

## **Mashup: SotDL + 5E D&D E6**

*Shadow of the Demon Lord* belongs to Charles Schwalb Entertainment, LLC, and can be found webside at: <https://schwalbentertainment.com>.

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The *E6* ruleset (available at <https://esix.pbworks.com/f/E6v041.pdf>) was designed for 3rd edition D&D, but it works in 5E with minimal modifications.

### **Basic Assumptions:**

Essentially, you're capping magic-users at their Level 6 Expert Path instead of advancing them into a Master Path. You may let them gain Master Path abilities through Feat advancement, per *E6* standards.

*Shadow of the Demon Lord* doesn't have alignment, so there are no magic spells keyed to such. Therefore, there's no call for characters in this system to be restricted—er. Defined—by an arbitrary alignment system.

Corruption and Insanity from *Shadow of the Demon Lord* carry directly into the game. Insanity is based on Wisdom instead of Will, of course. The rest of the additions are fine as-is.

Ability Score Increases in *5E* tend to come at Level 4, but in *SotDL* they come at Levels 1 and 3. Since we're basing this campaign on *d20*, ignore the ASIs from Paths and instead give each magic-user a single Ability Score Increase at Level 4, as in most *5E* classes.

While we're on the subject of Proficiency modifiers... Add Proficiency to spell checks or attack rolls called for in a spell description. This works both for pure magic users and multi-class mages. Pure magic users will have the advantage in Power level and number of Spells—they don't need a Proficiency gap on top of that. In addition, replace the Attribute Challenges from *SotDL* spell descriptions with Saves. Use the same formula for spell DC that 5E uses:  $8 + \text{Proficiency} + \text{Tradition Stat Modifier}$ .

Also, note the attributes in *SotDL* are different than *D&D*. You can resolve this with a simple translation map. Strength in *SotDL* is a combination of Strength and Constitution in *d20*, so go with Strength when a spell depends on physical force, or Constitution if it calls for resistance or endurance. Agility maps directly to Dexterity. Intellect maps to Intelligence. Will combines *d20*'s Charisma and Wisdom, so spells that depend on perception or willpower will use Wisdom as with the Earth tradition. As with the Song tradition, those that call for force of personality or charm use Charisma instead. Note that Enchantment is Intellect-based in *Shadow of the Demon Lord*. We'll file it under Intelligence and leave it at that.

This obviously will require case-by-case DM rulings, making it one of the most involved adaptation processes between the two systems.

*Shadow of the Demon Lord* uses Boon and Bane as its advantage and disadvantage mechanic. Since we're using *5E* for the core rules, we substitute 'Advantage' any time a Path or Spell mechanic indicates one or more Boons. Substitute 'Disadvantage' for Banes.

Health in *Shadow of the Demon Lord* starts out slightly higher than Hit Points in *5E*. However, damage ratings scale almost identically. And since we're using *E6* rules for *5E*, the players won't be gaining more than 6 HD anyway. The martial types will probably end up with more hit points than

their *SotDL* counterparts (*Fighters in SotDL gain a flat 5 Health per level*), but it shouldn't cause problems.

In this setting, players can choose the Barbarian, Fighter, Monk, and Rogue classes from *5E*. Alternately, they can select the Magician or Priest Novice Paths from *SotDL*.

One strength of *SotDL* is the way it handles multi-classing: with Expert and Master Paths. We capitalize on that, letting non-mage players swap out Levels 3 and 6 of their chosen classes for levels in Expert Paths instead. A Fighter would give up his Martial Archetype and an Ability Score Improvement. The Barbarian would lose a Primal Path and his Path Feature. For a Monk, he would trade his Monastic Tradition and the ability to Deflect Missiles, Ki-Empowered Strikes, and a Monastic Tradition feature. A Rogue would exchange his Roguish Archetype and Expertise.

Magic in *SotDL* is based on a characteristic called Power instead of Caster Level. This determines both spellcasting ability and each spell's Castings per Day. Since it's gained through Path levels in that system, though, it won't be an issue. Everybody starts at Power 0, and having Power 0 doesn't mean you can't cast spells.

At Level 1, a Magician gains +1 Power, 4 Traditions with two Cantrips and one Level 1 Spell each, and the Level 0 Sense Magic Spell. Level 2 grants 2 more magic picks: either a new Tradition or a new Spell in a Tradition the caster already knows. He also learns the Spell Recovery talent, which recovers one-quarter his Hit Points and one Casting of one spell. Once he gets to Level 5, the Magician gains +1 Power, another Tradition or Spell, and the Counterspell talent.

A priest gains +1 Power at 1st Level, along with one Tradition (and a Level 0 Cantrip) and two more magic choices. Ze also gets the Shared Recovery talent at Level 1, which recovers one-quarter Hit Points for both hir and one other creature within 5 yards. At Level 2, the Priest gains two more magic choices and the Prayer talent, which functions like a single-target Bless the character can use once per round. At Level 5, the Priest gains +1 Power, one spell, and the Divine Strike talent, which adds d6 damage when ze uses Prayer to assist an attack roll.

Some Magic Traditions feel out of place in the game. Say you don't want the gearpunk elements from *SotDL* to bleed into your grimdark world; you might disallow Technomancy. If you don't like the feel of Spirit Magic from the *Demon Lord Companion*, you can forbid Spiritualism. If you don't want your players dabbling with demon summoning, you can restrict Demonology to NPCs.

Beyond Character Level 6, *E6* provides feats for increasing Ability Scores. However, its solutions for magic users won't work.

The following feat lets players learn new spells:

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### Expanded Spell Knowledge

You delve deeper into the mysteries of your chosen Tradition.

*Requires: Knowledge of a magical Tradition*

- Choose a spell from one of your Traditions with a level equal to or less than your Power. You learn the chosen spell.

Note: You can take this feat more than once. Each time, choose a new spell.

This feat grants players new Traditions.

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## Tradition Mastery

Through dedicated study, you have unlocked the secrets of a new magical Tradition.

- Choose one magical Tradition. You discover it.

Note: You can take this feat more than once. Each time, choose a new tradition.

This allows players to attain higher levels of magic:

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## Magical Power

You have looked into the Abyss and discovered the true limits of your mystical potential.

*Requires: At least one other Feat above Level 6*

- Increase your Power by 1.

Note: You can only take this feat once.

This will let your pure magic users reach Power 4, giving them access to all but the most potent spells in SotDL. You can restrict access by imposing special training requirements, ability score requisites, or similar conditions.

This feat permits features from Master Paths without the level gain that would typically accompany them.

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## Professional Mastery

You've devoted time and effort to expand your professional skills.

*Requires: 3 or more other Feats above Level 6*

- Choose one Master Path from Shadow of the Demon Lord. You gain the Talent(s) from Level 7 in that Path. You do not gain any listed Attribute or Characteristic increases nor Languages.

Note: You can only take this feat once.

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### Professional Mastery, Greater

Your efforts toward your professional advancement continue apace.

*Requires: 9+ other feats above Level 6, Professional Mastery*

- You gain the Talent(s) from Level 10 in the Master Path you chose for Professional Specialization. As before, you do not gain any listed Attribute or Characteristic increases nor Languages.

This feat allows multi-classed characters to progress further in their chosen Paths.

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### Professional Expertise

Devotion to your professional Path has led you to greater heights of achievement.

*Requires: 6+ other feats above Level 6, multi-classed into Expert Path*

- You gain the Talent(s) from Level 9 in your chosen Expert Path. You do not gain any listed Attribute or Characteristic increases nor Languages.