword
Tool Proficiencies	Choose 1 Musical Instrument and 1 Artisan's Tool (See PHB Chapter 6 2024)
Armor Training	Light Armor
Starting Equipment (Choose A or B)	(A) Leather Armor, 2 Daggers or a shortbow with a quiver of 20 arrows, Musical Instrument of your Choice, Entertainer's Pack and 17 GP; or (B) 90 GP.

ELEVATE ALLIES THROUGH PERFORMANCE AND HARMONY

Blending performance and presence with combat, Idols are masters of elevating their allies and combining the power of those around them to devastating effect. Idols tap into the music present in all life, enhancing these sounds into harmonies which spread across battlefields in the form of unit cohesion or champions that simply will not fall to their enemies. An Idol's life is dedicated to the journey, finding those in need wherever they might lie and bringing support to those whose individual power calls out for aid.

Becoming an Idol ...

- Gain all the traits in the Core Idol Traits table.
- Gain the Idols level 1 features, which are listed in the Idols Feature table.

As a Multiclass Character ...

- Gain the following traits from the Core Idol Trait table, Hit point die, proficiency with 1 skill of your choice, proficiency with 1 Musical Instrument of your choice, and training with Light armour.
- Gain the Idols level 1 features, which are listed in the Idols Feature table. The idol is treated as a Ranger for the purposes of determining your available spell slots per Chapter 2 of the 2024 Players Handbook.

IDOL CLASS FEATURES

As an Idol you gain the following class features when you reach the specified Idol level. These features are listed in the Idol Features table.

Level	Proficiency bonus	Feature	Harmonies Known per Harmonic Level
1	+2	Harmony Casting, Harmonic Resonance	2
2	+2	Leitmotif	2
3	+2	Idol Subclass	3

LEVEL 1: HARMONIC CASTING

You can tap into the natural rhythms that each individual carries within them. Their actions, the way they move and act can be attuned to others around them to elevate and increase the impact of their abilities. A creature may only have one harmony active at a time.

Harmonic Activation: A Harmony can target any creature that meets the specific criteria of the unique harmony, including the character creating it. Whenever a non-willing creature is targeted this way, the creature may make a Wisdom saving throw against your Harmony DC.

Harmonic Duration: The benefits granted by a Harmony last until the end of your next turn or until you gain the Incapacitated condition. If a Harmony lists an alternate duration, use the specific duration listed in that Harmony.

Harmonic Level: Harmonies fall under different categories depending on the number of parts they require to activate. At first level you learn two harmonies of your choice from the 2-Part Harmony list. As you gain levels, you learn harmonies from higher harmonic levels.

Harmonies Known: The number of harmonies you know of each category is listed in the Idol Features Table.

Changing Your Harmonies Known: When you gain an Idol level, you can replace a number of Harmony's known equal to your Proficiency Modifier. Additionally, over the course of a Long Rest you can replace one of your harmonies known if you spend at least 2 hours engaging in practice with another creature.

Harmonic Ability: Charisma is your ability for activating Harmonies. In addition, you use your Charisma modifier when setting the saving throw DC for a Harmony.

Harmony Save DC = 8 + your Proficiency bonus + your Charisma modifier

LEVEL 1: HARMONIC RESONANCE

When you first activate a Harmony, as part of the same action used to activate it you may trigger a Harmonic Resonance. When you perform a Harmonic Resonance, you must make a Constitution saving throw with a DC of 10 + the Harmonic Level. On a failure, you gain an Exhaustion level. When you activate a Harmonic Resonance, choose one of the following effects to add to the Harmony:

- Add double your Proficiency Bonus to the Harmony Save DC.
- Add 1d4 to the pool of dice generated or rolled for the Harmony (The number of dice added to the pool increases to 2d4 at level 6, 3d4 at level 13).
- When a creature with a Harmony active makes a Constitution Saving Throw, they may do so with Advantage.

You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to do so again.

LEVEL 2: LEITMOTIF

When you activate the same Harmony on the same targets on sequential turns, you grant each creature involved in the Harmony either 1d4 Temporary Hit Points or a bonus 1d4 to their next Attack Roll, Ability Check or Saving Throw.

LEVEL 2: INTERVAL

Once per turn when a Harmony that you created would end, you may make a Charisma saving throw with a DC equal to 10 + the Harmonic level. On a success, the Harmony finishes at the end of your next turn instead of immediately. On a failure, the Harmony ends immediately as normal.

A Harmony's duration may only be extended once this way before having to be reactivated.

LEVEL 3: IDOL SUBCLASS

You gain an Idol subclass of your choice. A subclass is a specialisation that grants you features at certain Idol levels. For the rest of your career, you gain each of your subclass's features that are of your Idol level or lower.

While the full book will provide at least 5 Idol subclasses, this play test introduces only one.

IDOL SUBCLASS: CADENCE OF CEREMONY

HISTORIED TEACHINGS

At 3rd level you begin to learn the rites and rituals of this Cadence. With 10 minutes preparation you gain double your proficiency bonus on Intelligence (History) Charisma (Persuasion) and Intelligence (Religion) checks for the next hour.

Additionally, you learn the Tutoring Harmony if you did not already know it.

EMPOWERED ORDER

Also at 3rd level you begin to learn how to empower actions performed at specific timings. The first time a creature gains the benefit from a Harmony you activated, they gain 1d4 temporary hit points and a 1d4 bonus to their next roll in addition to the other benefits of the Harmony.

You may use this feature a number of times equal to your Proficiency Bonus before requiring a Long Rest to do so again.

The temporary hit points and bonus added to their next roll increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 15th.

HARMONIC LEVEL 1: 2-PART HARMONIES

BLINDING HARMONY

As an action you create a Harmony between an allied creature of your choice and a hostile creature that can see and hear you within 30 feet.

Activation: When the allied creature chosen with this Harmony deals damage to the hostile creature for the first time, this Harmony activates.

Effect: Until the end of your next turn, whenever the allied creature deals damage to the hostile creature, that creature must make a Constitution saving throw against your Harmony save DC. On a failed save, the creature is Blinded for the duration of this Harmony.

CAESURA HARMONY

After Initiative is rolled but before the first round of combat begins, you may use a Reaction to create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it and ends immediately after its effect.

Effect: The creatures may reduce their initiative scores to a different position in the combat initiative tracker. A creature may only lower its initiative this way. When a creature lowers its initiative this way it gains an amount of Hit Points equal to your Charisma modifier. If the creature is already at its Hit Point maximum it gains the same amount of temporary Hit Points instead.

CONTRARY HARMONY

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active when only one of the creatures takes damage whilst the other is within 5ft of it.

Effect: Until the end of your next turn, when one of the creatures chosen as part of this Harmony would take damage, the other creature may spend its Reaction to swap places with the other creature and become the target of the damage dealt instead. If a creature uses its Reaction in this way, reduce the damage it takes by an amount equal to your Charisma modifier.

COORDINATED HARMONY

As an action you create a harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: Whilst this Harmony is active, the next time either targeted creature makes the attack action, the other targeted creature may spend its Reaction to grant it a bonus 1d4 to all Attack Rolls it would make. If a creature spends its Reaction this way, it must use its action on its turn to make attacks against the same target, if possible. This harmony ends once both creatures have used a Reaction this way or if a creature cannot use its attack action to attack the same target.

DRAINING HARMONY

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: When one of the creatures chosen with this Harmony does damage to another creature, this Harmony activates.

Effect: Until the end of your next turn, when one of the creatures chosen as part of this Harmony would deal damage, it may deal an extra 1d4 Necrotic damage. The other targeted creature then gains hit points equal to the amount of Necrotic damage dealt this way.

EMBOLDENING HARMONY

When a creature within 30 ft. that can see and hear you would become Frightened, Charmed or Stunned, you may use your Reaction to create a harmony between that creature and another creature currently not under any of these effects.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: When one of the creatures under the effect of this Harmony becomes subject to a condition that the other is not subject to, it may ignore the effects of this condition for a number of rounds equal to your Proficiency Bonus. When this Harmony ends, both creatures must make the saving throw against the condition again or become subject to the condition.

EMPOWERING HARMONY

When a creature that can see and hear you within 30 feet would take Fire, Cold or Lightning damage, you may use your Reaction to create a harmony between the creature and another creature of your choice.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, the creatures chosen gain $1d4 + \text{Your Charisma modifier}$ of the damage type dealt to the damage of their next successful attack. The dice added increases by this Harmony to $1d6$ at 5th level, $1d8$ at 11th level and $2d6$ at 15th level.

PACING HARMONY

After Initiative is rolled but before the first round of combat begins, you may use a Reaction to create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it and ends immediately after its effect.

Effect: The creatures chosen as the target of this Harmony may set their initiative count as 10. If this effect would lower a creature's initiative count they gain $+1d4$ to their next check made.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect.

OPENING HARMONY

When a creature that can see and hear you within 30 feet misses an attack, you may use your Reaction to create a harmony between the creature and another creature of your choice.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: Until the end of your next turn, the creatures gain the following ability: "As a Reaction to a creature you are Harmonizing with missing an attack, you may make an attack with advantage against the same target."

QUICK HARMONY

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony is active when one of the creatures chosen moves at least 20 ft in a round.

Effect: Until the end of your next turn, whilst this Harmony is active the creatures chosen gain the following ability: "When a creature you are harmonising with moves at least 20 feet in a round, you may immediately move up to half your movement speed."

A creature can only benefit from this Harmony once per activation.

RELIANT HARMONY

When a creature that can see and hear you within 30 feet must make a saving throw, you may use your Reaction to create a harmony between the creature and another creature that doesn't need to make a saving throw against the same effect.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: When one of the creatures under the effect of this Harmony makes a saving throw, it may make the save using the other creature's saving throw modifier instead.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect. On a failure, that creature's saving throws may be used by another target or the unwilling creature must use the saving throw of the other target.

RESTORATIVE HARMONY

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: When this Harmony becomes active, a creature targeted by it may spend a Hit Dice and roll the dice. If a creature spends a Hit Dice this way the creature it is Harmonizing with regains hit points equal to the amount rolled + Your Charisma modifier.

SAPPING HARMONY

When a hostile creature would take reduced damage from an attack or effect due to a Resistance or Immunity, you may use a Reaction to create a Harmony between it and an allied creature.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: When you activate this Harmony, the hostile creature must make a Constitution saving throw against your Harmony DC. On a failed save, whenever the allied creature would deal damage of a chosen type, the hostile creature takes the full amount of damage regardless of its Resistances or Immunities.

This Harmony lasts until the end of the allied creature's next turn.

SEQUENTIAL HARMONY

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony is active when one of the chosen creatures turns is directly after the other in the Initiative Order.

Effect: Until the end of your next turn, whilst this Harmony is active, when one of the creatures succeeds in making an attack roll, the creature it is in Harmony with may spend a Reaction to make an attack against a target of their choice.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect.

SHROUDING HARMONY

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, whilst this Harmony is active the creatures chosen gain the following ability: "When a creature you are Harmonizing with is targeted by an attack, if you are within 5 ft of the creature you may spend a Reaction to add 1d4 to their armor class."

TUTORING HARMONY

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, each of the creatures may make Ability Checks using the other's skill value.



THE ONE-SHOT: HARMONY UNDER PRESSURE

A PLAYTEST BALANCED FOR 4 3RD LEVEL CHARACTERS

Every lesson, rehearsal, and test is designed to be seen, because Idols who cannot perform together cannot protect alone.

Welcome to the sprawling city of Lumenica! A bustling metropolis of light, life and sound. As we pass through the streets at the heart of the city we travel against the flow of people plying trade and travelling to a quiet section of green and nature, separated from the other neighbourhoods by a tall wall that encircles it.

Here lies the Spontaneum, the training academy of Idols, the heroes of our city. It does not exist to teach magic in isolation, but to forge performers who can act in harmony under pressure - together, in public, and when it matters most. Unlike the throngs of people lining the streets, the Spontaneum is quieter and more ordered. Students of all ages, races and creeds move from classroom to classroom, others mingle amongst themselves in the dining halls or else practice their arts outside.

It is to the practice halls that we are drawn, where a class of students are sprinting through the packed confines attempting to arrive on time to their test!

Though the characters do not know this, their coach has set up a cunning test to see how they handle the rigours of acting as Idols in the real world. Using their connections, Coach Ilgrath has summoned a Dokkaebi, an elemental spirit that binds itself to abandoned property within the mortal plane, to see how the characters handle the negotiation of returning a Dokkaebi to the elemental plane. Unfortunately, the Dokkaebi's presence has unexpectedly summoned other Dokkaebi who are now engaging in naughtiness and mischief!

This occurrence bodes ill and suggests that something must be unbalanced within the elemental plane, something our players might have to look into should they pass their final assessment and become full fledged idols.

SCENE SOUNDTRACK

While this is entirely optional, music is more than flavour in Lumenica, so here are some specially curated suggestions to enhance the vibe as you play this scene!

(1d6)	Band	Title
1	BTS	Fire
2	SHINee	Lucifer
3	Girls Generation	Run Devil Run
4	NewJeans	Hype Boy
5	aespa	Whiplash
6	BoA	ADRENALINE



THE MAD DASH TO CLASS!

To start this adventure we begin with the characters dashing through the tight corridors of the Spontaneum (Something that would normally be frowned upon) to try and get to their class on time. To begin the session, have each player roll 1d6. The player's character that rolled the lowest is responsible for the delay!

They can roll on the table adjacent to determine why they were late in the first place **or the table can discuss what made the group late!** Whatever is chosen a character should gain a minor boon of some kind (such as those in the table) to reward the characterful roleplaying!

The purpose is to encourage the Players to settle into their character in a low-stakes scene.

Getting to the test room on time is going to require the party to duck, weave and avoid all manner of obstacles in the crowded hallways.

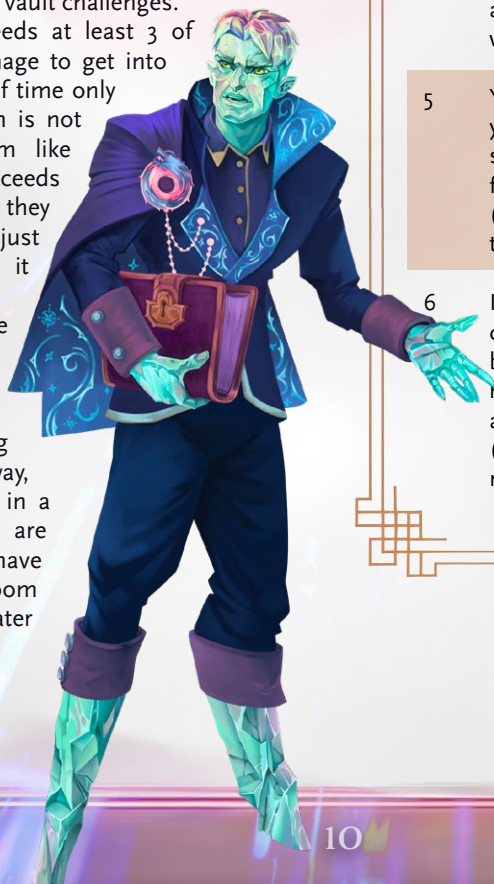
To get there on time the party must make a total of 3 DC 13 successful ability checks from the following list:

Strength (Athletics), Dexterity (Acrobatics), Wisdom (Perception), Intelligence (Investigation) and Charisma (Performance).

Should your party have a novel suggestion for how to navigate these corridors in a way that these checks do not allow for, feel free to allow them to make necessary checks to pass this challenge using an alternative means such as Dexterity (Acrobatics) to leap and vault challenges.

If the party succeeds at least 3 of these checks, they manage to get into the studio with plenty of time only to find that their Coach is not there waiting for them like normal. If the party succeeds at least 2 of these checks they make it into the room just after the bell but find it empty.

Even if everyone fails the ability checks the Party still sees their Coach walking down the corridor going curiously the wrong way, escorting a tall person in a hooded cloak. If they are sneaky about it they have time to get into the room before moments later Coach Ilgrath appears!



(1d6) Reason for lateness

- 1 You overslept! You were meant to be the group's alarm for the morning but somehow you overslept. (Gain a bonus 1d4 to a roll of your choice for being well-rested)
- 2 You were up late studying in a panic and didn't get to sleep till late. You're frazzled now and it's led to your tardiness!
(Gain a bonus 1d4 to intelligence skill checks but minus 1d4 to charisma skill checks)
- 3 You got the day wrong! You put the date of your test into your calendar or even just remembered it wrong. It's meant you've been less stressed in general but more so now!
(Gain 1d4 to Wisdom and Intelligence saving throws)
- 4 You woke up too late to eat a proper breakfast of hearty hot soup! Breakfast is the most important meal of the day, especially on a test day. Rushing meant missing out on that and now you're extra stressed on a test day (Gain minus 1d4 to Strength and Constitution saving throws but your bag is packed with 1d6 food articles which grants 1d4 temporary hit points when eaten as a bonus action)
- 5 You stopped to help someone in need! You put yourself in an awkward position because someone needed you, whilst the time got further and further away from you.
(Roll 2d20 on a check of your choice and take the highest)
- 6 It wasn't actually your fault! Circumstances conspired against you, the walk took longer because of an overturned cart or other happenstance. All that's certain is you weren't actually to blame!
(Gain 1d4 extra force damage to your first attack roll as you vent your frustrations!)

THE TEST ROOM

The test room is a large open plan room with a sweeping curved ceiling that enhances the room's acoustics. To the side of the door is a small cubby, containing internal slippers expected to be worn to avoid marking the floor whilst practicing dance or other physical activities. The rear wall is designed to form a series of collapsing steps which people can use for seating but can also cunningly be moved into the alcove of the wall to open the space further.

Your group are all final year students under Coach Ilgrath, a tough older Fractalis, one of the rarer denizens of Lumenica. The Fractalis are a rare occurrence where magic, trapped inside crystals slowly gains sentience and is then born into the world as an adult being. Coach Ilgrath has a reputation for being a harsh grader but excellent teacher and is rumoured to have been with the Spontaneum since it was founded.

As the door opens it reveals the Coach himself, the hunched shoulders they possess the only sign of their advanced age which has left their body whip chord thin and angular. As they walk into the room the glowing multihued lights overhead shine on formal robes, something the Coach rarely wears, and refract within their crystalline body. Their fingers are adorned with gold jewellery and their eyes are highlighted by tastefully applied make-up.

"Well students, I suspect you know that this will be a challenge of all you've learned under me this year. I have every faith in you as students to pass this test. Remember, the hand that lifts a weapon cannot be extended to shake another's. I will be watching you carefully."

Before the Coach can continue a loud cry comes from outside, travelling in through some of the open windows in the side of the room that faces out to the green grass of the quad. The professor's painted eyebrows raise and they hurry over to the window. More cries follow the first, not of pain but of shock and fear. From where you stand it's just possible to see a young first year student, identifiable in their white robes, float up from the ground as if gravity no longer applied to them. As the first year shrieks and continues to rise up out of sight, Coach Ilgrath turns to you all, **"Hurry, shoes on! Outside now!"**

SCENE SOUNDTRACK

(1d6)	Band	Title
1	TXT	Over the Moon
2	SHINee	Replay
3	ILLIT	Not Cute Anymore
4	Dreamcatcher	Jazz Bar
5	IU	YOU&I
6	Day6	Zombie

After Ilgrath demands the students get on their outside shoes, they rush the group towards the quad at the front of the school where the area of lawn is manicured rather than the wilder areas of field that are encouraged to grow further from the school, players may make the following checks.

When a creature fails a check, it is often a good idea to give some information but not the complete information a character would get on a full success. The below table contains options for a scale of success depending on the result a character rolls.

CHECKS THE PLAYERS CAN MAKE

DC 15 Wisdom (Perception)

1-10: The chaos is now coming from a corner of the Spontaneum near an old tree.

11-14: There appear to be multiple things causing the disturbance, one near the tree and another in a nook under the window of the studio.

15+: You can see small tattooed bodies, dashing backwards and forwards near the wall of the spontaneum. Near the tree you can see a small opening through which a tall tattooed figure is walking.

DC 15 Wisdom (Insight)

1-10: Coach Ilgrath seems particularly driven to get to whatever is going on.

11-14: Coach Ilgrath didn't seem surprised at the noise but was concerned by the floating first year.

15+: You occasionally catch Coach Ilgrath looking at you appraisingly whilst travelling towards the commotion, something about this seems planned!

DC 15 Intelligence (Arcana)

1-10: There are many options that could have caused the first year to float, it's a little confusing to you and it can't be confirmed for certain.

11-14: There is magic present in the air, elemental energies weave through the space. A Dokkaebi is nearby!

15+: If a Dokkaebi is around you need to purify the item it's possessing. The tattoos on its body should tell you what you're looking for.

KERFUFFLE IN THE CORRIDOORS

Before the party can make it outside they find themselves facing a small horde of aggressive **Low Dokkaebi**, these normally mischievous creatures have been riled up by a group of first years that assaulted them as soon as the creatures appeared and are now damaging the Spontaneum with their clubs and fire! In this combat encounter there is 1 Low Dokkaebi per player (For greater challenges DM's may wish to make this 1d4-1, to a minimum of 1) which cannot be reasoned with because their anger is already peaked.

Once a dokkaebi is slain, its material forms into a cloud of smoke and wind before vanishing, revealing a small discarded item of some kind. Coach Ilgrath will urge on the party, informing them that other members of the school can deal with banishing the creatures fully and that time is of the essence.

SCENE SOUNDTRACK

(1d6)	Band	Title
1	ATEEZ	Gurerilla
2	Stray Kids	God's Menu
3	BIGBANG	Fantastic Baby
4	2NE1	I am the Best
5	BLACKPINK	Kill This Love
6	(G)I-DLE	LION

Dokkaebi and You: Understanding the monster's motivations.

In the world of Lumenica, Dokkaebi are less a singular type of monster and instead represent a wide array of elementals combined into a general group similar to Fairies in the real world.

Dokkaebi occur naturally in some places where the elemental plane (an area with intense connection to the primary elements) is close to the plane that Lumenica exists on. At other times, Dokkaebi occur when people carelessly throw items away, offending the elemental spirits that inhabit nature.

Dokkaebi always form around an item which is hidden at the core of them and is referenced in the tattoos that cover their bodies.

Idols are often tasked with knowing how and when a Dokkaebi must be defeated and banished versus when a Dokkaebi can be reasoned with and appeased or apologised to for the perceived insult.



THE COMMOTION OUTSIDE THE WINDOW

A rapidly thinning group of students are surrounding a number of short creatures, each covered in tattoos. Flickering into life around each of the creatures are a series of blue flames. The creatures are watching a scared looking first year who is floating in the air above their heads. As you watch, one chortles and picks up a small rock focusing on the rock for a moment before the stone begins to float up into the air, eventually bouncing off the floating first year's head.

The creatures are **Low Dokkaebi**, mischievous elemental spirits which are a common nuisance in Lumenica. Low Dokkaebi are naughty creatures that seek to escape the elemental plane where they function as the lowest class of workers and are prone to laziness and are mean-spirited practical jokers rather than real threats. At the moment they are spending their time capturing first years to steal from and looting through their packs searching for food before floating them into the air to throw rocks and clumps of earth at.

A DC 10 Intelligence (Nature) or (Arcana) check reveals that a dokkaebi can be bribed or bartered with to return to the Elemental plane and that Low Dokkaebi are often easily flattered and have an over exaggerated idea of their importance.

Convincing the Low Dokkaebi to return to the elemental plane requires the party to create a big formal offering to the dokkaebi of food and drink. Characters then must make a series of Charisma (Persuasion) checks to flatter the elemental spirits, insinuating that they are much too important to remain here and that they need to return to their home planes and leave this one behind.

When performing group checks like this, each character must roll together and then the result is averaged out. If the average is over a 14 the Dokkaebi are successfully banished. If the result is under a 14 but above a 10 the characters can retry but must bring much more and of higher quality food to the greedy elementals from the Dining Hall. If the result is under a 10 the Dokkaebi is insulted and must be fought off!

In combat the Dokkaebi use their fire to try and keep the characters far away from them and then throw clods of earth and other detritus at the players. If injured dokkaebi attempt to flee from the party, preferring to remain within the mortal plane than maintain any semblance of honour!

Having dealt with the Dokkaebi, Coach Ilgrath will direct the party to the strange portal beneath the tree not far away

THE PORTAL UNDER THE TREE

Waiting for the party under the tree is a **Noble Dokkaebi**, a friendly spirit invited by Coach Ilgrath to act as the party's adjudicator, judging how capably they can handle non-violent resolutions: a key skill for Idols in wider Lumenica. The Noble Dokkaebi is cordial and polite to the party when they arrive, after all it has been watching them deal with the Low Dokkaebi and waiting for them!

When the party have all arrived at the portal under the tree read the following aloud:

The tall creature is little like the short squat creatures that you dealt with only moments ago. This creature is more regal in bearing, with a full mane of thick red hair that cascades down from its back and a small cluster of horns which seemingly form a crown. It bows to you in formal greeting, and in a voice that sounds like the breeze rustling through the trees and the patter of rain proclaims loudly;

"My domain has been disturbed by the carelessness of mortals. Someone has offended me by discarding an item into the nature I love and protect."

To handle the Noble Dokkaebi, the party must attempt to offer a formal apology and an offering, similar to the non-violent solution to the Low Dokkaebi. A DC 10 Intelligence (Arcana) check reveals that this Noble Dokkaebi can be offered fresh fruit and water this way and that such offerings could be claimed from the fountain in the courtyard and the tree under which the Noble Dokkaebi waits. The tree takes a DC 10 Strength (Athletics) check to climb and the fruit can be picked as a free action once successful. Characters then must make a series of Charisma (Persuasion) checks.

When performing group checks like this, each character must roll together and then the result is averaged out. If the average is over a 14 the Dokkaebi is successfully appeased. If the result is under a 14 but above a 10 the characters can retry but must bring more food and water in order to try again. If the result is under a 10 the Dokkaebi shakes its head and insists that it cannot leave without a more appropriate send off, the characters must come up with an alternative solution such as performing for the Noble Dokkaebi's honour or else gifting the elemental spirit something of great importance.

If the party succeeded in banishing the low dokkaebi without resorting to combat, they may make each of the charisma (persuasion) checks with advantage, as the Noble Dokkaebi is impressed with their efforts. When a creature gains advantage they roll 2d20 rather than one and take the highest results.

If the party fails these checks, the Noble Dokkaebi challenges them to a wrestling match to prove their worth as warriors to it. Dokkaebi have a distinct love of wrestling which is used to settle matters of importance within their realms in the elemental plane. To best the Dokkaebi each character must overcome it in a bout of wrestling which requires the characters to pass three DC 17 Strength (Athletics) checks.

Should the party wish to engage in combat with such a superior foe, the noble ascends to the brawl but uses Non-lethal damage to teach the unruly students a lesson is picking their fights better!

DM's are advised that this creature is a higher CR than the party and as such a combat encounter is not designed to represent a balanced experience for the party.

THE SENDOFF

If the party finally succeed in sending off the Noble Dokkaebi read the following out loud:

With a deep bow the Noble Dokkaebi vanishes in a puff of pleasant smelling wind. Falling from where it once stood is a brightly decorated pencil case, the sort a student might bring with them to school. Such objects, if lost or cast away often become the item that dokkaebi possess to enter into the plane.

From behind you, a light applause can be heard and as you turn you see Coach Ilgrath looking impressed by you.

"Well class, I'm impressed with you all!" The fractalis grins widely, "Not only did you handle those pesky low dokkaebi but you managed the actual test I set for you all!"

Having completed this test, the party have completed their training and are ready to start adventuring into the land outside of Lumenica on behalf of the city, Coach Ilgrath even has a suggestion for where to begin; Finding out how the Low Dokkaebi managed to get into the schools grounds!

If the party fail in convincing the Noble Dokkaebi to leave read the following out loud:

Coach Ilgrath looks concerned at you all and the Noble Dokkaebi, which shakes its head before bowing respectfully to the Coach and vanishing. The coach looks saddened but also preoccupied with other matters, their eyes returning again and again to the area where the low dokkaebi were terrorising students.

"I cannot pass your test today, but instead of failing you, I will give you a new test. I need you to look into why and how those Low Dokkaebi managed to get into the school!"

Coach Ilgrath and the Party will return in future installments of this playtest!

LOW DOKKAEBI

Small Elemental, Typically Chaotic Neutral

AC 13

Initiative +2

HP 32 (5d6+15)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	15	+2	+2	DEX	14	+2	+2	CON	17	+3	+3
INT	8	-1	-1	WIS	8	-1	+0	CHA	10	+0	+0

Skills Athletics +6, Deception +2

Resistances Piercing and Slashing

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned

Gear Dokkaebi Bangmangi, Dokkaebi Gamtu

Senses Darkvision 60ft., Passive Perception 10

Languages Dokkaebi, Common

CR 1 (XP 200; PB +2)

TRAITS

Dokkaebi Bangmangi. Whilst wielding this magical club, the dokkaebi can cast the following spells At Will without requiring material components:

- Create Food and Water

Dokkaebi Gamtu. Whilst in possession of this magical hat, the dokkaebi can cast Invisibility once per day.

Dokkaebi Fire. Flames within 15 feet of the dokkaebi glow blue.

ACTIONS

Bangmangi Club. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8+2) Bludgeoning damage.

Master Wrestler (Recharge 5-6). *Strength Saving Throw:* DC 13, one medium or smaller target within 5ft of the dokkaebi. *Failure:* The target becomes Prone and Restrained by the dokkaebi. Whilst Restrained by the dokkaebi, the creature cannot escape whilst the dokkaebi is alive. If the dokkaebi is moved by an effect, the creature moves with the dokkaebi. The dokkaebi can only have one Medium or Smaller creature Restrained this way.

Conjure Flame (Recharge 6). The dokkaebi summons 1d4+1 orbs of flame which orbit the dokkaebi, these flames count as a 10-foot Emanation originating from the dokkaebi.

Trigger: A creature or uncarried flammable object enters into the Emanation for the first time in a turn. *Response - Dexterity Saving Throw:* DC 13, a creature entering into the Emanation originating from the dokkaebi for the first time in a turn. *Failure:* The target is hit by one of the conjured flames, taking 3 (1d6) Fire damage and starts burning. The conjured flame then extinguishes. Flammable objects hit by a conjured orb automatically fail this save.

BONUS ACTIONS

Being of 10,000 Faces. The dokkaebi shape-shifts into a Medium or Small Humanoid or Object, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

Fan the Flames. *Trigger:* A creature or object begins burning within 30-foot of the dokkaebi.

Response: Dexterity Saving Throw: DC 13, objects automatically fail this saving throw.

Failure: The creature takes 5 (2d4) fire damage and becomes the source of a 5-foot Emanation. Each creature or uncarried flammable object begins burning.

NOBLE DOKKAEBI

Large Elemental, Typically Chaotic Neutral

AC 16

Initiative +3

HP 127 (15d10+45)

Speed 40 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	19	+4	+4	DEX	16	+3	+3	CON	17	+3	+3
INT	8	-1	-1	WIS	10	+0	+0	CHA	11	+0	+0

Skills Athletics +10, Deception +6

Resistances Piercing and Slashing

Immunities Poison; Exhaustion, Paralyzed, Petrified, Poisoned

Gear Dokkaebi Bangmangi, Dokkaebi Gamtu

Senses Darkvision 60ft., Passive Perception 10

Languages Dokkaebi, Common

CR 8 (XP 3,900; PB +3)

TRAITS

Dokkaebi Bangmangi. Whilst wielding this magical club, the dokkaebi can cast the following spells At Will without requiring material components:

- Create Food and Water
- Creation
- Heroes' Feast

Dokkaebi Gamtu. Whilst in possession of this magical hat, the dokkaebi can cast Greater Invisibility 3 times a day.

Dokkaebi Fire. Flames within 15 feet of the dokkaebi glow blue.

ACTIONS

Multiattack. The dokkaebi makes two Bangmangi Club attacks and one Conjured Arrows attack and uses Master Wrestler if available.

Bangmangi Club. Melee Attack Roll: +7, reach 5 ft. Hit: 13 (2d8+4) Bludgeoning damage.

Conjured Arrows. Ranged Attack Roll: +6, range 30/120 ft. Hit: 17 (4d6+3) Piercing damage.

Master Wrestler (Recharge 5-6). *Strength Saving Throw:* DC 21, one large or smaller target within 5ft of the dokkaebi. *Failure:* The target becomes Prone and Restrained by the dokkaebi. Whilst Restrained by the dokkaebi, the creature cannot escape whilst the dokkaebi is alive. If the dokkaebi is moved by an effect, the creature moves with the dokkaebi. The dokkaebi can only have two Medium or Smaller creatures Restrained this way or 1 Large creature.

Conjure Flame (Recharge 6). The dokkaebi summons 1d4+1 orbs of flame which orbit the dokkaebi, these flames count as a 10-foot Emanation originating from the dokkaebi.

Trigger: A creature or uncarried flammable object enters into the Emanation for the first time in a turn. *Response - Dexterity Saving Throw:* DC 16, a creature entering into the Emanation originating from the dokkaebi for the first time in a turn.

Failure: The target is hit by one of the conjured flames, taking 6 (2d6) Fire damage and starts burning. The conjured flame then extinguishes. Flammable objects hit by a conjured orb automatically fail this save.

BONUS ACTIONS

Being of 10,000 Faces. The dokkaebi shape-shifts into a Large, Medium or Small Humanoid or Object, or it returns to its true form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

REACTIONS

Fan the Flames. *Trigger:* A creature or object begins burning within 30-foot of the dokkaebi.

Response: Dexterity Saving Throw: DC 16, objects automatically fail this saving throw.

Failure: The creature takes 8 (4d4) fire damage and becomes the source of a 5-foot Emanation. Each creature or uncarried flammable object begins burning.





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IDOLS OF THE NEON DARK

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

SPECIES

ALIGNMENT

XP

BATTLE HAS STARTED!

INITIATIVE

ARMOR CLASS

HIT POINTS

CURRENT:

I NEED TO HEAL

TOTAL

HIT DICE

DEATH SAVES

SUCCESSSES

FAILURES

IT'S MY TURN, I WANT TO

MOVE:

ATTACKS: _ PER TURN

WEAPON

TYPE

RANGE

ATTACK

DAMAGE

USE AN ITEM

I WANT TO TRY AND DO...

PROFICIENCY BONUS

PASSIVE WISDOM
(PERCEPTION)

STRENGTH

- ◇ — SAVING THROWS
- — ATHLETICS

DEXTERITY

- ◇ — SAVING THROWS
- — ACROBATICS
- — SLEIGHT OF HAND
- — STEALTH

CONSTITUTION

- ◇ — SAVING THROWS

INTELLIGENCE

- ◇ — SAVING THROWS
- — ARCANA
- — HISTORY
- — INVESTIGATION
- — NATURE
- — RELIGION

WISDOM

- ◇ — SAVING THROWS
- — ANIMAL HANDLING
- — INSIGHT
- — MEDICINE
- — PERCEPTION
- — SURVIVAL

CHARISMA

- ◇ — SAVING THROWS
- — DECEPTION
- — INTIMIDATION
- — PERFORMANCE
- — PERSUASION

CLASS FEATURES

BACKGROUND:

IDOL CLASS:

IDOL SUBCLASS:

IDOLS OF THE NEON DARK

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

Idol: Cadence of Ceremony (3rd Level)

SPECIES

ALIGNMENT

XP

Orc

Chaotic Good

BATTLE HAS STARTED!

INITIATIVE

+0

ARMOR CLASS

11

HIT POINTS

24

CURRENT:

I NEED TO HEAL

TOTAL

3

HIT DICE

d8

DEATH SAVES

SUCCESSES

○ — ○ — ○

FAILURES

○ — ○ — ○

IT'S MY TURN, I WANT TO

MOVE:

30 ft

ATTACKS: 1 PER TURN

WEAPON

TYPE

Quarterstaff

Bludgeoning

RANGE

ATTACK

DAMAGE

5ft

+3

1d6+1

USE AN ITEM

Pan pipes

+5

Charisma

I WANT TO TRY AND DO...

+2

PROFICIENCY BONUS

13

PASSIVE WISDOM
(PERCEPTION)

STRENGTH

+1

12

- ◇ +1 SAVING THROWS
- +1 ATHLETICS

DEXTERITY

+0

10

- ◇ +0 SAVING THROWS
- +1 ACROBATICS
- +2 SLEIGHT OF HAND
- +2 STEALTH

CONSTITUTION

+2

14

- ◇ +2 SAVING THROWS

INTELLIGENCE

+2

15

- ◇ +0 SAVING THROWS
- +4 ARCANA
- +4 HISTORY
- +4 INVESTIGATION
- +0 NATURE
- +4 RELIGION

WISDOM

-1

8

- ◆ +1 SAVING THROWS
- -1 ANIMAL HANDLING
- -1 INSIGHT
- -1 MEDICINE
- +1 PERCEPTION
- -1 SURVIVAL

CHARISMA

+3

16

- ◆ +5 SAVING THROWS
- +5 DECEPTION
- +3 INTIMIDATION
- +3 PERFORMANCE
- +3 PERSUASION

CLASS FEATURES

BACKGROUND: Noble
Skilled
Adrenaline Rush
Darkvision (120ft)
Relentless Endurance

IDOL CLASS:
Harmonic Casting
Harmonic Resonance
Leritmotif
Interval

IDOL SUBCLASS:
Harmonic Casting
Harmonic Resonance
Leritmotif
Interval

FEATURES, TRAITS AND SPELLS

FEATURES

Skilled: You gain proficiency in any combination of three skills or tools of your choice.

Adrenaline Rush. You can take the Dash action as a Bonus Action. When you do so, you gain a number of Temporary Hit Points equal to your Proficiency Bonus.

You can use this trait a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Short or Long Rest.

Darkvision. You have Darkvision with a range of 120 feet.

Relentless Endurance. When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 Hit Point instead. Once you use this trait, you can't do so again until you finish a Long Rest.

IDOL CLASS

Level 1: Harmonic Casting

You can tap into the natural rhythms that each individual carries within them. Their actions, the way they move and act can be attuned to others around them to elevate and increase the impact of their abilities. A creature may only have one harmony active at a time.

Harmonic Activation: A Harmony can target any creature that meets the specific criteria of the unique harmony, including the character creating it. Whenever a non-willing creature is targeted this way, the creature may make a Wisdom saving throw against your Harmony DC.

Harmonic Duration: The benefits granted by a Harmony last until the end of your next turn or until you gain the Incapacitated condition. If a Harmony lists an alternate duration, use the specific duration listed in that Harmony.

Harmonic Level: Harmonies fall under different categories depending on the number of parts they require to activate. At first level you learn two harmonies of your choice from the 2-Part Harmony list. As you gain levels, you learn harmonies from higher harmonic levels.

Harmonies Known: The number of harmonies you know of each category is listed in the Idol Features Table.

Changing Your Harmonies Known: When you gain an Idol level, you can replace a number of Harmony's known equal to your Proficiency Modifier. Additionally, over the course of a Long Rest you can replace one of your harmonies known if you spend at least 2 hours engaging in practice with another creature.

Harmonic Ability: Charisma is your ability for activating Harmonies. In addition, you use your Charisma modifier when setting the saving throw DC for a Harmony.

Harmony Save DC = 8 + your Proficiency bonus + your Charisma modifier

Level 1: Harmonic Resonance

When you first activate a Harmony, as part of the same action used to activate it you may trigger a Harmonic Resonance. When you perform a Harmonic Resonance, you must make a Constitution saving throw with a DC of 10 + the Harmonic Level. On a failure, you gain an Exhaustion level. When you activate a Harmonic Resonance, choose one of the following effects to add to the Harmony:

- Add double your Proficiency Bonus to the Harmony Save DC.
- Add 1d4 to the pool of dice generated or rolled for the Harmony (The number of dice added to the pool increases to 2d4 at level 6, 3d4 at level 13).
- When a creature with a Harmony active makes a Constitution Saving Throw, they may do so with Advantage.

You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to do so again.

Level 2: Leitmotif

When you activate the same Harmony on the same targets on sequential turns, you grant each creature involved in the Harmony either 1d4 Temporary Hit Points or a bonus 1d4 to their next Attack Roll, Ability Check or Saving Throw.

Level 2: Interval

Once per turn when a Harmony that you created would end, you may make a Charisma saving throw with a DC equal to 10 + the Harmonic level. On a success, the Harmony finishes at the end of your next turn instead of immediately. On a failure, the Harmony ends immediately as normal.

A Harmony's duration may only be extended once this way before having to be reactivated.

IDOL SUBCLASS: CADENCE OF CEREMONY

Historied Teachings

At 3rd level you begin to learn the rites and rituals of this Cadence. With 10 minutes preparation you gain double your proficiency bonus on Intelligence (History) Charisma (Persuasion) and Intelligence (Religion) checks for the next hour.

Additionally, you learn the Tutoring Harmony if you did not already know it.

Empowered Order

Also at 3rd level you begin to learn how to empower actions performed at specific timings. The first time a creature gains the benefit from a Harmony you activated, they gain 1d4 temporary hit points and a 1d4 bonus to their next roll in addition to the other benefits of the Harmony.

You may use this feature a number of times equal to your Proficiency Bonus before requiring a Long Rest to do so again.

The temporary hit points and bonus added to their next roll increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 15th.

HARMONIES KNOWN

Caesura Harmony

After Initiative is rolled but before the first round of combat begins, you may use a Reaction to create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it and ends immediately after its effect.

Effect: The creatures may reduce their initiative scores to a different position in the combat initiative tracker. A creature may only lower its initiative this way. When a creature lowers its initiative this way it gains an amount of Hit Points equal to your Charisma modifier. If the creature is already at its Hit Point maximum it gains the same amount of temporary Hit Points instead.

Contrary Harmony

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active when only one of the creatures takes damage whilst the other is within 5ft of it.

Effect: Until the end of your next turn, when one of the creatures chosen as part of this Harmony would take damage, the other creature may spend its Reaction to swap places with the other creature and become the target of the damage dealt instead. If a creature uses its Reaction in this way, reduce the damage it takes by an amount equal to your Charisma modifier.

Draining Harmony

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: When one of the creatures chosen with this Harmony does damage to another creature, this Harmony activates.

Tutoring Harmony

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, each of the creatures may make Ability Checks using the other's skill value.

Effect: Until the end of your next turn, when one of the creatures chosen as part of this Harmony would deal damage, it may deal an extra 1d4 Necrotic damage. The other targeted creature then gains hit points equal to the amount of Necrotic damage dealt this way.

IDOLS OF THE NEON DARK

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

Idol: Cadence of Ceremony (3rd Level)

SPECIES

ALIGNMENT

XP

Elf

Chaotic Good

BATTLE HAS STARTED!

INITIATIVE

+1

ARMOR CLASS

12

HIT POINTS

21

CURRENT:

I NEED TO HEAL

TOTAL

3

HIT DICE

d8

DEATH SAVES

SUCCESSSES



FAILURES



IT'S MY TURN, I WANT TO

MOVE:

30 ft

ATTACKS: 1 PER TURN

WEAPON

Short sword

TYPE

slashing

RANGE

5ft

ATTACK

+4

DAMAGE

1d6+2

USE AN ITEM

Violin

+5

Charisma

I WANT TO TRY AND DO...

+2

PROFICIENCY BONUS

11

PASSIVE WISDOM
(PERCEPTION)

STRENGTH

+2

15

- ☒ +2 SAVING THROWS
- ☐ +2 ATHLETICS

DEXTERITY

+1

13

- ☒ +1 SAVING THROWS
- ☒ +3 ACROBATICS
- ☐ +1 SLEIGHT OF HAND
- ☐ +1 STEALTH

CONSTITUTION

+1

13

- ☒ +1 SAVING THROWS

INTELLIGENCE

+0

10

- ☒ +0 SAVING THROWS
- ☐ +0 ARCANA
- ☐ +0 HISTORY
- ☐ +0 INVESTIGATION
- ☒ +2 NATURE
- ☐ +0 RELIGION

WISDOM

-1

8

- ☒ +1 SAVING THROWS
- ☐ -1 ANIMAL HANDLING
- ☒ +1 INSIGHT
- ☐ -1 MEDICINE
- ☒ +1 PERCEPTION
- ☐ -1 SURVIVAL

CHARISMA

+3

16

- ☒ +5 SAVING THROWS
- ☐ +0 DECEPTION
- ☐ +0 INTIMIDATION
- ☒ +5 PERFORMANCE
- ☒ +5 PERSUASION

CLASS FEATURES

BACKGROUND: Musician
Darkvision
Fey Ancestry
Keen Senses
Trance

IDOL CLASS:
Harmonic Casting
Harmonic Resonance
Leritmotif

IDOL SUBLASS:
Historied Teachings

FEATURES, TRAITS AND SPELLS

FEATURES

Darkvision. You have Darkvision with a range of 60 feet.

Elven Lineage.

High Elf: You know the Prestidigitation cantrip. Whenever you finish a Long Rest, you can replace that cantrip with a different cantrip from the Wizard spell list.

At 3rd level you may cast Detect Magic once per day.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage).

Fey Ancestry. You have Advantage on saving throws you make to avoid or end the Charmed condition.

Keen Senses. You have proficiency in the Insight, Perception, or Survival skill.

Trance. You don't need to sleep, and magic can't put you to sleep. You can finish a Long Rest in 4 hours if you spend those hours in a trancelike meditation, during which you retain consciousness.

IDOL CLASS

Level 1: Harmonic Casting

You can tap into the natural rhythms that each individual carries within them. Their actions, the way they move and act can be attuned to others around them to elevate and increase the impact of their abilities. A creature may only have one harmony active at a time.

Harmonic Activation: A Harmony can target any creature that meets the specific criteria of the unique harmony, including the character creating it. Whenever a non-willing creature is targeted this way, the creature may make a Wisdom saving throw against your Harmony DC.

Harmonic Duration: The benefits granted by a Harmony last until the end of your next turn or until you gain the Incapacitated condition. If a Harmony lists an alternate duration, use the specific duration listed in that Harmony.

Harmonic Level: Harmonies fall under different categories depending on the number of parts they require to activate. At first level you learn two harmonies of your choice from the 2-Part Harmony list. As you gain levels, you learn harmonies from higher harmonic levels.

Harmonies Known: The number of harmonies you know of each category is listed in the Idol Features Table.

Changing Your Harmonies Known: When you gain an Idol level, you can replace a number of Harmony's known equal to your Proficiency Modifier. Additionally, over the course of a Long Rest you can replace one of your harmonies known if you spend at least 2 hours engaging in practice with another creature.

Harmonic Ability: Charisma is your ability for activating Harmonies. In addition, you use your Charisma modifier when setting the saving throw DC for a Harmony.

Harmony Save DC = 8 + your Proficiency bonus + your Charisma modifier

Level 1: Harmonic Resonance

When you first activate a Harmony, as part of the same action used to activate it you may trigger a Harmonic Resonance. When you perform a Harmonic Resonance, you must make a Constitution saving throw with a DC of 10 + the Harmonic Level. On a failure, you gain an Exhaustion level. When you activate a Harmonic Resonance, choose one of the following effects to add to the Harmony:

- Add double your Proficiency Bonus to the Harmony Save DC.
- Add 1d4 to the pool of dice generated or rolled for the Harmony (The number of dice added to the pool increases to 2d4 at level 6, 3d4 at level 13).
- When a creature with a Harmony active makes a Constitution Saving Throw, they may do so with Advantage.

You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to do so again.

Level 2: Leitmotif

When you activate the same Harmony on the same targets on sequential turns, you grant each creature involved in the Harmony either 1d4 Temporary Hit Points or a bonus 1d4 to their next Attack Roll, Ability Check or Saving Throw.

Level 2: Interval

Once per turn when a Harmony that you created would end, you may make a Charisma saving throw with a DC equal to 10 + the Harmonic level. On a success, the Harmony finishes at the end of your next turn instead of immediately. On a failure, the Harmony ends immediately as normal.

A Harmony's duration may only be extended once this way before having to be reactivated.

IDOL SUBCLASS: CADENCE OF CEREMONY

Historied Teachings

At 3rd level you begin to learn the rites and rituals of this Cadence. With 10 minutes preparation you gain double your proficiency bonus on Intelligence (History) Charisma (Persuasion) and Intelligence (Religion) checks for the next hour.

Additionally, you learn the Tutoring Harmony if you did not already know it.

Empowered Order

Also at 3rd level you begin to learn how to empower actions performed at specific timings. The first time a creature gains the benefit from a Harmony you activated, they gain 1d4 temporary hit points and a 1d4 bonus to their next roll in addition to the other benefits of the Harmony.

You may use this feature a number of times equal to your Proficiency Bonus before requiring a Long Rest to do so again.

The temporary hit points and bonus added to their next roll increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 15th.

HARMONIES KNOWN

Opening Harmony

When a creature that can see and hear you within 30 feet misses an attack, you may use your Reaction to create a harmony between the creature and another creature of your choice.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: Until the end of your next turn, the creatures gain the following ability: "As a Reaction to a creature you are Harmonizing with missing an attack, you may make an attack with advantage against the same target."

Restorative Harmony

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: When this Harmony becomes active, a creature targeted by it may spend a Hit Dice and roll the dice. If a creature spends a Hit Dice this way the creature it is Harmonizing with regains hit points equal to the amount rolled + Your Charisma modifier.

Shrouding Harmony

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, whilst this Harmony is active the creatures chosen gain the following ability: "When a creature you are Harmonizing with is targeted by an attack, if you are within 5 ft of the creature you may spend a Reaction to add 1d4 to their armor class."

Tutoring Harmony

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, each of the creatures may make Ability Checks using the other's skill value.

IDOLS OF THE NEON DARK

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

Idol: Cadence of Ceremony (3rd Level)

SPECIES

ALIGNMENT

XP

Human

Neutral Good

BATTLE HAS STARTED!

INITIATIVE

+3

ARMOR CLASS

12

HIT POINTS

24

CURRENT:

I NEED TO HEAL

TOTAL

3

HIT DICE

d8

DEATH SAVES

SUCCESSES

○ — ○ — ○

FAILURES

○ — ○ — ○

IT'S MY TURN, I WANT TO

MOVE:

30 ft

ATTACKS: 1 PER TURN

WEAPON

TYPE

Quarterstaff

Bludgeoning

RANGE

ATTACK

DAMAGE

5ft

+4

1d6+2

USE AN ITEM

Pan pipes

+5

Charisma

I WANT TO TRY AND DO...

+2

PROFICIENCY BONUS

13

PASSIVE WISDOM (PERCEPTION)

STRENGTH

+2

15

- ◇ +2 SAVING THROWS
- +4 ATHLETICS

DEXTERITY

+1

13

- ◇ +1 SAVING THROWS
- +1 ACROBATICS
- +3 SLEIGHT OF HAND
- +1 STEALTH

CONSTITUTION

+2

14

- ◇ +2 SAVING THROWS

INTELLIGENCE

+0

10

- ◇ +0 SAVING THROWS
- +2 ARCANA
- +2 HISTORY
- +2 INVESTIGATION
- +0 NATURE
- +2 RELIGION

WISDOM

-1

8

- ◇ +0 SAVING THROWS
- -1 ANIMAL HANDLING
- -1 INSIGHT
- -1 MEDICINE
- +3 PERCEPTION
- -1 SURVIVAL

CHARISMA

+2

15

- ◇ +4 SAVING THROWS
- +4 DECEPTION
- +2 INTIMIDATION
- +2 PERFORMANCE
- +2 PERSUASION

CLASS FEATURES

Resourceful
Skillful
Versatile (Alert)

IDOL CLASS:
Harmonic Casting
Harmonic Resonance
Leritmotif
Interval

IDOL SUBCLASS:
Historied Teachings
Empowered Order

FEATURES, TRAITS AND SPELLS

FEATURES

Resourceful: You gain Heroic Inspiration whenever you finish a Long Rest.
Skillful: You gain proficiency in one skill (Religion).
Versatile (Alert): You gain the Alert feat.

Alert: You gain the following benefits:

Initiative Proficiency. When you roll Initiative, you can add your Proficiency Bonus to the roll.

Initiative Swap. Immediately after you roll Initiative, you can swap your Initiative with the Initiative of one willing ally in the same combat. You can't make this swap if you or the ally has the Incapacitated condition.

IDOL CLASS

Level 1: Harmonic Casting

You can tap into the natural rhythms that each individual carries within them. Their actions, the way they move and act can be attuned to others around them to elevate and increase the impact of their abilities. A creature may only have one harmony active at time.

Harmonic Activation: A Harmony can target any creature that meets the specific criteria of the unique harmony, including the character creating it. Whenever a non-willing creature is targeted this way, the creature may make a Wisdom saving throw against your Harmony DC.

Harmonic Duration: The benefits granted by a Harmony last until the end of your next turn or until you gain the Incapacitated condition. If a Harmony lists an alternate duration, use the specific duration listed in that Harmony.

Harmonic Level: Harmonies fall under different categories depending on the number of parts they require to activate. At first level you learn two harmonies of your choice from the 2-Part Harmony list. As you gain levels, you learn harmonies from higher harmonic levels.

Harmonies Known: The number of harmonies you know of each category is listed in the Idol Features Table.

Changing Your Harmonies Known: When you gain an Idol level, you can replace a number of Harmony's known equal to your Proficiency Modifier. Additionally, over the course of a Long Rest you can replace one of your harmonies known if you spend at least 2 hours engaging in practice with another creature.

Harmonic Ability: Charisma is your ability for activating Harmonies. In addition, you use your Charisma modifier when setting the saving throw DC for a Harmony.

Harmony Save DC = 8 + your Proficiency bonus + your Charisma modifier

Level 1: Harmonic Resonance

When you first activate a Harmony, as part of the same action used to activate it you may trigger a Harmonic Resonance. When you perform a Harmonic Resonance, you must make a Constitution saving throw with a DC of 10 + the Harmonic Level. On a failure, you gain an Exhaustion level. When you activate a Harmonic Resonance, choose one of the following effects to add to the Harmony:

- Add double your Proficiency Bonus to the Harmony Save DC.
- Add 1d4 to the pool of dice generated or rolled for the Harmony (The number of dice added to the pool increases to 2d4 at level 6, 3d4 at level 13).
- When a creature with a Harmony active makes a Constitution Saving Throw, they may do so with Advantage.

You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to do so again.

Level 2: Leitmotif

When you activate the same Harmony on the same targets on sequential turns, you grant each creature involved in the Harmony either 1d4 Temporary Hit Points or a bonus 1d4 to their next Attack Roll, Ability Check or Saving Throw.

Level 2: Interval

Once per turn when a Harmony that you created would end, you may make a Charisma saving throw with a DC equal to 10 + the Harmonic level. On a success, the Harmony finishes at the end of your next turn instead of immediately. On a failure, the Harmony ends immediately as normal.

A Harmony's duration may only be extended once this way before having to be reactivated.

IDOL SUBCLASS: CADENCE OF CEREMONY

Historied Teachings

At 3rd level you begin to learn the rites and rituals of this Cadence. With 10 minutes preparation you gain double your proficiency bonus on Intelligence (History) Charisma (Persuasion) and Intelligence (Religion) checks for the next hour.

Additionally, you learn the Tutoring Harmony if you did not already know it.

Empowered Order

Also at 3rd level you begin to learn how to empower actions performed at specific timings. The first time a creature gains the benefit from a Harmony you activated, they gain 1d4 temporary hit points and a 1d4 bonus to their next roll in addition to the other benefits of the Harmony.

You may use this feature a number of times equal to your Proficiency Bonus before requiring a Long Rest to do so again.

The temporary hit points and bonus added to their next roll increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 15th.

HARMONIES KNOWN

Coordinated Harmony

As an action you create a harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: Whilst this Harmony is active, the next time either targeted creature makes the attack action, the other targeted creature may spend its Reaction to grant it a bonus 1d4 to all Attack Rolls it would make. If a creature spends its Reaction this way, it must use its action on its turn to make attacks against the same target, if possible. This harmony ends once both creatures have used a Reaction this way or if a creature cannot use its attack action to attack the same target.

Reliant Harmony

When a creature that can see and hear you within 30 feet must make a saving throw, you may use your Reaction to create a harmony between the creature and another creature that doesn't need to make a saving throw against the same effect.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: When one of the creatures under the effect of this Harmony makes a saving throw, it may make the save using the other creature's saving throw modifier instead.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect. On a failure, that creature's saving throws may be used by another target or the unwilling creature must use the saving throw of the other target.

Sequential Harmony

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony is active when one of the chosen creatures turns is directly after the other in the Initiative Order.

Effect: Until the end of your next turn, whilst this Harmony is active, when one of the creatures succeeds in making an attack roll, the creature it is in Harmony with may spend a Reaction to make an attack against a target of their choice.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect.

Tutoring Harmony

As an action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the same action used to create it.

Effect: Until the end of your next turn, each of the creatures may make Ability Checks using the other's skill value.

IDOLS OF THE NEON DARK

CHARACTER NAME

CLASS & LEVEL

PLAYER NAME

Idol: Cadence of Ceremony (3rd Level)

SPECIES

ALIGNMENT

XP

Tiefling

Lawful Good

BATTLE HAS STARTED!

INITIATIVE

+2

ARMOR CLASS

15

HIT POINTS

21

CURRENT:

I NEED TO HEAL

TOTAL

3

HIT DICE

d8

DEATH SAVES

SUCCESSES

○ — ○ — ○

FAILURES

○ — ○ — ○

IT'S MY TURN, I WANT TO

MOVE:

30 ft

ATTACKS: _ PER TURN

WEAPON

Short sword

TYPE

Slashing

RANGE

5ft

ATTACK

+4

DAMAGE

1d6+2

USE AN ITEM

Flute

+5

Charisma

I WANT TO TRY AND DO...

+2

PROFICIENCY BONUS

13

PASSIVE WISDOM
(PERCEPTION)

STRENGTH

-1

8

- ◇ -1 SAVING THROWS
- -1 ATHLETICS

DEXTERITY

+2

15

- ◇ +2 SAVING THROWS
- +2 ACROBATICS
- +4 SLEIGHT OF HAND
- +4 STEALTH

CONSTITUTION

+1

13

- ◇ +1 SAVING THROWS

INTELLIGENCE

+0

10

- ◇ +0 SAVING THROWS
- +0 ARCANA
- +0 HISTORY
- +0 INVESTIGATION
- +0 NATURE
- +0 RELIGION

WISDOM

+1

12

- ◇ +1 SAVING THROWS
- +1 ANIMAL HANDLING
- +3 INSIGHT
- +1 MEDICINE
- +3 PERCEPTION
- +1 SURVIVAL

CHARISMA

+3

16

- ◇ +5 SAVING THROWS
- +3 DECEPTION
- +3 INTIMIDATION
- +5 PERFORMANCE
- +3 PERSUASION

CLASS FEATURES

Lucky
Darkvision (60ft)
Fiendish Legacy
Otherworldly Presence

IDOL CLASS:
Harmonic Casting
Harmonic Resonance
Leritmotif

IDOL SUBLASS:
Historied Teachings

FEATURES, TRAITS AND SPELLS

FEATURES

Luck Points. You have a number of Luck Points equal to your Proficiency Bonus and can spend the points on the benefits below. You regain your expended Luck Points when you finish a Long Rest.

Advantage. When you roll a d20 for a D20 Test, you can spend 1 Luck Point to give yourself Advantage on the roll.

Disadvantage. When a creature rolls a d20 for an attack roll against you, you can spend 1 Luck Point to impose Disadvantage on that roll.

Darkvision. You have Darkvision with a range of 60 feet.

Fiendish Legacy. Infernal Legacy: You have Resistance to Fire damage. You also know the Fire Bolt cantrip. At 3rd level you gain the Hellish Rebuke spell.

When you reach character levels 3 and 5, you learn a higher-level spell, as shown on the table. You always have that spell prepared. You can cast it once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the legacy).

Otherworldly Presence. You know the Thaumaturgy cantrip. When you cast it with this trait, the spell uses the same spellcasting ability you use for your Fiendish Legacy trait.

IDOL CLASS

Level 1: Harmonic Casting

You can tap into the natural rhythms that each individual carries within them. Their actions, the way they move and act can be attuned to others around them to elevate and increase the impact of their abilities. A creature may only have one harmony active at a time.

Harmonic Activation: A Harmony can target any creature that meets the specific criteria of the unique harmony, including the character creating it. Whenever a non-willing creature is targeted this way, the creature may make a Wisdom saving throw against your Harmony DC.

Harmonic Duration: The benefits granted by a Harmony last until the end of your next turn or until you gain the Incapacitated condition. If a Harmony lists an alternate duration, use the specific duration listed in that Harmony.

Harmonic Level: Harmonies fall under different categories depending on the number of parts they require to activate. At first level you learn two harmonies of your choice from the 2-Part Harmony list. As you gain levels, you learn harmonies from higher harmonic levels.

Harmonies Known: The number of harmonies you know of each category is listed in the Idol Features Table.

Changing Your Harmonies Known: When you gain an Idol level, you can replace a number of Harmony's known equal to your Proficiency Modifier. Additionally, over the course of a Long Rest you can replace one of your harmonies known if you spend at least 2 hours engaging in practice with another creature.

Harmonic Ability: Charisma is your ability for activating Harmonies. In addition, you use your Charisma modifier when setting the saving throw DC for a Harmony.

Harmony Save DC = 8 + your Proficiency bonus + your Charisma modifier

Level 1: Harmonic Resonance

When you first activate a Harmony, as part of the same action used to activate it you may trigger a Harmonic Resonance. When you perform a Harmonic Resonance, you must make a Constitution saving throw with a DC of 10 + the Harmonic Level. On a failure, you gain an Exhaustion level. When you activate a Harmonic Resonance, choose one of the following effects to add to the Harmony:

- Add double your Proficiency Bonus to the Harmony Save DC.
- Add 1d4 to the pool of dice generated or rolled for the Harmony (The number of dice added to the pool increases to 2d4 at level 6, 3d4 at level 13).
- When a creature with a Harmony active makes a Constitution Saving Throw, they may do so with Advantage.

You may use this feature a number of times equal to your proficiency bonus before requiring a long rest to do so again.

Level 2: Leitmotif

When you activate the same Harmony on the same targets on sequential turns, you grant each creature involved in the Harmony either 1d4 Temporary Hit Points or a bonus 1d4 to their next Attack Roll, Ability Check or Saving Throw.

Level 2: Interval

Once per turn when a Harmony that you created would end, you may make a Charisma saving throw with a DC equal to 10 + the Harmonic level. On a success, the Harmony finishes at the end of your next turn instead of immediately. On a failure, the Harmony ends immediately as normal.

A Harmony's duration may only be extended once this way before having to be reactivated.

IDOL SUBCLASS: CADENCE OF CEREMONY

Historied Teachings

At 3rd level you begin to learn the rites and rituals of this Cadence. With 10 minutes preparation you gain double your proficiency bonus on Intelligence (History) Charisma (Persuasion) and Intelligence (Religion) checks for the next hour. Additionally, you learn the Tutoring Harmony if you did not already know it.

Empowered Order

Also at 3rd level you begin to learn the power of actions performed in specific timings. When a creature that is the target of a harmony you cast uses an Action, Bonus Action and Movement on their turn they gain 1d4 temporary hit points and a 1d4 bonus to their next roll.

The temporary hit points and bonus added to their next roll increases to 1d6 at 6th level, 1d8 at 10th level and 1d10 at 15th.

HARMONIES KNOWN

Coordinated Harmony

As an action you create a harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it.

Effect: Whilst this Harmony is active, the next time either targeted creature makes the attack action, the other targeted creature may spend its Reaction to grant it a bonus 1d4 to all Attack Rolls it would make. If a creature spends its Reaction this way, it must use its action on its turn to make attacks against the same target, if possible. This harmony ends once both creatures have used a Reaction this way or if a creature cannot use its attack action to attack the same target.

Sequential Harmony

As a Bonus Action you create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony is active when one of the chosen creatures turns is directly after the other in the Initiative Order.

Effect: Until the end of your next turn, whilst this Harmony is active, when one of the creatures succeeds in making an attack roll, the creature it is in Harmony with may spend a Reaction to make an attack against a target of their choice.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect.

Pacing Harmony

After Initiative is rolled but before the first round of combat begins, you may use a Reaction to create a Harmony between two creatures of your choice that can see and hear you within 30 feet.

Activation: This Harmony becomes active as part of the action used to create it and ends immediately after its effect.

Effect: The creatures chosen as the target of this Harmony may set their initiative count as 10. If this effect would lower a creature's initiative count they gain +1d4 to their next check made.

If this Harmony targets any unwilling creatures, the unwilling creature may make a Wisdom saving throw to avoid the effect.

Tutoring Harmony

As an action you create a Harmony between two creatures of your choice within 30ft that can see and hear you.

Activation: This Harmony becomes active once cast.

Effect: Until the end of your next turn, each of the creatures may make Skill checks using the others Skill Score.

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