

GAMEPLAY AND TREASURE PATCH

June 12th, 2026

Changes

Barbarian Class Features

Vicious Rage

Update: At 3rd level, while in a Rage, your melee weapon attacks deal extra damage **equal to your PRO**.

Explanation: The Barbarian has consistently outperformed other martial classes, being the superior option for maximum damage output, and the center of attention for all potential buffs and power-ups. Their power has fundamentally changed the way we rate and compare damage, and has had a profound impact on the way GMs have to balance encounters. This change will only reduce their average damage by 1.5, but make it static, allowing them to stay competitive as a damage dealer. It will also encourage less “crit fishing” builds. Overall, it will hopefully allow them to remain a fun and powerful class while also encouraging people to experiment with other classes and builds to achieve high damage.

Druid Sub-Class: Circle of Elements

Elemental forms

Update: When you take other forms, your attacks are considered magical to bypass damage resistance and immunities. **Also, whenever you use your Wild Shape feature, you may add your PRO twice when calculating your AC for that form.**

Wild Shape

Updates:

- **Flame Serpent**
 - STR **4**
 - AC **+1**
 - Temp HP **10**
 - **Multiattack - You make two bite attacks**
- **Ice Toad**
 - STR **5**
 - AC **+2**
 - **No longer vulnerable to fire damage**
 - Temp HP **20**
 - **Multiattack - You make one bite attack, and use your Cold Breath if possible.**
- **Stone Bison**
 - AC **+3**
 - Temp HP **30**
- **Zephyr Hawk**
 - AC **+1**
 - Temp HP **5**

Explanation: The Druid is the least used class in our roster, and their Wild Shape tends to struggle on the front lines in combat. While Druids are often meant to focus more on their spells than Wild Shape forms, the Circle of the Elements Druid is designed to utilize it as their primary combat method. Even so, they tend to fall a bit behind other martial characters. With their new AC, temp HP, and Multiattacks, combined with a massive, progressive boost to AC, they should quickly become a competitive, chaotic, and powerful force at the vanguard of your next party.

Spells

Haste

Update: You double the target's SPDs, it gains a +2 bonus to AC, and advantage to DEX saving throws. It can also take an extra action each round, but only use it to Attack (**one weapon attack only**), cast a spell, Dash, Disengage, Hide, or use a bonus action or an interact.

Explanation: This spell has been a staple of every martial class, constantly being used through scrolls or being granted by casters in the party to deal ridiculous damage numbers that make encounter balancing impossibly difficult. The spell performs too well, making turns take longer, raising damage numbers far above norms, and encouraging spell casters to focus on buffing damage dealers, rather than enjoying and experimenting with their own spells. This change will balance the damage of martial characters while still granting benefits, reduce the time that turns take, and encourage spellcasters to utilize them for new combinations and builds.

Treasure & Equipment

Gauntlets of Ogre Power

Update:

- If your **STR is 3 or lower, it becomes STR 4** while wearing and attuned to them. If your **STR is 4 or higher**, they have no effect.
- **Cannot be paired with any item that sets an ability to 4**

Headband of Intellect

Update:

- If your **INT is 3 or lower, it becomes INT 4** while wearing and attuned to them. If your **INT is 4 or higher**, they have no effect.
- **Cannot be paired with any item that sets an ability to 4**

Reinforced Bow

Update: In order to fire the bow, you must spend **3 squares** of movement per attack, stabilizing yourself for the difficult shot.

Scorpion Darts

Update: All scorpion dart weapons and treasure items now have the monk property.

Explanation:

- Gauntlets of Ogre Power and Band of Intellect are the go to for many builds, allowing easy access to maximum stats with little downside. This change balances them with their 5e counterparts, increasing the power of high stat heroes, and encourages important Ability Score Increase decisions.
- The Reinforced Bow's extra damage was meant to balance out with the sacrifice of using movement. Evidently, the cost wasn't enough to be much of a consideration. The bow should now hopefully mix its extra damage with a strategic debate over whether the movement is more important than the damage.
- Scorpion Darts just make sense as Monk weapons. It was an oversight that they didn't have the property previously, so we are simply adding it. Finally, monks can enjoy their brand new kusarigama without needing a feat!