

Chapter 24

The Power of DME

Dark Matter and Dark Energy is everywhere within the natural universe. It is estimated that more than 85% of the matter and energy within the universe is this unseen force. The people of Orin's Gate can manipulate this energy through means of implants, cybernetics, or items. They refer to it by many names in many languages, but it is frequently just referred to as DM or DME (Demi). In this RPG it is referred to as DME much of the time. As the abilities of DME were discovered, and the abilities to do many basic routines were focused upon, the path of technology and advancement changed radically from the world we live in. Many basic chores, transportation, and communication are done through DME.

Most frequently, people will have items within their homes, or on their person that allows them to have basic manipulations of DME. This can include Communication Stones, Prestidigitation closets, or Continual Flame lamps to light their homes. Some people have Cybernetic Limbs that have been replaced from accidents, the wars, or simply because the person wanted to do so (This last one is highly rare and typically frowned upon.) These limbs can manipulate Dark Matter to a higher degree. Depending on the level of the persons tinkering with the arm, the more power it can contain and manipulate. These limbs are typically expensive and require a good deal of Bekkr, a government backed medical reason, or a sponsor.

Rarer are those that have implants within the body. These implants spread out throughout the nervous system and use their own body as a power source and syphon for Dark Matter. As they get older, and their frequency in which they use DME increases, their bodies start to glow along the nerve pathways they use to manipulate it. Within the past few Centuries after the Bekkr Scourge, there have been rare circumstances where people have innate abilities to see and manipulate dark matter. Scientists continue to search out this phenomenon, trying to figure out how this came to be and if it can be replicated. While there is a great deal of breadth to the uses of DME, very few people ever gain a great deal of depth to their manipulations of DME.

Level	1	2	3	4	5	6	7	8	9
1*	2								
2	3								
3	4	2							
4	4	3							
5*	4	3	2						
6	4	3	3						
7	4	3	3	1					
8	4	3	3	2					
9	4	3	3	3	1				
10	4	3	3	3	2				
11*	4	3	3	3	2	1			
12	5	3	3	3	2	1			
13	5	3	3	3	2	1	1		
14	5	4	3	3	2	1	1		
15	5	4	3	3	2	1	1	1	
16	6	4	3	3	2	1	1	1	
17*	6	4	3	3	2	1	1	1	1
18	6	4	3	3	3	1	1	1	1
19	6	4	3	3	3	2	1	1	1
20	6	4	3	3	3	2	2	1	1

- **Tricks:** Tricks are DM abilities that are easy to master, and many have learned the basics of. This is found all throughout Orion's Gate, from the wilds and clans of the wilderness regions, to the highest peaks of civilization and cities. They increase in power based on your DME Level. For the purposes of Tricks, Adepts gain 1 DME level per level.
- **1st Circle:** This can be found in many of the more up and coming villages, where shop-keepers have adventured out to make a name for themselves. Hedge doctors, shop-keepers, and basic tinkers and smiths will have access to this.
- **2nd-4th Circle:** This can be found within the borders of towns within Orion's Gate. They are considered the pinnacle of many that practice the DM arts for much of their lives.
- **5th Circle:** Only in the cities where great educations are available is this level of DM found. Through great nurturing and focus, someone of this level can be found.
- **6th Circle:** These DM users are some of the most powerful and rare within the world. Only a handful have ever reached this level, and they are typically at the top of their military, governance, or organizations. Most people will never even see or meet someone that has this level of power.
- **7th-9th Circle:** Rumors and legends swirl around this level of power. It is widely believed that even 6th Circle DM powers are a myth, but even by the educated it is believed that anything above 6th level is simply impossible.

DME User by Level

In the Class Section of this book, it will reference the Level of the DME user and their powers. The reason for this is due to multiclassing. Refer to this chart to see what level and how many powers slots you have available.

- Adepts: FULL DME Users (1 Class level= 1 DME Level)
- Artificers: Half DME Users (Follow the Class Chart, but roughly every 2 Class levels is 1 DME level)
- Berserkers: Not DME Users at all
- Chronomats: Full DME Users (1 Class level= 1 DME Level)
- Elementalists: Full DME Users (1 Class level= 1 DME Level)
- Empath: ¾ DME Users (Follow the Class Chart, but roughly every 1.5 class levels is 1 DME level)
 - Divergence of DME is a Full DME Users (1 Class level= 1 DME Level)

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- Fighter: Classes that gain DME are considered 1/3 DME Users (Follow Class chart, but roughly every 3rd Class level is 1 DME level)
- Guardian: Half DME Users (Follow the Class Chart, but roughly every 2 Class levels is 1 DME level)
 - Domain of Dreams, Harvest, and Storms are Full DME Users (1 Class level= 1 DME Level)
- Monk: Not DME Users at all
- Rogue: Classes that gain DME are considered 1/3 DME Users (Follow Class chart, but roughly every 3rd Class level is 1 DME level)
- Sentinel: Half DME Users (Follow the Class Chart, but roughly every 2 Class levels is 1 DME level)

DME Powers and Higher Levels

When a DME User uses a power using points from their well that is of a higher level than the power, the power assumes the higher level for that power. For instance, if a character uses a power that is 1st level but activates it at 2nd-level, the power is effectively 2nd level. However, the costs of activating that power uses a 2nd level power. If that same character uses a 1st level power at 4th level, it costs a 4th level spot. Some powers, such cure wounds, have more powerful effects when used at a higher level, as detailed in a power's description.

Concentration

Some powers require you to maintain concentration to keep their power active. If you lose concentration, such a power ends. If a power must be maintained with concentration, that fact appears in its Duration entry, and the power specifies how long you can concentrate on it. You can end concentration at any time (no action required). Normal activity, such as moving and attacking, doesn't interfere with concentration. The following factors can break concentration:

- Using another power that requires concentration. You lose concentration on a power if you use another power that requires concentration. You can't concentrate on two powers at once. You can however maintain concentration on 1 power and use another that does not require concentration and has an activation time of 1 action or less.
- Taking damage. Whenever you take damage while you are concentrating on a power, you must make a Constitution saving throw to maintain your concentration. The DC equals 10 or half the damage you take, whichever number is higher. If you take damage from multiple sources, such as a blaster bolt and a creature's claw attack, you make a separate saving throw for each source of damage.
- Being incapacitated or killed. You lose concentration on a power if you are incapacitated or if you die.

Material Components for DME Power Activation & DME Protocol Activation

Any DME power that is not a Trick is going to require a certain amount of Bekkr outside of the body to power. Many DME users carry around a pouch filled with Bekkr dust in order to activate these powers, and over the years have gotten proficient in only drawing out as much Bekkr Dust as is needed. Because most DME users within Vendrosa are not capable of activating powers above 2nd level, they never need more than a handful of Bekkr Dust. There are some powers that require even more Bekkr than what an entire bag of dust can offer, so the use of Bekkr Coins, or BC or even Refined Bekkr RB is used in order to activate the Bekkr. If the DME user has a DME Focus made from Purified Bekkr, it can substitute for much of these costs. The cost of the Purified Bekkr Focus can negate any Bekkr Dust costs, but the activation of the power must cost 10% of the cost of the Focus.

There is a way to activate certain DME powers without the use of a power slot (Artificers, Chronomats, and certain subclasses of Adept and Rogue are the only ones able to do this). If the user has enough Bekkr Dust to double the cost of Bekkr material, and an additional 1 hour to draw out the Fractal pattern to draw in the right frequency, they can activate certain powers. It will specify on the power if it is eligible for a Protocol activation.

- Attempting to memorize a Fractal takes time and is difficult. A character must make an Intelligence/DME check in order to memorize it. The DC is 10+ the Circle level of the power. If the memorization fails, the power is accidentally activated, and the fractal is lost. You can only memorize powers that you can activate naturally.
- The Time required to memorize a Fractal is 1 hour + 1 hour for each circle of the power.

DME Recovery

Expend DME slots can only be recovered by a long rest (unless you are an Adept, in which case you have a unique pool of power slots separate from other classes.)

Primary Means of DME Access and Understanding

Each class has a different base stat in order to access DME. Here is the breakdown based on base stats. Some understand DME through means of an intellectual means, while others understand it in a more organic and instinct means. Some do not understand it so much as control it through their sheer force of will and personality.

- INT: Artificer, Chronomat, Fighter, Rogue
- WIS: Guardian, Sentinel
- CHA: Adept, Empath, & Elementalist

DME Categories

DME in of itself is a uniform energy, but highly diverse within its signatures. Like a rainbow with its multitude of colors, each one unique, but all part of the whole, so to is Dark Matter and Dark Matter Energy. Over the millennia as people have discovered its uses, they have broken those

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unique facets into terminologies to help further study. Here is the list of DME categories as they are understood currently. Each unique facet also has a unique color to its energy signature.

- **Chronomancy (Silver):** The ability to directly affect the flow of time through the warping of dimensional energies in small pinpoints. Though it does not allow time-travel in the most basic sense, it does allow for the reversal of injury, or the expedition of healing. The most powerful healers, medics and doctors are all Chronomats.
- **Dimensional (Iridescent):** The ability to move yourself or other things through dimensional space or manipulate dimensional energy on the same plane of existence you are currently on. With Orin's Gate operational, only the latter is possible.
- **Elemental:** The Elemental powers are DME powers that directly affect the elements or have elemental like effects. They are some of the most basic in form, but typically one of the most destructive. This category is further broken down into the following elements.
 - **Acid (Orange):** This covers both ranges of the pH balance of the world. Both Base and Acid is found within this element.
 - **Cold (Blue):** This covers the extracting of temperatures through the rapid deceleration of DME in the air.
 - **Fire (Red):** Though exciting the molecules in the air with DME is fundamentally easy, it is difficult to direct and control.
 - **Lightning (Yellow):** Lightning through the alignment of electrons in DME.
 - **Radiant (Gold):** Drawing out the natural radioactive elements of molecules through DME control.
- **Enhancement (White):** The ability to augment and strengthen an ability, effect, or material through DME use.
- **Organic (Green):** The ability to enhance or degrade living things through direct effects.
- **Psionic (Purple):** The ability to read and manipulate the waves of mental thought throughout the world, and even exert your mental will on physical objects.
- **Resonance (Indigo):** The manipulation of sound through DME means.

Tricks

DME Tricks are some of the most fundamental and basic of the DME powers within all of Orin. They require so little in the way of material and activation, they often can be drawn out by the rare and talented without need of a focus or items to channel its power. As the user becomes more experienced within DME usage, the power of their tricks also increases, based on the level of DME user they are.

Acid Splash

Cost: 0

Category: Elemental (Acid)

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: You hurl a bubble of acid. Choose one creature within range or choose two creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid damage.

At Higher Level: This power damage increases when you reach higher levels. At 5th, 11th, and 17th DME level, the damage of the power goes up by 1 die.

Blade Ward

Cost: 0

Category: Enhancement

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: Until the end of your next turn, you have resistance against bludgeoning, piercing, and slashing damage dealt by weapon attacks.

Booming Blade

Cost: 0

Category: Resonance

Initiation: 1 action

Range: Self

Duration: Instant

Description: As part of the action used to use this Power, you must make a melee attack with a weapon against one creature within the power's range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and it becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d8 thunder damage, and the power ends.

At Higher Level: This power damage increases when you reach higher levels. At 5th, 11th, and 17th DME level the damage of the power goes up by 1 die.

Control Flames

Cost: 0

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Category: Elemental (Fire)

Initiation: 1 action

Range: 60 feet

Duration: Instant; Concentration up to 1 minute

Description: Choose or create an opened flame that you see and fits in a 5-foot cube. You affect it in one of the following ways:

- You expand the flame 5 feet in one direction if fuel is present in the new location.
- You extinguish the flames within the cube.
- You double or halve the area of bright light and dim light use by the flame, change its color, or both. The change lasts for 1 hour.
- You cause simple shapes to appear within the flames and animate as you like. The shapes last for 1 hour.
- Create a fire within a 5-foot cube that deals 1d6 damage to any creature that starts its turn in the location.

If you use this power multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss an effect as an action.

At Higher Levels: At 5th, 11th, and 17th DME level the damage of the power goes up by 1 die.

Dancing Lights

Cost: 0

Category: Elemental (Dimensional, Fire, Lightning, Radiant)

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 1 minute

Description: You create up to four torch-sized lights within range, making them appear as torches, lanterns, or glowing orbs that hover in the air for the duration. You can also combine the four lights into one glowing vaguely humanoid form of Medium size. Whichever form you choose, each light shed dim light in a 10-foot radius. As a bonus action on your turn, you can move the lights up to 60 feet to a new spot within range. A light must be within 20 feet of another light created by this power, and a light winks out if it exceeds the powers range.

Decompose

Cost: 0

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: Instant

Description: You draw on the natural bacteria and germs within a target to make them ill with Necrosis. If the target is injured already, you can cause the wound to fester, dealing additional damage. If the target is already dead, you can accelerate the process of decomposition, even causing mushrooms, fungus, and mold to grow. The target must make a Constitution saving throw to fight off the effects.

At Higher Levels: The powers damage increases by 1d8 necrotic damage. If the target is already injured, it deals 1d12 damage. When you reach Higher DME Levels, it increases the damage; 5th (2d6 or 2d12), 11th (3d6 or 3d12), and 17th (4d6 or 4d12).

DME Hand (Minor Telekinesis)

Cost: 0

Category: Psionic

Range: 30 feet

Initiation: Bonus Action

Duration: Concentration; 1 minute

Description: You can use your action to control and interact with objects with your mind, in a similar manner to your hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. This power can't attack or carry more than 10 pounds.

DME Weapon

Cost: 0

Category: Enhancement

Initiation: 1 action

Range: Touch Duration: Concentration: 1 minute

you imbue the melee weapon you are holding is imbued with power. For the duration, you can use your DME ability instead of Strength or Dexterity for the attack and damage rolls of melee attacks using that weapon, and the weapon's damage die becomes a d8. The weapon also becomes DM infused, if it isn't already. Additionally, it gains either a +1 to attack, or damage, but not both. The power ends if you use it again or if you let go of the weapon.

Friends

Cost: 0

Category: Psionic

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Initiation: 1 action

Range: Self

Duration: Concentration; 1 minute

Description: For the duration, you have advantage on all Charisma checks directed at one creature of your choice that isn't hostile toward you. When the power ends, the creature realizes that you used DM to influence its mood and becomes hostile toward you. A creature prone to violence might attack you. Another creature might seek retribution in other ways (at the GM's discretion), depending on the nature of your interaction with it.

Frostbite

Cost: 0

Category: Elemental (Cold)

Initiation: 1 action

Range: Touch

Duration: Instant

Description: You cause numbing frost to form on one creature that you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 1d10 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

At Higher Levels: The power damage increases by 1d6 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Heated Blade

Cost: 0

Category: Enhancement & Elemental (Fire)

Initiation: 1 action

Range: Self

Duration: Instant

Description: As part of the action used to use this power, you must make a melee attack with a weapon against one creature within the powers range, otherwise the power fails. On a hit, the target suffers the attack's normal effects, and fire leaps off the blade dealing additional damage.

At Higher Levels: This power damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d6 fire damage to another target, and the fire damage to the primary creature increases to 1d6 + your powers ability modifier. Both damage rolls increase by 1d6 at 11th level and 17th level.

Light

Cost: 0

Category: Elemental (Radiant or Lightning)

Initiation: Bonus Action

Range: Touch

Duration: 1 Hour

Description: You stimulate the Dark Matter around an object that is no larger than 10 feet in any dimension. Until the power ends, the object sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The power ends if you use it again or dismiss it as a bonus action.

At Higher levels: If you target an object held or worn by a hostile creature, that creature must succeed on a Dexterity saving throw to avoid the power.

Mending

Cost: 0

Category: Chronomancy

Initiation: 1 minute

Range: Touch

Duration: 1 minute

Description: This power allows you to reverse time in an extremely localized area to make repairs to a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This power can physically repair a DME item or construct, but the power can't restore DM to such an object.

Message

Cost: 0

Category: Psionic

Initiation: 1 action

Range: 120 feet

Duration: Instant

Description: You point your finger toward a creature within range and whisper a message. The target (and only the target) hears the message and

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can reply in a whisper that only you can hear. You can use this power through solid objects if you are familiar with the target and know it is beyond the barrier. DM silence blocks the power. The power doesn't have to follow a straight line and can travel freely around corners or through openings.

Minor Illusion

Cost: 0

Category: Elemental (Radiant), Psionic

Initiation: 1 minute

Range: 30 feet

Duration: Concentration; 1 minute

Description: You create a sound or an image of an object within range that lasts for the duration. The illusion also ends if you dismiss it as an action or activate this power again. If you create a sound, its volume can range from a whisper to a scream. It can be your voice, someone else's voice, a lion's roar, a beating of drums, or any other sound you choose. The sound continues unabated throughout the duration, or you can make discrete sounds at different times before the power ends. If you create an image of an object, such as a chair, muddy footprints, or a small chest, it must be no larger than a 5-foot cube. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image reveals it to be an illusion, because things can pass through it. If a creature uses its action to examine the sound or image, the creature can determine that it is an illusion with a successful Intelligence (Investigation) check against your power save DC. If a creature discerns the illusion for what it is, the illusion becomes faint to the creature.

Naturecraft

Cost: 0

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: Instant

Description: Concentrating on your connection with nature, you create one of the following effects within range: You create a tiny, harmless sensory effect that predicts what the weather will be at your location for the next 24 hours. The effect might manifest as a golden orb for clear skies, a cloud for rain, falling snowflakes for snow, and so on. This effect persists for 1 round. You instantly make a flower blossom, a seed pod open, or a leaf bud bloom. You create an instantaneous, harmless sensory effect, such as falling leaves, a puff of wind, the sound of a small animal, or the faint odor of skunk. The effect must fit in a 5-foot cube.

Psionic Lure

Cost: 0

Category: Psionic

Initiation: Action

Range: 15 Feet

Duration: Instant

Description: You grab a target with Psionic energy at a creature you can see, forcing it to make a Strength save. If the target fails, it's pulled up to 10 feet in a straight line closer to you. If this pull brings it within 5 feet of you, it also takes 1d8 Psionic damage.

Higher Levels: The power damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Performance

Cost: 0

Category: Elemental (Fire), Enhancement or Resonance

Initiation: 1 action

Range: 10 feet

Duration: Instant, Concentration: up to 1 minute

Description: You create one of the following DME induced effects within range (If you activate this power multiple times, you can have up to three of its 1-minute effects active at a time, and you can dismiss such an effect as an action):

- Your voice booms up to three times as loud as normal for 1 minute.
- You cause flames to flicker, brighten, dim, or change color for 1 minute.
- You cause harmless tremors in the ground for 1 minute.
- You create a sound that originates from a point of your choice within range.
- You alter the appearance of your eyes for 1 minute.

Poison Spray

Cost: 0

Category: Organic

Initiation: 1 action

Range: 10 feet

Duration: Instant

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Description: You throw a puff of poisonous gas at a creature you can see, forcing them to pass a Constitution save or take 1d12 poison damage.
At Higher Levels: The powers damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).

Primal Savagery

Cost: 0
Category: Enhancement
Initiation: Bonus action
Range: 10 feet
Duration: That Round.
Description: For that turn, you deal more damage with your fists. You deal 1d6 damage on each blow with this power (Your physical modifier plays no part in this attack.)
At Higher Levels: The powers damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Radiant Bolt

Cost: 0
Category: Elemental (Radiant)
Initiation: 1 action
Range: 120 feet
Duration: Instant
Description: You fire a beam of eradiated energy at a creature or object within range. Make a power attack against the target. On a hit, the target takes 1d10 radiant damage.
At Higher Levels: This powers damage increases by 1d10 when you reach higher DME levels. At 5th (2d10), 11th (3d10), and 17th (4d10).

Ray of Frost

Cost: 0
Category: Elemental (Cold)
Initiation: 1 action
Range: 60 feet
Duration: Instant
Description: A frigid beam of blue-white light streaks toward a creature within range. Make a power attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.
At Higher Levels: The powers damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Resistance

Cost: 0
Category: Dimensional, Enhancement
Initiation: 1 action
Range: Touch
Duration: Concentration; 1 minute
Description: You touch one willing creature. Once before the power ends, the target can roll a d4 and add the number rolled to one saving throw of its choice. It can roll the die before or after making the saving throw. The power then ends.

Shape Water

Cost: 0
Category: Dimensional & Elemental (Cold)
Initiation: 1 action
Range: 30 feet
Duration: Concentration; 1 Hour
Description: You choose an area of water that you can see within range and that fits within a 5-foot cube. If you activate this power multiple times, you can have no more than two of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action. You manipulate it in one of the following ways:

- You move the water up to 5 feet in any direction. This movement doesn't cause damage.
- You cause the water to form into simple shapes and animate. This change lasts for 1 hour.
- You change the water's color or opacity. This change lasts for 1 hour.
- You freeze the water, provided there are no creatures in it. The water unfreezes in 1 hour.

Shocking Grasp

Cost: 0
Category: Elemental (Lightning)
Initiation: 1 action

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Range: Touch

Duration: instant

Description: Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a power attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

At higher Levels: The powers damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spare the Dying

Cost: 0

Category: Chronomancy or Organic

Initiation: 1 action

Range: Touch

Duration: instant

Description: You touch a living creature that has 0 hit points. The creature becomes stable. This power has no effect on constructs.

Temporal Aging

Cost: 0

Category: Chronomancy

Initiation: 1 action

Range: Touch

Duration: Instant

Description: Creating a small pocket of time, the user makes a Power attack against the creature to cause it to age slightly. On a hit, the target takes 1d8 Force damage, and it can't regain hit points until the start of your next turn. If you hit a Construct target, it has no effect.

At Higher Levels: This power damage increases when you reach higher DME levels. At 5th, 11th, and 17th level the damage of the power goes up by 1 die.

Thorn Whip

Cost: 0

Category: Organic

Initiation: Bonus Action

Range: 30 Feet

Duration: instant

Description: Thorny vines springs up from the ground to deliver a slicing attack to a creature you try to touch. It deals 1d4 damage.

At higher Levels: The powers damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

Thunderclap

Cost: 0

Category: Resonance

Initiation: 1 action

Range: 5 feet of you

Duration: instant

Description: You create a burst of thunderous sound that can be heard up to 100 feet away. Each creature within range, other than you, must succeed on a Constitution saving throw or take 1d6 thunder damage.

At higher Levels: The powers damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

True-Strike

Cost: 0

Category: Chronomancy or Enhancement

Initiation: 1 action

Range: Self

Duration: Instant

Description: Your Power grants you a brief insight into the target's defenses. On your next turn, you gain advantage on your first attack roll against the target, provided that this power hasn't ended.

Viscous Mockery

Cost: 0

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Instant

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Description: You unleash a string of insults laced with subtle DM infusion at a creature you can see within range. If the target can hear you (though it need not understand you), it must succeed on a Wisdom saving throw or take 1d4 psychic damage and have disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels: This powers damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

1st Circle

1st Circle powers are the most frequently found within the world of Vendrosa. They are the most readily available and likely to be found even in the larger villages of the world. 1st circle power can be activated with 1st level power slots or higher.

Absorb Elements

Cost: 1st level (No Component Cost)

Category: Dimensional or Elemental

Initiation: Reaction

Range: self

Duration: instant

Description: The power captures some of the incoming energy, lessening its effect on you and blasts them back with it. You have resistance to the triggering damage type until the start of your next turn. Also, the first time you hit with a melee attack on your next turn, the target takes an extra 1d6 damage of the triggering type, and the power ends.

Higher Levels: At higher levels it deals 1d6 additional damage

Alarm

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Resonance

Initiation: 1 minute (Can be done as a Protocol)

Range: 30 feet

Duration: 8 hours

Description: Choose an area that is no larger than a 20-foot cube. Until the power ends, an alarm alerts you whenever a Tiny or larger creature touches or enters the warded area. When you use the power, you can designate creatures that won't set off the alarm. You also choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60 feet.

Animal Friendship

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 action

Range: 30 feet

Duration: 24 hours

Description: Choose a beast that you can see. It must be able to see and hear you. If its Intelligence is 4 or higher, the power fails. Otherwise, it must pass a Wisdom save or be charmed by you. If you or one of your companions harms it, the power ends.

At Higher Levels: You can target one additional beast for each slot level above 1st.

Bane

Cost: 1st Level (3 CB worth of Bekkr Dust)

Category: Chronomancy or Psionic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: Up to three creatures you can see must make Charisma saving throws. If a target fails, whenever they make an attack roll or saving throw before the power ends, they must roll a d4 and subtract the number rolled.

At Higher Levels: You can target one additional creature for each slot level above 1st.

Basic Enhancement

Cost: 1st level (3 CB worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 minute

Description: You enhance up to three creatures of your choice. Whenever a target makes an attack roll or a saving throw before the power ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

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At Higher Levels. When you use this power using a power slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Beast Bond

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 action

Range: Touch

Duration: Concentration; 10 minutes

Description: You make a telepathic link with one beast that is friendly or charmed by you. The power fails if the beast's Intelligence is 4 or higher. The link is active while you and the beast can see each other. Through telepathy, the beast can understand you, and can communicate simple emotions and concepts. Also, while the link is active, the beast has advantage on attacks against any creature it can see within 5 feet of you.

Binding Lightning

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Elemental (Lightning)

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minutes

Description: A beam of crackling, blue energy lances out toward a creature within range, forming a sustained arc of lightning between you and the target. Make a ranged power attack against that creature. On a hit, the target takes 1d12 lightning damage, and on each of your turns for the duration, you can use your action to deal 1d12 lightning damage to the target automatically. The power ends if you use your action to do anything else. The power also ends if the target is ever outside the power range or if it has total cover from you. The creature must make a Strength Saving throw against your DC on its turn as its move action to try and break free from your power if it wishes to leave the 30-foot leash you create.

At Higher Levels. When you activate this power using a power slot of 2nd level or higher, the initial damage increases by 1d12 for each slot level above 1st.

Cause Fear

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: You awaken the sense of mortality in one creature you can see within range. A construct is immune to this effect. The target must succeed on a Wisdom saving throw or become frightened of you until the power ends. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Charm Person

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 30 feet

Duration: 1 hour

Description: You attempt to charm a humanoid you can see within range. It must make a Wisdom saving throw and does so with advantage if you or your companions are fighting it. If it fails it is charmed by you until the power ends or until you or your companions do something harmful to it. The charmed creature regards you as a friendly acquaintance.

Higher Levels: At higher levels you can add 1 additional creature.

Chromatic Bolt

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Elemental

Initiation: 1 action

Range: 120 feet

Duration: Instant

Description: You excite DME in an undulating, warbling mass of chaotic energy at one creature in range. Make a power attack against the target. On a hit, the target takes 2d8 + 1d6 damage. Use the d6 to decide the damage on the chart below.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, each target takes 1d8 extra damage of the type rolled for each slot level above 1st. Damage Chart

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1. Acid (Orange)
2. Cold (Blue)
3. Fire (Red)
4. Lightning (Yellow)
5. Radiant (Gold)
6. Jumps to another Target.

If 6 is rolled, it will jump to a new target as well. Roll to see if it hits against their AC, and then roll damage again.

Chromatic Protection

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Elemental and Enhancement

Initiation: 1 action

Range: Self

Duration: 1 hour

Description: A protective elemental shield protects you from harm, while injuring your enemies. Roll a d6, and the element rolled will surround you.

You gain 5 additional temporary HP, and when you are struck with a melee attack, the target takes the damage dealt back to them in elemental

damage. Damage Chart

1. Acid (Orange)
2. Cold (Blue)
3. Fire (Red)
4. Lightning (Yellow)
5. Radiant (Gold)
6. Roll again, and add 5 additional temporary HP

At Higher Levels. When you use this power using a power slot of 2nd level or higher, both the temporary Hit points and the cold damage increase by 5 for each slot.

Cloak of Shadows

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Dimensional or Elemental (Radiant)

Initiation: 1 action

Range: Touch

Duration: Concentration: 1 hour

Description: You wrap darkness and shadows around yourself like a cloak, obscuring your movements. While Concentrating on this power, you gain advantage on all stealth and Sleight of hand checks.

Higher Circles: At higher circles you can add 1 additional creature.

Command

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: 1 round

Description: You speak a one-word command to a creature you can see within range. The target must succeed on a Wisdom saving throw or follow the command on its next turn. The power has no effect if the target is a Construct, if it doesn't understand your language, or if your command is directly harmful to it. Some typical commands and their effects follow. You might issue a command other than one described here. If you do so, the GM determines how the target behaves. If the target can't follow your command, the power ends.

- Approach. The target moves toward you by the shortest and most direct route, ending its turn if it moves within 5 feet of you.
- Drop. The target drops whatever it is holding and then ends its turn.
- Flee. The target spends its turn moving away from you by the fastest available means.
- Grovel. The target falls prone and then ends its turn.
- Halt. The target doesn't move and takes no actions. A flying creature stays aloft, provided that it is able to do so. If it must move to stay aloft, it flies the minimum distance needed to remain in the air.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, you can affect one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Compelled Duel

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Psionic

Initiation: Bonus action

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Range: 30 feet

Duration: Concentration; 1 minute

Description: You attempt to compel a creature into a duel. One creature that you can see within range must make a Wisdom saving throw. On a failed save, the creature is drawn to you, compelled by your divine demand. For the duration, it has disadvantage on attack rolls against creatures other than you, and must make a Wisdom saving throw each time it attempts to move to a space that is more than 30 feet away from you; if it succeeds on this saving throw, this power doesn't restrict the target's movement for that turn. The power ends if you attack any other creature, if you use a power that targets a hostile creature other than the target, if a creature friendly to you damages the target or uses a harmful power on it, or if you end your turn more than 30 feet away from the target.

Comprehend Languages

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: Concentration; 1 minute

Description: You understand any spoken language that you hear while the power lasts. While touching the surface where words are written, you can also understand any written language you see. One page of text can be read in approximately 1 minute. Secret codes in text and glyphs that aren't part of any written language can't be decoded with this power automatically, but with the GM's permission, an intelligence roll can be made to help decipher it.

Create or Destroy Water

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Dimensional, Elemental (Cold) Organic

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: instant

You either create or destroy water.

- Create Water. You create up to 10 gallons of clean water within range in an open container. Alternatively, the water falls as rain in a 30-foot cube within range, extinguishing exposed flames in the area.
- Destroy Water. You destroy up to 10 gallons of water in an open container within range. Alternatively, you destroy fog in a 30-foot cube within range.

At Higher Levels. When you activate this power using a power slot of 2nd level or higher, you create or destroy 10 additional gallons of water, or the size of the cube increases by 5 feet, for each slot level above 1st.

Cure Wounds

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: instant

Description: A creature you touch regains 1d8 + your DM modifier of hit points. This power has no effect on constructs.

At Higher Levels: The healing increases by 1d8 for each slot level above 1st.

DME Armor

Cost: 1st level (4 CB worth of Bekkr Dust)

Category: Dimensional or Enhancement

Initiation: 1 action

Range: touch

Duration: 8 hours

Description: Touch a willing creature who isn't wearing armor. The target's base AC becomes 13 + its Dexterity modifier. The power ends if the target dons armor or if you dismiss the power as an action.

Detect DME

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: 1 action (Can be done as a Protocol)

Range: Self/30 feet

Duration: Concentration; 10 minutes

Description: For the Duration, you sense the presence of DM within 30 feet of you. If you sense Dark matter in this way, you can use your action to see a faint aura around any visible creature or object in the area that bears Dark Matter.

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The power can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of Common metal, a thin sheet of lead, or 3 feet of wood or dirt.

Disguise Self

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Elemental (Radiant), Enhancement and Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: Concentration; 1 hour

Description: You make yourself, including your clothing, armor, Weapons, and other belongings on your person, look different until the power ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the Illusion is up to you. The changes wrought by this power fail to hold up to physical inspection. For example, if you use this power to add a hat to your outfit, Objects pass through the hat, and anyone who touches it would feel nothing or would feel your head and hair. If you use this power to appear thinner than you are, the hand of someone who reaches out to touch you would bump into you while it was seemingly still in midair. To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your power save DC.

Earth Tremor

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Organic or Resonance

Initiation: 1 action

Range: Self

Duration: Instant

Description: Each creature besides you must make a Dexterity save. On a fail, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth, it becomes difficult terrain until cleared. Each 5-foot diameter portion requires at least 1 minute to clear by hand. At Higher Levels: The damage increases by 1d6 for each slot level above 1st.

Enhanced Foodstuffs

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Enhancement and Organic

Initiation: 1 action (Can be done as a Protocol)

Range: Touch

Duration: instant

Description: You touch a plant that can produce berries. When you activate this power, up to ten berries appear in your hand and are infused with DME enhancements for the duration. A creature can use its action to eat one berry. Eating a berry restores 1 hit point, and the berry provides enough nourishment to sustain a creature for one day. The berries lose their potency if they have not been consumed within 24 hours of activating the power.

Enhanced Weapon

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Enhancement

Initiation: bonus action

Range: self

Duration: Concentration; 1 minutes

Description: Your powers enhance your weapon attacks deal an extra 1d4 damage on a hit.

Ensnaring Strike

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Organic

Initiation: bonus action

Range: self

Duration: Concentration; 1 minutes

Description: The next time you hit a creature with a weapon attack before this power ends, a writhing mass of thorny vines appears at the point of impact, and the target must succeed on a Strength saving throw or be restrained by the vines until the power ends. A Large or larger creature has advantage on this saving throw. If the target succeeds on the save, the vines shrivel away. While restrained by this Power, the target takes 1d6 piercing damage at the start of each of its turns. A creature restrained by the vines or one that can touch the creature can use its action to make a Strength check against your power save DC. On a success, the target is freed.

At Higher Levels. If you Activate this Power using a power slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Entangle

Cost: 1st level (1 EB worth of Bekkr Dust)

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Category: Organic

Initiation: 1 action

Range: 90 feet

Duration: Concentration; 1 minutes

Description: Grasping weeds and vines sprout from the ground in a 20-foot square starting from a point within range. For the duration, these plants turn the ground in the area into difficult terrain. A creature in the area when you activate the power must succeed on a Strength saving throw or be restrained by the entangling plants until the power ends. A creature restrained by the plants can use its action to make a Strength check against your power save DC. On a success, it frees itself. When the power ends, the conjured plants wilt away.

Ethereal Familiar

Cost: 1st level (10 BP worth of Bekkr Dust)

Category: Dimensional & Psionic

Initiation: 1 hour, (Can be done as a Protocol)

Range: Touch

Duration: Instant

Description: You gain the service of a familiar, a small creature that is from the ethereal plane. It can create the illusionary appearance of another animal of your choice, but its native form is a small ball of glowing light that has no real mass. Appearing in an unoccupied space within range, the familiar has the statistics of the chosen form. (bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish, rat, raven, sea horse, spider, weasel, pseudo-drake or pseudo-Wyvern, Ethereal-Wisps). Your familiar acts independently of you, but it always obeys your commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal. When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears after you Activate the power again. While your familiar is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your familiar's eyes and hear what it hears until the start of your next turn, gaining the benefits of any special senses that the familiar has. During this time, you are deaf and blind with regards to your own senses. As an action, you can temporarily dismiss your familiar. It disappears back into the ethereal dimension where it awaits your summons. As an action while it is temporarily dismissed, you can cause it to reappear in any unoccupied space within 30 feet of you. You can't have more than one familiar at a time. If you Activate this power while you already have a familiar, you instead cause it to adopt a new form. Choose one of the forms from the above list. Your familiar transforms into the chosen creature. Finally, when you activate a power with a range of touch, your familiar can deliver the power as if it had activated a power. Your familiar must be within 100 feet of you, and it must use its reaction to deliver the power when you activate it. If the power requires an attack roll, you use your attack modifier for the roll. The familiar's stats are seen below.

Flying Animal

- HP: 1d4+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 3/14/10/2/12/7
- Move Speed
 - Flying: 60/120
 - Walking: 5/10
- Attack Rolls: d20+DEX+Prof. Bonus
- Saving Throws: Dexterity & Wisdom
- Flyby: The Flying Animal doesn't provoke opportunity attacks when it flies out of an enemy's reach.
- Darkvision: These Flying Animals have Darkvision up to 60 feet.

Small Land Animal

- HP: 1d4+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 3/14/10/2/12/7
- Move Speed: 30/60
- Attack Rolls: d20+DEX+Prof. Bonus
- Saving Throws: Dexterity & Wisdom
- Small Size: These creatures have Advantage on Stealth Checks
- Keen Sense of Hearing and Smell: These creatures have advantage on Perception and Investigation checks based on hearing.

Small Amphibious Animal

- HP: 1d4+ Constitution Modifier per Guardian Level. (Max health at level 1)
- AC: 10+ Prof. Bonus + DEX
- Base Stats: 6/12/10/2/12/7
- Move Speed
 - Swimming: 40/80
 - Walking: 20/40
- Attack Rolls: d20+DEX+Prof. Bonus
- Saving Throws: Constitution & Wisdom

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- Darkvision: These Flying Animals have Darkvision up to 60 feet.
- Amphibious: Can breathe air and Water.

Expeditious Retreat

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Elemental (Lightning), Enhancement & Organic

Initiation: bonus action

Range: self

Duration: Concentration; 10 minutes

Description: When you use this power, as a bonus action on your turns, you can take the Dash action.

False Life

Cost: 1st level (3 CB worth of Bekkr Dust)

Category: Dimensional, Enhancement & Organic

Initiation: 1 action

Range: self

Duration: 1 hour

Description: You gain 1d4+4 temporary Hit points for the duration.

At Higher Levels: You gain 5 additional temporary Hit points for each slot level above 1st.

Fearful Blow

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Psionic

Initiation: Bonus action

Range: self

Duration: Concentration; 1 minute

Description: The next time you hit with a melee weapon attack during this powers duration, your attack deals an extra 1d6 psychic damage.

Additionally, if the target is a creature, it must make a Wisdom saving throw or be frightened of you until the power ends. As an action, the creature can make a Wisdom check against your power save DC to steel its resolve and end this power.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

Feather Fall

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Dimensional Elemental (Lightning), & Enhancement

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Choose up to five falling creatures within range. A falling creature's rate of descent slows to 60 feet per round until the power ends. If the creature lands before the power ends, it takes no falling damage and can land on its feet, and the power ends for that creature.

Fog Cloud

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Elemental (Cold), & Organic

Initiation: 1 action (Can be done as a Protocol)

Range: 120 feet

Duration: Concentration; 1 hour

Description: You create a 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the radius of the fog increases by 20 feet for each slot level above 1st.

Forceful Rebuke

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Psionic

Initiation: Reaction

Range: 30 feet

Duration: instant

Description: A creature you can see that damaged you must make a Dexterity save. It takes 1d10 psychic damage on a failed save, or half as much on a

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success.

At Higher Levels: The damage increases by 1d10 for each slot level above 1st.

Frictionless

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Dimensional, Elemental (Acid)

Initiation: 1 action

Range: 60 feet

Duration: 1 minute

Description: You change the molecules of the ground to lose all friction. Pick a 10-foot square centered on a point within range and turns it into difficult terrain for the duration. When this appears, each creature standing in its area must succeed on a Dexterity saving throw or fall prone. A creature that enters the area or ends its turn there must also succeed on a Dexterity saving throw or fall prone.

Gift of Alacrity

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Chronomancy, Dimensional, Elemental (Lightning)

Initiation: 1 action

Range: Touch

Duration: 8 Hours

Description: Touching a single target, you grant them the ability to react faster with their initial surge of adrenaline. For the duration, whenever an initiative roll is required, the effected target gains an additional d8 to their roll.

Gout of Flame

Cost: 1st level (3 CB worth of Bekkr Dust)

Category: Elemental (Fire)

Initiation: 1 action

Range: Self

Duration: instant

Description: Flames shoot from your fingers in a 15-foot cone. Any creature in range must pass a Dexterity save or take 2d8 fire damage. They take half as much on a success. Flammable objects are also ignited if they are in range and aren't worn or carried.

At Higher Levels: The damage increases by 1d8 for each slot level above 1st.

Guidance

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Chronomancy, Psionic

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 minute

Description: Touch a willing creature. It can add a 1d4 to one ability check of its choice. The power then ends. It can roll the die before or after making the check.

Guiding Bolt

Cost: 1st Level (2 CB worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

Range: 120 feet

Duration: instant

Description: Make a ranged Power attack against the target. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage.

At Higher Levels: The damage increases by 1d6 for each slot level above 1st.

Guiding Fire

Cost: 1st Level (5 CB worth of Bekkr Dust)

Category: Dimensional & Elemental (Radiant)

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Each object in a 20-foot cube within range is outlined in blue, green, or violet light (your choice). Any creature in the area when the power is used is also outlined in light if it fails a Dexterity saving throw. For the duration, objects and affected creatures shed dim light in a 10-foot

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radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible.

Heated Strike

Cost: 1st level (3 CB worth of Bekkr Dust)

Category: Elemental (Fire), Enhancement

Initiation: bonus action

Range: touch

Duration: Concentration; 1 minutes

Description: The next time you hit a creature with a melee weapon attack during the power's duration, your weapon flares with white-hot intensity, and the attack deals an extra 1d6 fire damage to the target and causes the target to ignite in flames. At the start of each of its turns until the power ends, the target must make a Constitution saving throw. On a failed save, it takes 1d6 fire damage. On a successful save, the power ends. If the target or a creature within 5 feet of it uses an action to put out the flames, or if some other effect douses the flames (such as the target being submerged in water), the power ends.

At Higher Levels: When you use this power using a power slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

Heroism

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Dimensional, Enhancement & Psionic

Initiation: bonus action

Range: Touch

Duration: Concentration; 1 minute

Description: A willing creature you touch is imbued with bravery. Until the power ends, the creature is immune to being frightened and gains temporary Hit points equal to your power ability modifier at the start of each of its turns. When the power ends, the target loses any remaining temporary Hit points from this power.

At Higher Levels: When you use this power using a power slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

Hunters Mark

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Enhancement, Psionic

Initiation: bonus action

Range: 120 feet

Duration: Concentration; 1 hour

Description: Until the power ends, you deal an extra 1d6 damage to a creature you can see whenever you hit it with a weapon attack, and you have advantage on Perception and Survival checks to find it. If the target drops to 0 hit points before this power ends, you can use a bonus action on a subsequent turn to mark a new creature.

At Higher Levels: When you use this power using a power slot of 3rd or 4th level, you can concentrate for up to 8 hours. If you use a slot of 5th level or higher, you can concentrate for up to 24 hours.

Ice Knife

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Elemental (Cold)

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: Make a ranged power attack. On hit, the target takes 1d10 piercing damage. Hit or miss, the knife explodes. The target and each creature within 5 feet must pass a Dexterity save or take 2d6 cold damage.

At Higher Levels: The cold damage increases by 1d6 for each slot level above first.

Identify

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 Minute (Can be done as a Protocol)

Range: Touch

Duration: Instant

Description: You choose one object that you must touch throughout the process of the power. If it is a Dark Matter item or some other an imbued object, you learn its properties and how to use them, whether it requires Attunement to use, and how many Charges it has, if any. You learn whether

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any powers are affecting the item and what they are. If the item was created by a power, you learn which power created it. If you instead touch a creature throughout the power, you learn what powers, if any, are currently affecting it.

Illusory Script

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 Minute

Range: Touch

Duration: 10 days

Description: You write on parchment, paper, or some other suitable writing material and imbue it with a potent illusion that lasts for the duration. To you and any creatures you designate when you use the power, the writing appears normal, written in your hand, and conveys whatever meaning you intended when you wrote the text. To all others, the writing appears as if it were written in an unknown or DM script that is unintelligible. Alternatively, you can cause the writing to appear to be an entirely different message, written in a different hand and language, though the language must be one you know. Should the power be dissipated, the original script and the illusion both disappear. A creature with Truesight can read the hidden message.

Jump

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Elemental (Lightning), Enhancement and Organic

Initiation: 1 Action

Range: Touch

Duration: 1 Minute

Description: The target's jump distance is tripled until the power ends.

Long-Strider

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Elemental (Lightning), Enhancement and Organic

Initiation: 1 action

Range: Touch

Duration: 1 hour

Description: The target's speed increases by 10 feet until the power ends.

At Higher Levels, you can add additional people.

Purify Food and Drink

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action (Can be done as a Protocol)

Range: Touch

Duration: Instant

Description: Food and drink within a 5-foot-radius sphere centered on a point is rendered free of poison and disease.

Rapid Aging

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Chronomancy or Organic

Initiation: 1 action

Range: Touch

Duration: Instant

Description: Make a power attack against a creature you can reach. On a hit, the target takes 3d10 necrotic damage on a living creature. If the power is activated with Chronomancy, Constructs are affected by this power with Force damage.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Ray of Sickness

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: A ray of sickening greenish energy lashes out toward a creature within range. Make a power attack against the target. On a hit, the target takes 2d8 poison damage and must make a Constitution saving throw. On a failed save, it is also Sickened until the end of your next turn.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

Sanctuary

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Dimensional, Psionic

Initiation: bonus action

Range: 30 feet

Duration: 1 minute

Description: Until the power ends, any creature who targets a creature you choose with an attack or a harmful power must first make a Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or power. This power doesn't protect the warded creature from area effects. If the warded creature makes an attack or uses a power that affects an enemy creature, this power ends.

Shield

Cost: 1st level (No Components required)

Category: Dimensional

Initiation: Reaction

Range: Self

Duration: Instant

Description: Until the start of your next turn, you have a +5 bonus to AC. This includes the triggering attack. You also take no damage from Tracer Missile.

Shield of Faith

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Dimensional, Enhancement

Initiation: bonus action

Range: 60 feet

Duration: Concentration; 10 minutes

Description: A creature of your choice gets a +2 bonus to AC for the duration if they are not wearing armor. If they are wearing armor, they gain a +1.

Shrapnel

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Enhancement

Initiation: bonus action

Range: touch

Duration: Concentration; 1 minutes

Description: The next time you hit a creature with a physical ranged weapon attack before the power ends, this power detonated the projectile into a rain of shrapnel. In addition to the normal effect of the attack, the target of the attack and each creature within 5 feet of it must make a Dexterity saving throw. A creature takes 1d10 piercing damage on a failed save, or half as much damage on a successful one.

At Higher Levels. If you use this power using a power slot of 2nd level or higher, the damage increases by 1d10 for each slot level above 1st.

Silent Image

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Dimensional, Elemental (Radiant), or Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 10 minutes

Description: You create an image that is no larger than a 15-foot cube. The image appears at an unoccupied spot and lasts for the duration. The image is only visual. If anything passes through it, it's revealed to be an illusion. You can use your action to cause the image to move to any spot in range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. A creature that uses its action to examine the image can determine that it is an illusion with a successful Investigation check against your power save DC. If a creature discerns the illusion for what it is, the creature can see through the image.

Sleep

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Chronomancy, Organic or Psionic

Initiation: 1 action

Range: 90 feet

Duration: 1 minute

Description: Roll 5d8+ DM Modifier; the total is how many hit points of creatures this power can affect. Creatures within 20 feet of a point you choose are affected in order of their current hit points. Starting at the creature with the lowest current hit points, each creature affected by this power falls unconscious. If the power ends, the sleeper takes damage, or someone uses an action wake the sleeper, they are awoken. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less

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than the remaining total for that creature to be affected. Unconscious creatures and creatures immune to being charmed aren't affected by this power. At Higher Levels: Roll an additional 2d8 for each slot level above 1st.

Snare

Cost: 1st level (1 EB worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 minute (Can be done as a Protocol)

Range: touch

Duration: 8 hours

Description: As you use this power, you use the rope to create a 5-foot radius circle on the ground. When you finish infusing the rope with DM, the rope becomes camouflaged and is nearly invisible. A creature needs to pass a successful Investigation check against your power save DC to find it. The trap triggers when a Small, Medium, or Large creature moves into the powers radius. That creature must succeed on a Dexterity saving throw or be pulled into the air, leaving it hanging upside down 3 feet above the ground. The creature is restrained. The creature can make a Dexterity saving throw at the end of each of its turns, ending the effect on itself on a success. Alternatively, the creature or someone else who can reach it can use an action to make a DM check against your power save DC. On a success, the restrained effect ends. After the trap is triggered, the power ends when no creature is restrained by it.

Solvent

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: Touch

Duration: Concentration; up to 1 minute

Description: DME alters the oils on your hands to become highly acidic. Make a DME attack to deal 1d8+ DME Modifier in damage. On the next turn, the target takes ½ the damage dealt by this attack.

At Higher Levels: The damage increases by 1d8 for each slot level above 1st.

Speak with Animals

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: 10 minutes

Description: Although limited by the intelligence of the beast, you can understand and speak with beasts. You learn about the beast's experiences over the last day, as well as local places and creatures.

If your DM allows, the beast may also complete a small task for you, if you can successfully convince it to do so.

Telekinetic Catapult

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: Touch

Duration: Instant

Description: Choose one object weighing 1 to 5 pounds that isn't being worn or carried. The object flies in a straight line up to 90 feet in a direction you choose before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 3d8 bludgeoning damage.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the maximum weight of objects that you can target with this power increases by 5 pounds, and the damage increases by 1d8, for each slot level above 1st.

Time-Dilation

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Chronomancy

Initiation: bonus action

Range: 60 feet

Duration: instant

Description: Create a small pocket of time dilation on a target. The target will either heal or take damage of 1d4+ your DME modifier (Necrotic for life forms, Force for inorganic). This effect automatically succeeds.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the effect increases by 1d4 for each slot level above 1st.

Thunderous Strike

Cost: 1st level (1 CB worth of Bekkr Dust)

Category: Enhancement, Resonance

Initiation: bonus action

Range: Self

Duration: Concentration; 1 minute

Description: The first time you hit with a melee weapon attack, your weapon makes a thunderous boom that spans 300 feet from you. The attack deals an extra 2d6 thunder damage. Additionally, if the target is a creature, it must succeed on a Strength save or be pushed 10 feet away from you and knocked prone.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the initial extra damage dealt by the attack increases by 1d6 for each slot.

Thunderwave

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Resonance

Initiation: 1 action

Range: self

Duration: instant

Description: Each creature in a 15-foot cube originating from you must make a Constitution save. On failure, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a success, the creature takes half damage and isn't pushed. Unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the power's effect. The power emits a thunderous boom audible out to 300 feet.

At Higher Levels: The damage increases by 1d8 for each slot level above 1st.

Tracer Bursts

Cost: 1st level (3 CB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 150 feet

Duration:

Description: You excite dark matter around a single or various target. Each burst hits a creature you can see. Each burst deals 1d4+1 force damage. The bursts all strike simultaneously, and you can direct them to hit one creature or several. At 1st level, you do 3 bursts.

At Higher Levels: The power creates one more burst for each charge above 1st.

Uncontrolled Laughter

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: A creature of your choice that you can see within range perceives everything as hilariously funny and falls into fits of laughter if this power affects it. The target must succeed on a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of -3 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the power ends.

Vehement Words

Cost: 1st level (2 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: You insult someone so deeply it does mental damage to them. They lose their reaction automatically and must make a Wisdom saving throw to take ½ damage. 3d6 psychic damage.

Higher Levels: 1d6 additional damage per level.

Vortex of DME

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

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Range: Self

Duration: instant

Description: You create a small time-dilation around you and all creatures within 10 feet of you are affected by it. Each creature in that area must make a CON saving throw. On a failed save, a target takes 2d6 necrotic damage and can't take reactions until its next turn. On a successful save, the creature takes half damage, but suffers no other effect.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Weakened Armor

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: You splash caustic acid onto a single target. The target must make a Dexterity saving throw or have their AC drop by 2. The target takes 1d4 damage either way.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the damage increases by a d4, and their AC drops by 1.

Zephyr Strike

Cost: 1st level (5 CB worth of Bekkr Dust)

Category: Dimensional, Elemental (Lightning), Enhancement and Chronomancy

Initiation: bonus action

Range: self

Duration: instant, or Concentration; 1 minute

Description: Your movement doesn't provoke opportunity attacks. Before the power ends, you can give yourself advantage on one weapon attack roll. That attack deals an extra 1d8 weapon damage. Hit or miss, your walking speed increases by 30 feet until the end of that turn.

At Higher Levels. When you use this power using a power slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

2nd Circle

2nd Circle powers are more frequently found within the larger towns of Vendrosa. Only the stronger people of the town would be able to activate such a power, and their variety and frequency of such abilities would be limited. 2nd circle power can be activated with 2nd level power slot or higher.

Acidic Slurry

Cost: 2nd level (3 EB worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: 90 feet

Duration: instant

Description: Each creature in a 5-foot-radius sphere centered on a point must make a Dexterity save. A creature takes 3d6 Acid damage on a failed save, or half as much on a success. Any target that fails the save also takes ½ the damage on the start of their next turn.

At Higher Levels: The damage increases by 1d6 for each slot level above 2nd.

Aid

Cost: 2nd level (3 EB worth of Bekkr Dust)

Category: Dimensional, Enhancement

Initiation: 1 action

Range: 30 feet

Duration: 8 hours

Description: Up to three creatures you choose have their current and maximum hit points increased by 5 while the power lasts.

At Higher Levels: The hit points are increased by an additional 5 for each slot level above 2nd.

Animal Messenger

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: 30 feet

Duration: 24 hours

Description: By means of this power, you use an animal to deliver a message. Choose a Tiny beast you can see within range, such as a squirrel, a blue jay, or a bat. You specify a location, which you must have visited, and a recipient who matches a general description, such as 'a man or woman dressed in the uniform of the town guard' or 'a red-haired dwarf wearing a pointed hat.' You write a message of up to twenty-five words. The target beast travels for the duration of the power toward the specified location, covering about 50 miles per 24 hours for a flying messenger, or 25 miles for

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other animals. When the messenger arrives, it delivers your message to the creature that you described. If the messenger doesn't reach its destination before the power ends, the message is lost, and the beast makes its way back to where you used this power.
At Higher Levels. If you use this power using a power slot of 3rd level or higher, the duration of the power increases by 48 hours for each slot level above 2nd.

Bark-Skin

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Enhancement & Organic

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: You touch a willing creature. Until the ability ends, the target's skin becomes tougher, and the target's AC can't be less than 16, regardless of what kind of armor it is wearing.

Beast-Sense

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: touch (Can be done as a Protocol)

Range: self

Duration: Concentration; 1 hour

Description: A willing beast becomes your eyes and ears while the power lasts. You can no longer perceive your own senses, becoming blind and deaf, but your perception through the beast includes any special senses the beast may have. You may end the power early using your action to regain your own senses.

Blade of DME

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Dimensional, Elemental (Radiant)

Initiation: bonus action

Range: Self

Duration: 1 minute.

Description: You create a sword made up entirely of DME that lasts for 1 minute. It counts as a simple melee weapon that you're proficient with. It deals 2d8 radiant damage, and has the finesse, light, and thrown properties (range 20/60). When you attack in dim light or darkness, you have advantage. If you drop the weapon or throw it, it disappears at the end of the turn, but it can be reformed in your hand as a bonus action.

At Higher Levels: The damage of the power increased by 2d8 each level increased.

Blindness/Deafness

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: 1 minute

Description: A creature you can see becomes blinded or deafened unless they succeed at a Constitution saving throw. At the end of its turns, the creature can make another save. If successful, the power ends.

At Higher Levels: You can target one additional creature for each slot level above 2nd.

Blur

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Chronomancy, Dimensional, Elemental (Lightning & Radiant) or Psionic

Initiation: 1 action

Range: self

Duration: Concentration; 1 minute

Description: Other creatures now cannot see you very well and have disadvantage on attack rolls against you while the power lasts. If the opponent doesn't rely on sight or sees through illusions, this power will not affect them.

Branding Smite

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Elemental (Radiant), Enhancement

Initiation: bonus action

Range: self

Duration: instant, or Concentration; 1 minute

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Description: The next time you hit a creature with a weapon attack, it deals an extra 2d6 radiant damage. The target becomes visible if it's invisible, and it sheds a 5-foot radius of dim light. They can't become invisible until the power ends.

At Higher Levels: The extra damage increases by 1d6 for each slot level above 2nd.

Calm Emotions

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: instant, or Concentration; 1 minute

Description: You attempt to suppress strong emotions in a group of people. Each humanoid in a 20-foot-radius sphere centered on a point you choose within range must make a Charisma saving throw; a creature can choose to fail this saving throw if it wishes. If a creature fails its saving throw, choose one of the following two effects.

- You can suppress any effect causing a target to be charmed or frightened. When this power ends, any suppressed effect resumes, provided that its duration has not expired in the meantime.

Alternatively, you can make a target indifferent about creatures of your choice that it is hostile toward. This indifference ends if the target is attacked or harmed by a power or if it witnesses any of its friends being harmed. When the power ends, the creature becomes hostile again, unless the GM rules otherwise.

Cloud of Radiance

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

Range: 60 feet

Duration: instant, or Concentration; 1 minute

Description: You fill the air with radiation in a localized area (a cube 10 feet) centered on a point you choose within range. A creature takes 4d4 radiant damage when it enters the power's area for the first time on a turn or starts its turn there.

At Higher Levels: When you use this power using a power slot of 3rd level or higher, the damage increases by 2d4 for each slot level above 2nd.

Companions Ethereal Armor

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: Concentration: Up to 10 Minutes

Description: Activating this power grants your Pet or Ethereal Familiar resistance to Bludgeoning, Piercing and Slashing damage from Non-empowered weapons.

Continual Flame

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Dimensional & Elemental (Fire)

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: Until disabled

Description: A flame with a torch's brightness forms on an object you touch. It looks like a normal flame, but it emits no heat and doesn't use oxygen. The flame can be covered or hidden, but not put out.

Danger Sense

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Chronomancy, Psionic

Initiation: 1 action

Range: 90 feet

Duration: Concentration: 1 minute

Description: You reach out your mind through DME and sense the inner strength of a creature. Each turn, you can spend your action probing a creature to determine the CR level of the creature. The Creature makes a CHA saving throw each time it is probed, and it becomes aware of your probing once you start. Each turn, you can probe another creature.

DME Aura

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Dimensional

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Initiation: 1 action

Range: touch

Duration: 24 hours

Description: You place an DME Signature on a creature or an object you touch so information about that creature or item cannot be read accurately. reveal false information about it. The target can be a willing creature or an object that isn't being carried or worn by another creature. When you use the power, choose one or both of the following effects. The effect lasts for the duration. If you use this power on the same creature or object every day for 30 days, placing the same effect on it each time, the effect lasts until it is dissipated.

- False Aura. You change the way the target appears to powers and effects, such as detect DM that detect DM auras. You can make a non-empowered object appear infused or a DM object appear non-empowered. When you use this effect on an object, you can make the false DM apparent to any creature that handles the item.
- Mask. You change the way the target appears to powers and effects that detect creature types. You choose a creature type and other powers and effects treat the target as if it were a creature of that type or of that alignment.

DME Lock

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: Instant

Description: A closed entryway you are touching is now locked with Dark Matter. The door (or window, gate, chest, etc.) will be extra difficult to break or pick the lock of (add 10 to the DC for either) unless the power is suppressed. You can designate who, in addition to yourself, can open the door normally, and you can set a password that will suppress the power for 1 minute if spoken within 5 feet of the door. Anyone who use Knock on the door will also suppress the power for 10 minutes.

DME Projectile

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: bonus action

Range: touch

Duration: Concentration; 1 minutes

Description: A shimmering projectile streaks toward a target within range and bursts in radiant energy. Make an attack against the target. On a hit, the target takes the weapon damage in addition to 4d4 radiant damage immediately and 2d4 damage at the end of its next turn. On a miss, the projectile splashes the target with radiant for half as much of the initial damage and no damage at the end of its next turn. This attack deals double damage to structures and Constructs have disadvantage on their saving throw against this attack.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage (both initial and later) increases by 1d4 for each slot level above 2nd.

Weapon of Power

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: bonus action

Range: touch

Duration: Concentration; 1 hour

Description: Touch a non-infused weapon. It becomes a DM weapon with a +1 to attack and damage rolls until the DM ends.

At Higher Levels.

- When you use a DM slot of 4th level, the bonus increases to +2.
- When you use a DM slot of 6th or higher, the bonus is +3.

Darkness

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Dimensional or Elemental (Radiant)

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 10 minutes

Description: Darkness spreads from a point you choose within range to fill a 15-foot-radius sphere for the duration. The darkness spreads around corners. A creature with Darkvision can see through this darkness. If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this power area overlaps with an area of light created by a power of 2nd level or lower, the power that created the light is depowered.

Darkvision

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Elemental (Radiant), Enhancement

Initiation: 1 action (Can be done as a Protocol)

Range: Touch

Duration: 8 hours

Description: A willing creature gains 60 feet of Darkvision, allowing them to see clearly in dim light and see in the dark like it's only dim light (except black & white)

Deadly Focus

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 minute

Description: Touch a willing creature (or yourself). Your focus and precision becomes laser focused. The effect is that you gain an increased Critical hit range by 1 number on the die.

Detect Thoughts

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: Self

Duration: Concentration; 1 minute

Description: The surface thoughts of any creature within 30 feet are revealed to you. This power also allows you to detect the presence of thinking creatures you cannot see, and you must, either at the using of the power or as an action, detect the creature's presence first, if you cannot see it. The power works through most barriers except 2 feet of stone, 2 inches of metal, or a thin sheet of lead. This power does not work on creatures with Intelligence lower than 4 or ones that cannot use language; instead, you will sense nothing. You may also use an action to learn the surface thoughts of another creature, or to go deeper into one whose mind you've already touched. By going deeper, you can learn the target's emotional state, what's important to it in that moment, or the pattern of its logic. If you try to look deeper into a creature's mind, it makes a Wisdom saving throw and the power ends if it succeeds. The creature will also know that you are there, even if it fails the save, and can make an Intelligence check contested by your own Intelligence check at the end of each of its turns to try and end your probing. If a creature whose thoughts you are reading moves more than 30 feet away from you, you can no longer detect its thoughts.

Dimensional Trick

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: 1 hour

Description: A portal opens to an extradimensional space into which eight medium or smaller creatures can fit. Powers and attacks are unable to enter or exit the extradimensional space, but anyone looking through the entrance can see in and out. If everything inside the extradimensional space has not exited beforehand, it will fall out when the power ends.

Disorient

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Psionic

Initiation: Reaction

Range: 60 feet

Duration: Instant

Description: You point all your attention on a target. If it fails a Charisma saving throw, it has Disadvantage on its next attack, skill, or ability check.

Dust Construct

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Create a small cyclone that fills a 5-foot square. On a failed Strength save, the target is pushed 10 feet in a random direction. As a bonus action, you can move the dust Construct up to 30 feet. Everything that is loose material is sucked into the vortex. 1d8 bludgeoning damage, or ½ as

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much on a successful save.

Higher Levels: Additional 1d8 bludgeoning damage.

Earthbound

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Dimensional & Organic

Initiation: 1 action

Range: 300 feet

Duration: Concentration; 1 minute

Description: Using Telekinesis, you force a creature that can fly to the ground. The target must succeed on a Strength saving throw, or its flying speed (if any) is reduced to 0 feet for the power's duration. An airborne creature affected by this power safely descends at 60 feet per round until it reaches the ground or the power ends.

Earthen Grasp

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: The earth envelops a target you can see and tries to grab a creature within 5 feet of it. The creature is restrained and takes 2d6 bludgeoning damage unless it succeeds at a Strength saving throw. The creature can break away with a successful Strength check against your power save difficulty class, otherwise you can crush the creature again, dealing the same amount of damage unless it succeeds at another Strength save, as an action. If the Strength save is successful, the creature only takes half damage.

Enfeeblement

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Elemental (Cold), Organic, Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Make a power attack. On a hit, the target deals only half damage with weapon attacks that use Strength. At the end of each of its turns, it can make a Constitution saving throw. On a success, the power ends.

Enhance Ability

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Enhancement, Organic

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: A creature you touch gains one of the following effects until the power ends.

- Bear's Endurance: The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the power ends.
- Bull's Strength: The target has advantage on Strength checks, and its carrying capacity doubles.
- Cat's Grace: The target has advantage on Dexterity checks. It also doesn't take damage from falling 20 feet or less if it isn't incapacitated.
- Eagle's Splendor: The target has advantage on Charisma checks.
- Fox's Cunning: The target has advantage on Intelligence checks.
- Owl's Wisdom: The target has advantage on Wisdom checks.

At Higher Levels: You can target one additional creature for each slot level above 2nd.

Enlarge/Reduce

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: Choose a creature or an object and focus on the molecules that make it up, controlling its density. If the target is unwilling, it can make a Constitution saving throw. On a success, the power has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once.

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- **Enlarge:** The target's size doubles in all dimensions and its weight is multiplied by eight. If there isn't enough room, it attains the maximum possible size in the space available. Until the power ends, the target also has advantage on Strength checks and saves but Disadvantage on Dexterity checks and saving throws. While the target's weapons are enlarged, they deal an extra 1d4 damage.
- **Reduce:** The target's size is halved in all dimensions and its weight is reduced to one-eighth. Until the power ends, the target also has Advantage on Dexterity checks and saving throws but Disadvantage on Strength checks and saving throws. While the target's weapons are reduced, they deal 1d4 less damage, but the damage can't be less than 1.

Enthrall

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: 1 minute

Description: You weave a distracting string of words, causing creatures of your choice that you can see within range and that can hear you to make a Wisdom saving throw. Any creature that can't be charmed succeeds on this saving throw automatically, and if you or your companions are fighting a creature, it has advantage on the save. On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you until the power ends or until the target can no longer hear you. The power ends if you are incapacitated or can no longer speak.

Frozen Winds

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Elemental (Cold)

Initiation: 1 action

Range: 30 feet

Duration: instant

Description: Elemental winds flow in a line 30 feet long and 10 feet wide out from your location. A creature standing in that line takes 3d8 cold damage unless it succeeds at a Dexterity saving throw, and then it only takes half the damage rolled.

At Higher Levels: The damage increases by 1d8 for each slot level above 2nd.

Find Traps

Cost: 2nd level (5 CB worth of Bekkr Dust)

Category: Enhancements, Organic

Initiation: 1 action

Range: 120 feet

Duration: Instant

Description: You extend your senses through DME and search out any traps within the area. If the trap is physical, you know one is there, but not the location. If the trap uses DME to trigger, or to have an effect, you can find the location.

Flaming Blade

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Elemental (Fire), Enhancement

Initiation: 1

Range: Self

Duration: Concentration; 10 minutes

Description: You create a fiery blade in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can create the blade again as a bonus action. You can use your action to make a melee attack with the fiery blade. On a hit, the target takes 2d6+ your ability modifier, however the damage is fire damage. The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When higher slots are used the damage increases by 1d6 per level.

Healing Burst

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Chronomancy or Organic

Initiation: 1 minute

Range: Self

Duration: instant

Description: Up to six creatures of your choice that you can see within range each regain hit points equal to 2d8+ Wisdom ability modifier.

At Higher Levels: When you use this power using a power slot of 3rd level or higher, the healing increases by 1d8 for each slot level above 2nd.

Heat Metal

Cost: 2nd level (5 EB worth of Bekkr Dust)

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Category: Elemental (Fire)

Initiation: 1

Range: 60 feet

Duration: Concentration; 1 minute

Description: Choose a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that you can see within range. You cause the object to glow red-hot. Any creature in physical contact with the object takes 2d6 fire damage when you use the power. Until the power ends, you can use a bonus action on each of your subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of your next turn.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

Hold Person

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Organic, Elemental (Cold) or Psionic

Initiation: 1 Action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Choose a humanoid that you can see within range. The target must succeed on a Wisdom saving throw or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the power ends on the target.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, you can target one additional humanoid for each slot level above 2nd. The humanoids must be within 30 feet of each other when you target them.

Invisibility

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional or Elemental (Radiant)

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: A creature you touch and everything it wears or carries becomes invisible. If the target drops an item or removes it, the item is no longer invisible, and if the target tries to attack or use a power, the power ends early.

At Higher Levels: You can target an additional creature for each slot level above 2nd.

Knock

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: Instant

Description: The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or Dark Matter means that prevents access. A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked. If you choose a target that is held shut with Dark Matter Lock, that Power is suppressed for 10 minutes, during which time the target can be opened and shut normally.

Lesser Restoration

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: touch

Duration: instant

Description: You touch a creature and it is no longer blinded, deafened, paralyzed, or Sickened. Only one condition can be ended in this way.

Levitate

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional, Elemental (Lightning)

Initiation: 1 action (Can be done as a Protocol)

Range: 60 feet

Duration: Concentration; 10 minutes

Description: A creature or object levitates, rising vertically up to 20 feet. While suspended, the target has no momentum of its own and a creature may grab on to other objects in order to move as if climbing. You can use your action to move the target or change its altitude by up to 20 feet up or down, as long as it remains within range. If the target is you, you can change your altitude as part of your movement each turn. If the target wishes to

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remain on the ground, it must succeed at a Constitution saving throw. If the target is not already on the ground when the power ends, it drifts safely down.

Locate Animal or Plant

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional and Organic

Initiation: 1 minute (Can be done as a Protocol)

Range: self

Duration: instant

Description: Describe or name a specific kind of beast or plant. Concentrating on the voice of nature in your surroundings, you learn the direction and distance to the closest creature or plant of that kind within 5 miles, if any are present.

Locate Object

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: Concentration; 10 minutes

Description: Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1,000 feet of you. If the object is in motion, you know the direction of its movement. The power can locate a specific object known to you, as long as you have seen it up close, within 30 feet, at least once. Alternatively, the power can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon. This power can't locate an object if any thickness of lead, even a thin sheet, blocks a direct path between you and the object.

Madness

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Organic or Psionic

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 1 minutes

Description: One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, madness glows in its eyes. The charmed target must use its action before moving on each of its turns to make a melee attack against a creature other than itself that you choose. The target can act normally on its turn if you choose no creature or if none are within its reach. On your subsequent turns, you must use your action to maintain control over the target, or the power ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the power ends.

Mass Blade Ward

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Dimensional, Enhancement

Initiation: 1 action

Range: 30 feet

Duration: Instant

Description: Until the end of your next turn, up to 3 targets you choose have resistance to bludgeoning, slashing, and piercing damage from non-imbued weapons.

At Higher Circles: Each additional circle adds 1 additional target.

Mind Spike

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 hour

Description: You reach into the mind of one creature you can see within range. The target must make a Wisdom saving throw, taking 3d8 psychic damage on a failed save, or half as much damage on a successful one. On a failed save, you also always know the target's location until the power ends, but only while the two of you are on the same plane of existence. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Mirror Image

Cost: 2nd level (1 BP worth of Bekkr Dust)

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Category: Dimensional, Elemental (Radiant), or Psionic

Range: Self

Duration: Concentration; 1 minute

Description: 3 illusory duplicates of yourself appear in your space. Until the power ends, the duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss the illusory duplicates. Each time a creature targets you with an attack during the power's duration, roll a d20 to determine whether the attack instead targets one of your duplicates. If you have three duplicates, you must roll a 6 or higher to change the attack's target to a duplicate. With two duplicates, you must roll an 8 or higher. With one duplicate, you must roll an 11 or higher. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The power ends when all three duplicates are destroyed. A creature is unaffected by this power if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight.

Misty Step

Cost: 2nd level (2 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: Bonus Action

Range: Self

Duration: Instant

Description: You teleport up to 30 feet to an unoccupied space that you can see.

Mote of Possibility

Cost: 2nd level (2 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: Bonus Action

Range: Touch

Duration: 8 hours

Description: While this power is activated, you gain 1 charge of the Feat Lucky. Once used, the power is expended.

Mote of the Elements

Cost: 2nd level (5 BP worth of Bekkr Dust)

Category: Elemental

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: A small sphere of crackling energy forms in a tight vortex of elemental energy and lasts for the duration. The creator of the Mote can move it 30 feet in any direction and can strike a single target with it as a bonus action. The target must make a Dexterity saving throw or take damage on a fail, or half damage on a success. The damage is based on the Element summoned. Cold and Radiant damage dealt is 2d6 damage. Acid, Fire and Lightning deals 2d4 damage.

At Higher Levels: The damage increases by 1 damage dice for each slot level above 2nd.

Nexus

Cost: 2nd level (5 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: bonus action

Range: 60 feet

Duration: Concentration; 1 minute

Description: You create a pinpoint of nexus of DME that effects the flow of time. When you use this power, you can move the nexus up to a creature. When you do this, you have one of the following effects. At the point of activation, you can do one of the following, and as a bonus action thereafter, you can move the nexus up to 20 feet. You can switch the Nexus time flow from damage to healing (or vice-versa) as an action.

- Attack. Roll a DME power attack. On a hit, deal 1d6+ DME Modifier force damage.
- Heal. The creature regains 1d6 HP (No mods can be added to this roll).

At Higher Levels: At 4th, 6th, and 8th level, increase the dice by 1d6

Repulsed Assault

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Dimensional or Resonance

Initiation: Reaction

Range: 120 feet

Duration: Instant

Description: You create a warp that repulses an incoming attack to reduce or nullify the damage of the attack. As a Reaction, you may roll a d12+

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your DME Modifier to reduce the damage of any given damage that comes to you or an ally.
At Higher Levels: Each higher circle used can reduce the damage of an attack by an additional d12.

Static Discharge

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Elemental (Lightning)

Initiation: Bonus Action

Range: 120 feet

Duration: Concentration; 1 minute

Description: A yellow haze of pale light shines down in a 5-foot-radius, 40-foot-high cylinder centered on a point within range. Until the power ends, dim light fills the cylinder. When a creature enters the powers area for the first time on a turn or starts its turn there, it is engulfed in arcs of lightning and it must make a Constitution saving throw. It takes 2d10 Lightning damage on a failed save, or half as much damage on a successful one. Additionally, any illusion that is within the effect of the cylinder instantly fails. On each of your turns after you use this power, you can use an action to move the beam up to 60 feet in any direction.

At Higher Levels: When you use this power using a power slot of 3rd level or higher, the damage increases by 1d10 for each slot level above 2nd.

Pass Without a Trace

Cost: 2nd level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: Self

Duration: Concentration; 1 hour

Description: Surrounding yourself in an aura of the force you start to absorb sound and blend your image into the background of your movement. You gain a +10 to all stealth checks to anything around you within 30 feet of you.

Poisonous Tendrils

Cost: 2nd level (3 EP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 120 feet

Duration: instant

Description: You create three thin blasts of poisonous beams that look like tendrils. You can hurl them at one target or several. Make a ranged DME attack for each ray. On a hit, the target takes 2d6 poison damage.

At Higher Levels: You create one additional ray for each slot level above 2nd.

Possibilities

Cost: 2nd level (5 BP worth of Bekkr Dust)

Category: Chronomatic

Initiation: 10 Minutes. (Van be done as a Protocol)

Range: Self

Duration: 1 Minute

Description: You intently study the flow of time in a specific line of potential thought and are able to read the possible threads of time. Once this power is activated successfully, ask the DM a single question about the possible outcome of a singular event, person, or object within the next 2 weeks. The DM will then tell you the most likely outcome based on current events. The user does not get a "vision" as much as a feeling (such as happiness, fear, sadness, pain, etc.)

At Higher Levels: At 4th Circle, the time extends to 2 weeks, and every even number after 4th increases the timeline by another month.

Protection from Poison

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: touch

Duration: instant

Description: You neutralize one poison you can name, or one at random, from a creature if it is Sickened. While the power lasts, the target has advantage against being Sickened and resistance to poison damage.

Pyrotechnics

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Elemental (Fire, Lightning, Radiant)

Initiation: 1 action

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Range: 60 feet

Duration: Instant

Description: A 5-foot cube of flame is extinguished. In its place you create one of two phenomena.

- Fireworks: you create dazzling colored lights that blind creatures within 10 feet if they fail a Constitution saving throw.
- Smoke: it spreads from its origin out to a 20-foot radius, winding around obstacles and heavily obscuring the area for one minute or until a strong wind blows it away.

Scare

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 90 feet

Duration: 1 minute

Description: You fill the mind of a creature you can see with some illusory creature, object, or phenomenon while the power lasts. Unless the target succeeds at an Intelligence saving throw, it believes the illusion is entirely real; even its senses will verify this and any illogical situations that arise will be rationalized in the illusion's favor. On your turn, the illusion deals 1d6 psychic damage if the target stands in or enters the area within 5 feet of the illusion, including the illusion's space. The damage appears to the target to be caused by some attack or effect that is natural to the illusion. It does not deal damage if it is not of something that would naturally attack or cause a damaging effect if it were real. The target can make an Investigation check on the illusion. If it succeeds, the power ends.

See Invisibility

Cost: 2nd level (1 GB worth of Bekkr Dust)

Category: Dimensional, Elemental (Radiant), Enhancement

Initiation: 1 action

Range: Self

Duration: 1 hour

Description: You can see into the ethereal plane, where the creatures and objects appear translucent, and invisible creatures and objects become apparent to you.

Shatter

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Resonance

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: Each creature in a 10-foot-radius sphere must make a Constitution save. A creature takes 3d8 thunder damage on a failed save or half as much on a success. A Construct has disadvantage on the save, and a structure takes double damage. An object that isn't being worn or carried also takes the damage if it's in the powers area.

At Higher Levels: The damage increases by 1d8 for each slot level above 2nd.

Silence

Cost: 2nd level (1 EB worth of Bekkr Dust)

Category: Resonance

Initiation: 1 action (Can be done as a Protocol)

Range: 120 feet

Duration: Concentration; 10 minutes

Description: For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered on a point you choose within range. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it.

Skywrite

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Elemental (Cold) & Organic

Initiation: 1 action (Can be done as a Protocol)

Range: 120 feet

Duration: Concentration; 1 hour

Description: You cause up to ten words to form in a part of the sky you can see. The words appear to be made of electricity and remain in place for the powers duration. The words dissipate when the power ends.

Soothing Emotions

Cost: 2nd level (5 EB worth of Bekkr Dust)

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Category: Psionic

Initiation: 1 action

Range: Self

Duration: Concentration; 1 minute

Description: You can soothe a large group of people. Targets must make a Charisma saving throw but can choose to fail it as well. This suppresses fear and charm effects, but not remove them. You can also use this to instantly calm people. People's emotions will potentially resume.

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Spider Climb

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: Concentration; 1 hour

Description: A creature gains a climbing speed equal to its walking speed and can move freely along vertical surfaces and ceilings without using its hands.

Spike Growth

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 150 feet

Duration: Concentration; 10 minutes

Description: The ground in a 20-foot radius becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. Any creature that can't see the area at the time of creation must make a Perception check against your power save DC to recognize it as hazardous.

Stasis

Cost: 2nd level (5 BP worth of Bekkr Dust)

Category: Chronomancy, Elemental (Cold)

Initiation: 1 action (Can be used as a Protocol)

Range: Touch

Duration: Up to 10 days

Description: You touch a willing creature or object and put it into a time field of suspended animation. For the power's duration, or until you use an action to touch the target and dismiss the power, time does not affect the object. If the target is living, it will appear dead to all outward inspection and to powers used to determine the target's status. The target is blinded and incapacitated, and its speed drops to 0. If the target is Sickened, when you use the power or becomes Sickened while under the power's effect, the disease and poison have no effect until the power ends. If the target has recently died, it suspends time around the body, allowing a longer period of time for a Revive or Reverse Time power to be used.

Suggestion

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 8 hours

Description: You suggest a course of activity (limited to a sentence or two) and influence a creature you can see within range that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the power. The target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a knight give her warhorse to the first beggar she meets. If the condition isn't met before the power expires, the activity isn't performed. If you or any of your companions damage the target, the power ends.

Tireless

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Enhancement and Organic

Initiation: 1 action

Range: Touch

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Duration: 8 hours

Description: DME infuses every cell of your body, granting you unsurpassed energy. During this time, the target of this power cannot become exhausted by any non DME means. Once the effect fades, the target takes 2 Exhaustion points.

At Higher Circles: Each additional circle adds 1 additional target.

Web

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 hour

Description: You conjure a mass of thick, sticky webbing at a point of your choice within range. The webs fill a 20-foot cube from that point for the duration. The webs are difficult terrain and lightly obscure their area. If the webs aren't anchored between two solid masses (such as walls or trees) or layered across a floor, wall, or ceiling, the conjured web collapses on itself, and the power ends at the start of your next turn. Webs layered over a flat surface have a depth of 5 feet. Each creature that starts its turn in the webs or that enters them during its turn must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature restrained by the webs can use its action to make a Strength check against your power save DC. If it succeeds, it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Wind Armor

Cost: 2nd level (5 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: Self

Duration: Concentration; 10 Minutes

Description: Wind swirls around your form in a tight vortex. This gives you $\frac{3}{4}$ cover towards ranged attacks (+5 to AC).

Zone of Truth

Cost: 2nd level (1 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be used as a Protocol)

Range: 60 feet

Duration: 10 minutes

Description: A creature that starts its turn or enters the 15-foot sphere area you designate can no longer outright lie while in the area unless it succeeds on a Charisma saving throw. You are aware of who passes and who fails, and the affected creatures are aware of the restriction.

3rd Circle

3rd Circle powers are rarely found outside of the cities of Vendrosa. While those that can use 3rd Circle powers are rare, it is also not hard to find someone who activate them within a city as they will be more well known to the rest of the populous. They tend to be the wealthy, the educated, the educators, and the retired adventurers. 3rd circle power can be activated with 3rd level power slot or higher.

Avoidance

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Chronomancy, Dimensional, or Elemental (Lightning)

Initiation: Reaction

Range: 30 feet

Duration: Instant

Description: After a Critical hit is thrown, but before the damage is rolled, you can manipulate the recipient just enough to remove the critical hit from taking place.

Beacon of Hope

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional or Organic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: Give advantage on Wisdom saving throws and death saving throws to as many creatures within range as you wish. The targets also will regain the maximum number of Hit points possible when healed.

Blinding Strike

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Elemental (Radiant), Enhancement

Initiation: bonus action

Range: self

Duration: instant, or Concentration; 1 minute

Description: While the power lasts, your weapon deals an extra 3d8 radiant damage; it also blinds a creature it hits unless the creature succeeds at a Constitution saving throw. A blinded creature can regain its sight early by succeeding at a Constitution throw at the end of one of its turns.

Blink

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Dimensional, Elemental (lightning)

Initiation: 1 action

Range: self

Duration: 1 minute

Description: For the duration, roll a d20 at the end of your turns. If you roll 11 or higher, you move to the Ethereal Plane if you aren't already there. At the start of your next turn, or if the power ends and you're still on the Ethereal Plane, you return to an unoccupied space within 10 feet of where you vanished. If there is no space in range, you return to the next one, chosen at random if there's multiple options. The power can be dismissed as an action. On the Ethereal Plane, you can see up to 60 feet and in shades of gray, and hear the plane you came from. You can only affect and be affected by creatures on the Ethereal Plane, and creatures that aren't there can't perceive or interact with you unless they have an ability that allows it.

Bolt of Radiance

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

Range: 120 feet

Duration: instant

Description: A stroke of lightning forming line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 Radiant damage on a failed save, or half as much damage on a successful one.

Higher Levels: 1d6 additional damage per level.

Catnap

Cost: 3rd level (1 EB worth of Bekkr Dust)

Category: Organic

Initiation: 1 action (Can be done as a Protocol)

Range: 30 feet

Duration: instant

Description: 3 willing creatures fall asleep almost instantly. All those under the effects gain the benefits of a long rest is ½ the time needed.

Higher Levels: Add 1 additional creatures per level.

Circle of Protection

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 10 minutes (Can be done as a Protocol)

Range: 10 feet

Duration: 1 hour

Description: A 10-foot-radius, 20-foot-tall cylinder of energy centered on a visible point on the ground appears. Choose one or more of the one type of creature. The circle affects a creature of the chosen type in the following ways:

- The creature can't willingly enter the cylinder by non-DM means. If the creature tries to teleport or use interplanar travel, it must succeed on a Charisma save.
- The creature has disadvantage on attacks against targets in the cylinder.
- Targets within the cylinder can't be charmed or frightened by the creature.

When you use this power, you can elect to cause the power to operate in the reverse direction, preventing a creature of the specified type from leaving the cylinder and protecting targets outside it.

At Higher Levels: The duration increases by 1 hour for each slot level above 3rd.

Cone of Cold

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Elemental (Cold)

Initiation: 1 action

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Range: 150 feet

Duration: instant

Description: A blast of cold air erupts from your hands. Each creature in a 60-foot cone must make a Constitution saving throw. A creature takes 8d6 cold damage on a failed save, or half as much damage on a successful one. A creature killed by this power becomes a frozen statue until it thaws. At Higher Levels. When you use this power using a power slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 3rd.

Counter

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Elemental (Lightning), Psionic

Initiation: Reaction

Range: 60 feet

Duration: instant

Description: You attempt to interrupt a creature that you can see using a power. If the creature is using a power of 3rd level or lower, its power fails and has no effect. If it's a power of 4th level or higher, make a check using your DM ability. The DC is 10+ the DM level. On a success, the power is interrupted.

At Higher Levels: The interrupted power has no effect if its level is less than or equal to the level of the power slot you used.

Corrosive Sphere

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: 150 feet

Duration: Concentration, 1 Minute

Description: A 20-foot-radius haze of acid appears, centered on a point with range and lasting for the duration. The haze is so thick anyone within the sphere is blinded while within it and moving through it is considered difficult terrain. Any creature that starts its turn in the area takes 2d6 acid damage. Any creature that ends its turn in the area must succeed on a Constitution saving throw or take 2d6 acid damage. Once exiting the haze, the target must make a Constitution saving throw to regain their vision.

Daylight

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Dimensional or Elemental (Radiant)

Initiation: 1 action (Can be done as a Protocol)

Range: 60 feet

Duration: 1 hour

Description: A 60-foot-radius sphere of light spreads out from a point you choose within range. The sphere is bright light and sheds dim light for an additional 60 feet. If you chose a point on an object you are holding or one that isn't being worn or carried, the light shines from the object and moves with it. Completely covering the affected object with an opaque object, such as a bowl or a helm, blocks the light. If any of this power's area overlaps with an area of darkness created by a power of 3rd level or lower, the power that created the darkness is depowered.

Dimensional Chest

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action (Can be done as a Protocol)

Range: self

Duration: instant

Description: You hide a chest and its contents on the Ethereal Plane. The chest can contain up to 12 cubic feet of nonliving material. While the chest is on the Ethereal Plane, you can use an action to recall the chest. It appears in an unoccupied space on the ground within 5 feet of you. You can send the chest back by using an action.

Dimensional Hut

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 minute (Can be done as a Protocol)

Range: Self

Duration: 8 hours

Description: A 10-foot-radius immobile dome of force springs into existence around and above you and remains stationary for the duration. The power ends if you leave its area. Nine creatures of Medium size or smaller can fit inside the dome with you. The power fails if its area includes a larger creature or more than nine creatures. Creatures and objects within the dome when you use this power can move through it freely. All other creatures and objects are barred from passing through it. Powers and other DM effects can't extend through the dome or be used through it. The

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atmosphere inside the space is comfortable and dry, regardless of the weather outside. Until the Power ends, you can command the interior to become dimly lit or dark. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

Dissipate DME

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: Action

Range: 60 feet

Duration: instant

Description: Choose one creature, object, or DM effect within range. Any DM of 3rd level or lower on the target ends. For each power of 4th level or higher on the target, make an ability check using your DM ability. The DC equals 10+ the powers level. On a successful check, the Power ends. For any item that has been crafted to hold a DM enhancement, the effect is temporarily disabled for 24 hours. Using this power for 30 days will permanently remove a DM effect.

At Higher Levels. When you use this power using a power slot of 4th level or higher, you automatically end the effects of a power on the target if the powers level is equal to or less than the level of the power slot you used.

Draining Touch

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; up to 1 minute

Description: The touch of your hand can siphon life force from others to heal your wounds. Make a melee power attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the power ends, you can make the attack again on each of your turns as an action.

At Higher Levels. When you activate this power using a power slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

Elemental Weapon

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Elemental & Enhancement

Initiation: Bonus action

Range: Touch

Duration: Concentration; 1 hour

Description: A weapon you touch becomes a DM weapon. Choose one of the following damage types: cold, fire, or lightning. For the duration, the weapon has a +1 bonus and deals an extra 1d4 damage of the chosen type when it hits.

At Higher Levels

- When you use this power using a power slot of 5th the bonus increases to +2 and the extra damage increases to 2d4.
- When you use a power slot of 7th level, the bonus increases to +3 and the extra damage increases to 3d4.

Enduring Aura

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: Self

Duration: Concentration; 1 minute

Description: Healing energy radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. You can use a bonus action to cause one creature in the aura (including you) to regain 2d6 hit points.

Erupting Earth

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Organic or Resonance

Initiation: 1 minute

Range: touch

Duration: until removed

Description: Choose a point on the ground that you can see. A 20-foot cube centered on that point becomes difficult terrain, and each 5-foot portion requires a minute to clear by hand. Each creature in the cube's area must make a Dexterity save. It takes 3d12 bludgeoning damage on a failure, or half damage on a success.

At Higher Levels: The damage increases by 1d12 for each slot level above 3rd.

Explosives

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional And Enhancement

Initiation: 1 action

Range: touch

Duration: instant

Description: You throw a weapon or fire a piece of ammunition into the air. Each creature in a 30-foot radius must succeed on a Dexterity saving throw. A creature takes 3d8 damage on a failed save, or half as much damage on a successful one. The damage type is the same as that of the weapon or ammunition used as a component.

At Higher Levels: The damage increases by 1d8 for each slot level above 3rd.

Fear

Cost: 3rd level (2 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: You project an image of a creature's worst fears. Each creature in a 30-foot cone must succeed on a Wisdom saving throw or drop whatever it is holding and become Frightened for the Duration. While Frightened by this power, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to you, the creature can make a Wisdom saving throw. On a successful save, the power ends for that creature.

Fly

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional, Elemental (Lightning), Enhancements

Initiation: 1 action

Range: Self

Duration: Concentration, 10 Minutes

Description: You gain a flying speed of 60 feet. If the target is flying when the power ends, they fall.

Haste

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Chronomancy, Elemental (Lightning), & Enhancement

Initiation: 1 action

Range: touch

Duration: Concentration: 1 minute

Description: Choose a willing creature you can see. Its speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saves, and it gains an additional action on each of its turns. The action can be used to attack (one weapon attack only), dash, disengage, hide, or use an object. When the power ends, the target can't move or take actions until the end of its next turn.

Hypnotic Pattern

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional, Elemental (Radiant)

Initiation: 1 action

Range: touch

Duration: Concentration: 1 minute

Description: You create a twisting pattern of colors that weaves through the air inside a 30-foot cube within range. The pattern appears for a moment and vanishes. Each creature in the area who sees the pattern must make a Wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this power, the creature is incapacitated and has a speed of 0. The power ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Lightning Reflexes

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Chronomancy, Elemental (Lightning)

Initiation: 1 action

Range: touch

Duration: 8 Hour

Description: You touch 1 creature and supercharge their initial adrenaline burst. For the duration, the target has a +5 to their Initiative, and during combat, their AC also increases by 2.

At Higher Circles: Add 1 additional person per circle level.

Loss of Focus

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Organic, Psionic

Initiation: 1 action

Range: touch

Duration: Concentration; 1 minute

Description: You touch a creature and they make a WIS save. If they fail, they can no longer focus on any one thing for more than a short period of time. The only way to remove this is with Greater Restoration. At higher levels it increases the time of the effect by minutes at a time. Here are the affects you can pick from.

- Choose 1 ability score. While in effect, they have disadvantage on all checks and saving throws.
- The target has disadvantage on attack rolls.
- The target must make a WIS save throw or do nothing with its turn.
- All attacks dealt to the target deal an additional 1d8 damage.

Higher Levels: Concentration can last for 1 additional hour per level.

Major Image

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Elemental (Radiant), Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: 120 feet

Duration: Concentration; 10 minutes

Description: You create the image of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a spot that you can see within range and lasts for the duration. It seems completely real, including sounds, smells, and temperature appropriate to the thing depicted. You can't create enough heat or cold to cause damage, a sound loud enough to deal thunder damage or deafen a creature, or a smell that might sicken a creature (like a troglodyte's stench). As long as you are within range of the illusion, you can use your action to cause the image to move to any other spot within range. As the image changes location, you can alter its appearance so that its movements appear natural for the image. For example, if you create an image of a creature and move it, you can alter the image so that it appears to be walking. Similarly, you can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your DM save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and its other sensory qualities become faint to the creature.

Mass Time-Dilation

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: Bonus action

Range: 60 feet

Duration: Instant

Description: As you call out words of restoration, up to six creatures of your choice that you can see within range regain Hit points equal to 1d4+ DME ability modifier.

At Higher Levels. When you use this power using a power slot of 4th level or higher, the healing increases by 1d4 for each slot level above 3rd.

Minute Meteors

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Dimensional and Elemental (Fire)

Initiation: 1 action

Range: self

Duration: Concentration; 10 minutes

Description: Six tiny motes of dimensional energy orbit around you for the power's duration. When you use the power, and as a bonus action on subsequent turns, you can hurl up to two of the meteors to points you choose within 120 feet. It explodes if it reaches the point or hits a solid surface. Each creature within a 5-foot radius of the explosion must make a Dexterity save. The explosion deals 2d4 Fire damage on a failure, or half damage on a success.

At Higher Levels: The number of meteors created increases by two for each slot level above 3rd.

Nondetection

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional or Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: self

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Duration: 8 hours

Description: For the duration, you hide a target that you touch from dark matter detectors or Scrying.

Plant Growth

Cost: 3rd level (1 or 10 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action to 8 hours (Can be used as a Protocol)

Range: 150 feet

Duration: Instant to 8 hours: Concentration

Description: This power channels DME directly into the earth and the plants around it to stimulate growth and vitality. There are two possible uses for the power, granting either immediate or long-term benefits.

- If you activate this power using 1 action, choose a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. You can exclude one or more areas of any size within the power's area from being affected.
- If you activate the power over 8 hours, you enrich the land. All plants in a half-mile radius centered on a point within range become enriched for 1 year. The plants yield twice the normal amount of food when harvested.

Protection from Energy

Cost: 3rd level (1 or 10 BP worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: Touch a willing creature. They have resistance to one damage type of your choice: cold, fire, lightning, or thunder.

Revive

Cost: 3rd level (300 BP worth of Bekkr Dust)

Category: Chronomancy and Organic

Initiation: 1 action

Range: Touch

Duration: Instant

Description: Touch a creature that's died within the preset amount of time (3 minutes +1 minute per point of Constitution). It returns to life with 1 hit point. This power can't return life to a creature that died of old age, and it can't restore missing body parts.

Sending

Cost: 3rd level (1 EB worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: within the same plane

Duration: up to 25 words.

Description: You send a short message of twenty-five words or less to a creature with which you are familiar. The creature hears the message in its mind, recognizes you as the sender if it knows you, and can answer in a like manner immediately. The power enables creatures with Intelligence scores of at least -1 to understand the meaning of your message. You can send the message across any distance as long as it is in the same plane/planet.

Slow

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Chronomancy, Elemental (Cold), or Psionic

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 1 minute

Description: You alter time around up to six creatures of your choice in a 40-foot cube within range, each target must succeed on a Wisdom saving throw or be affected by this power for the duration. An affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or Power items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to use a power with a using time of 1 action, roll a d20. On an 11 or higher, the power doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the power. If it can't, the power is wasted. A creature affected by this power makes another Wisdom saving throw at the end of its turn. On a successful save, the effect ends for it.

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Summon Animals

Cost: 3rd level (10 BP worth of Bekkr Dust)

Category: Dimensional or Organic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 hour

Description: Sending out the call, any animals within range based on the chart below that are in the area (Per DM) will come to your aid.

- 1 beast of challenge rating 2 or lower
- 2 beasts of challenge rating 1 or lower
- 4 beasts of challenge rating 1/2 or lower
- 8 beasts of challenge rating 1/4 or lower

The beasts are friendly to you and your companions. They have their own initiative, but as a group. They obey any verbal commands that you issue to them, no action required. If you don't issue any commands to them, they only defend themselves from hostile creatures.

At Higher Levels: Twice as many creatures appear with a 5th-level slot, three times as many with a 7th-level slot, and four times as many with a 9th-level slot.

Tesla

Cost: 3rd level (5 BP worth of Bekkr Dust)

Category: Elemental (Lightning) or Organic

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 10 minutes

Description: When you use this power, choose a point you can see within range. Dark Matter roils uncontrollably and starts to fire of electricity. A bolt of lightning flashes down from that point. Each creature within 5 feet of that point must make a Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one. On each of your turns until the power ends, you can use your action to call down lightning in this way again, targeting the same point or a different one. If you are outdoors in stormy conditions when you use this power, the power is enhanced. Under such conditions, the power's damage increases by 1d10.

At Higher Levels. When you use this power using a power slot of 4th or higher level, the damage increases by 1d10 for each slot level above 3rd.

Thunderstep

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional and Resonance

Initiation: 1 action

Range: 90 feet

Duration: instant

Description: You teleport yourself to an unoccupied space you can see within range. Immediately after you disappear, a thunderous boom sounds, and each creature within 10 feet of the space you left must make a Constitution saving throw, taking 3d10 thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away. You can bring along objects as long as their weight doesn't exceed what you can carry. You can also teleport one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this power, and there must be an unoccupied space within 5 feet of your destination space for the creature to appear in; otherwise, the creature is left behind.

At Higher Levels. When you use this power using a power slot of 4th level or higher, the damage increases by 1d10 for each slot level above 3rd.

Trans-Step

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: Reaction

Range: 90 feet

Duration: instant

Description: Using your reaction, you teleport an ally that you see in danger by 10 feet, protecting them from incoming danger. This can be done at the point of the attack roll, not of the damage roll.

Warding Stone

Cost: 3rd level (10 BP worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 hour

Range: touch

Duration: until triggered or removed

Description: You infuse a point upon a surface or within an object that can be closed to hide it. It can cover an area no larger than 10 feet in diameter. If the surface or object is moved more than 10 feet from where you use the power, it ends without being triggered. You decide what triggers the ward

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when you use the power. Once the ward is triggered, this power ends. You can further refine the trigger so the power activates only under certain circumstances or according to physical characteristics, creature kind, or alignment. You can also set conditions for creatures that don't trigger the ward. The ward is nearly invisible and requires a successful Investigation check to be found. When you infuse the ward, choose explosive or a power ward.

- **Explosive Ward:** When triggered, the ward erupts with DM energy in a 20-foot-radius sphere. The sphere spreads around corners. Each creature must make a Dexterity save. A creature takes 5d8 acid, cold, fire, lightning, or thunder damage on a failure (your choice when you create the ward), or half damage on a success.
- **Power Ward:** You can store a prepared power of 3rd level or lower by using it as part of creating the ward. The power must target a single creature or an area. The power being stored has no immediate effect. When the power is triggered, the stored power is used. If the power has a target, it targets the triggering creature. If the power affects an area, the area is centered on that creature.

At Higher Levels: The damage of an explosive rune glyph increases by 1d8 for each slot level above 3rd. If you create a power glyph, you can store any power of up to the same level as the slot you use for the warding stone.

Water Breathing

Cost: 3rd level (1 BP worth of Bekkr Dust)

Category: Elemental (Cold), Enhancement and Organic

Initiation: 1 action

Range: 90 feet

Duration: 24 hours

Description: This power grants up to ten willing creatures you can see within range the ability to breathe underwater until the power ends. Affected creatures also retain their normal mode of respiration.

Water Walking

Cost: 3rd level (10 BP worth of Bekkr Dust)

Category: Dimensional Elemental (Cold), and Enhancement

Initiation: 1 action

Range: 30 feet

Duration: 1 hour

Description: This power changes the chemical makeup of the body to repel water. Up to ten willing creatures you can see within range the ability to walk on liquid surfaces. If you target a creature submerged in a liquid, the power carries the target to the surface of the liquid at a rate of 60 feet per round.

4th Circle

4th Circle powers are rarely found outside of the Capitals of Vendrosa. While those that can use 4th Circle powers are very rare, it is also not hard to find information on someone who activate them. Because of their power and rank within the Capital however, it would not be an easy feat to be able to gain access to them. They are likely the headmasters of schools, the leaders of Guilds, and higher-ranking members of the military. 4th circle powers can be activated with 4th level power slot or higher.

Acidic Breath

Cost: 4th level (40 BP worth of Bekkr Dust)

Category: Elemental (Acid), Enhancement & Organic

Initiation: 1 action

Range: Self

Duration: 10 minutes or until 3 Acidic expulsions have occurred

Description: Altering the nature of your breath, you change the alkaline in your expulsions of air to be highly acidic. As a bonus action after the power has been activated, you can breathe out a 15-foot cone of acid that deals 3d10 damage to all targets, or half as much if effected targets make a successful Dexterity saving throw.

At Higher Levels. When you use this power using a power slot of 4th or higher level, the exhalations increase by 1 per circle used.

Aura of Life

Cost: 4th level (30 BP worth of Bekkr Dust)

Category: Chronomancy or Organic

Initiation: 1 action

Range: Self

Duration: Concentration; 10 minutes

Description: Life-preserving energy radiates from you in an aura with a 30-foot radius. Until the power ends, the aura moves with you, centered on you. Each non-hostile creature in the aura (including you) has immunity to disease, resistance to necrotic & poison damage, and has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, Sickened, and stunned. Additionally, HP maximum can't be reduced non-hostile, and living creatures regains 1 hit point when it starts its turn in the aura with 0 hit points.

Banishment

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: A creature you can see must succeed a Charisma save or be banished to pocket dimension for 1 minute or until the power ends. If the creature is not from the plane you are currently on, they stay on their home plane.

At Higher Levels: You can target one additional creature for each slot above 4th.

Binding Word

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action (Can be done as a Protocol)

Range: Touch

Duration: Until Completed or Removed

Description: You seal an agreement between two or more willing creatures with an oath, binding the agreement into their minds with DME. The terms of the agreement must be clear and concise. This agreement cannot be broken by anything short of a Greater Restoration or Wish Power. If the persons in the agreement are working towards the agreement, no ill effects are placed on them. Any time they think of going against the agreement, or act in a way that is against the agreement, the person takes 4d6 Psychic damage and is stunned for 1 round, or half as much on successful save and resists the stun. Each round, they must continue to make saving throws. Once the agreement is accomplished, the effect is removed.

Blight

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 10 minutes

Description: Energy washes over a creature of your choice that you can see within range, draining moisture and vitality from it. The target must make a Constitution saving throw. The target takes 8d8 necrotic damage on a failed save, or half as much damage on a successful one. This power has no effect on constructs. If you target a plant creature or a plant, it makes the saving throw with disadvantage, and the power deals maximum damage to it. When you use this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

At Higher Levels. When you use this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Blinding Burst

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

Range: 90 feet

Duration: 1 action

Description: You create a bloom of Radiant energy that is a 20-foot radius on a target you choose. All targets in the bloom take 6d6 Radiant damage and must make a Constitution save or be blinded until your next turn.

At Higher Circles. When you use this power using a power slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

Calm the Earth

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: Self, 30 feet

Duration: Concentration; 10 minutes

Description: You create an invisible circle of protective energy centered on yourself with a radius of 30 feet. This field moves with you. The user and all allies within the energy field are protected against lair actions.

- Attack rolls resulting directly from lair actions are made with disadvantage.
- Saving throws resulting directly from lair actions are made with advantage, and damage done by these lair actions is halved.
- Lair actions occur on an initiative count 10 lower than normal.
- All DME users have advantage on Constitution saving throws against Concentration.

Charm Monster

Cost: 4th level (5 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 hour

Description: A creature you can see must make a Wisdom save, and has advantage if you or your companions are fighting it. If it fails, it's charmed by you until the power ends or until you or your companions harm it. The charmed creature is friendly to you. When the power ends, the creature knows it was charmed by you.

At Higher Levels: You can target one additional creature for each slot level above 4th. The creatures must be within 30 feet of each other.

Compulsion

Cost: 4th level (15 BP worth of Bekkr Dust)

Category: Psionic

Range: 30 feet

Duration: Concentration; 1 minute

Description: Creatures of your choice that you can see within range and that can hear you must make a Wisdom saving throw. A target automatically succeeds on this saving throw if it can't be charmed. On a failed save, a target is affected by this power. Until the power ends, you can use a bonus action on each of your turns to designate a direction that is horizontal to you. Each affected target must use as much of its movement as possible to move in that direction on its next turn. It can take its action before it moves. After moving in this way, it can make another Wisdom saving to try to end the effect. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move in the designated direction.

Confusion

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: Each creature in a 10-foot-radius sphere centered on a point you choose must succeed on a Wisdom save. On a success, nothing happens. On a failure, an affected target can't take reactions and must roll a d10 at the start of each of its turns. This determines its action that turn. At the end of its turns, it can make a Wisdom save. If it succeeds, the power ends for it.

- 1: Takes no action and uses all movement to go in a random direction. Assign a direction to each number of a d8 and roll it, this determines the direction.
- 2-6: Doesn't move or take actions.
- 7-8: Makes a melee attack against a random creature in reach. If there's none, it does nothing.
- 9-10: Can act and move normally.

At Higher Levels: The radius of the sphere increases by 5 feet for each slot level above 4th.

Control Water

Cost: 4th level (50 BP worth of Bekkr Dust)

Category: Organic & Elemental (Cold)

Initiation: 1 action (Can be done as a Protocol)

Range: 300 feet

Duration: Concentration; 10 minutes

Description: Until the power ends, you control any freestanding water inside an area you choose that is a cube up to 100 feet on a side. You can choose from any of the following effects when you cast this power. As an action on your turn, you can repeat the same effect or choose a different one.

- Flood. You cause the water level of all standing water in the area to rise by as much as 20 feet. If the area includes a shore, the flooding water spills over onto dry land. If you choose an area in a large body of water, you instead create a 20-foot tall wave that travels from one side of the area to the other and then crashes down. Any Huge or smaller vehicles in the wave's path are carried with it to the other side. Any Huge or smaller vehicles struck by the wave have a 25 percent chance of capsizing. The water level remains elevated until the power ends or you choose a different effect. If this effect produced a wave, the wave repeats on the start of your next turn while the flood effect lasts.
- Part Water. You cause water in the area to move apart and create a trench. The trench extends across the powers area, and the separated water forms a wall to either side. The trench remains until the spell ends or you choose a different effect. The water then slowly fills in the trench over the course of the next round until the normal water level is restored.
- Redirect Flow. You cause flowing water in the area to move in a direction you choose, even if the water must flow over obstacles, up walls, or in other unlikely directions. The water in the area moves as you direct it, but once it moves beyond the powers area, it resumes its flow

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based on the terrain conditions. The water continues to move in the direction you chose until the power ends or you choose a different effect. You can use this power to slam a large volume of water into a path that takes up an area 30 feet long, 10 feet wide, and 10 feet tall. Each creature in the area must make a Strength saving throw to brace themselves. On a failure, the target takes 4d8 bludgeoning damage, and is knocked prone. On a success, they take ½ damage and remain standing. After this effect is done, all fires in the area are extinguished and the power ends.

- Whirlpool. This effect requires a body of water at least 50 feet square and 25 feet deep. You cause a whirlpool to form in the center of the area. The whirlpool forms a vortex that is 5 feet wide at the base, up to 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of the vortex is pulled 10 feet toward it. A creature can swim away from the vortex by making a Strength (Athletics) check against your spell save DC. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex until the power ends. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the vortex as described above but has disadvantage on the Strength (Athletics) check to do so. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage; this damage occurs each round it remains in the vortex.

Dangerous Reserves

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Enhancement, Organic

Initiation: 1 action (Can be done as a Protocol)

Range: 30 feet

Duration: Concentration; 10 Minutes

Description: Touching 1 creature, you enable them to heal at a superhuman rate. As a bonus action, the target can spend up to their Constitution

Modifier in Hit Dice during Combat. Each time the user does this, they take 1 point of exhaustion, but after the effect of the power ends.

DME Eye

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Dimensional, Enhancement

Initiation: 1 action (Can be done as a Protocol)

Range: 30 feet

Duration: Concentration; 1 hour

Description: You infuse an area with DM that allows you to look in on that location. You mentally receive visual information from that location. It has Darkvision out to 30 feet and you can see the entire area up to 30 feet. There's no limit on how far away from you it can be, but it can't enter another plane.

Death Ward

Cost: 4th level (50 BP worth of Bekkr Dust)

Category: Chronomancy and Enhancement

Initiation: 1 action

Range: touch

Duration: 8 hours

Description: You touch a creature. The first time the target would drop to 0 hit points from taking damage, it instead drops to 1 hit point, and the power ends. If the target is subjected to an effect that would kill it instantly without dealing damage, the effect is negated and the power ends.

Dimension Door

Cost: 4th level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 400 feet

Duration: instant

Description: You teleport yourself from your current location to any other spot within range. You arrive at exactly the spot desired. It can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as '200 feet straight downward' or 'upward to the northwest at a 45-degree angle, 300 feet. You can bring along objects if their weight doesn't exceed what you can carry. You can also bring one willing creature of your size or smaller who is carrying gear up to its carrying capacity. The creature must be within 5 feet of you when you use this power. If you would arrive in a place already occupied by an object or a creature, you and any creature traveling with you each take 4d6 force damage, and the power fails to teleport you.

Dimensional Sphere

Cost: 4th level (5 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

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Range: 30 feet

Duration: Concentration; 1 minute

Description: A sphere encloses a Large or smaller creature or object. An unwilling creature must make a Dexterity save. On a failure, the creature is enclosed. Nothing can pass through the barrier, though a creature in the sphere can breathe. The sphere is immune to all damage, and a creature or object inside can't be affected by anything outside the sphere, nor can it affect anything outside in turn. The sphere is weightless and just large enough to contain the creature or object. An enclosed creature can use its action to push against the sphere and roll it at up to half the creature's speed. The globe also can be picked up and moved by other creatures. A Disintegrate targeting the globe destroys it without harming anything inside.

Dominate Beast

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Psionic

Range: 60 feet

Duration: Concentration; 1 minute

Description: You attempt to beguile a beast that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the beast is charmed, you have a telepathic link with it if the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as "Attack that creature," "Run over there," or "Fetch that object." If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the ability ends.

Extract Thought

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 Minute

Range: touch

Duration: 10 minutes

Description: Touch a creature that is either alive or has been dead for less than 1 day. You can then "ask" the DM 4 "questions" of the target by extracting thoughts from their minds.

- If the target is alive, the target makes a Wisdom Saving throw against your DC on each "question". If the target fails, you draw the memories of the "question" out, which deals 1d6 psychic damage to the target. You learn what the target knows by means of its memory. Though the memories are true, they may not be 100% accurate, as each person remembers events differently.
- If the Target is dead less than 1 day, the mind still has not degraded to the point of losing memory. If this power is activated on a target that has been dead more than 24 hours, the user takes 4d6 psychic damage and is considered "sickened" for 1 hour. If the target is dead less than 24 hours, the user of the power must make a Wisdom Saving throw on each "question" because the memories are already degrading. If they succeed the memory is extracted, though the memories are true, they may not be 100% accurate, as each person remembers events differently. If the user fails the DC, they take 1d6 Psychic damage, as the memory is already to corrupted. Once the "questions" are asked, the brain of the dead target is liquified.

Fabricate

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Dimensional, Organic

Initiation: 10 minutes

Range: touch

Duration: 10 minutes

Description: Choose raw materials that you can see. You can fabricate a Large or smaller object contained in a 10-foot cube or eight connected 5-foot cubes. If you are working with mineral substance, the fabricated object can be no larger than Medium contained within a single 5-foot cube. The quality of objects made by the power is commensurate with the quality of the raw materials. Creatures or power items can't be created or transmuted by this power. You also can't use it to create items that require a high degree of craftsmanship unless you have proficiency with the appropriate type of artisan's tools.

Faithful Companion

Cost: 4th level (100 BP worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: 1 action (Requires a Ethereal Familiar to already be summoned)

Range: 30 feet

Duration: 8 hours

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Description: You strengthen your Ethereal familiar or Animal Companion with this Power and it gains the following benefits while enhanced by this power. (If you have a Construct familiar or pet, you can use it on them as well.)

- Roll 1d12+ Your Constitution modifier per each Circle level you use this power and add it to its existing health.
- It gains a single attack per round, that deals 4d8 Force damage. Its attack is based on your DME Attack Roll.
- It can see invisible targets and see through illusions.

Freedom of Movement

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Dimensional or **Elemental (Acid)**, Enhancement

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 hour

Description: You touch a willing creature. Its movement is unaffected by difficult terrain, and powers and DM effects can't reduce its speed or cause it to be paralyzed or restrained. The target can spend 5 feet of movement to automatically escape from non-infused restraints. Additionally, being underwater imposes no penalties on its movement or attacks.

Grasping Vine

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Organic

Initiation: Bonus Action or Reaction

Range: 90 feet

Duration: Concentration; up to 1 minute

Description: You create a vine that sprouts from the ground in an unoccupied space of your choice that you can see within range. When you activate this power, you can direct the vine to lash out at a creature within 30 feet of it that you can see. Make an DME Attack roll and deal 2d12 damage. On a hit, that creature must succeed on a Dexterity saving throw or be pulled 20 feet directly toward the vine. Until the power ends, you can direct the vine to lash out at the same creature or another one as a bonus action on each of your turns.

Greater Invisibility

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Enhancement & Dimensional, or Elemental (Radiant)

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 minute

Description: A creature you touch becomes invisible. Anything the target is wearing or carrying is invisible as long as it's on the target's person.

Guardian Enhancement

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Enhancement & Organic

Initiation: bonus action

Range: self

Duration: Concentration; 1 minute

Description: Choose one of the following forms to transform into. It lasts for the duration.

Offensive:

- Your walking speed increases by 10 feet.
- You gain Darkvision with a range of 120 feet.
- You make Strength-based attacks with advantage.
- Your melee weapon attacks deal an extra damage-dice on a hit.

Defensive:

- You gain 10 temporary hit points.
- You make Constitution saves with advantage.
- You make Dexterity and Wisdom based attacks with advantage.
- Your aura is so imposing, 15 feet around you is difficult terrain for enemies.

Hallucinatory Terrain

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: **Elemental (Radiant)**, Psionic

Initiation: 10 minutes

Range: 300 feet

Duration: Concentration; up to 24 hours

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Description: You make natural terrain in a 150-foot cube in range look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area aren't changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to see through the illusion. If the difference isn't obvious by touch, a creature carefully examining the illusion can attempt an Intelligence (Investigation) check against your power save DC to disbelieve it. A creature who discerns the illusion for what it is, sees it as a vague image superimposed on the terrain.

Private Sanctum

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 10 minutes (Can be used as a Protocol)

Range: 30 feet

Duration: 24 Hours

Description: You create a dimensional pocket to be your private home. The space can be up to 40 feet in each dimension. The power lasts for the duration or until you use an action to dismiss it. You can bring in other objects and items with you, and they will stay within the pocket. Any living matter cannot stay within the pocket after the 24 hours is finished and will be forcefully ejected out of your pocket dimension. Sensors and observation powers created by DME Powers can't appear inside the protected area or pass through into your dimension. Only the power Plane shift can allow a creature to enter your pocket dimension, and even then, they would have to know that you have created one within the area to do so.

Staggering Smiter

Cost: 4th level (5 BP worth of Bekkr Dust)

Category: [Enhancement](#), Psionic

Initiation: bonus action

Range: self

Duration: instant or Concentration; 1 minute

Description: The next time you hit with a melee weapon attack during the power's duration, your attack deals an extra 4d6 psychic damage. The target must make a Wisdom save. On a failure, it has disadvantage on attacks and ability checks, and can't take reactions until the end of its next turn.

Stone Shape

Cost: 4th level (1 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action (Can be done as a Protocol)

Range: touch

Duration: Instant

Description: Touch a stone object of Medium size or smaller, or a section of stone no more than 5 feet in any dimension, and form it into any shape. The object you create can have up to two hinges and a latch, but finer detail isn't possible.

Stone Skin

Cost: 4th level (1 BP worth of Bekkr Dust)

Category: Enhancement, [Organic](#)

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: Until the power ends, the target has resistance to bludgeoning, piercing, and slashing damage.

Storm Sphere

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Elemental (Cold and Lightning) and Organic

Initiation: 1 action

Range: 150 feet

Duration: Concentration; 1 minute

Description: A 20-foot-radius sphere appears centered on a point you choose which creates a violent storm of Ice, hail, and Lightning. Each creature in the sphere when it appears or that ends its turn must pass a Strength save or take 2d6 bludgeoning and Cold damage. The sphere's space is difficult terrain. As a bonus action, you can cause lightning to strike up to 60 feet from the center of the sphere. Make a ranged power attack. You have advantage if the target is in the sphere. On hit, it deals 4d6 lightning damage. Creatures within 30 feet of the sphere have disadvantage on Perception checks made to listen.

At Higher Levels: The damage increases for each of its effects by 1d6 for each slot level above 4th.

Summon Planar

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Dimensional

Range: Self

Duration: Concentration: 1 Hour

Description: You pull an Ethereal creature from the Ethereal Plane that is bound to serve you. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. If you lose concentration or the creature drops to 0 HP, the creature returns to the Ethereal Plane. You choose one of the following options for what appears:

- One elemental of challenge rating 2 or lower
- Two elementals of challenge rating 1 or lower
- Four elementals of challenge rating 1/2 or lower
- Eight elementals of challenge rating 1/4 or lower.

At Higher Levels. When you activate this power using certain higher-level power slots, you choose one of the summoning options above, and more creatures appear: twice as many with a 6th-level slot and three times as many with an 8th-level slot.

Telekenetic Combat

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 90 feet

Duration: Instant

Description: You create a Large hand of shimmering, translucent DM that mimics your own hands in an unoccupied space that you can see within range. The hands last for the powers duration, and it moves at your command, mimicking the movements of your own hand. The hand is an object that has AC 20 and hit points equal to your hit point maximum. If it drops to 0 hit points, the power ends. It has a Strength of 26 (+8) and a Dexterity of 10 (+0). The hand doesn't fill its space. When you use the power and as a bonus action on your subsequent turns, you can move the hand up to 60 feet and then cause one of the following effects with it.

- **Clenched Fist.** The hand strikes one creature or object within 5 feet of it. Make a power attack for the hand using your Power attack roll. On a hit, the target takes 4d8 force damage.
- **Forceful Hand.** The hand attempts to push a creature within 5 feet of it in a direction you choose. Make a check with the hand's Strength contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, you have advantage on the check. If you succeed, the hand pushes the target up to 5 feet plus several feet equal to five times your ability modifier. The hand moves with the target to remain within 5 feet of it.
- **Interposing Hand.** The hand interposes itself between you and a creature you choose until you give the hand a different command. The hand moves to stay between you and the target, providing you with half cover against the target. The target can't move through the hand's space if its Strength score is less than or equal to the hand's Strength score. If its Strength score is higher than the hand's Strength score, the target can move toward you through the hand's space, but that space is difficult terrain for the target.

At Higher Levels. When you use this power using a power slot of 6th level or higher, the damage from the clenched fist option increases by 1d8 and the damage from the grasping hand increases by 1d6 for each slot level above 5th.

Temperate Shield

Cost: 4th level (50 BP worth of Bekkr Dust)

Category: Elemental (Cold or Fire)

Range: Self

Duration: 10 minutes

Description: Thin waves of energy radiate off your person, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the power early by using an action to dismiss it. The energy provides you with a warm shield or a chill shield, as you choose. The warm shield grants you resistance to cold damage, and the chill shield grants you resistance to fire damage. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a warm shield, or 2d8 cold damage from a cold shield.

Thunderstorm

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Resonance

Initiation: Bonus action

Range: 120 feet

Duration: Concentration: 1 minute

Description: You excite the air so rapidly around an area, it begins to create thunderous claps in the vicinity. As a Bonus action, you can make the air

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around a target boom with thunder, dealing 1d12 Thunder damage. As a Bonus action you can make this thunderous boom trigger. You can move it as part of your bonus action up to 20 feet. All targets within the 10-foot radius must make a Constitution saving throw to ½ the damage. Higher Levels: For each higher level, it increases the damage by a d12.

Timefield

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: action

Range: self

Duration: 8 hours

Description: A radius of energy wells up around you. Any hostile creature that moves within 10 feet of you for the first time must pass a Dexterity save. It takes 20 damage on a failed save, or half damage on a success. The effect vanishes when it's dealt a total of 60 damage. The damage is Necrotic or Force damage.

Higher Levels: For each higher level, it increases the damage maximum by 10.

Wall of Fire

Cost: 4th level (20 BP worth of Bekkr Dust)

Category: Elemental (Fire)

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 1 minute

Description: You create a wall of fire on a solid surface within range. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick, or a ringed wall up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall is opaque and lasts for the duration. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 5d8 fire damage, or half as much damage on a successful save. One side of the wall, selected by you when you activate this power, deals 5d8 fire damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. The other side of the wall deals no damage.

At Higher Levels. When you activate the power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

Watery Sphere

Cost: 4th level (10 BP worth of Bekkr Dust)

Category: Dimensional, Elemental (Cold), Organic

Initiation: 1 action

Range: 90 feet

Duration: Concentration; 1 minute

Description: You Pull water from another Plane through a small portal and manipulate its gravity to create a sphere with it. The sphere of water is a 5-foot radius at a point you can see within range. The sphere can hover but no more than 10 feet off the ground. The sphere remains for the power's duration. Any creature in the sphere's space must make a Strength saving throw. On a successful save, a creature is ejected from that space to the nearest unoccupied space of the creature's choice outside the sphere. A Huge or larger creature succeeds on the saving throw automatically, and a Large or smaller creature can choose to fail it. On a failed save, a creature is restrained by the sphere and is engulfed by the water. At the end of each of its turns, a restrained target can repeat the saving throw, ending the effect on itself on a success. The sphere can restrain as many as four Medium or smaller creatures or one Large creature. If the sphere restrains a creature that causes it to exceed this capacity, a random creature that was already restrained by the sphere falls out of it and lands prone in a space within 5 feet of it. As an action, you can move the sphere up to 30 feet in a straight line. If it moves over a pit, a cliff, or other drop-off, it safely descends until it is hovering 10 feet above the ground. Any creature restrained by the sphere moves with it. You can ram the sphere into creatures, forcing them to make the saving throw. When the power ends, the sphere falls to the ground and extinguishes all normal flames within 30 feet of it. Any creature restrained by the sphere is knocked prone in the space where it falls. The water then vanishes.

5th Circle

5th Circle powers are only used in the highest level of the military and the governments. Only the most powerful and well educated ever achieve this level of power. The ability to gain access to these DME users is only through the highest echelons of power and prestige. 5th circle powers can be activated with 5th level power slot or higher.

Antilife Shell

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: self

Duration: Concentration; 1 hour

Description: A shimmering barrier extends out from you in a 10-foot radius and moves with you, remaining centered on you and hedging out

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constructs and Planar Beings. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. An affected creature can use powers or make attacks with ranged or reach weapons through the barrier. If you move so that an affected creature is forced to pass through the barrier, the power ends.

Aura of Power

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action

Range: self

Duration: Concentration; 1 minutes

Description: Energy radiates from you, distorting and diffusing DM within 30 feet of you. Until the power ends, the sphere moves with you, centered on you. For the duration, each friendly creature in the area (including you) has advantage on saving throws against powers and other power effects. Additionally, when an affected creature succeeds on a saving throw made against a power or power effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throws.

Banishing Smite

Cost: 5th level (40 BP worth of Bekkr Dust)

Category: Dimensional, [Enhancement](#)

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: The next time you hit a creature with a weapon attack before this power ends, your weapon crackles with force, and the attack deals an extra 5d10 force damage to the target. A creature you can see must succeed a Charisma save or be banished to another plane of existence.

At Higher Levels: The damage increases for each of its effects by 1d10 for each slot level above 5th.

Circle of Death

Cost: 5th level (60 BP worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: 150 feet

Duration: instant

Description: A sphere of energy ripples out in a 60-foot-radius sphere from a point within range. Each creature in that area must make a Constitution saving throw. A target takes 6d6 Acid damage on a failed save, or half as much damage on a successful one. $\frac{1}{2}$ the damage is then taken again for the next 2 turns.

At Higher Levels: When you use this power using a power slot of 6th level or higher, the damage increases by 1d6 for each slot level above 5th.

Commune with Nature

Cost: 5th level (15 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 minute (Can be done as a Protocol)

Range: self

Duration: instant

Description: In the outdoors, the power gives you knowledge of the land within 3 miles of you. In caves and other natural underground settings, the radius is limited to 300 feet. The power doesn't function where nature has been replaced by construction, such as in dungeons and towns. You instantly gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the area:

- Terrain and bodies of water
- Prevalent plants, minerals, animals, or peoples
- Any creature of CR 1 or higher
- Influence from other planes of existence
- Buildings

Destructive Wave

Cost: 5th level (40 BP worth of Bekkr Dust)

Category: Resonance

Initiation: 1 action

Range: self

Duration: instant

Description: Each creature you choose must pass a Constitution save or take 10d6 Thunderwave damage and be knocked prone. On a success, it takes half damage and isn't prone.

At Higher Levels: The damage increases for each of its effects by 1d6 for each slot level above 5th.

Dominate Person

Cost: 5th level (55 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 hour

Description: You attempt to beguile a humanoid that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the target is charmed, you have a telepathic link with it if the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as 'Attack that creature,' 'Run over there,' or 'Fetch that object.' If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

Elemental Chains

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Elemental (Cold or Lightning)

Initiation: 1 action

Range: 60 foot range

Duration: Concentration: Up to 1 Minute

Description: When targeting a single creature, you electrify the air to the point of the air around the target being so full of static electricity, they cannot move. Upon activation, the target takes 4d6 Cold or Lightning damage or half on a successful save. The Target must make a Dexterity Saving throw or be restrained for the duration. Any action taken within the field deals 2d6 Lightning damage. Each turn, they can attempt to break free by making a Strength Athletics check against your Power DC. Once the target breaks free, the effect ends.

Far Step

Cost: 5th level (60 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: Bonus Action

Range: Self

Duration: Concentration: 1 minute

Description: You teleport up to 60 feet to an unoccupied space that you can see. You can continue to do this as a bonus action each turn until the power ends.

Find the Path

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Dimensional or Organic

Initiation: 10 minutes

Range: Self

Duration: 1 day

Description: This power allows you to find the shortest, most direct physical route to a specific fixed location that you are familiar with on the same plane of existence. If you name a destination on another plane of existence, the power will lead you to the nearest portal or gate. If a destination that isn't specific (such as 'a swamp Drakes lair'), the power fails. For the duration, you know how far it is and in what direction it lies. While you are traveling there, whenever you are presented with a choice of paths along the way, you automatically determine which path is the shortest and most direct route (but not necessarily the safest route) to the destination

Fireball

Cost: 5th level (40 BP worth of Bekkr Dust)

Category: Elemental (Fire)

Initiation: 1 action

Range: 20 foot sphere

Duration: instant

Description: A bright streak flashes from your pointing finger to a point you choose within range then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot radius Sphere centered on that point must make a Dexterity saving throw. A target takes 8d8 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable Objects in the area that aren't being worn or carried.

At Higher Levels: When you activate this power using a power slot of 5th level or higher, the damage increases by 1d8 for each slot level above 5th.

Flash-Frozen

Cost: 5th level (50 BP worth of Bekkr Dust)

Category: Elemental (**Cold**)

Initiation: 1 action

Range: 60 feet

Duration: Concentration; up to 1 minute

Description: Frozen air wreathes one creature you can see within range. The target must make a Constitution saving throw. It takes 8d6 Ice damage on a failed save, or half as much damage on a successful one. On a failed save, the target also starts to freeze for the power's duration preventing them from taking bonus actions or reactions. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 cold damage on a failed save, and the power ends on a successful one. If damage from the power kills a target, the target is frozen solid and instantly dies without saving throws.

At Higher Levels: When you use this power using a power slot of 6th level or higher, the damage increases by 1d6 initial damage for each slot level above 5th.

Greater Restoration

Cost: 5th level (50 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: touch

Duration: instant

Description: You imbue a creature you touch with positive energy to undo a debilitating effect. You can reduce the target's exhaustion level by one, or end one of the following effects on the target:

- One effect that charmed or petrified the target
- One corrupted effect, including the target's attunement to a corrupted Power item
- Any reduction to one of the target's ability scores
- One effect reducing the target's hit point maximum

Hold Monster

Cost: 5th level (50 BP worth of Bekkr Dust)

Category: Psionic or Elemental (Cold)

Initiation: 1 action

Range: 90 feet

Duration: Concentration; up to 1 minute

Description: Choose a creature you can see. It must pass a Wisdom save or be paralyzed. At the end of the target's turns, it can make another save, ending the paralysis on a success.

At Higher Levels: You can target one additional creature for each slot level above 5th. The creatures must be within 30 feet of each other when you target them.

Mass Cure Wounds

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Chronomancy **and Organic**

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: A wave of healing energy washes out from a point of your choice within range. Choose up to six creatures in a 30-foot-radius sphere centered on that point. Each target regains hit points equal to 3d8 + your power ability modifier. This power has no effect on constructs.

Higher Levels: 1d8 additional HP per level

Modify Memory

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 30 feet

Duration: Concentration; 1 minute

Description: You attempt to reshape another creature's memories with the force. One creature that you can see must make a Wisdom saving throw. If you are fighting the creature, it has advantage on the saving throw. On a failed save, the target becomes charmed by you for the duration. The charmed target is incapacitated and unaware of its surroundings, though it can still hear you. If it takes any damage or is targeted by another power, this power ends, and none of the target's memories are modified. While this charm lasts, you can affect the target's memory of an event that it experienced within the last 24 hours and that lasted no more than 10 minutes. You can permanently eliminate all memory of the event, allow the target to recall the event with perfect clarity and exacting detail, change its memory of the details of the event, or create a memory of some other event. You must speak to the target to describe how its memories are affected, and it must be able to understand your language for the modified

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memories to take root. Its mind fills in any gaps in the details of your description. If the power ends before you have finished describing the modified memories, the creature's memory isn't altered. Otherwise, the modified memories take hold when the power ends. A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner. A remove corruption or greater restoration power use on the target restores the creature's true memory.

Higher Levels: At higher levels, you can alter memories in 7-day increments per level.

Legend Lore

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 10 minutes (Can be done as a Protocol)

Range: Touch

Duration: 1 minute

Description: Touching an object while activating this power, you are able to read the events the item has been through in time, and learn the importance and value placed on the item by the people who made it.

Radiant Strike

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Elemental (Radiant), [Enhancement](#)

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: A vertical column of Radiant energy roars down from the sky in a location you specify. Each creature in a 10-foot-radius, 40-foot-high cylinder centered on a point within range must make a Dexterity saving throw. A creature takes 8d12 radiant damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this power using a power slot of 6th level or higher, the fire damage or the radiant damage (your choice) increases by 1d12 for each slot level above 5th.

Reverse Time

Cost: 5th level (Depends on the Level activated)

Category: Chronomancy and Dimensional

Initiation: 1 hour

Range: 60 feet

Duration: instant

Description: You create a highly focused time dilation on a single point that is so intense, it ripples through dimensional space as well. It is so intense; it can reverse time enough to revive a recently deceased person or pull someone through time so much that it removes memories of any actions taken. Because the time dilation is so singular, it does not erase the actions the person took, but instead pulls the essence of that person from one time to another through dimensional space. The effects vary depending on the level it is activated at.

- 5th Circle (Costs 500 BP worth of Bekkr Dust): Pulls someone through time by 25 hours.
- 7th Circle (Costs 1k BP worth of Bekkr Dust): Pulls someone through time by 50 hours.
- 9th Circle (Costs 50k BP worth of Bekkr Dust): Pulls someone through time by 200 hours.

Scrying

Cost: 5th level (50 BP worth of Bekkr Dust)

Category: Dimensional and Psionic

Initiation: 10 minutes

Range: as long as it is the same plane

Duration: 10 minutes

Description: You can see and hear a creature you choose that's on the same plane as you. The target must make a Wisdom save, modified by how well you know it and the sort of physical connection you have. If it knows you're using this power, it can fail the save voluntarily.

- Knowledge on the Target/DC Modifiers
 - You've heard of the target: +5
 - You've met the target: 0
 - You know the target well: -5
- Your Connection to the Target/DC Modifiers
 - Likeness or picture: -2
 - Possession or garment: -4
 - Part of body: -10

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On a successful save, the target isn't affected, and you can't use this power on it again for 24 hours. On a failed save, the power creates an invisible sensor within 10 feet of the target. You can see and hear through the sensor as if it were there. The sensor moves with the target. A creature that can see invisible objects sees it as a luminous fist-sized orb. Instead of targeting a creature, you can choose a location you've seen before. When you do, the sensor appears at that location and doesn't move.

Seeming

Cost: 5th level (50 BP worth of Bekkr Dust)

Category: [Elemental \(Radiant\)](#), Enhancement and Psionic

Initiation: 1 action

Range: 30 feet

Duration: 8 hours

Description: You make any amount of creatures you can see look different until the power ends or until you use your action to dismiss it. You can seem 1 foot shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same limb arrangement. Otherwise, the extent of the illusion is up to you. If a creature is unwilling, it must pass a Charisma save to be unaffected. If someone attempts to touch you or any disguised person, they will be able to pass through the illusion. Otherwise, to discern that you are disguised, a creature can use its action to make an Investigation check against your DM save DC.

Skill Empowerment

Cost: 5th level (30 BP worth of Bekkr Dust)

Category: Enhancement

Initiation: 1 action

Range: touch

Duration: Concentration; 1 hour

Description: Your power deepens a creature's understanding of its own talent. You touch one willing creature and give it expertise in one skill of your choice; until the power ends, the creature doubles its proficiency bonus for ability checks it makes that use the chosen skill. You must choose a skill in which the target is proficient and that isn't already benefiting from an effect, such as Expertise, that doubles its proficiency bonus.

Steel Wind Strike

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Chronomancy, [Dimensional, Elemental \(Lightning\)](#), & Enhancement

Initiation: 1 action

Range: self/30 foot range

Duration: instant

Description: Choose up to five creatures you can see within range. Make a DM attack against each one. On hit, a target takes 6d10 force damage. You can then teleport to an unoccupied space you can see within 5 feet of one of the creatures you chose.

Summon Greater Planar

Cost: 5th level (70 BP worth of Bekkr Dust)

Category: Dimensional

Duration: 1 minute

Range: Self

Duration: Concentration; 24 Hours

Description: You pull a greater Ethereal creature from the Ethereal Plane that is bound to serve you. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. If you lose concentration or the creature drops to 0 HP, the creature returns to the Ethereal Plane. You choose what creature is summoned, at a CR level of 5.

At Higher Levels. When you activate this power using certain higher-level power slots, the creature gains 1 additional CR level per Circle level.

Swift Shot

Cost: 5th level (150 BP worth of Bekkr Dust)

Category: Chronomancy & [Elemental \(Lightning\)](#), Enhancement

Initiation: 1 action

Range: self

Duration: Concentration; 1 minute

Description: You enhance your ability to fire projectiles. On each of your turns until the power ends, you can use a bonus action to make two attacks with a ranged weapon.

Synaptic Static

Cost: 5th level (70 BP worth of Bekkr Dust)

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Category: Psionic

Initiation: 1 action

Range: 90 feet

Duration: Instant

Description: You choose a point within range and cause psychic energy to explode there. Each creature within a 20-foot-radius sphere centered on that point must make an Intelligence saving throw. A creature with an Intelligence score of 2 or lower can't be affected by this power. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one. After a failed save, a target has muddled thoughts for 1 minute.

During that time, it rolls a d6 and subtracts the number from all its attacks and ability checks, as well as its Constitution saving throws to maintain concentration. The target can make an Intelligence saving throw at the end of each of its turns, ending the effect on itself on a success.

Higher Levels: Every level above 5th adds 1d6 damage.

Teleportation Circle

Cost: 5th level (200 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 minute (Can be done as a Protocol)

Range: 10 feet

Duration: 1 round

Description: You create a link with 2 places that you are familiar. After a minute of imbuing the area you are in with Dark Matter, a portal opens in the circle and remains open until the end of your next turn. Any creature that enters the portal instantly appears within 5 feet of the destination or in the nearest unoccupied space. When you first learn this power, you learn the frequency for two destinations, chosen by the DM. You can learn additional frequencies by studying it for 1 minute. You can create a permanent teleportation circle by using this power in the same location every day for one year. You don't need to use the circle for it to become permanent.

The Grove

Cost: 5th level (200 BP worth of Bekkr Dust)

Category: Organic

Initiation: 10 minutes

Range: 90 foot cube

Duration: 24 hours

Description: You protect an area outdoors or underground as small as a 30-foot cube or as large as a 90-foot cube. It must be in an area with no civilization within in. If you activate this power in the same area every day for a year, the effect becomes permanent. The area can become larger by having additional rangers activating this power in proximity. When you activate this power, you can specify creatures who are immune to the effects and the grove cannot be countered once the power activates. The power creates the following effects.

- **Solid Fog:** You can fill any number of 5-foot squares on the ground with thick fog, making them heavily obscured. The fog reaches 10 feet high. Every foot of movement through the fog costs 2 extra feet. To a creature immune to this effect, the fog obscures nothing and looks like mist.
- **Grasping Undergrowth:** You can fill any number of 5-foot squares on the ground that aren't filled with fog with grasping weeds and vines, as if they were an Entangle power. To a creature immune to this effect, the plants feel soft and reshape themselves to serve as temporary seats and beds.
- **Food and Rest:** The grove provides enough enriched food and water for up to 10 individuals. After consuming the food, the user will be full and hydrated for 24 hours. Rest within the grove of any kind reduces the required time for restful benefits to 1/4th the time.

Time Interpretation

Cost: 5th level (200 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 10 minutes (Can be done as a Protocol)

Range: Self

Duration: 1 Minute

Description: Your ability to read the threads and flow of time is nearly perfect. Focusing on a singular line of time, you are able to pinpoint key events in either the future or the past. Roll a percentile dice and whatever the number is, is how far back you can ask a question of the DM. In addition, whatever the total is, you can ask a certain amount of questions (1-25% is 1 question, 26%-50% is 2 questions, 51-75% is 3 questions, 76-99% is 4 questions, and 100% is 5 questions). Within the timeframe given, you can ask a single yes or no question that is 1 sentence in length and the DM will answer truthfully. The strain of reading these threads is so great, you can only do this 1 time per week.

Wall of Force

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 120 feet

Duration: Concentration; 1 minute

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Description: An invisible wall of force springs into existence at a point you choose within range. The wall appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of ten 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. It lasts for the duration. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). Nothing can physically pass through the wall. It is immune to all damage and can't be depowered by dispel DM. A disintegrate power destroys the wall instantly, however. The wall also extends into the Ethereal Plane, blocking ethereal travel through the wall.

Wall of Stone

Cost: 5th level (75 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 120 feet

Duration: 24 hours

Description: A wall of solid stone springs into existence at a point you choose within range. The wall is 6 inches thick and is composed of ten 10'x10' panels. Each panel must be contiguous with at least one other panel. Alternatively, you can create 10'x20' panels that are only 3" thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a Dexterity saving throw. On a success, it can use its reaction to move up to its speed so that it is no longer enclosed by the wall. The wall can have any shape you desire, though it can't occupy the same space as a creature or object. The wall doesn't need to be vertical or rest on any firm foundation. It must, however, merge with and be solidly supported by existing stone. Thus, you can use this spell to bridge a chasm or create a ramp. If you create a span greater than 20 feet in length, you must halve the size of each panel to create supports. You can crudely shape the wall to create crenellations, battlements, and so on. The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 30 hit points per inch of thickness. Reducing a panel to 0 hit points destroys it and might cause connected panels to collapse at the GM's discretion.

Wall of Thorns

Cost: 5th level (100 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 120 feet

Duration: 24 hours

Description: You create a wall of tough, pliable, tangled brush bristling with needle-sharp thorn. The wall appears within range on a solid surface and lasts for the duration. You choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick or a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw. On a failed save, a creature takes 4d12 piercing damage, or half as much damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature enters the wall on a turn or ends its turn there, the creature must make a Dexterity saving throw. It takes 1d12 slashing damage on a failed save, or half as much damage on a successful one.

6th Circle

6th Circle powers are only seen by the single most powerful person within the Capital cities of the world, and even then, it is rare to see. People that are found with these powers outside of a government or world power are often sought after as a potential threat or recruit. People with 6th Circle powers are strong enough to destabilize a nation. 6th circle powers can be activated with 6th level power slot or higher.

Chain Lightning

Cost: 6th level (150 BP worth of Bekkr Dust)

Category: Elemental (Lightning)

Initiation: 1 action

Range: 150 feet

Duration: instant

Description: You create a bolt of lightning that arcs toward a target of your choice that you can see within range. Three bolts then leap from that target to as many as three other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a Dexterity saving throw. The target takes 10d8 lightning damage on a failed save, or half as much damage on a successful one.

At Higher Levels. When you use this power using a power slot of 7th level or higher, one additional bolt leaps from the first target to another target for each slot level above 6th.

Contingency

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Chronomancy

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Initiation: 1 action

Range: Self

Duration: 8 hours

Description: Choose a power of 5th level or lower that you can use, that has a activation time of 1 action, and that can target you. You use that power, called the contingent power, as part of using contingency, expending power slots for both, but the contingent power doesn't come into effect.

Instead, it takes effect when a certain circumstance occurs. You describe that circumstance when you use the two powers. The contingent power takes effect immediately after the circumstance is met for the first time, whether you want it to, and then contingency ends. If you use this power again, the effect of another contingency power on you ends.

Disintegrate

Cost: 6th level (300 BP worth of Bekkr Dust)

Category: Elemental (Acid)

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: A thin orange ray springs from your pointing finger to a target that you can see within range. The target can be a creature, an object, or a creation of DME force, such as the wall created by wall of force. A creature targeted by this power must make a Dexterity saving throw. On a failed save, the target takes 10d6+40 Acid damage. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except empowered items, are reduced to a pile of fine gray dust. This power automatically disintegrates a Large or smaller object or a creation of DM force. If the target is a Huge or larger object or creation of force, this power disintegrates a 10-foot- cube portion of it. A DM item is unaffected by this power.

At Higher Levels. When you use this power using a power slot of 7th level or higher, the damage increases by 3d6 for each slot level above 6th.

Evacuation

Cost: 6th level (250 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 5 feet

Duration: Instant

Description: You and 1 willing creatures within 5 feet of you instantly teleport to a safe point you have previously designated. In order to activate the power, you must first activate this power in the desired location first.

Eyebite

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 minute

Description: For the powers duration one creature of your choice within 60 feet of you that you can see must succeed on a Wisdom saving throw or be affected by one of the following effects of your choice for the duration. On each of your turns until the power ends, you can use your action to target another creature but can't target a creature again if it has succeeded on a saving throw against this using of eyebite.

- Asleep. The target falls unconscious. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake.
- Panicked. The target is frightened of you. On each of its turns, the frightened creature must take the Dash action and move away from you by the safest and shortest available route, unless there is nowhere to move. If the target moves to a place at least 60 feet away from you where it can no longer see you, this effect ends.
- Sickened. The target has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can make another Wisdom saving throw. If it succeeds, the effect ends.

Faultline

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Organic and Resonance

Initiation: 1 action

Range: 60 feet

Duration: Permanent

Description: This power thrusts the ground sharply upward along a 60-foot line that you designate. All spaces affected by the power become difficult terrain. In addition, all creatures in an affected space are knocked prone and take 8d6 bludgeoning damage. Creatures that make a successful Dexterity saving throw take half damage and are not knocked prone. This power dipes damage permanent structures, dealing the maximum amount of damage.

At Higher Circles: Damage dealt is 1d6 additional damage, and the line grows another 10 feet.

Forbiddance

Cost: 6th level (400 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 10 minutes

Range: Self

Duration: 1 day

Description: You create a ward against teleportation travel that protects up to 40,000 square feet of floor space to a height of 10 feet above the floor (It can be stacked to cover taller buildings). For the duration, creatures can't teleport into the area or use portals, such as those created by the gate power, to enter the area. The power proofs the area against planar travel, and therefore prevents creatures from accessing the area by way of the Ethereal Plane.

- When you use this power, you can designate a password. A creature that speaks the password can enter the area. The powers area can overlap with the area of another forbiddance power. If you use forbiddance every day for 30 days in the same location, the power lasts until it is dissipated.

Harm

Cost: 6th level (400 BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: Touch

Duration: instant

Description: You unleash a virulent disease on a creature that you can see within range. The target must make a Constitution saving throw. On a failed save, it takes 14d6 necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes. This does not effect Constructs.

At Higher Levels. When you use this power using a power slot of 7th level or higher, add 2d6 additional damage.

Heal

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Chronomancy or Organic

Initiation: 1 action

Range: Touch

Duration: instant

Description: Choose a creature that you can see within range. A surge of positive energy washes through the creature, causing it to regain 70 hit points. This power also ends blindness, deafness, and any diseases affecting the target.

At Higher Levels. When you use this power using a power slot of 7th level or higher, the amount of healing increases by 10 for each slot level above 6th.

Heroes Blessing

Cost: 6th level (500 BP worth of Bekkr Dust)

Category: Enhancement & Organic

Initiation: 10 minutes

Range: Touch

Duration: End of the next long rest or 24 hours

Description: This power takes 1 hour to create. Up to twelve other creatures can be enhanced, and they gain the following benefits.

- The creature is cured of all diseases and poison
- Becomes immune to poison and being frightened
- All Wisdom saving throws with advantage.

Its hit point maximum also increases by 2d10, and it gains the same number of hit points.

Irresistible Dance

Cost: 6th level (150 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: Touch

Duration: Concentration: 1 minute

Description: Choose one creature that you can see within range. The target begins a comic dance in place: shuffling, tapping its feet, and capering for the duration. Creatures that can't be charmed are immune to this power. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this power, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the power ends.

Mass Dimension Door

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 30 feet

Duration: Instant

Description: The air quivers around up to five creatures of your choice that you can see within range. An unwilling creature must succeed on a Wisdom saving throw to resist this power. You teleport each affected target to an unoccupied space that you can see within 120 feet of you.

Mass Suggestion

Cost: 6th level (250 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: 24 hours

Description: You suggest a course of activity (limited to a sentence or two) and influence up to twelve creatures of your choice that you can see within range and that can hear and understand you. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the power. Each target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. The suggested course of action can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity during the duration. For example, you might suggest that a group of soldiers give all their money to the first beggar they meet. If the condition isn't met before the power ends, the activity isn't performed. If you or any of your companions damage a creature affected by this power, the power ends for that creature.

At Higher Levels.

- 7th-level, the duration is 10 days.
- 8th-level, the duration is 30 days.
- 9th-level, the duration is a year and a day.

Mental Prison

Cost: 6th level (300 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: 24 hours

Description: You attempt to bind a creature within an illusory cell that only it perceives. One creature you can see within range must make an Intelligence saving throw. The target succeeds automatically if it is immune to being charmed. On a successful save, the target takes 5d10 psychic damage, and the power ends. On a failed save, the target takes 5d10 psychic damage, and you make the area immediately around the target's space appear dangerous to it in some way. You might cause the target to perceive itself as being surrounded by fire, floating razors, or hideous maws filled with dripping teeth. Whatever form the illusion takes, the target can't see or hear anything beyond it and is restrained for the power's duration. If the target is moved out of the illusion, makes a melee attack through it, or reaches any part of its body through it, the target takes 10d10 psychic damage, and the power ends.

At Higher Levels. When you use this power using a power slot of 7th level or higher, one additional d10 damage at the start, and end of the power.

Time Barrier

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: 90 feet

Duration: Concentration; up to 10 minutes

Description: You create a vertical wall of DME. The wall appears within range and lasts for the duration as a hazy field of semitransparent energy.

You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick, or a ringed wall up to 60 feet in diameter, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain. When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 force damage. On a successful save, the creature takes half as much damage.

Sunbeam

Cost: 6th level (200 BP worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

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Range: 60

Duration: Concentration; 1 minute

Description: A beam of brilliant light flashes out from your hand in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Constitution saving throw. On a failed save, a creature takes 6d8 radiant damage and is blinded until your next turn. On a successful save, it takes half as much damage and isn't blinded by this power. You can create a new line of radiance as your action on any turn until the power ends. For the duration, a mote of brilliant radiance shines in your hand. It sheds bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight.

At Higher Levels. When you use this power using a power slot of 7th level or higher, the damage increases by 1d6 for each slot level above 6th.

Truesight

Cost: 6th level (100 BP worth of Bekkr Dust)

Category: Dimensional & Enhancement

Initiation: 1 action

Range: self

Duration: 1 hour

Description: This power gives you the ability to see things as they are. For the duration, you have Truesight, notices secret doors hidden by DM, and can see into the Ethereal Plane, all out to a range of 120 feet.

Winters Heart

Cost: 6th level (100 BP worth of Bekkr Dust)

Category: Elemental (Cold)

Initiation: 1 action

Range: self

Duration: Instant

Description: This power creates a freezing mist that fills the air all around you in a 30-foot radius. All targets you choose within range must make a Constitution Saving throw or take 4d12 (Half is successful) Cold damage and their Dexterity Modifier drops by 2 until the end of your next turn. In addition, anyone that fails the check drops by 5 in the initiative order for the rest of the battle.

At Higher Circles: Each additional circle deals 1d12 damage.

7th Circle

7th Circle powers are only seen in times of the great wars, or during times of great upheaval. In times of peace, or in areas far from the front lines of war, they the single most powerful person within the Capital cities of the world, and even then, it is rare to see. The great ancient machines of old are the only things now that have 7th circle powers that is known today. People with 7th Circle powers are strong enough to destabilize a nation. 7th circle powers can be activated with 7th level power slot or higher.

Aftershock

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Dimensional and [ResonancePsionic](#)

Initiation: 1 action

Range: 150 feet

Duration: Concentration; 10 minutes

Description: You set a charge of DM on a location. Once triggered each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes Resonance damage equal to the total accumulated damage on a failed save, or half as much damage on a successful one. The powers base damage is 12d6. If you lose concentration on the power, it detonates. If you wait longer than 10 minutes, the power dissipates to no effect. Any target within the field is automatically deafened and can make CON saving throws each turn to remove the effect.

At Higher Levels. When you use this power using a power slot of 8th level or higher, the base damage increases by 1d6 for each slot level above 7th.

Construct Clone

Cost: 7th level (10k BP worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 action

Range: Self

Duration: Always

Description: You shape a duplicate of one beast or humanoid (including yourself). You then transfer your memories into it each night through means of a neural band you wear each night. The signal goes through the ethereal plane. If you die, your Construct will awaken. It has all your statistics and powers, but none of your items, unless they are given to it/found.

[Desolation](#)

Cost: 7th level (10k BP worth of Bekkr Dust)

Category: Elemental (Acid)

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Initiation: 1 hour

Range: 1 mile

Duration: 1 year

Description: Focusing on the land around you, you drain it of all the DME around it, and take along with it any nutrients it may have. Nothing will grow there, and all plant life in the area dies over the course of a day. Plant creatures do not die from this effect. Powers that summon plants, such as entangle, fail automatically and any Organic power that is activated within this area must succeed in a DME Power DC check against the Desolations DC check in order to activate. After one year, the land slowly reverts to its normal fertility, unable to stave off the march of nature. Living creatures that take a short rest within the area of a desolation halve the result of any hit dice they expend. Desolation cannot counter the Bloom power.

Dimensional Bursts

Cost: 7th level (200 BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: Self

Duration: Concentration; 10 minutes

Description: 6 star-like motes of radiant energy appear and orbit you until the power ends. You can use an attack or bonus action to send up to 3 of the motes streaking toward one creature or object within 120 feet of you. When you are struck by a melee attack, you can expend 1 charge to damage the target. When you do so, make a power attack. On a hit, the target takes 4d12+4 force damage. Whether you hit or miss, the mote is expended.

The power ends early if you expend the last mote. If you have four or more motes remaining, they shed bright light in a 30-foot radius and dim light for an additional 30 feet. If you have one to three motes remaining, they shed dim light in a 30-foot radius.

At Higher Levels: When you use this power using a power slot of 8th level or higher, the number of motes created increases by two for each slot level above 7th.

Etherealness

Cost: 7th level (200 BP worth of Bekkr Dust)

Category: Enhancement and Dimensional

Initiation: 1 action

Range: Self

Duration: Up to 8 hours

Description: You step into the Border Ethereal for the duration or until you use your action to dismiss the Power. During this time, you can move in any direction. If you move up or down, every foot of movement costs an extra foot. You can see and hear the plane you came from, but everything looks gray and you can't see more than 60 feet. While on the Ethereal Plane, you can only interact with other creatures on that plane. Creatures not on the Ethereal Plane can't perceive or interact with you, unless a special ability has given them the ability to. You ignore all objects and effects that aren't on the Ethereal Plane. When the power ends, you immediately return to the plane you came from in the spot you currently occupy. If you occupy the same spot as a solid object or creature when this happens, you are moved to the nearest unoccupied space and take force damage equal to twice the feet you are moved. This Power has no effect if you use it while you are on the Ethereal Plane or a plane that doesn't border it.

At Higher Levels: You can target up to three willing creatures for each slot level above 7th. The creatures must be within 10 feet of you when you use the Power.

Glibness

Cost: 7th level (200 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: Self

Duration: Concentration; 1 hour

Description: Until the power ends, when you make a Charisma check, you can replace the number you roll with a 15. Additionally, no matter what you say, Powers that would determine if you are telling the truth indicates that you are being truthful.

Icestorm

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Elemental (Cold/ice)

Initiation: 1 action

Range: 150 feet

Duration: Instant

Description: A storm made up of sheets of frozen rain appears in a location you choose within range. The area of the storm consists of up to 15 5-foot cubes, which you can arrange as you wish. Each cube must have at least one face adjacent to the face of another cube. Each creature in the area must make a Dexterity saving throw. It takes 7d10 cold damage on a failed save, or half as much damage on a successful one. The power puts out any flames that are within its effect instantly.

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At Higher Levels. When you use this power using a power slot of 8th level or higher, the number of squares created increases by two for each slot level above 7th.

Immolation

Cost: 7th level (400 BP worth of Bekkr Dust)

Category: Elemental (Fire)

Initiation: 1 action

Range: 60 feet

Duration: Concentration; up to 1 minute

Description: Flames wreath one creature you can see within range. The target must make a Dexterity saving throw. It takes 8d6 fire damage on a failed save, or half as much damage on a successful one. On a failed save, the target also burns for the power's duration. The burning target sheds bright light in a 30-foot radius and dim light for an additional 30 feet. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 fire damage on a failed save, and the power ends on a successful one. These DM flames can't be extinguished by DM means. If damage from the power kills a target, the target is turned to ash.

At Higher Levels. When you use this power using a power slot of 6th level or higher, the damage increases by 1d6 initial damage for each slot level above 5th.

Pain

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: [Elemental \(lightning\)](#) or Psionic

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: You cause waves of intense pain to assail one creature you can see within range. If the target has 100 HP or fewer, it is subject to crippling pain. Otherwise, the power has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to use a power, it must first succeed on a Constitution saving throw, or the power fails and the power is wasted. A target suffering this pain can make a Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

At Higher Levels. When you use this power using a power slot of 8th level or higher, the number of Hit points before the power fails goes up by 10.

Plane Shift

Cost: 7th level (1k BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: Touch

Duration: Instant

Description: You and up to eight willing creatures who link hands in a circle are transported to a different plane of existence or different planetary body. You can specify a target destination in general terms and you appear in or near that destination. Alternatively, if you know the frequency sequence of a teleportation circle on another planet or plane of existence, this power can take you to that circle. If the teleportation circle is too small to hold all the creatures you transported, they appear in the closest unoccupied spaces next to the circle. You can use this power to banish an unwilling creature to another plane. Choose a creature within your reach and make a melee attack against it. On a hit, the creature must make a Charisma saving throw. If the creature fails this save, it is transported to a random location on the plane of existence/planet you specify. A creature so transported must find its own way back to your current plane of existence.

Prismatic Spray

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Elemental

Initiation: 1 action

Range: 60-foot cone

Duration: Instant

Description: Nine multicolored rays of light flash from your hand. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a Dexterity saving throw. For each target, roll a d10 to determine which color ray affects it.

- Gold: The target takes 10d6 Radiant damage on a failed save, or half as much damage on a successful one.
- Silver: The target takes 10d6 Force damage on a failed save, or half as much damage on a successful one.
- Red: The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
- Orange: The target takes 10d6 Acid damage on a failed save, or half as much damage on a successful one.
- Yellow: The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- Green: The target takes 10d6 Poison damage on a failed save, or half as much damage on a successful one.
- Blue: The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.

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- Indigo. The target takes 10d6 Resonance damage on a failed save, or half as much damage on a successful one.
- Violet. The target takes 10d6 Psychic damage on a failed save, or half as much damage on a successful one.
- Special. The target is struck by two rays. Roll twice more, rerolling any 8.

Regenerate

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Enhancement and Chronomancy or Organic

Initiation: 1 action

Range: Touch

Duration: Concentration; 1 hour

Description: You touch a creature and stimulate its natural healing ability. The target regains 4d8+ 15 hit points+ Wisdom Modifier. For the duration of the power, the target regains 1+Wisdom Modifier hit point at the start of each of its turns (10 hit points each minute). The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the power instantaneously causes the limb to knit to the stump.

Reverse Gravity

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Dimensional [or Elemental \(Lightning\)](#)

Initiation: 1 action

Range: 100 feet

Duration: Concentration; 1 minute

Description: This power reverses gravity in a 50-foot-radius, 100-foot high cylinder centered on a point within range. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when you use this power. A creature can make a Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, for the duration. At the end of the duration, affected objects and creatures fall back down.

Telekenetic Cage

Cost: 7th level (500 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 100 feet

Duration: Concentration; 1 hour

Description: An immobile, invisible, cube-shaped prison composed of Dark Matter springs into existence around an area you choose within range. The prison can be a cage or a solid box, as you choose. A prison in the shape of a cage can be up to 20 feet on a side and is made from 1/2-inch diameter bars spaced 1/2 inch apart. A prison in the shape of a box can be up to 10 feet on a side, creating a solid barrier that prevents any matter from passing through it and blocking any power use into or out from the area. When you use the power, any creature that is completely inside the cage's area is trapped. Creatures only partially within the area, or those too large to fit inside the area, are pushed away from the center of the area until they are completely outside the area. A creature inside the cage can't leave it by non-DM means. If the creature tries to use teleportation or interplanar travel to leave the cage, it must first make a Charisma saving throw. On a success, the creature can use that power to exit the cage. On a failure, the creature can't exit the cage and wastes the use of the power or effect. The cage also extends into the Ethereal Plane, blocking ethereal travel. This power can't be depowered by dispel DM, but it can be destroyed with a Disintegration power.

Telepathy

Cost: 7th level (100 BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 minute

Range: unlimited

Duration: 24 hours

Description: You create a telepathic link between yourself and a willing creature with which you are familiar. The creature can be anywhere on the same plane of existence as you. The power ends if you or the target are no longer on the same plane. Until the power ends, you and the target can instantaneously share words, images, sounds, and other sensory messages with one another through the link, and the target recognizes you as the creature it is communicating with. The power enables a creature with an Intelligence score of at least -2 to understand the meaning of your words and take in the scope of any sensory messages you send to it.

Teleport

Cost: 7th level (1k BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

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Range: Self

Duration: Instant

Description: This power instantly transports you and up to eight willing creatures of your choice that you can see within range, or a single object that you can see within range, to a destination you select. If you target an object, it must be able to fit entirely inside a 10-foot cube, and it can't be held or carried by an unwilling creature. The destination you choose must be known to you, and it must be on the same plane of existence as you.

8th Circle

8th Circle powers are only seen in times of legend. They are powers that are rumored to exist and can only be replicated by the great ancient machines of millennia gone. 8th circle powers can be activated with 8th level power slot or higher.

Bloom

Cost: 8th level (5k BP worth of Bekkr Dust)

Category: Organic

Initiation: 24 Hours

Range: 500 square feet

Duration: 1 Season

Description: Spending 24 hours in a single location and focusing on the latent DME in the landscape all around you, you infuse the earth with increased potential. Once this is in effect, 500 Square feet of you gains the following benefits for the next season. Food grows as twice the natural rate and will regrow multiple times until the season ends. Any creature that takes a short rest within this area gains the maximum amount of HP for Hit dice spent within it, and those that take a long rest gain ALL of their hit dice back. In addition, the land has one of the following effects take place right away. (This power counteracts Desolation)

- A field of vegetables of your choice grows immediately, ready for harvest. The food is enough to feed 10 people.
- A thick forest of stout trees grows with ample underbrush.
- A thick grassland with wildflowers grows.
- A small orchard of fruit-trees grows, full of fruit ready for harvest. The amount of food is enough for 10 people.

Complete Aura

Cost: 8th level (1k BP worth of Bekkr Dust)

Category: Enhancement & Organic

Initiation: 1 action

Range: Self

Duration: Concentration; 1 minute

Description: A soft radiance in a 30-foot radius around you. Creatures of your choice in that radius when you use this power have advantage on all saving throws, and other creatures have disadvantage on attack rolls against them until the power ends. In addition, when someone hits you with a melee attack, the aura flashes with brilliant light. The attacker must succeed on a Constitution saving throw or be blinded until the power ends.

DME Void

Cost: 8th level (2k BP worth of Bekkr Dust)

Category: Dimensional, Enhancement & Organic

Initiation: 1 action

Range: Self

Duration: Concentration; 1 hour

Description: A 10-foot-radius invisible sphere of Dark Matter surrounds you. This area is divorced from the DM energy that suffuses the multiverse. Within the sphere, powers can't be used, and even powered items become mundane. Until the power ends, the sphere moves with you, centered on you. Powers and other effects, except those created by an artifact are suppressed in the sphere and can't protrude into it. A slot expended to use a suppressed power is consumed. While an effect is suppressed, it doesn't function, but the time it spends suppressed counts against its duration.

- Targeted Effects. powers and other effects that target a creature or an object in the sphere have no effect on that target.
- Areas of DM. The area of another power or effect can't extend into the sphere. If the sphere overlaps an area of DM, the part of the area that is covered by the sphere is suppressed.
- Powers. Any active power or other effect on a creature or an object in the sphere is suppressed while the creature or object is in it.
- Items. The properties and powers of DME items are suppressed in the sphere. For example, a longsword+1 in the sphere functions as a standard longsword. A DME weapon's properties and powers are suppressed if it is used against a target in the sphere or wielded by an attacker in the sphere. If a DME weapon or a piece of DME ammunition fully leaves the sphere the DME of the item ceases to be suppressed as soon as it exits.
- DM Travel. Teleportation and planar travel fail to work in the sphere, whether the sphere is the destination or the departure point for such travel. A portal to another location, world, or plane of existence, as well as an opening to an extradimensional space temporarily closes while in the sphere.
- Constructs. All Constructs that are powered by DM power down while in the field. As soon as they leave, they awaken.

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- Dispel DM. Power and effects such as dispel DM have no effect on the sphere.

Dominate Monster

Cost: 8th level (4k BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 hour

Description: You attempt to beguile a creature that you can see within range. It must succeed on a Wisdom saving throw or be charmed by you for the duration. If you or creatures that are friendly to you are fighting it, it has advantage on the saving throw. While the creature is charmed, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it does its best to obey. You can specify a simple and general course of action, such as 'Attack that creature,' 'Run over there,' or 'Fetch that object.' If the creature completes the order and doesn't receive further direction from you, it defends and preserves itself to the best of its ability. You can use your action to take total and precise control of the target. Until the end of your next turn, the creature takes only the actions you choose, and doesn't do anything that you don't allow it to do. During this time, you can also cause the creature to use a reaction, but this requires you to use your own reaction as well. Each time the target takes damage, it makes a new Wisdom saving throw against the power. If the saving throw succeeds, the power ends.

At Higher Levels. When you use this power with a 9th-level power slot, the duration is concentration, up to 8 hours.

Earthquake

Cost: 8th level (5k BP worth of Bekkr Dust)

Category: Organic or Resonance

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 1 Minute

Description: You create a seismic disturbance at a point on the ground that you can see within range. For the duration, an intense tremor rips through the ground in a 100-foot-radius circle centered on that point and shakes creatures and structures in contact with the ground in that area. The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken. When you activate this power and at the end of each turn you spend concentrating on it, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. This power can have additional effects depending on the terrain in the area, as determined by the DM.

- Fissures. Fissures open throughout the powers area at the start of your next turn after you activates the power. A total of 1d6 such fissures open in locations chosen by the DM. Each is 1d10 x 10 feet deep, 10 feet wide, and extends from one edge of the powers area to the opposite side. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens. A fissure that opens beneath a structure causes it to automatically collapse (see below).
- Structures. The tremor deals 5d6 bludgeoning damage to any structure in contact with the ground in the area when you activate the power and at the start of each of your turns until the power ends. If a structure drops to 0 hit points, it collapses and potentially damages nearby creatures. A creature within half the distance of a structure's height must make a Dexterity saving throw. On a failed save, the creature takes 5d6 bludgeoning damage, is knocked prone, and is buried in the rubble, requiring a DC 20 Strength (Athletics) check as an action to escape. The DM can adjust the DC higher or lower, depending on the nature of the rubble. On a successful save, the creature takes half as much damage and doesn't fall prone or become buried.

Feeblemind

Cost: 8th level (5k BP worth of Bekkr Dust)

Category: Psionic or Organic

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: You blast the mind of a creature that you can see within range, attempting to shatter its intellect and personality. The target takes 4d6 psychic damage and must make an Intelligence saving throw. On a failed save, the creature's Intelligence and Charisma scores become 1. The creature can't use powers, activate DM items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. At the end of every 30 days, the creature can repeat its saving throw against this power. If it succeeds on its saving throw, the power ends. The power can also be ended by greater restoration, heal, or wish.

Maddening Darkness

Cost: 8th level (2k BP worth of Bekkr Dust)

Category: Dimensional, Elemental (Radiance), and Psionic

Initiation: 1 action

Range: 150 feet

Duration: Concentration; 10 minutes

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Description: Darkness spreads from a point you choose within range to fill a 60-foot-radius sphere until the power ends. A creature with Darkvision can't see through this darkness. Light, as well as light created by powers of 8th level or lower, can't illuminate the area. While in the darkness, you attack them with their worst fears. Whenever a creature starts its turn in the sphere, it must make a Wisdom saving throw, taking 8d8 psychic damage on a failed save, or half as much damage on a successful one.

Magma Stream

Cost: 8th level (2k BP worth of Bekkr Dust)

Category: Elemental (Fire)

Initiation: 1 action

Range: 150 feet

Duration: Concentration: 10 minutes

Description: Superheating the ground, you cause it to boil to the point of turning into magma. You create a stream of magma on the ground 15 feet wide, and 60 feet long. All targets must make a Dexterity Saving throw to ½ the damage and get out of the way. The initial damage is 10d10 damage. Any creature that touches the lava from that point forward takes 10d10 damage, and any target that is submerged takes 18d10 damage. The Magma is considered difficult terrain.

Mind Blank

Cost: 8th level (2k BP worth of Bekkr Dust)

Category: Enhancement, Organic & Psionic

Initiation: 1 action

Range: Touch

Duration: 24 hours

Description: Until the power ends, one willing creature you touch is immune to psychic damage, any effect that would sense its emotions or read its thoughts, powers, and the charmed condition. The power even foils wish powers and powers or effects of similar power used to affect the target's mind or to gain information about the target.

Overwhelm

Cost: 8th level (4k BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 60 feet

Duration: Until removed

Description: Overwhelm the mind of one creature you can see within range, leaving it dumbfounded. If the target has 150 SP/HP or fewer, it is stunned. Otherwise, the power has no effect. The stunned target must make a Constitution saving throw at the end of each of its turns. On a successful save, this stunning effect ends.

Sunburst

Cost: 8th level (3k BP worth of Bekkr Dust)

Category: Elemental (Radiant)

Initiation: 1 action

Range: 150 feet

Duration: Instant

Description: Brilliant sunlight flashes in a 60-foot radius centered on a point you choose within range. Each creature in that light must make a Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this power. A creature blinded by this power makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded. This power removes any darkness in its area that was created by a power.

Time Wilt

Cost: 8th level (5k BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: You rapidly age everything within a 30-foot radius. Each creature in that area must make a Constitution saving throw. Constructs aren't affected, and plants make this saving throw with disadvantage. A creature takes 12d8 necrotic damage on a failed save, or half as much damage on a successful one. If the target is a construct, the damage is Force Damage.

9th Circle

9th Circle powers have never been seen in memory. They are rumors of rumors, and something that no one knows for certain if it is even possible. 9th circle powers.

Chaotic Storm

Cost: 9th level (10k BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 300 feet

Duration: Concentration; 4 rounds

Description: A churning storm of lightning forms, centered around you can see and spreading to a radius of 360 feet. Lightning flashes in the area, thunder booms. Each round you maintain concentration on this power, the storm produces additional effects on your turn.

Rounds

- Round 1: All creatures in the area make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes and will be knocked prone.
- Round 2 & 3: Lightning strikes creatures or objects of your choice within range. A given creature or object can't be struck by more than one bolt. A struck creature must make a Dexterity saving throw. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
- Round 4: All creatures in the area make a Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 5 minutes and will be knocked prone.

Death

Cost: 9th level (15k BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: 60 feet

Duration: instant

Description: You have the power that can compel one creature you can see within range to die instantly. If the creature you choose has 100 SP/HP or fewer, it dies. Otherwise, the power has no effect.

Foresight

Cost: 9th level (15k BP worth of Bekkr Dust)

Category: Chronomancy or Psionic

Initiation: 1 action

Range: Self

Duration: Concentration: 1 hour

Description: You gain a limited ability to see into the immediate future. For the duration, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

Invulnerable

Cost: 9th level (25k BP worth of Bekkr Dust)

Category: [Dimensional](#), Enhancement

Initiation: 1 action

Range: Self

Duration: Concentration: 10 minutes

Description: You create a shimmering field around you made of shifting and chaotic DM. You gain immunity and resistances to all forms of damage.

Immunities

- Bludgeoning
- Cold
- Fire
- Piercing
- Slashing

Resistance: All other damage

Gate

Cost: 9th level (20k BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 30 feet

Duration: Concentration: 1 minute

Description: You make a portal linking an unoccupied space you can see within range to a precise location on a different plane of existence. The portal is a circular opening, which you can make 5 to 20 feet in diameter. You can orient the portal in any direction you choose. The portal lasts for the duration. The portal has a front and a back on each plane where it appears. Travel through the portal is possible only by moving through its

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front. Anything that does so is instantly transported to the other plane, appearing in the unoccupied space nearest to the portal. When you use this power, you can focus on a specific creature. If that creature is on a plane other than the one you are on, the portal opens in the named creature's immediate vicinity and draws the creature through it to the nearest unoccupied space on your side of the portal. You gain no special power over the creature, and it is free to act as the GM deems appropriate. It might leave, attack you, or help you.

Mass Heal

Cost: 9th level (20k BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: 60 feet

Duration: Instant

Description: A flood of healing energy flows from you into injured creatures around you. You restore up to 700 hit points, divided as you choose among any number of creatures that you can see within range. Creatures healed by this power are also cured of all diseases and any effect making them blinded or deafened.

Meteor Swarm

Cost: 9th level (40k BP worth of Bekkr Dust)

Category: Dimensional

Initiation: 1 action

Range: 300 feet

Duration: Instant

Description: You create a portal to a turbulent portion of Orion's Gate where plants and stars are born. Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a Dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once. The power damages objects in the area and ignites flammable objects that aren't being worn or carried. Buildings take Siege damage

Prismatic Wall

Cost: 9th level (50k BP worth of Bekkr Dust)

Category: Elemental

Initiation: 1 action

Range: 60 feet

Duration: Concentration; 10 minutes

Description: A shimmering, multicolored plane of light forms a vertical opaque wall--up to 90 feet long, 30 feet high, and 1 inch thick--centered on a point you can see within range. Alternatively, you can shape the wall into a sphere up to 30 feet in diameter centered on a point you choose within range. The wall remains in place for the duration. If you position the wall so that it passes through a space occupied by a creature, the power fails, and your action and the power slot are wasted. The wall sheds bright light out to a range of 100 feet and dim light for an additional 100 feet. You and creatures you designate at the time you use the power can pass through and remain near the wall without harm. If another creature that can see the wall moves to within 20 feet of it or starts its turn there, the creature must succeed on a Constitution saving throw or become blinded for 1 minute. The wall consists of seven layers, each with a different color. When a creature attempts to reach into or pass through the wall, it does so one layer at a time through all the wall's layers. As it passes or reaches through each layer, the creature must make a Dexterity saving throw or be affected by that layer's properties as described below. The wall can be destroyed, also one layer at a time, in order from red to violet, by means specific to each layer. Once a layer is destroyed, it remains so for the duration of the power. Dark Matter Void has no effect on the wall and dispel DME can affect only the violet layer.

1. Gold. The creature takes 10d6 Radiant damage on a failed save, or half as much damage on a successful one. While this layer is in place, Ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.
2. Silver. The creature takes 10d6 Necrotic damage on a failed save, or half as much damage on a successful one. While this layer is in place, Ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 healing to it.
3. Red. The creature takes 10d6 fire damage on a failed save, or half as much damage on a successful one. While this layer is in place, Ranged attacks can't pass through the wall. The layer can be destroyed by dealing at least 25 cold damage to it.
4. Orange. The creature takes 10d6 Acid damage on a failed save, or half as much damage on a successful one. While this layer is in place, ranged attacks can't pass through the wall. The layer is destroyed by applying 100 gallons of water onto the surface.
5. Yellow. The creature takes 10d6 lightning damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 60 force damage to it.
6. Green. The creature takes 10d6 Poison damage on a failed save, or half as much damage on a successful one. Doing 30 points of Healing to the wall will remove it.
7. Blue. The creature takes 10d6 cold damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 Fire damage to it.
8. Indigo. The creature takes 10d6 Resonance damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by using a Silence power on it.

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9. Violet. The creature takes 10d6 Psychic damage on a failed save, or half as much damage on a successful one. This layer can be destroyed by dealing at least 25 Psionic damage to it.
10. Iridescent: This wall blocks all Dimensional travel from happening within 120 feet of the wall or sphere. The wall must take 30 points of Force damage to be broken.

Psychic Scream

Cost: 9th level (20k BP worth of Bekkr Dust)

Category: Psionic

Initiation: 1 action

Range: 90 feet

Duration: instant

Description: You unleash the power of your mind to blast the intellect of up to ten creatures of your choice that you can see within range. Creatures that have an Intelligence score of -3 or lower are unaffected. Each target must make an Intelligence saving throw. On a failed save, a target takes 14d6 psychic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, its head explodes, assuming it has one. A stunned target can make an Intelligence saving throw at the end of each of its turns. On a successful save, the stunning effect ends.

Rebirth

Cost: 9th level (25k BP worth of Bekkr Dust)

Category: Organic

Initiation: 1 action

Range: 30 feet

Duration: Instant

Description: A wave of healing energy washes over the creature you touch. The target regains all its hit points. If the creature is charmed, frightened, paralyzed, or stunned, the condition ends. If the creature is prone, it can use its reaction to stand up.

Timeflow

Cost: 9th level (50k BP worth of Bekkr Dust)

Category: Chronomancy

Initiation: 1 action

Range: 30 feet

Duration: 1 minute

Description: You briefly control the flow of time in a localized area. You can do one of the following effects with this ability.

- **Timestop:** You stop the flow of time for everyone but yourself. No time passes for other creatures, while you take 1 minute, during which you can use actions and move as normal. This power ends if you take any harmful actions towards another creature. In addition, the power ends if you move to a place more than 1,000 feet from the location where you activated it.
- **Time-Sphere:** You designate a spot within your sight. Time comes under your control in a 20-foot radius centered on that spot. You can freeze it, reverse it, or move it forward by as much as 1 minute if you maintain concentration. Nothing and no one, yourself included, can enter the field or affect what happens inside it. You can choose to end the effect at any moment on your turn, and events progress naturally from there.
- **Time-Jump:** You throw a Target forward in time. The target makes a Constitution Saving throw to halve the time it disappears for. The target disappears for 1 minute, during which time it cannot act or be acted upon in any way. When the target returns, it is unaware that any time has passed.

True Clone

Cost: 9th level (100k BP worth of Bekkr Dust)

Category: Organic and Psionic

Initiation: 1 week

Range: Self

Duration: Always in effect

Description: You shape a clone of yourself to protect against death. You then transfer your memories into it each night through means of a neural band you wear each night. The signal goes through the ethereal plane. If you die, your clone will awaken. It has all your statistics and powers, but none of your items, unless they are given to it/found.

Wish

Cost: 9th level (75k BP worth of Bekkr Dust)

Category: Chronomancy, Dimensional, Enhancement & Organic

Initiation: 1 action

Range: Self

Duration: Instant

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Description: Wish is the mightiest power someone can use. The basic use of this power is to duplicate any other power of 8th level or lower. You don't need to know the power to use it. Alternatively, you can create one of the following effects of your choice:

- You create one object of up to 250,000 Bekkr in value that isn't a power enhanced item. The object can be no more than 300 feet in any dimension, and it appears in an unoccupied space you can see on the ground.
- You allow up to twenty creatures that you can see to regain all hit points, and you end all effects on them described in the greater restoration power.
- You grant up to ten creatures that you can see resistance to a damage type you choose.
- You grant up to ten creatures you can see immunity to a single power or other effect for 8 hours. For instance, you could make yourself and all your companions immune the Death Power, or Prismatic Wall.
- You undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Time reshapes itself to accommodate the new result. For example, a wish power could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll.

You might be able to achieve something beyond the scope of the above examples. State your wish to the GM as precisely as possible. The GM has great latitude in ruling what occurs in such an instance; the greater the wish, the greater the likelihood that something goes wrong. This power might simply fail, the effect you desire might only be partly achieved, or you might suffer some unforeseen consequence as a result of how you worded the wish. The stress of using this power to produce any effect other than duplicating another power weakens you. After enduring that stress, each time you use a power until you finish a long rest, you take 1d10 necrotic damage per level of that power. This damage can't be reduced or prevented in any way. In addition, your Strength drops to -4 for 2d4 days. For each of those days that you spend resting and doing nothing more than light activity, your remaining recovery time decreases by 2 days.

Powers by Type

Chronomancy (Silver)

- Tricks: Mending, Spare the Dying, Temporal Aging, True Strike
- 1st Circle: Bane, Gift of Alacrity, Guidance, Rapid Aging, Sleep, Time-Dilation, Vortex of DME, Zephyr Wind Strike
- 2nd Circle: Blur, Danger Sense, Healing Burst, Mote of Possibility, Nexus, Possibilities, Stasis
- 3rd Circle: Avoidance, Blink, Enduring Aura, Haste, Lightning Reflexes, Mass Healing Word, Revive, Slow
- 4th Circle: Aura of Life, Death Ward, Time Field
- 5th Circle: Legend Lore, Mass Cure Wounds, Reverse Time, Steel Wind Strike, Swift Shot
- 6th Circle: Contingency, Heal, [Steel Wind Strike](#), Time Barrier, Time Reader
- 7th Circle: Regeneration
- 8th Circle: Time Wilt
- 9th Circle: Death, Foresight, Mass Heal, Timeflow, Wish

Dimensional (Iridescent)

- Tricks: Dimensional, Shape Water
- 1st Circle: Absorb Elements, Cloak of Shadows, Create or Destroy Water, DME Armor, Detect DME, Ethereal Familiar, False Life, Feather Fall, Frictionless, Gift of Alacrity, Guiding Fire, Heroism, Illusory Script, Sanctuary, Shield, Shield of Faith, Silent Image, Tracer Burst, Zephyr Wind Strike,
- 2nd Circle: Aid, Blade of DME, Blur, [Circle of Wind](#), Companions Ethereal Armor, Continual Flame, DME Aura, DME Lock, DME Projectile, Weapon of Power, Darkness, Dimensional Trick, Earthbound, Enlarge/Reduce, Invisibility, Knock, Levitate, Locate Animal or Plant, Locate Object, [Mass Blade-Ward](#), Mirror Image, Misty Step, Pass Without a Trace, Repulsed Assault, See Invisibility
- 3rd Circle: Avoidance, Beacon of Hope, Blink, Circle of Protection, Daylight, Dimensional Chest, Dimensional Hut, Dissipate DME, Blinding Strike, Explosives, Fly, Hypnotic Pattern, Minute Meteors, Nondetection, Summon Animals, Thunderstep, Trans-Step, Water Walking
- 4th Circle: Banishment, DME Eye, Dimension Door, Dimensional Sphere, [Fabricate](#), Faithful Ethereal, Freedom of Movement, Greater Invisibility, Private Sanctum, Summon Planar, Watery Sphere
- 5th Circle: Banishing Smite, Far Step, Find the Path, Reverse Time, Scrying, Summon Greater Planar, [Steel Wind Strike](#), Teleportation Circle, Wall of Force
- 6th Circle: Evacuation, Forbiddance, Mass Dimension Door, Truesight
- 7th Circle: Aftershock, Dimensional Bursts, Etherealness, Plane Shift, Reverse Gravity, Teleport
- 8th Circle: [DME Void](#), Maddening Darkness
- 9th Circle: Gate, [Invulnerable](#), Meteor Swarm, Wish

Elemental Acid (Orange)

- Tricks: Acid Splash
- 1st Circle: Absorb Elements, Chromatic Bolt, Chromatic Protection, Frictionless, Solvent, [Weakened Armor](#)

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- 2nd Circle: Acidic Slurry, Mote of the Elements
- 3rd Circle: Corrosive Sphere, Elemental Weapon
- 4th Circle: Acidic Breath, [Freedom of Movement](#)
- 5th Circle: Circle of Death
- 6th Circle: Disintegrate
- 7th Circle: [Desolation](#), Prismatic Spray
- 8th Circle:
- 9th Circle: Prismatic Wall

Elemental Cold (Blue)

- Tricks: Frostbite, Ray of Frost, Shape Water
- 1st Circle: Absorb Elements, Chromatic Bolt, Chromatic Protection, Create or Destroy Water, Fog Cloud, Ice Knife
- 2nd Circle: Hold Person, Enfeeblement, Frozen Winds, Mote of the Elements, Skywrite, Stasis
- 3rd Circle: Cone of Cold, Elemental Weapon, Slow, Water Breathing, Water Walking
- 4th Circle: Control Water, Storm Sphere, Temperate Shield, Watery Sphere
- 5th Circle: Elemental Chains, Hold Monster, Flash Frozen
- 6th Circle: Winters Heart
- 7th Circle: Icestorm, Prismatic Spray
- 8th Circle:
- 9th Circle: Prismatic Wall

Elemental Fire (Red)

- Tricks: Control Flames, Dancing Lights, Heated Blade, Performance
- 1st Circle: Absorb Elements, Chromatic Bolt, Chromatic Protection, Gout of Flame, Heated Strike
- 2nd Circle: Continual Flame, Flame Blade, Heat Metal, Mote of the Elements, Pyrotechnics
- 3rd Circle: Elemental Weapon, Minute Meteors
- 4th Circle: Temperate Shield, Wall of Fire
- 5th Circle: Fireball
- 6th Circle:
- 7th Circle: Immolation, Prismatic Spray
- 8th Circle: [Magma Stream](#)
- 9th Circle: Prismatic Wall

Elemental Lightning (Yellow)

- Tricks: Dancing Lights, Light, Shocking Grasp
- 1st Circle: Absorb Elements, Binding Lightning, Chromatic Bolt, Chromatic Protection, Expeditions Retreat, Feather Fall, Gift of Alacrity, Jump, Long-Strider, Zephyr Wind Strike
- 2nd Circle: Blur, Levitate, Mote of the Elements, Pyrotechnics, Static Discharge
- 3rd Circle: Avoidance, Blink, Counter, Elemental Weapon, Fly, Haste, Lightning Reflexes, Tesla
- 4th Circle: Storm Sphere
- 5th Circle: Elemental Chains, [Steel Wind Strike](#), [Swift Shot](#)
- 6th Circle: Chain Lightning
- 7th Circle: [Pain](#), Prismatic Sphere, [Reverse Gravity](#)
- 8th Circle:
- 9th Circle: Prismatic Wall

Elemental Radiant (Gold)

- Tricks: Light, Minor Illusion, Radiant Bolt
- 1st Circle: Absorb Elements, Chromatic Bolt, Chromatic Protection, Cloak of Shadows, Disguise Self, Guiding Bolt, Guiding Fire, Silent Image,
- 2nd Circle: Blade of DME, Blur, Branding Smite, Cloud of Radiance, DME Projectile, Darkness, Darkvision, Invisibility, Mirror Image, Mote of the Elements, Pyrotechnics, See Invisible
- 3rd Circle: Blinding Strike, Bolt of Radiance, Daylight, Elemental Weapon, Hypnotic Pattern, Major Image
- 4th Circle: Blinding Bursts, Greater Invisibility, [Hallucinatory Terrain](#), [Staggering Smite](#)
- 5th Circle: Radiant Strike, [Seeming](#),
- 6th Circle: Sunbeam

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- 7th Circle: Prismatic Spray
- 8th Circle: [Maddening Darkness](#), Sunburst
- 9th Circle: Prismatic Wall

Enhancements (White)

- Tricks: Blade Ward, Booming Blade, DME Weapon, Heated Blade, Performance, Primal Savagery, Resistance
- 1st Circle: Basic Enhancement, Chromatic Protection, DME Armor, Detect DME, Disguise Self, Enhanced Foodstuffs, Enhanced Weapon, Expeditious Retreat, False Life, Feather Fall, Heated Strike, Heroism, Hunters Mark, Identify, Jump, Long Strider, Shield of Faith, Shrapnel Snare, Thunderous Strike, Zephyr Wind Strike
- 2nd Circle: Aid, Bark-Skin, Branding Smite, Companions Ethereal Armor, Weapon of Power, Darkvision, Deadly Focus, Enhance Ability, Enlarge/Reduce, Find Traps, Flaming Blade, [Mass Blade-Ward](#), See Invisible, Spider Climb, Tireless
- 3rd Circle: Elemental Weapon, Explosives, Fly, Haste, Protection from Energy, Warding Stone, Water Breathing, Water Walking
- 4th Circle: Acidic Breath, [Dangerous Reserves](#), [DME Eye](#), Death Ward, Faithful Companion, Freedom of Movement, Greater Invisibility, Guardian Enhancement, Stone Skin
- 5th Circle: [Radiant Strike](#), Seeming, Skill Enhancement, [Staggering Smite](#), Steel Wind Strike, Swift Shot
- 6th Circle: Heroes Blessing, Truesight, Enhancement, Regenerate
- 7th Circle: Regeneration
- 8th Circle:
- 9th Circle: Invulnerable

Organic (Green)

- Tricks: Decompose, Naturecraft, Poison Spray, Spare the Dying, Thorn Whip
- 1st Circle: Animal Friendship, Beast Bond, [Circle of Wind](#), Create or Destroy Water, Cure Wounds, Earth Tremor, Enhanced Foodstuffs, Ensnaring Strike, Entangle, Expeditious Retreat, False Life, Fog Cloud, Jump, Long-Strider, Purify Food and Drink, Rapid Aging, Ray of Sickness, Sleep
- 2nd Circle: Bark-Skin, Beast-Sense, Blindness/Deafness, Dust Construct, Earthbound, Earthen Grasp, Enfeeblement, Enhance Ability, Find Traps, Healing Burst, Hold Person, Lesser Restoration, Locate Animal or Plant, Madness, Poisonous Tendrils, Protection from Poison, Skywrite, Spike Growth, Tireless, Web
- 3rd Circle: Beacon of Hope, Catnap, Draining Touch, Erupting Earth, Loss of Focus, Plant Growth, Revive, Summon Animals, Tesla, Water Breathing
- 4th Circle: Acidic Breath, Aura of Life, Blight, [Calm the Earth](#), Control Water, [Dangerous Reserves](#), Extract Thought, Fabricate, Grasping Vine, Guardian Enhancement, Stone Shape, [Stone Skin](#), Storm Sphere, Watery Sphere
- 5th Circle: Antilife Shell, Commune with Nature, Find the Path, Greater Restoration, [Mass Cure Wounds](#), The Grove, Wall of Stone, Wall of Thorns
- 6th Circle: Eyebite, [Faultline](#), Harm, Heal, Heroes Blessing
- 7th Circle: Construct Clone, Regenerate
- 8th Circle: [Bloom](#), Complete Aura, DME Void, Earthquake, Feeblemind, Mind Blank
- 9th Circle: Chaotic Storm, Rebirth, True Clone, Wish

Psionic (Purple)

- Tricks: DME Hand (Minor Telekinesis), Friends, Message, Minor Illusion, Psionic Lure, Viscous Mockery
- 1st Circle: Animal Friendship, Bane, Beast Bond, Cause Fear, Charm Person, Command, Compelled Duel, Comprehend Languages, Disguise Self, Ethereal Familiar, Fearful Blow, Forceful Rebuke, Guidance, Heroism, Hunters Mark, Sanctuary, Silent Image, Sleep, Speak with Animals, Telekinetic Catapult, Uncontrolled Laughter, Vehement Words
- 2nd Circle: Animal Messenger, Beast-Sense, Blur, Calm Emotions, Danger Sense, Detect Thoughts, [Disorient](#), Enfeeblement, Enthral, Hold Person, Madness, Mind Spike, Mirror Image, Scare, Soothing Emotions, Suggestion, Zone of Truth
- 3rd Circle: Counter, Fear, Loss of Focus, Major Image, Nondetection, Sending, Slow
- 4th Circle: Charm Monster, Compulsion, Confusion, Dominate Beast, Extract Thought, Hallucinatory Terrain, Binding Word, Staggering Smite, Telekinetic Combat
- 5th Circle: Dominate Person, Hold Monster, Modify Memory, Scrying, Seeming, Synaptic Static
- 6th Circle: Eyebite, Irresistible Dance, Mass Suggestion, Mental Prison
- 7th Circle: [Aftershock](#), Construct Clone, Glibness, Pain, Telekinetic Cage, Telepathy
- 8th Circle: Dominate Monster, Feeblemind, Maddening Darkness, Mind Blank, Overwhelm
- 9th Circle: Foresight, Psychic Scream, True Clone

Resonance (Indigo)

- Tricks: Booming Blade, Performance, Thunderclap

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- 1st Circle: Alarm, Earth Tremor, Thunderous Strike, Thunderwave
- 2nd Circle: Repulsed Assault, Shatter, Silence
- 3rd Circle: Erupting Earth, Thunderstep
- 4th Circle: [Thunderstorm](#)
- 5th Circle: Destructive Wave
- 6th Circle: [Faultline](#)
- 7th Circle: Aftershock
- 8th Circle: [Earthquake](#)
- 9th Circle:

Protocols

- 1st Circle: Alarm, Thunderous Strike, Thunderwave
- 2nd Circle: Possibilities, Shatter, Silence
- 3rd Circle: Thunderstep
- 4th Circle: Binding Word
- 5th Circle: Legend Lore, Teleportation Circle, Time Reader